A PRODUCTION OF 3D ANIMATION MOVIE ENTITLED "ANGELIC LAYER" USING HUMAN MODELING AND CHARACTER MOTION TECHNIQUES

Prepared by: Sew Sio Yong

ABSTRACT

The aim of this project is to develop a 3D human character with character motion. In order to create a lively 3D character, it is necessary to study the 3D modeling techniques, assigning textures and rendering. Apart from that, compression techniques have studies in order to enable to video file being played smoothly. There are various types of compression techniques, the author need to study it and find out the advantages and disadvantages of those techniques. Besides, the lighting also the other issue that the author focused. This was because the realistic of the objects were depends on the lighting that assigned.