## Libraries Used:

- 1) Gradio Used to design user interface for interacting with the Stable Diffusion Videos Model.
- 2) pathlib For manuplating Windows Paths.
- 3) stable\_diffusion\_videos Model for video / images generation.
- 4) Huggingface Al open source pre-trained model.
- 5) Torch / Pytorch A Machine learning library that provide wide range of algorithms and tools.

A pre-trained instance of the Stable Diffusion Walk Pipeline is loaded from the Hugging Face model hub. The model is configured to use torch.float16 data type and placed on the GPU for accelerated computation.

This code defines a class Interface that encapsulates the functionality of the user interface. It takes the pipeline object as a parameter during initialization. An instance of Interface is created and launched with the launch() method.

The Interface class has two main methods, fn\_images() and fn\_videos(), which are responsible for generating images and videos, respectively, using the pipeline object.

The user interface is defined using gr.Interface() and consists of two tabs: one for generating images and another for generating videos. The input elements such as textboxes, sliders, and checkboxes are defined within each tab.

The user interface is launched with the launch() method, and debug=True is set to enable debugging mode.

fn\_videos(self, prompts, seeds, num\_interpolation\_steps, fps, batch\_size, num\_inference\_steps, guidance\_scale, height, width, upsample, output\_dir): This method is responsible for generating videos. It takes several parameters that correspond to the input elements defined in the video interface. Inside this method, the self.pipeline.walk() function is called to generate the videos based on the provided parameters.

fn\_images(self, prompt, batch\_size, num\_batches, num\_inference\_steps, guidance\_scale, height, width, upsample, output\_dir, repo\_id=None, push\_to\_hub=False): This method is responsible for generating images. It takes parameters that correspond to the input elements defined in the image interface. Inside this method, the generate\_images() function from stable\_diffusion\_videos is called to generate the images based on the provided parameters.

launch(self, \*args, \*\*kwargs): This method is responsible for launching the user interface. It calls the launch() method of the self.interface object, which displays the user interface to the user. The \*args and \*\*kwargs allow any additional arguments and keyword arguments to be passed to the launch() method.