

Building the 3D animated film "Three Axes"

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Abstract: This topic aims to research and develop a 3D animated film titled 'Three Axes', meeting the diverse entertainment needs of the modern community. By combining film theory with technical experimentation, the main goal is to build compelling scenes, characters, and stories on a 3D platform. The methods used include market analysis, storyboard design, and the deployment of animation software technology to create the final product. This project expects to contribute a unique animated film and raise awareness of the potential of 3D technology in the entertainment industry.

Keywords: 3D animated film, Animating technology, 3D scenery, animated characters, 3D story