





DESIGN PROCESS + IDEAS FOR THE FUTURE

GENERAL AI CAPABILITY IMPROVEMENTS

• The prophecy of massive improvements in AI image + video capabilities has held true, and we've leaned hard into all the emerging capabilities.



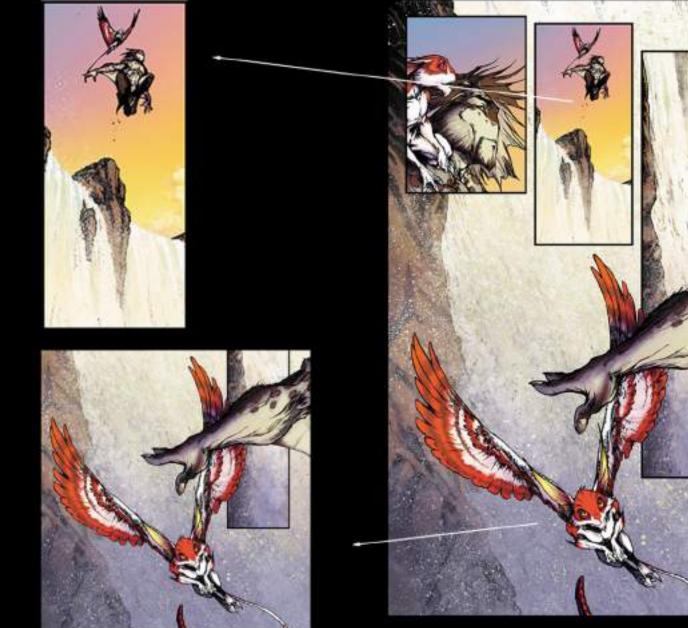
































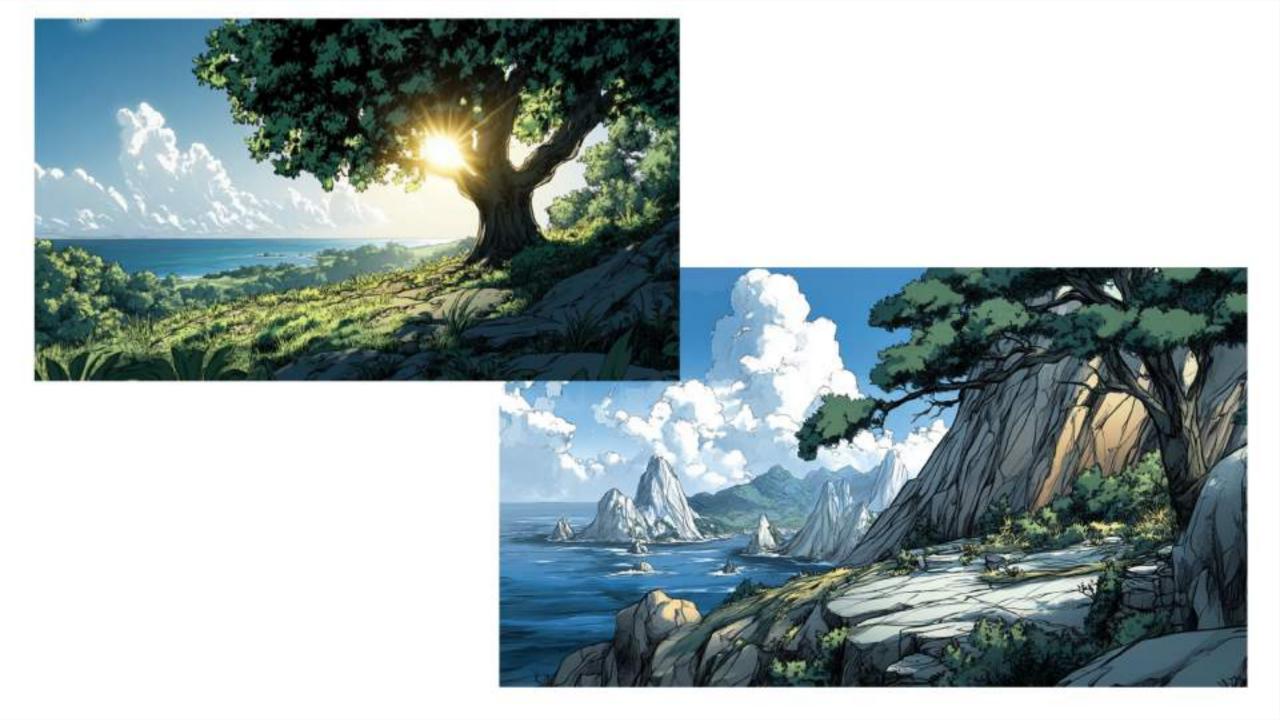






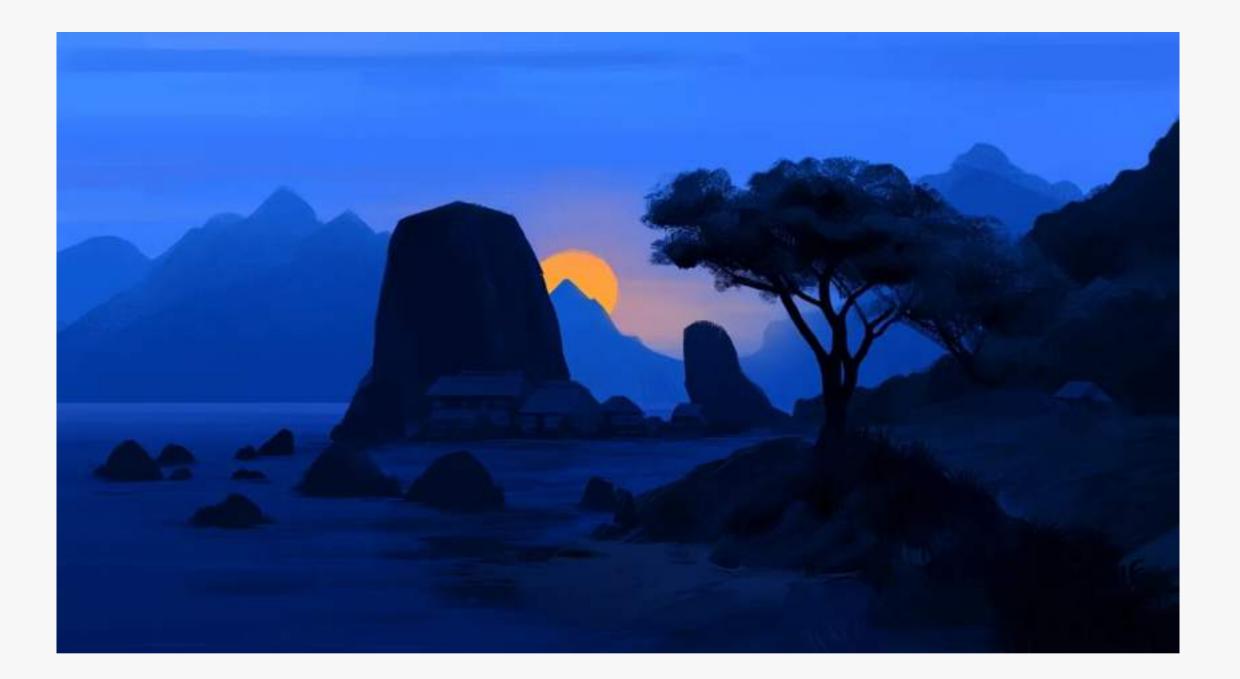


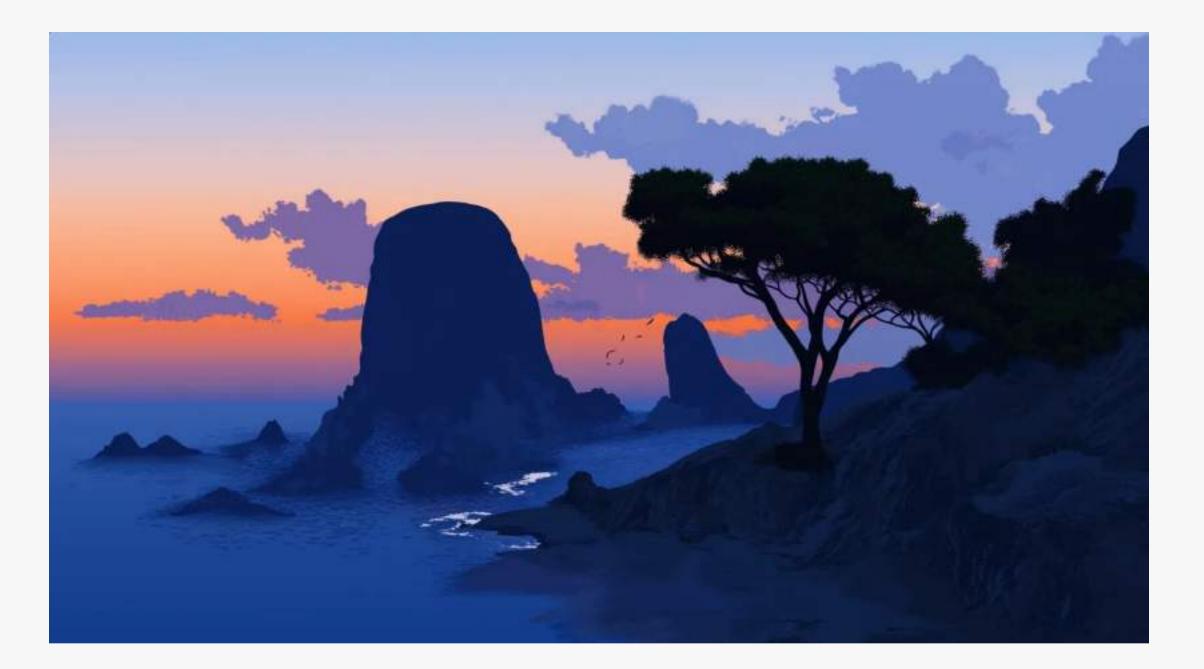


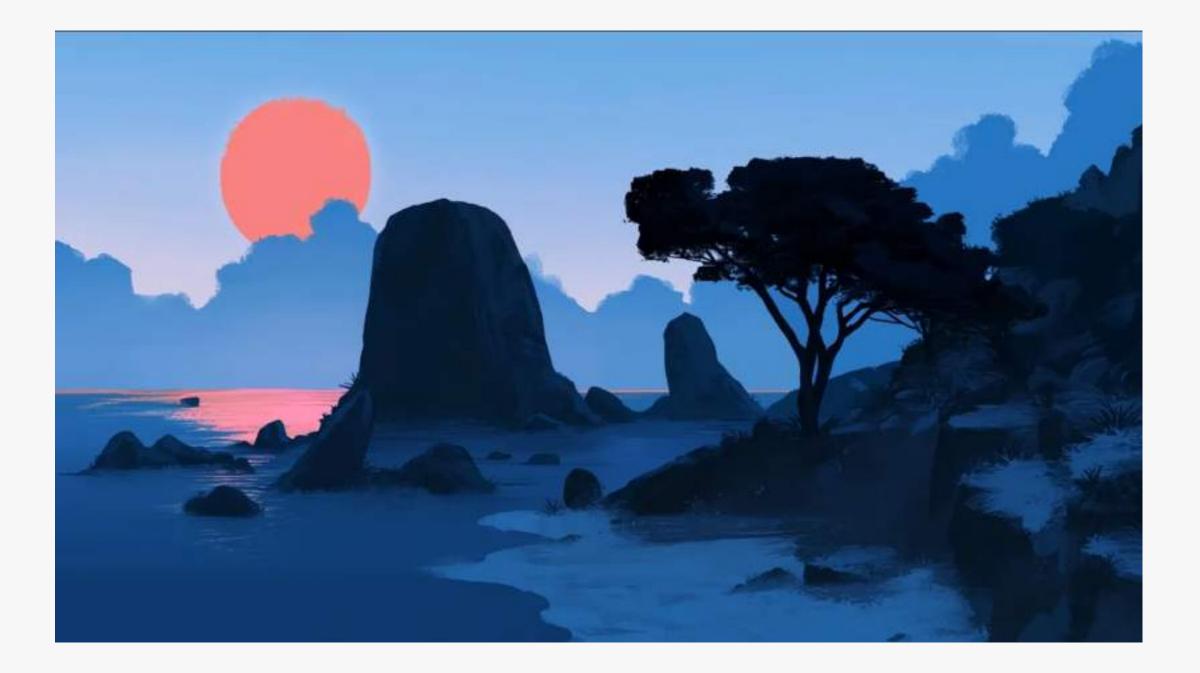






















WHERE AISTRATEGIES CAN SUCCEED

• Converting pre-existing images into AI images (starter-images pipeline).

- Conceptualizing ideas within images (example: generating landscape/setting ideas, character ideas, color schemes, moldboards etc)
- Animating scenes that are (at least partially) provided by Ekos.
- Synthesizing amazing keyframes from diverse mood boards.
- Animating and compositing individual elements + backgrounds into many variations of footage.

ON-THE-WAY IMPROVEMENTS

- Specific, nuanced character animations will require the actor + V2V pipeline we developed in the Fall of 2023.
- Currently does not do a good job animating things it doesn't recognize (e.g., the forest creature).

THANKYOU