AI Animation

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{

"generated\_text": "Once upon a time, pirate mutiny, 3 point perspective, dynamic dimensions, photorealistic, oil painting, highly detailed, dark background, 8k, unreal engine 5\r\npirate mutiny, 3 point perspective, dynamic dimensions, photorealistic, oil painting, portrait, --w 600 --test\r\npirate mutiny, 3 point perspective, dynamic dimensions, photorealistic, oil painting --w 600\r\npirate mutiny, 3 point perspective, dynamic dimensions, photorealistic, oil painting, high detail,\r\npirate mutiny, 3 point perspective, dynamic dimensions, photorealistic, oil painting by Mike Mignola\r\npirate mutiny, 3 point perspective, dynamic dimensions, photorealistic, oil painting, intricate complexity, rule of thirds, trending on artstation, by Charlie Bowater, by Alex Grey --ar 3:4\r\npirate mutiny, 3 point perspective, dynamic dimensions, photorealistic, oil painting 3d, 8k resolution, --ar 16:9\r\npirate mutiny, 3 point perspective, dynamic dimensions, photorealistic, oil painting --ar 9:16 --"

}

]

pirate mutiny, 3 point perspective, dynamic dimensions, photorealistic, oil painting, highly detailed, dark background, 8k, unreal engine 5

pirate mutiny, 3 point perspective, dynamic dimensions, photorealistic, oil painting, portrait, --w 600 --test

pirate mutiny, 3 point perspective, dynamic dimensions, photorealistic, oil painting --w 600

pirate mutiny, 3 point perspective, dynamic dimensions, photorealistic, oil painting, high detail,

pirate mutiny, 3 point perspective, dynamic dimensions, photorealistic, oil painting by Mike Mignola

pirate mutiny, 3 point perspective, dynamic dimensions, photorealistic, oil painting, intricate complexity, rule of thirds, trending on artstation, by Charlie Bowater, by Alex Grey --ar 3:4

pirate mutiny, 3 point perspective, dynamic dimensions, photorealistic, oil painting 3d, 8k resolution, --ar 16:9

pirate mutiny, 3 point perspective, dynamic dimensions, photorealistic, oil painting --ar 9:16

Positive: Realistic eyeball, photorealism, centered, photo, realistic, organic, dense, beautiful detail, fine textures, intense, volumetric lighting, cinematic lighting :${prompt\_weight\_1} AND Realistic ancient vicious snakes with open mouths, fangs, biting camera, photorealism, centered, photo, realistic, organic, dense, beautiful detail, fine textures, intense, volumetric lighting, cinematic lighting :${prompt\_weight\_2} AND Realistic mushrooms, photorealism, centered, photo, realistic, organic, dense, beautiful detail, fine textures, intense, volumetric lighting, cinematic lighting :${prompt\_weight\_3} AND LSD blotter, powder, pills, illegal drugs, syringe, photorealism, centered, photo, realistic, organic, dense, beautiful detail, fine textures, intense, volumetric lighting, cinematic lighting :${prompt\_weight\_4}

Negative: empty, boring, blank space, black, dark, low quality, noisy, grainy, watermark, signature, logo, writing, text, person, people, human, baby, cute, young, simple, cartoon, face, uncanny valley, deformed, silly

Fixed params: sd 1.5 + stability's VAE, Euler a, 150, steps, no colour correction, cadence 2 (with input video blend at 0.5% on turbo frames).

Variable params: sd-parseq controls seed, noise, contrast strength, scale, prompt weights 1-4, x/y/z translations and x/y/z 3D rotations.

<a class="mui-t7xql4-a-inherit-link" aria-label="Close up of an egg isolated on white background with clipping path" tabindex="0" href="/image-photo/close-egg-isolated-on-white-background-103274033"></a>

<a class="mui-t7xql4-a-inherit-link" aria-label="Gold Easter Egg Isolated on White Background." tabindex="0" href="/image-vector/gold-easter-egg-isolated-on-white-1364011364"></a>

Try for dancing eggs

**Learning Colors – Colorful Eggs on a Farm**

Deep Sea Dive

<https://www.reddit.com/r/StableDiffusion_AI/comments/105wisi/ocean_depths_deforum_animation_openjourney_v2_4k/>

🔸 Deforum Settings Example:

fps: between 30-50,

"animation\_mode": "3D",

"max\_frames": 2000,

"border": "wrap",

"angle": "0:(0)",

"zoom": "0:(0)",

"translation\_x": "0:(-6\*sin(2\*3.14\*t/500)), 500:(-4\*sin(2\*3.14\*t/1000)), 1500:(-6\*sin(2\*3.14\*t/2000))",

"translation\_y": "0:(-2), 1500:(-3\*sin(2\*3.14\*t/1000)), 2500:(-1.5\*sin(2\*3.14\*t/2000))",

"translation\_z": "0:(-1.5)",

"rotation\_3d\_x": "0:(0.1\*sin(2\*3.14\*t/500)), 500:(0.1\*sin(2\*3.14\*t/1500))",

"rotation\_3d\_y": "0:(0.3\*sin(2\*3.14\*t/2000))",

"rotation\_3d\_z": "0:(-0.2\*sin(2\*3.14\*t/750))",

"noise\_schedule": "0:(0.08\*(cos(3.141\*t/15)\*\*1000)+0.02)",

"strength\_schedule": "0:(0.63), 80:(-0.11\*(cos(3.141\*t/40)\*\*100)+0.63)",

"diffusion\_cadence": "8",

"fov": 150,

"W": 1024,

"H": 512,

"sampler": "euler\_ancestral",

"steps": 60,

"scale": 9,