

1. Project idea (overview)

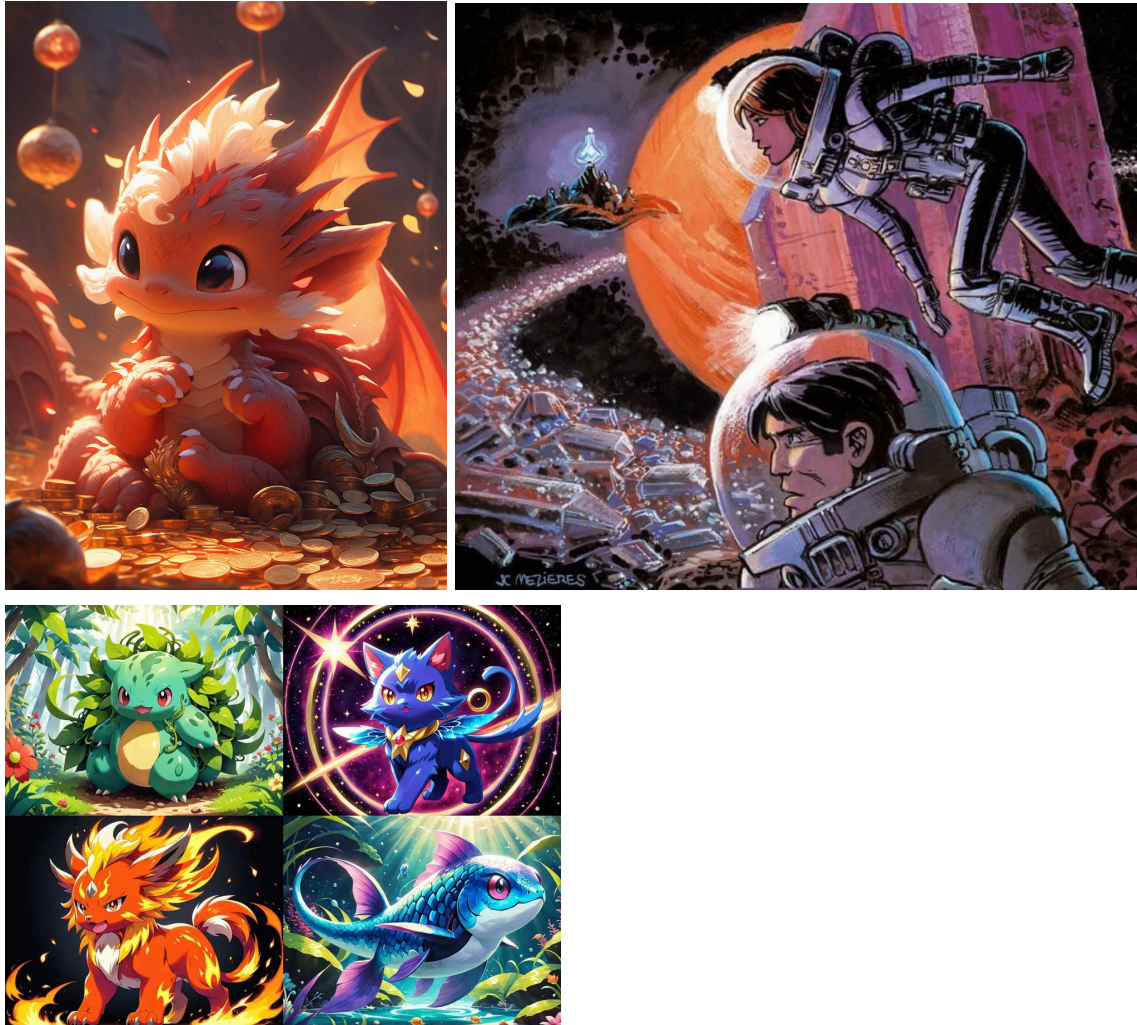
- a. For the final project, I have created a storytelling video emphasizing war and potentially what the future holds if WW3 happened, with fictional elements such as monsters mutated by hazardous waste and a post-apocalyptic future while hinting at hope for the future with discoveries. The video is formatted like a comic book, but instead of dialogue occurring in the pages, I decided to have a narrator summarize. This was considered because nowadays, people on the internet do not have the attention span to read through the whole script or listen to it slowly. Hence, I decided to write a fictional summary of a made-up story.

2. Process (text and image)

- a. I used the stable diffusion AI model built into the Novel AI for this project. In this AI text-based adventure, you can use AI to generate story sequences similar to how a game master leads the story in a Dungeon & Dragons playthrough. I generated a picture with the theme and setting I wanted using this function.
- b. I then photoshopped some pictures and put them into Premier Pro to create a video.
- c. In the sound department, I used a royalty-free sample from the website Freesound to create the video's background noise.
- d. Lastly, I wrote a script for the video and had an AI-generated narrator read it, which was done with the help of Google Collab.

3. data set

- a. These three pictures were used for the vibe transfer feature of the Novel AI image generator, which allowed the AI to tailor the result based on one individual picture. By varying the amount the AI should copy from the original work, I created images with similar art styles and kept them coherent with specific themes and genres.



- b. All the pictures generated used in the video will be posted in github.

4. Brief conceptual reflection (Minimum 250 words)

- a. Overall, I am happy with how it turned out. I love how the art pieces turned out. I decided to focus on high resolution, which I did by maximizing the amount of steps the AI would run before the art came out. I also put the copy rate to about 50% to 60, which would give me a variation of results while still keeping some

resemblance to the pictures I initially used. This allowed me to have better control over the AI's creation. I loved the monster pictures that came out. Combining existing animal traits and letting the creative aspect flow to create a new "species" was fun. Furthermore, Novel AI allows me to create variations of the initial picture that was generated giving me endless possibilities as to how I want to go about it, so if I thought something was missing or out of place I could just generate variations of that image and without having the AI completely generate a new image.

- b. For the picture size I decided to do portrait mode because I was thinking that this type of video is something you could listen on the side and if that's the case you will most likely be on your phones rather than on a computer.
- c. As for the theme of the whole project, the main objective was to create a speculative futuristic piece; hence, with so many conflicts happening around the world, I thought it fitting to try and explore the consequences of war and what if we take it too far, and combining it with biological evolution and how organisms adapt to the environment. However, the time constraint hurt me because I considered making something much bigger. Initially, I wanted to create a full-on story narrative and have the AI act out by reading Diologue for Diologue. Still, I quickly realized that I did not have time for that with this project, so I switched it up a little and decided to go with a summary instead. I did consider scrapping the video mentioned in the presentation, but the video would be more engaging than a piece of paper. I understand that having a physical piece like a comic book has its merits and invokes a strong sense of story engagement, but again, creating that object would be too time-consuming, not to mention I do not have the tools to make it look good. Thus, I decided to make a YouTube video instead.
- d. As for the video, I decided to make it very simple by playing with opacity to give the illusion that we are transitioning from picture to picture. Furthermore, I added a Lofi background sound to make the AI's voice stand out more, which causes the listener to focus more on the voice while tuning out the rest. I matched the volume to the opacity of the video transition to give it more of a dynamic feel to the video. I wanted to play less with the visuals, which would take away from the narration of the summary, which is the main point of the whole video.
- e. Lastly, the AI narrative part, which was rather painful to do since the AI had a word limit that could not be longer than 12-13 seconds or so, which forced me to create an audio sequence for every sentence or so, but the AI narrative turned out rather well. It saved me the trouble of having to read the script and record myself which would have taken even more time to do.
- f. If I had more time something I would have loved to do is add layers to the video by having title and things pop up initially during the

5. Art references (at least 3)
 - a. Youtube channel: Movie recap
 - i. <https://www.youtube.com/@movierecapsofficial>
 - b. Pokemon
 - i. By Nintendo
 - c. Gundam series
 - i. By Bandai Namco
 - d. Science Fiction Comic Book Manifesto
 - i. <https://darklongbox.com/science-fiction-comic-book-manifesto/>
6. Video or photo documentation (artwork itself)
 - a. I can not put a file in here so everything is in github