

A PRODUCTION OF A 3D FAIRYTALE MOVIE ENTITLED ‘THE NEW ADVENTURES OF THE LITTLE MERMAID’

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ABSTRACT

The aim of this project is to develop a 3D animation movie which is focused on gestures of creature in the nature. In order to create a lively 3D mermaid, it is necessary to study the 3D modeling techniques, assigning textures and rendering besides, the author has done some research on different types of modeling in order to find suitable modeling techniques that able to reduce the file size. Some of the new authoring tools such as Maya Unlimited. After effect will be used in this project. Hence, the author has done a research on the software tools in order to know its limitation.