

Building the 2D animated film "Rice with Vegetables, Rice with Meat"

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Abstract: This topic focuses on developing a 2D animated film titled 'Com rau com thịt' for entertainment and educational purposes. The background of the topic stems from the need to diversify traditional cultural content in the entertainment industry. The research objectives are to design, create character models, and build a script suitable for the film's theme. The methods applied include referencing traditional animation techniques combined with modern software applications to ensure visual quality. Through the project implementation process, we expect to contribute to the development of the entertainment industry in Vietnam and raise cultural awareness through animated films.

Keywords: 2D animation, Traditional culture, Animation techniques, Character design, Education through entertainment