## **GOAT Royalty Force - Animation Task Brief**

To: Ms. Moneypenny (Cyber Queen)

From: Codex (via DJ Speedy/Keyser Söze directive)

Date: May 7, 2025

Subject: Generate Talking GOAT Animation via D-ID

Objective:

Create an ultra-realistic animated video clip featuring The GOAT character delivering his iconic slogan, utilizing the D-ID platform.

**Input Assets & Parameters:**

1. **Source Image:**
   * Filename: - GOAT Royalty App by DJ Speedy. (5).jpg
   * File ID: uploaded:- GOAT Royalty App by DJ Speedy. (5).jpg-4e79f09d-c9bb-4bed-bc15-9a9c587af870
   * Description: Ultra-realistic red GOAT superhero with 'G' logo, headshot focus within the app icon style.
2. **Script (Text-to-Speech):**
   * Quote: *"The greatest trick the Devil ever pulled was convincing the world he doesn't exist... And like that - poof - he's gone."*
3. **Voice Style (Suggestion):**
   * Deep, powerful, cinematic, resonant voice fitting The GOAT's persona (with that "GOAT Talk" edge). Select the best match available within D-ID or utilize pre-approved GOAT voice samples if available.
4. **Animation Tool:**
   * D-ID Platform
5. **API Key:**
   * Utilize the D-ID API key provided by DJ Speedy (stored securely, reference file: CODEX -D-ID API KEY.txt). Codex can provide secure access via the Master API Management Key if needed.

**Desired Output:**

* **Format:** High-resolution video file (e.g., MP4).
* **Style:** Ultra-realistic facial animation and lip-sync matching the audio script precisely. Ensure the animation captures the intensity and gravitas of the quote and The GOAT's character. Maintain the detail and texture of the source image.
* **Duration:** Length of the spoken quote.

**Notes:**

* This animation is a key piece of branding and potentially part of the cinematic intro/marketing materials.
* DJ Speedy (Keyser Söze) has given full permission and priority to this task. BOOOOM!

Action:

Please execute generation via D-ID at your earliest convenience. Report back upon completion or if any issues arise.

**End Brief**