

A PRODUCTION OF A SCIENCE FICTION 3D ANIMATED MOVIE TITLED “WARFARE IN THE FUTURE” USING 3D STUDIO MAX 3.0

Prepared by: Lim Alvin Kha Luo

ABSTRACT

This project aims to develop a science fiction 3D animation movie entitled “Warfare in the future”. This movie would depict the scenario of the way soldiers would battle each other with a gigantic robots and other high technology devices in the distant future. This idea was actually inspired by a game, which the author had bought long ago. This game also tells about human piloting robots in battlefield and causing mass destruction to those who oppose them. As the author is obsessed with robots, he thought that he would actually do a 3D movie that is about robots. Furthermore, a research would be done on 3D concepts involved in 3D animation, as well as the methods of 3D modeling and rendering. Apart from that, reviews would also be done on currently available 3D animated movies to investigate the important features that should be included in a 3D animated movie. In addition, an investigation would be done on the technical constraints that consist of storage and processing speed to be able to run the animated movie smoothly. This investigation is to gather information about the needs and requirements of implementing the project.