

Using Anime Studio software to create the animated film "The Little Match Girl"

Doan Van Sang

Abstract: During the implementation of this project, we chose the topic 'Using Anime Studio software to build the animated film 'The Little Match Girl''. The context for selecting this topic is the strong development of the animation industry and the need to create unique, high-quality content. The project's objective is to use Anime Studio software to construct an animated film based on the story 'The Little Match Girl', aiming to explore the creative process and techniques in this field. The research method combines theoretical knowledge of 2D graphics technology with direct experimentation, thereby contributing to the development of design and animation production skills. Through this process, the project seeks to affirm the applicability of Anime Studio in building unique animated films.

Keywords: Anime Studio software, 2D graphics technology, animated films, creativity, production process