

A STUDY, DEVELOPMENT AND IMPLEMENTATION OF A 2D INTERACTIVE ANIMATED MOVIE ENTITLED 'FAIRY TALE WITH A TWIST'

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ABSTRACT

Research will be done on 2D animation and all the tools and techniques that can be used to create 2D animation will be conducted. This research will also cover methods on creating smooth and natural flow and movements in animation. The creation of this project will involve the development of an interactive story that will involve classic fairy tale characters and other mythical characters. The background, foreground and objects will be modeled using 2D techniques. This project will be for children from the age group of 5 years and above. The purpose of this project is to allow the user to choose their own path in the story thus creating their own story line and endings. Before certain choices can be made, the user will have to face puzzles, riddles and simple games.