

Building 3D animation "Family"

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Abstract: This project aims to create 3D animation for the short film 'Family' to serve entertainment and educational needs. Through analyzing technical requirements and practicing methods of modeling, lighting, and combining 2D graphics with 3D, this project not only helps consolidate knowledge of animation technology but also has the potential to create unique content. The expected outcome of the project will be a high-quality short film, providing cultural and educational value while contributing to the digital entertainment industry.

Keywords: 3D Animation, 3D Simulation, Edutainment