

# **STUDY AND IMPLEMENTATION OF 2D AND 3D ANIMATION IN AN INTERACTIVE MULTIMEDIA ENCYCLOPEDIA ENTITLED “JOURNEY TO THE DEEP OCEAN”**

Prepared by: Loh Mun Ching

## **ABSTRACT**

---

The purpose of this project is to apply 2D and 3D animation techniques in an interactive multimedia encyclopedia entitled “Journey to the Deep Ocean”. This project studies in-depth the current technology techniques such as Macromedia Flash and 3D studio Max. Macromedia Flash MX will be used to create 2D animation and design the interface whereas the 3D Studio Max will be used to develop an interactive guide in 3D animation. Besides, other tools will be used to edit and create buttons such as Adobe Photoshop 7 or Macromedia Firework MX. This project is a system to introduce all the living creatures under the deep ocean. Before users begin their amazing journey to the deep ocean, they can select an interactive guide to guide them to explore the system. The system will also provide a simple game and quiz to allow users to test themselves.