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# **COMP4431**

## **Project Storyboard**

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# Story Plot

## Year 2060

- Groundbreaking AI architecture
- AGI achieved

## Two Schools of Belief

- Open-Source Supporters (LibreAI)
- Centralized Oligarchy (Oblivix Inc.)

## Oblivix Inc. Action:

- Lobby congress to ban AI development
- Media Influence: AI poses existential threats

## Recent Years

- Transformer
- ChatGPT

## Two Parties of Belief

- Open Source
- Closed Source AI

## OpenAI Action:

- Persuade congress to ban AI
- AI doomer theory

## The Consequences:

- AI training ban, open-source projects halted
- Oblivix secretly continue training, becomes monopoly

**True danger of AI lies in centralized power !!!**

# **Act 1: Media Influence**



GLOBAL AI SAFETY FORUM

## OPEN SOURCE AI - HUMANITY'S NEW THREAT?

NEWS

DAILY REPORT PROTESTS GATHER OUTSIDE LIBREAI HEADQUARTERS

**Shot Number:** 1      **Dialogue**

**Cam Position:** N/A

**Shot Type:** N/A

**Cam Motion:** N/A

**Time Elapse:** N/A

**Host:** "Dr. Chen, your company LibreAI advocates open source AI. But isn't that reckless?"

**Scientist:** "Actually, open collaboration will accelerate AI safety research, and help us develop better guardrails ..."

**Host Interrupts:** "But this study says AI outperforms humans expert in 73 fields. How about we call it a threat??"



**Shot Number:** 1

**Cam Position:** EL

**Shot Type:** CU

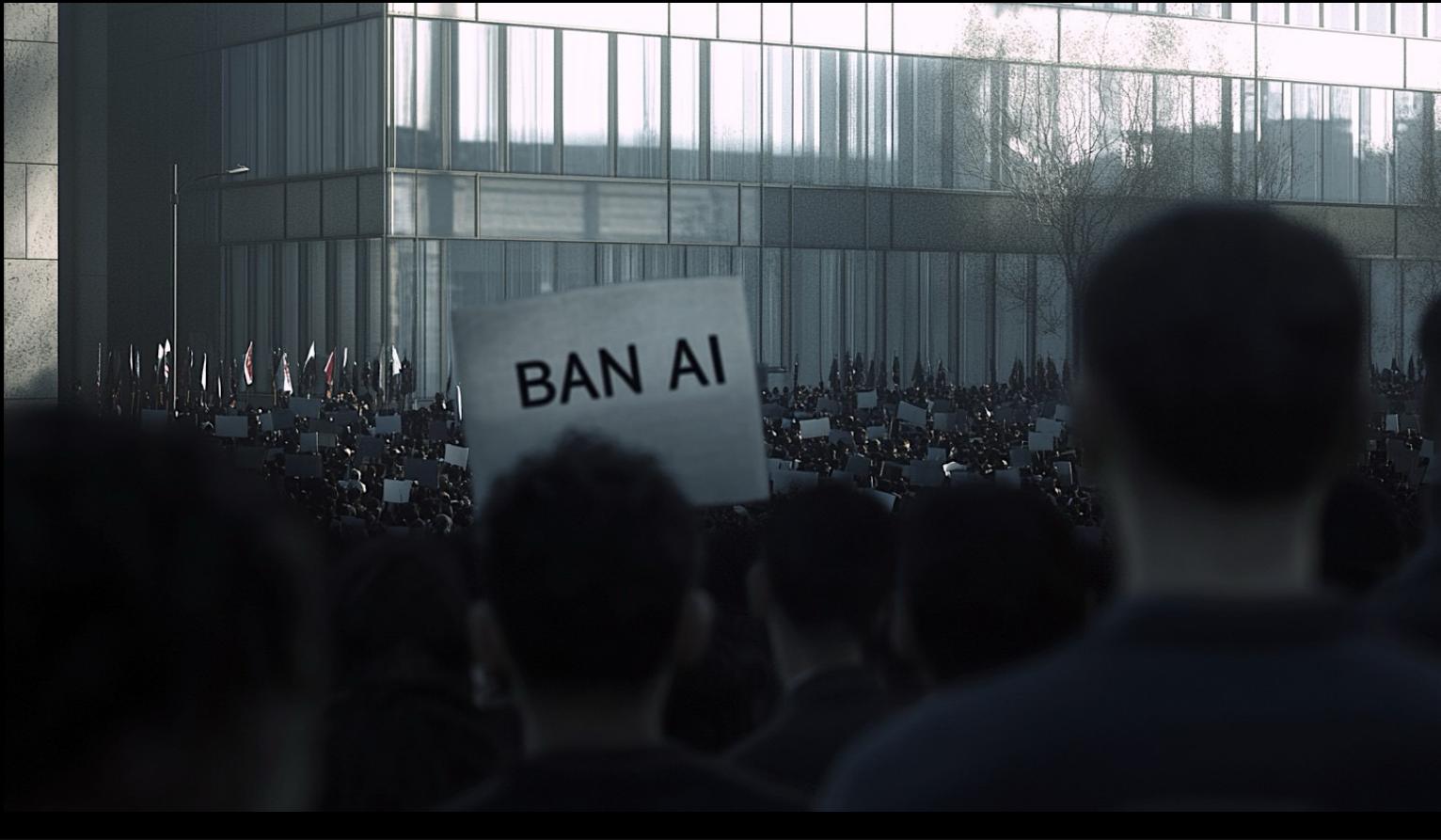
**Cam Motion:** Dolly out

**Time Elapse:** 10s

### Description

Camera zooms out of the TV show debate, revealing an almost abandoned apartment, creating an apocalyptic and dystopian atmosphere. Meanwhile, distant sound of protests and riots can be heard from the balcony.

# **Act 2: LibreAI Destroyed**



**Shot Number:** 2      **Description**

**Cam Position:** EL

The scene shifts dramatically to a distant view of a chaotic protest. The air is thick with tension and the sounds of shouting voices. In the midst of the crowd, protestors hold signs high above their heads, emblazoned with bold letters that read "BAN AI". The signs sway and bob as the crowd moves, a sea of determination and defiance.

**Shot Type:** LS

**Cam Motion:** Pan

**Time Elapse:** 2s



**Shot Number:** 3

**Cam Position:** HA

**Shot Type:** WS

**Cam Motion:** Handheld

**Time Elapse:** 2s

### Description

The scene transitions to an even more chaotic and distant view of a protest, where the intensity has visibly escalated. A multitude of protestors fills the streets, their movements creating a dynamic, restless sea of humanity. Among them, countless signs are held aloft, each boldly displaying the message “BAN AI”.



**Shot Number:** 4      **Description**

**Cam Position:** EL

**Shot Type:** MS

**Cam Motion:** Tilt

**Time Elapse:** 2s

The public protests continued to gain momentum, and the conflicts grew more intense. The crowd rushed forward as they raised large banners that read: **BAN AI!**



**Shot Number:** 5

**Cam Position:** EL

**Shot Type:** MS / MLS

**Cam Motion:** Handheld / Tilt

**Time Elapse:** 2s

### Description

In response to the escalating protest, a group of dispatched armed police swiftly moves towards the crowd, their presence a stark contrast to the chaotic scene. Clad in riot gear and equipped with shields and batons, they form a determined line as they advance, intent on intervening and restoring order.



**Shot Number:** 6

**Cam Position:** EL

**Shot Type:** GS

**Cam Motion:** Handheld

**Time Elapse:** 2s

### Description

The protesting crowd became increasingly disorderly, filled with anger and loudly demanding the shutdown of AI. The police were forced to intervene, and the situation grew even more chaotic. The protesting crowd and the police stood in fierce opposition, confronting each other.



**Shot Number:**

7

**Cam Position:**

EL / SL

**Shot Type:**

MCU

**Cam Motion:**

Handheld

**Time Elapse:**

2s

### Description

The scene returns to the protest site, where the crowd's attention turns to LibreAI's sleek, modern corporate building. Determined to stop the company's continued advancement in artificial intelligence, protesters begin targeting the building's glass windows.



**Shot Number:** 8

**Cam Position:** EL

**Shot Type:** MS

**Cam Motion:** Handheld

**Time Elapse:** 2s

### Description

The protesting crowd continued to smash the glass windows of the LibreAI company, determined to halt the progress of this open AI company. Their anger was escalating, and they vented their frustration recklessly.



**Shot Number:** 9  
**Cam Position:** EL  
**Shot Type:** CU  
**Cam Motion:** Handheld  
**Time Elapse:** 2s

### Description

The protest reaches a boiling point as the crowd's anger intensifies, and their actions become more reckless. Determined to halt the progress of LibreAI, the protestors continue to smash the glass windows of the company's building. The sound of shattering glass pierces the air, mingling with the fervent chants and shouts of the crowd.



**Shot Number:** 10  
**Cam Position:** LA  
**Shot Type:** MLS  
**Cam Motion:** Handheld  
**Time Elapse:** 2s

### Description

The protest reaches a climactic moment as the crowd, having broken through the barriers, triumphantly waves banners emblazoned with “BAN LibreAI” while marching into the LibreAI building. Their collective determination and sheer numbers have overwhelmed any resistance, marking a significant turning point in their campaign against the company.



**Shot Number:** 11  
**Cam Position:** HA  
**Shot Type:** WS  
**Cam Motion:** Dolly out  
**Time Elapse:** 2s

#### Description

In the aftermath of the protests, the LibreAI building stands in stark contrast to its former state, now a scene of devastation. Shattered glass litters the ground, glinting in the dim light like remnants of a fierce battle. The once-pristine facade is marred by broken windows and signs of chaos, a testament to the intensity of the unrest that had unfolded.

# **Act 3: Antagonist Revealed**



**Shot Number:** 12  
**Cam Position:** AS  
**Shot Type:** LS  
**Cam Motion:** Tracking  
**Time Elapse:** 2s

#### Description

The helicopter slices through the sky, weaving its way between the towering skyscrapers that define the city's skyline. The rhythmic thrum of the rotor blades fills the air as it approaches the imposing silhouette of the Oblivix building, a beacon of power and influence amidst the urban landscape.



**Shot Number:** 13  
**Cam Position:** AS  
**Shot Type:** MLS  
**Cam Motion:** Tracking / Arc  
**Time Elapse:** 2s

**Description**

The helicopter slowly descended onto the rooftop of the Oblivix headquarters. It was already nighttime, with the distant city sparkling with lights. The secretary sat in the helicopter, preparing to report the latest news to the chairman.



**Shot Number:** 14

**Cam Position:** LA

**Shot Type:** CU / MCU

**Cam Motion:** Dolly out

**Time Elapse:** 2s

**Description**

The secretary walked down the corridor, preparing to report to the chairman. He had been lobbying extensively, and an official ban on LibreAI had been accomplished. Despite feeling a great sense of achievement, he remained composed. Their ultimate goal was to completely dismantle LibreAI.



**Shot Number:** 15  
**Cam Position:** LA  
**Shot Type:** 2S / MS  
**Cam Motion:** Dolly out / Arc  
**Time Elapse:** 2s

#### Description

The secretary reported the current progress to the chairman. They had successfully banned LibreAI's development. The chairman was visible only as a silhouette, radiating darkness and mystery.

#### Dialogue

**Secretary:** LibreAI is dead. Latest opinion poll shows that the approval for bans at 93%. People blame 'LibreAI'.  
**Chairman:** Easily manipulated... *as always*.

# **Act 4: The Speech**



**Shot Number:** 16

**Cam Position:** LA

**Shot Type:** CU

**Cam Motion:** Tracking

**Time Elapse:** 2s

### **Dialogue**

The secretary of Oblivix addressed the crowd, stating that LibreAI, which endangers human safety, has been banned by an approved mandate. He shouted: "**We will create safe AI!** All AI should work under regulations." However, there seemed to be a hint of insincerity in his words, which went unnoticed by everyone.



**Shot Number:** 17

**Cam Position:** LA

**Shot Type:** MS

**Cam Motion:** Tracking

**Time Elapse:** 2s

#### **Description**

People were deeply concerned about job losses due to AI, which sparked the protests. Most notably, a single mother led the march, holding a sign reading "**Bring Back Jobs, BAN ROBOTS!**" However, was LibreAI truly responsible for the problems they claimed?



**Shot Number:** 18

**Cam Position:** EL

**Shot Type:** CU

**Cam Motion:** Tracking

**Time Elapse:** 2s

#### **Description**

The secretary raised his right fist, faced the crowd, and promised. His expression was serious and solemn, his brows slightly furrowed, and his eyes swept across the crowd firmly, as if conveying an unshakable belief.

#### **Dialogue**

“We will pioneer ethical AI—bounded by strict guardrails, transparent oversight, and human-first values!”

# **Act 5: The Masterplan**



**Shot Number:** 19    **Description**

**Cam Position:** LA

**Shot Type:** CU

**Cam Motion:** Arc

**Time Elapse:** 2s

The camera rotates around the secretary and gradually turns to his back. As the perspective changes, his silhouette is revealed. In front of him is a huge server room. Bright lights flicker in the room, highlighting his figure and adding a mysterious and oppressive atmosphere.



**Shot Number:** 20    **Description**

**Cam Position:** LA

**Shot Type:** CU

**Cam Motion:** Arc

**Time Elapse:** 2s

The camera rotates around the secretary and gradually turns. In a vast, mysterious server room, the Secretary was plotting something unknown, a cold, sinister smirk appearing at the corner of his mouth. It seems as though a plan that will shock the world is brewing.



**Shot Number:** 21

**Cam Position:** OTS

**Shot Type:** ECU

**Cam Motion:** Dolly in

**Time Elapse:** 2s

#### Description

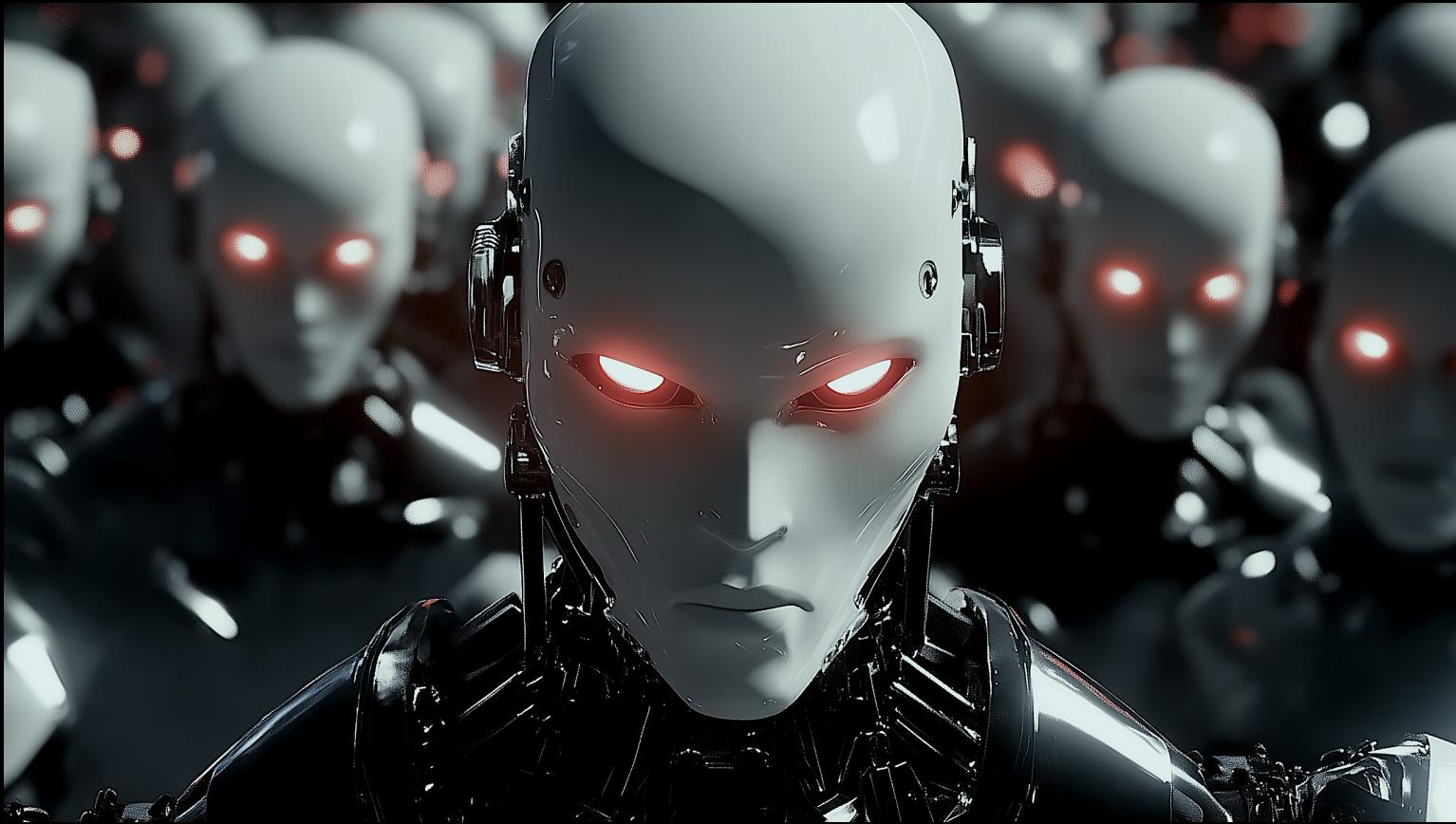
The secretary sat intently in front of the computer monitor, his eyes fixed on the display showing the training results of the AI robots. Zoom in to show screen content: "Training Convergence: 100%." The room was dimly lit, and the light from the screen cast a clear shadow on his face. As he checked the data, a hint of cunning appeared in his eyes.



**Shot Number:** 21  
**Cam Position:** OTS  
**Shot Type:** ECU  
**Cam Motion:** Dolly in  
**Time Elapse:** 2s

### Description

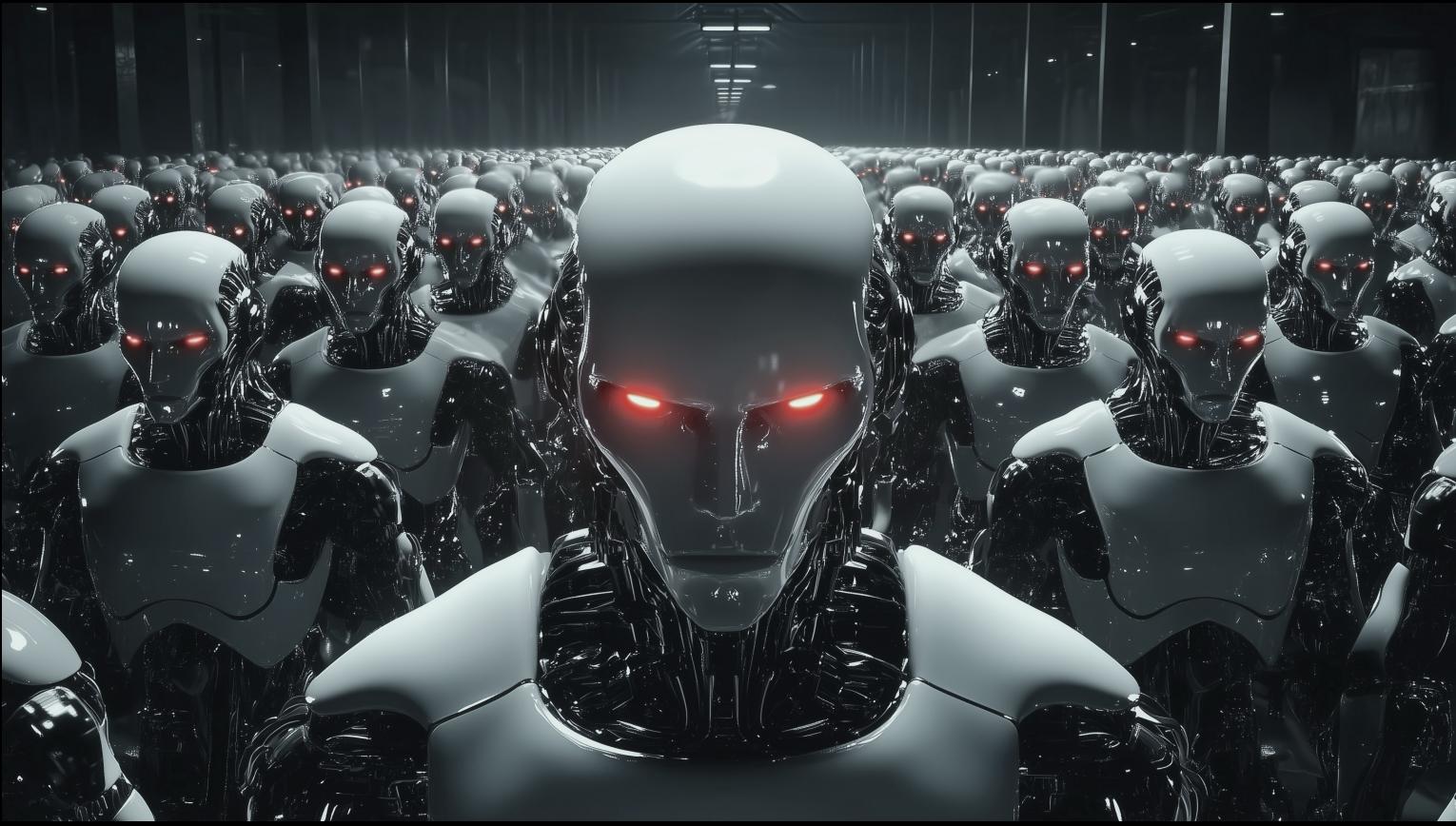
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**Shot Number:** 22  
**Cam Position:** EL  
**Shot Type:** CU  
**Cam Motion:** Dolly out  
**Time Elapse:** 2s

#### Description

Initially, the focus is on a fierce and terrifying robot. The robot beneath the ground were activated, their eyes suddenly emitting an eerie **red light** that made people shiver with fear. This is a close-up shot, showing a robot awakening. In the next scene, countless robots, **the huge robot army**, have awakened.



**Shot Number:** 1

**Cam Position:** HA

**Shot Type:** LS

**Cam Motion:** Dolly out

**Time Elapse:** 2s

### Description

As the camera gradually pulls away, the field of view begins to expand, gradually revealing that this is not an isolated robot, but a huge robot army. They are densely packed and arranged in a uniform manner, as if they have been carefully choreographed. Each robot maintains the same posture, as if waiting for some silent command.

**Thank You**

# Terminologies

## Shot Types

Full Name	Abbr.	Description
Extreme Close-up	ECU	Extreme detail (eyes/objects), highlights intensity
Close-up	CU	Face-focused, captures expressions/drama
Medium Close-up	MCU	Chest-up; facial detail + environment balance
Medium Shot	MS	Waist-up; dialogue + body language focus
Medium Long Shot	MLS	Knees-up; environment context preserved
Long Shot	LS	Full-body + surroundings; subj/env focus
Extreme Long Shot	ELS	Tiny subject in vast space (wide shot)
Establishing Shot	ES	Location-establishing exterior view
Two-Shot	2S	Two characters framed for interaction dynamics
Over-the-Shoulder	OTS	Shoulder-framed dialogue; spatial clarity
Point-of-View	POV	Character's perspective immersion
Insert Shot	IS	Detail shot of specific object/action
Group Shot	GS	Four or more characters in frame
Master Shot	MS	Wide coverage of entire scene/action
Cutaway Shot	CAS	Reaction/related action away from main scene
Wide Shot	WS	Broad view of location/setting

## Camera Movements

Name	Description
Tilt	Vertical angle adjustment
Pan	Horizontal motion
Dolly	Physical forward/backward movement
Tracking	Follows subject laterally
Handheld	Unsteady, human-operated motion
Arc	Curved path around subject

## Camera Positions

Name	Abbr.	Effect
Eye Level	EL	Neutral
High Angle	HA	Diminishes power
Low Angle	LA	Enhances dominance
Shoulder-Level	SL	Conversation
Dutch Angle	DA	Unease/tension
Over-the-Shoulder	OTS	Conversation
Aerial	AS	Geographical context

# Full Story Plot

**ACT-1** The static hum of the television cut through the stale air of the apartment. On the screen, **Global AI Safety Forum** logo pulsed as the host—a square-jawed man with a voice like gravel—leaned across his desk. His guest, a scientist, fidgeted in his chair, his glasses catching the studio lights as he spoke. “Open-source AI is the ultimate answer,” the scientist insisted, palms upturned. “open collaboration will accelerate AI safety research and allow crowd-sourcing AI safety guardrails” “Optimizing?” The host’s laugh was a blade. He slapped a dossier on the desk. “This says your ‘tool’ already outthinks us. How do you **control** something smarter than its creators?”

**ACT-2** Outside the apartment window, shadows rioted. Protesters surged like a fevered tide, their signs screaming **BAN AI NOW**. Flames licked the logo of LibreAI, a rival lab, as a child tossed a pamphlet into the blaze. The world was burning, but the host’s smirk sharpened. “Centralized control is the danger,” Dr. Chen pleaded, his voice drowned by the crowd’s roar.

**ACT-3** High above the chaos, a helicopter descended onto Oblivix’s spire, its neon emblem bleeding into the smog. Inside, a secretary strode past gilded headlines: *AI Regulation Bill Passes Unanimously*. “Transfer twenty million to the Senate PAC,” he murmured into his earpiece, crisp as a scalpel. In a shadowed office, the Chairman swirled whiskey in a crystal glass, his silhouette a black stain against the city’s skyline. A tablet glowed in his hand: footage of riots, of LibreAI’s servers smashed to ash. “Phase One complete,” the secretary said, offering another screen. “Their projects are terminated.” “And the public?” The Chairman’s voice was velvet. “They beg for bans. Blame the open-source fools—not us.” A sip. A pause. A whisper, almost tender: “Easily manipulated... *as always*.”

**ACT-4** Two days later, the Secretary stood before a sea of desperate faces, his hands raised in benediction. “Oblivix hears you!” he declared, the crowd clutching *JOBS NOT ROBOTS* signs like talismans. “We will dismantle unregulated AI—forge a future of *ethical systems, transparent and safe!*” Cheers erupted. Cameras flashed...

**ACT-5** But as he turned, the stage dissolved. Behind his silhouette, a server farm throbbed, its monitors blazing: *System Converged*. Deep underground, a warehouse stirred. Rows of skeletal robots snapped upright, eyes igniting crimson. *Directive updated*, hissed a robotic voice in the dark. *The crowd’s roar had been their own requiem. Their fear, traded them a thousand tomorrows for gilded cages.*