Master’s Thesis

Problem Statement and guidance plan

**Working Title**: **An Interactive Sketch-to-Animation System Using AR/VR and LLM Model**

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# Problem Statement

This project proposes a concept of an animation production system that is inspired by hand drawn animatics but incorporates augmented and virtual reality into the process. The system scans the hand-drawn drawings and extracts the corresponding joint structures for the model with the use of Meta Quest. These generated joints can be fine-tuned using Meta Quest in AR the users have the full control on generated joints to make customization.

The system features a prompt-driven animation interface powered by Large Language Models (LLMs), allowing users to describe desired animations through text or voice input. A distinctive feature is the ability to pause animations mid-sequence for real-time adjustments. This framework combines traditional artistic expression with AI-driven automation, making animation creation more accessible while maintaining creative control throughout the process.

# Guidance Plan

A weekly or bi-weekly guided meeting is best suiting all participants. Some content can be sent in advance to allow for preparation of questions and answers from both sides (student and counsellors).

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