

# Research on 3D animated character model control techniques

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**Abstract:** This topic focuses on analyzing and researching optimal control methods for 3D animated character models in the entertainment industry. The context of the topic arises from the need to enhance user experience through the ability to control and generate movements of 3D characters. The main objective is to build a system that automates control processes for animated characters to optimize performance and content quality. The research method combines system control theory with practical implementation experiments to ensure real-world applicability. The expected outcome of the topic is not only an innovative technical solution but also a significant contribution to improving production efficiency and 3D content creation.

**Keywords:** 3D character model control, motion optimization, system control, application deployment, entertainment