

Building an English song video using 3D techniques

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Abstract: This topic proposes a method for constructing English song videos using 3D technology to enhance the music listening experience. The practical context raises the need to create high-quality digital content at a reasonable cost. The objective of the research is to design and implement a system that automates the video production process, applying 3D algorithms to generate multi-dimensional animated visuals for song lyrics. The implementation method includes collecting audio data, converting it into text (text-to-speech), and combining it with 3D simulation to build scenes. The expected results of the topic will bring convenience to the song video production process and contribute to the development of the digital technology industry.

Keywords: Music video, 3D technique, automation, text-to-speech, 3D simulation