

Producing a 3D animated film "Swap"

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Abstract: This topic focuses on building and deploying a 3D animated film titled 'Swap', aiming to meet the development needs of graphic arts in reality. The main objective is to create high-quality entertainment content while researching modern techniques and tools in 3D design to provide a unique experience for the audience. The research method combines theory with practice, including market analysis, technical testing, and image quality optimization. The expected results will contribute to the development of the 3D animation industry in Vietnam.

Keywords: 3D animation, Graphics technology, 3D design, Experimental research, Customer experience