

Application of Anime Studio tools and development of a "business intelligence" 2D animation filmmaking application

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Abstract: In practice, the demand for high-quality 2D animated content is increasing. This topic aims to address the issue of resource and time shortages faced by film producers. By applying the Anime Studio tool, the project will build a support system for the 2D animation production process. The research method includes both theoretical and experimental approaches to evaluate the tool's performance and flexibility. The expected outcome is to develop an information technology application solution for the animation film industry, contributing to enhancing creative capacity and business management.

Keywords: 2D animated film, Anime Studio tool, business intelligence, film production support system, information technology application