

# A STUDY AND IMPLEMENTATION ON 3D AND 2D ANIMATION MOVIE

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## ABSTRACT

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A study will be done on 3D modeling, animation and mapping. In addition, researches on the latest movie special effects done using 2D animations will be carried out in order to make the movie more interesting. 2D animations will be blending in with 3D in the movie as well. Finding on the methods used in developing such entertainment will be done in order to fulfill the requirements and to develop the movie itself. Target audiences will be those who are ages 10 and above. The system works like other movie files that require media player to operate. The system will be Video-CD (VCD) based software in an '.avi' format. 3D developing software such as 3D Studio Max will be used in developing the 3D characters and scenes. Most effects will be done using Adobe Photoshop and, Macromedia Flash and Director.

The chapters that will be covered are:

- Three Dimensions
- Features Of 3D
- Features Of 2D
- Tools Currently Used In Multimedia Development
- Develop Storyline
- The Storyboard
- Development Of The Proposed System
- Testing Phase
- Analysis Of Questionnaire