

Producing the 3D animated film "Happy Farm".

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Abstract: In the context of the rapid development of digital technology, creating a 3D animated film titled 'Happy Farm' is not only entertaining but also plays an important role in popularizing agricultural culture and education through digital media. The objective of this project is to design and develop a 3D system to produce high-quality animated content suitable for school-age students. The research method combines theoretical knowledge of 3D animation art with practical experimentation in Rendering and Animation techniques. The project hopes to contribute to the diversification of digital content and create an entertainment product with educational value, while also encouraging creativity in the field of graphics.

Keywords: 3D animated film, Happy Farm, Rendering techniques, Animation, Education through technology