Animation Production Process Using AI Applications

We usually have two main approaches to producing animations suing AI applications:

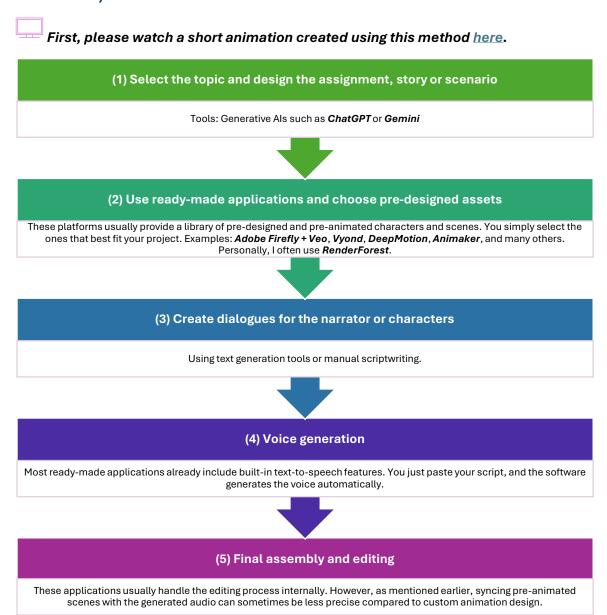**1. Using ready-made applications and platforms**

- The advantage is that it allows you to create animations more quickly and easily.

- However, there are limitations: the quality is usually lower, the options for voices and visuals are restricted, and the synchronization between sound and visuals is not always precise or professional.

2. Designing the animation from scratch, step by step

- In this approach, you build everything yourself and have full control.

- It provides much greater flexibility since you can design almost anything you want.

- This method is similar to the work of a professional animation studio and delivers much higher-quality results, although it requires more time and expertise.

Now I would like to explain that for each of these methods, I have created a **process map**. This process map outlines the steps in a clear, step-by-step manner, and at each stage, it introduces a professional application that I personally use.

Steps of Animation Production (Pre-Designed Tools Method)

🖥️ *First, please watch a short animation created using this method here.*

(1) Select the topic and design the assignment, story or scenario
Tools: Generative AIs such as **ChatGPT** or **Gemini**

⬇️

(2) Use ready-made applications and choose pre-designed assets
These platforms usually provide a library of pre-designed and pre-animated characters and scenes. You simply select the ones that best fit your project. Examples: **Adobe Firefly + Veo**, **Vyond**, **DeepMotion**, **Animaker**, and many others. Personally, I often use **RenderForest**.

⬇️

(3) Create dialogues for the narrator or characters
Using text generation tools or manual scriptwriting.

⬇️

(4) Voice generation
Most ready-made applications already include built-in text-to-speech features. You just paste your script, and the software generates the voice automatically.

⬇️

(5) Final assembly and editing
These applications usually handle the editing process internally. However, as mentioned earlier, syncing pre-animated scenes with the generated audio can sometimes be less precise compared to custom animation design.

Step-by-Step Animation Production (Customized Design Method)

🖥️ *Here, we can watch a short animated video created using this method [here](.).*

(1) Select the topic and design the scenario

Tools: Generative AIs such as *ChatGPT* or *Gemini*

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(2) Choose images for characters and scenes

Tools: *Leonardo.ai* or other Generative AIs like *ChatGPT* or *Gemini*

⬇

(3) Animate characters or scenes

Tools: Many options exist, but I personally prefer *HailuoAI*

⬇

(4) Create dialogues for the narrator or characters

Tools: Generative AI text tools, scriptwriting software, or manual writing

⬇

(5) Voice generation

You can either use your own voice or improve synchronization and quality with software such as *TTSMaker*

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(6) Final assembly and editing

Tools: Many video editors are available, but I personally use *AVS Studio Editor*

Key Considerations in Creating AI-Based Animations

1. Choosing the Right AI Software

The very first step is selecting the right platform. Check what features it offers, what types of animations and themes it supports, and whether it matches your project needs.

2. Scene Limits and Credits

Even with Pro versions, most platforms limit how many scenes you can create. They usually provide monthly credits or tokens, and each animated scene reduces your balance. Knowing these limits is essential before purchasing a plan.

3. Scene Length

Different software provides scenes of different durations. Some offer 6–9 second animated clips, while others allow up to 15 seconds. This directly impacts your editing process—especially if you want to fit a full sentence or idea within one scene.

4. Rendering Time and Daily Limits

Rendering can be slow depending on the platform. For instance, *HailuoAI* may take up to 24 hours to process one animated image and may limit users to only 3–5 scenes per day. This can delay production timelines.

5. Reviewing Subscription Plans

The best way to evaluate a platform is to carefully review its available plans. Subscription details usually include all the critical information about scene limits, rendering speed, and available features.
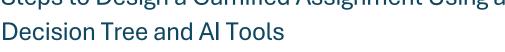
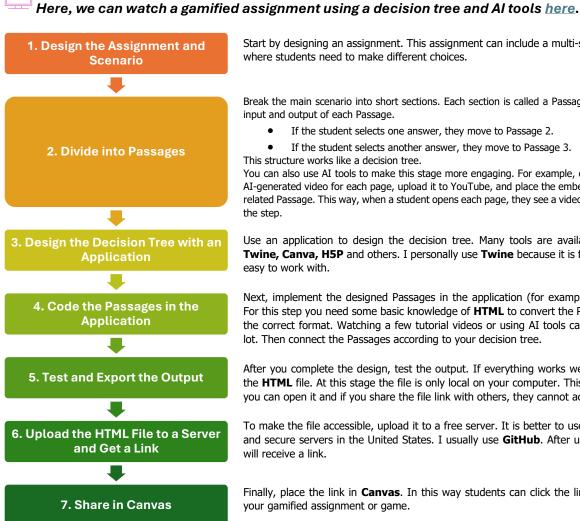**6. Avoiding Real-World Lookalikes**

Always make sure generated characters do not resemble real-life individuals. Otherwise, your work may be perceived as *deepfake*, which could cause ethical or legal issues.

7. Ethical and Transparency Disclaimers

Clearly state that all characters, stories, and designs are fictional. I personally add this note both on my Canvas course page (under AI information) and on the first slide of classroom PowerPoints to ensure transparency.

Steps to Design a Gamified Assignment Using a Decision Tree and AI Tools

Here, we can watch a gamified assignment using a decision tree and AI tools here.

1. Design the Assignment and Scenario	Start by designing an assignment. This assignment can include a multi-step scenario where students need to make different choices.
2. Divide into Passages	Break the main scenario into short sections. Each section is called a Passage. Define the input and output of each Passage. • If the student selects one answer, they move to Passage 2. • If the student selects another answer, they move to Passage 3. This structure works like a decision tree. You can also use AI tools to make this stage more engaging. For example, create a short AI-generated video for each page, upload it to YouTube, and place the embed code in the related Passage. This way, when a student opens each page, they see a video that explains the step.
3. Design the Decision Tree with an Application	Use an application to design the decision tree. Many tools are available such as **Twine, Canva, H5P** and others. I personally use **Twine** because it is free and very easy to work with.
4. Code the Passages in the Application	Next, implement the designed Passages in the application (for example in Twine). For this step you need some basic knowledge of **HTML** to convert the Passages into the correct format. Watching a few tutorial videos or using AI tools can help you a lot. Then connect the Passages according to your decision tree.
5. Test and Export the Output	After you complete the design, test the output. If everything works well, download the **HTML** file. At this stage the file is only local on your computer. This means only you can open it and if you share the file link with others, they cannot access it yet.
6. Upload the HTML File to a Server and Get a Link	To make the file accessible, upload it to a free server. It is better to use well known and secure servers in the United States. I usually use **GitHub**. After uploading you will receive a link.
7. Share in Canvas	Finally, place the link in **Canvas**. In this way students can click the link and enter your gamified assignment or game.