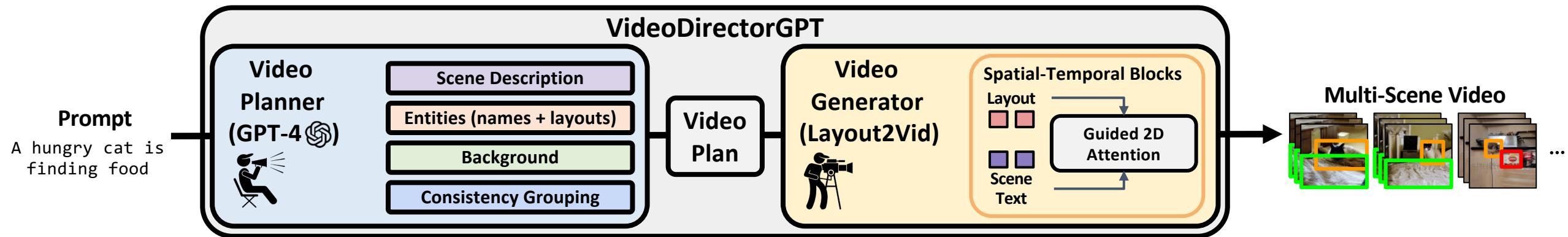


# VideoDirectorGPT: Consistent Multi-Scene Video Generation via LLM-Guided Planning



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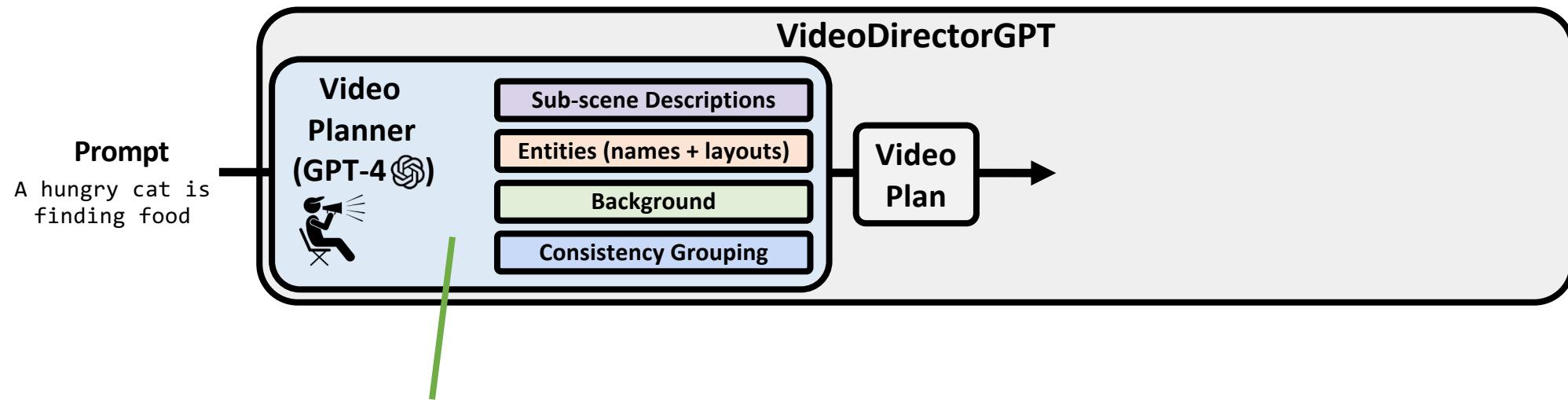
## Prompt

A hungry cat is  
finding food



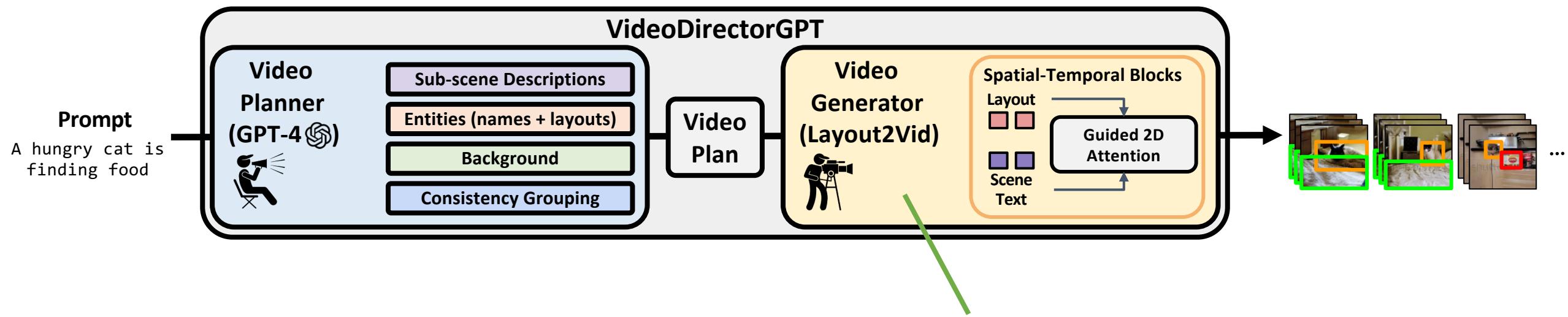
Single input text prompt

# VideoDirectorGPT: Consistent Multi-Scene Video Generation via LLM-Guided Planning

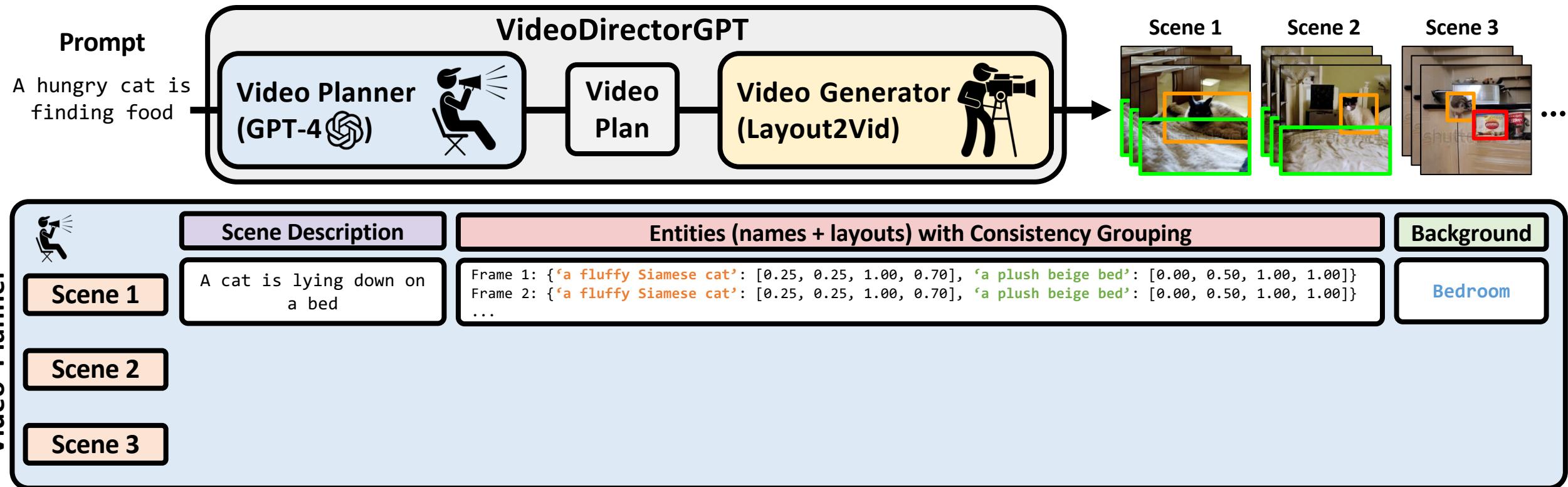


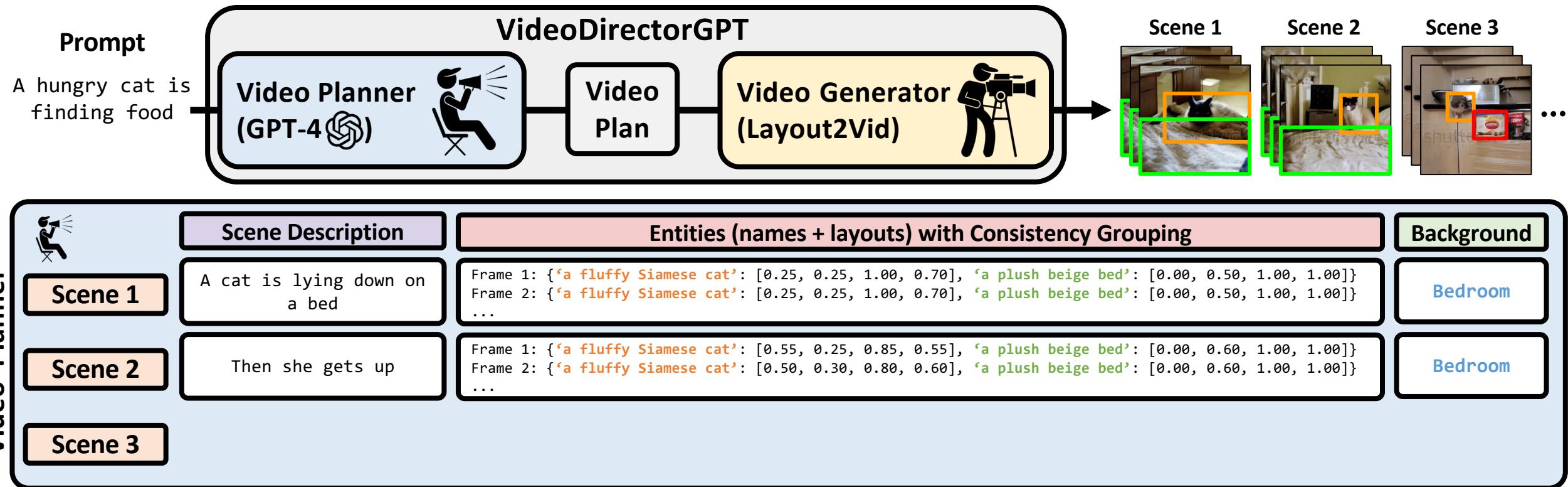
- An LLM (GPT-4) creates a ***video plan***
  - Sub-scene descriptions
  - Entities (names + 2D bbox layouts)
  - Backgrounds
  - Consistency groupings.

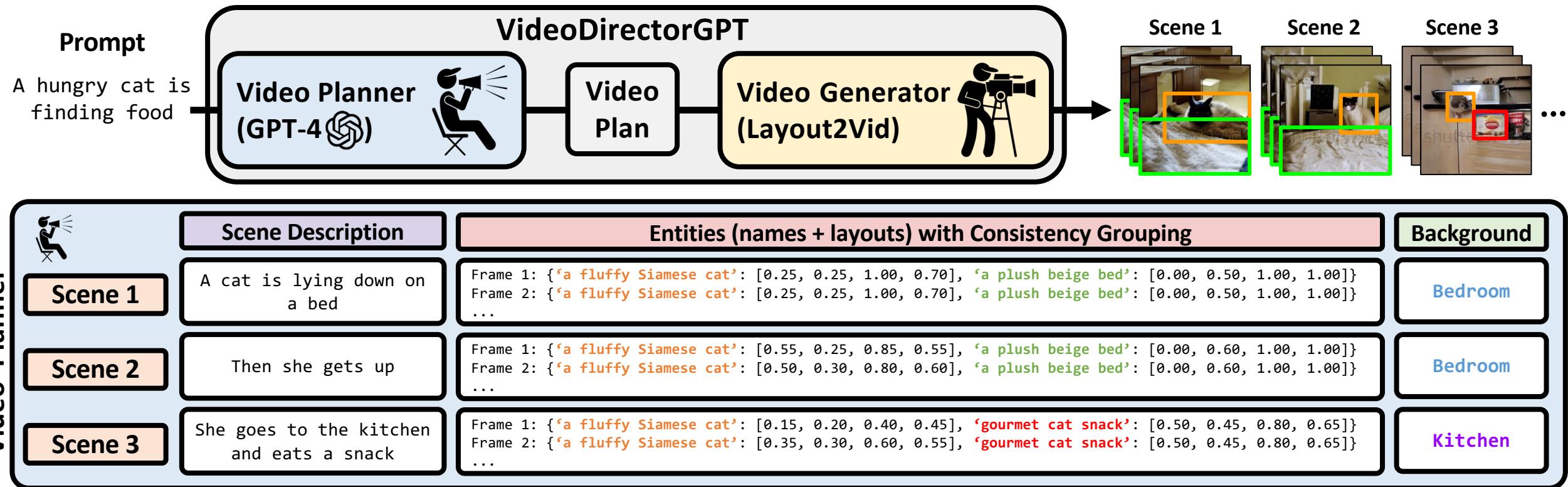
# VideoDirectorGPT: Consistent Multi-Scene Video Generation via LLM-Guided Planning

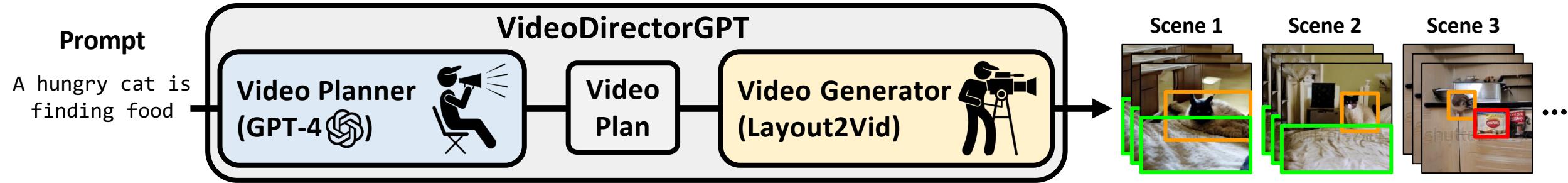


- Takes the **video plan**
- Generates the video
  - Follows the 2D bbox layouts
  - Maintains visual consistency



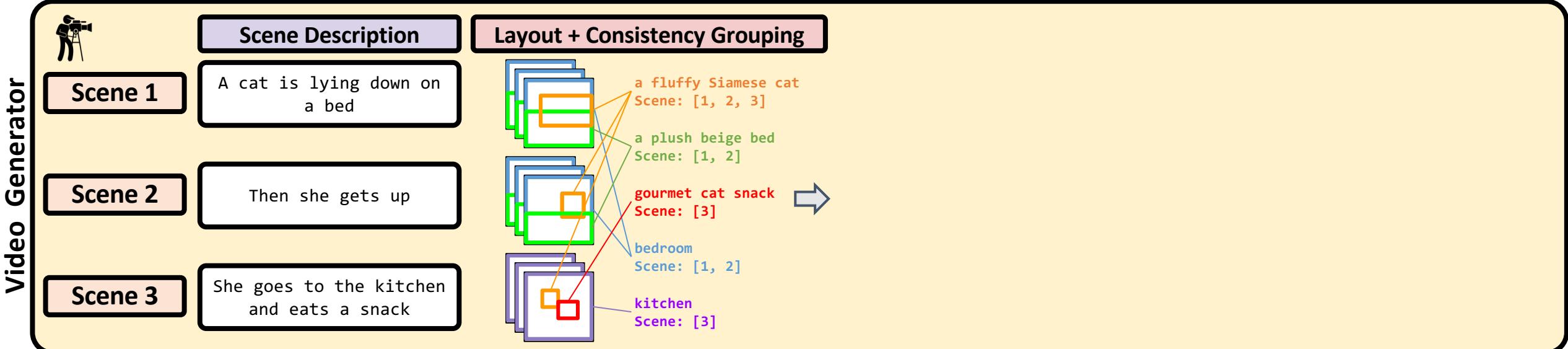


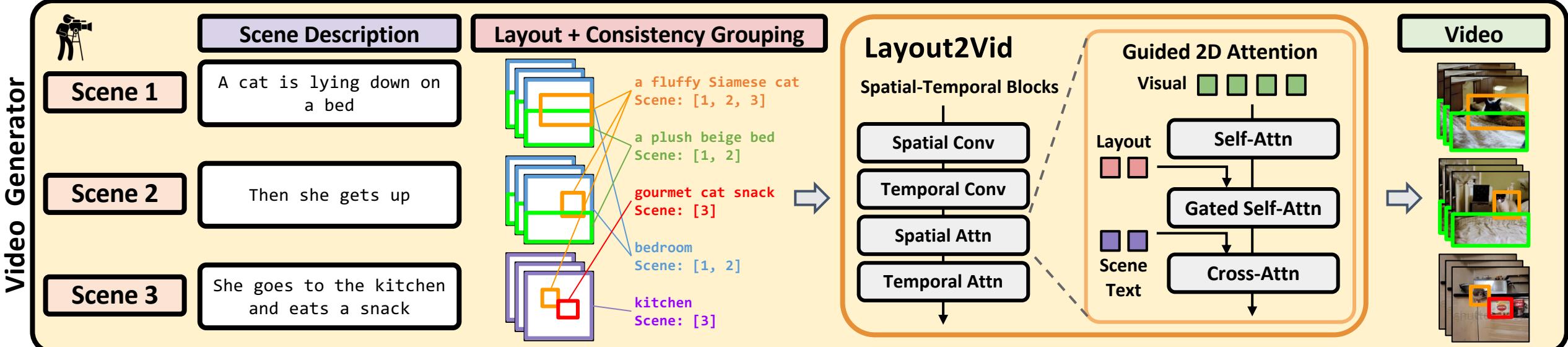
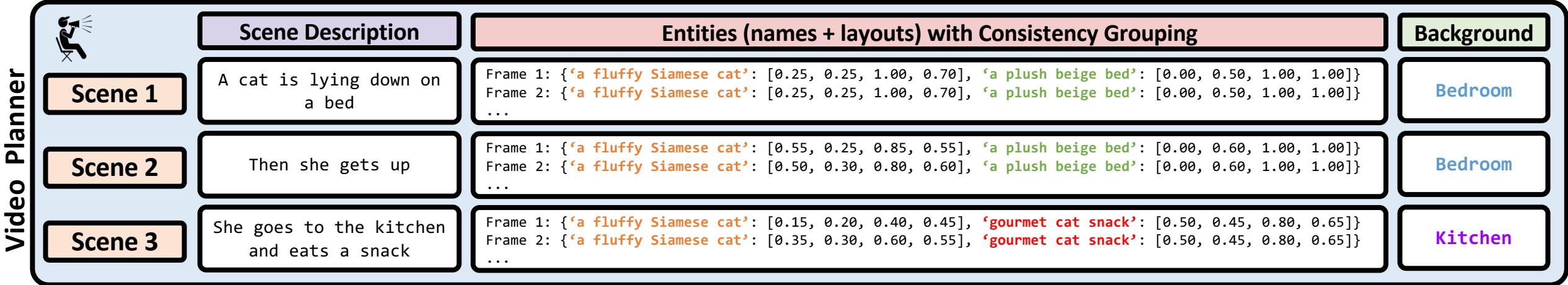
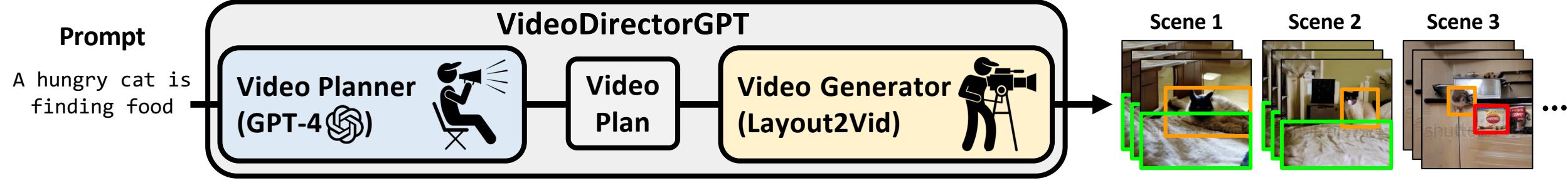




**Video Planner**

	Scene Description	Entities (names + layouts) with Consistency Grouping	Background
<b>Scene 1</b>	A cat is lying down on a bed	Frame 1: {'a fluffy Siamese cat': [0.25, 0.25, 1.00, 0.70], 'a plush beige bed': [0.00, 0.50, 1.00, 1.00]} Frame 2: {'a fluffy Siamese cat': [0.25, 0.25, 1.00, 0.70], 'a plush beige bed': [0.00, 0.50, 1.00, 1.00]} ...	<b>Bedroom</b>
<b>Scene 2</b>	Then she gets up	Frame 1: {'a fluffy Siamese cat': [0.55, 0.25, 0.85, 0.55], 'a plush beige bed': [0.00, 0.60, 1.00, 1.00]} Frame 2: {'a fluffy Siamese cat': [0.50, 0.30, 0.80, 0.60], 'a plush beige bed': [0.00, 0.60, 1.00, 1.00]} ...	<b>Bedroom</b>
<b>Scene 3</b>	She goes to the kitchen and eats a snack	Frame 1: {'a fluffy Siamese cat': [0.15, 0.20, 0.40, 0.45], 'gourmet cat snack': [0.50, 0.45, 0.80, 0.65]} Frame 2: {'a fluffy Siamese cat': [0.35, 0.30, 0.60, 0.55], 'gourmet cat snack': [0.50, 0.45, 0.80, 0.65]} ...	<b>Kitchen</b>





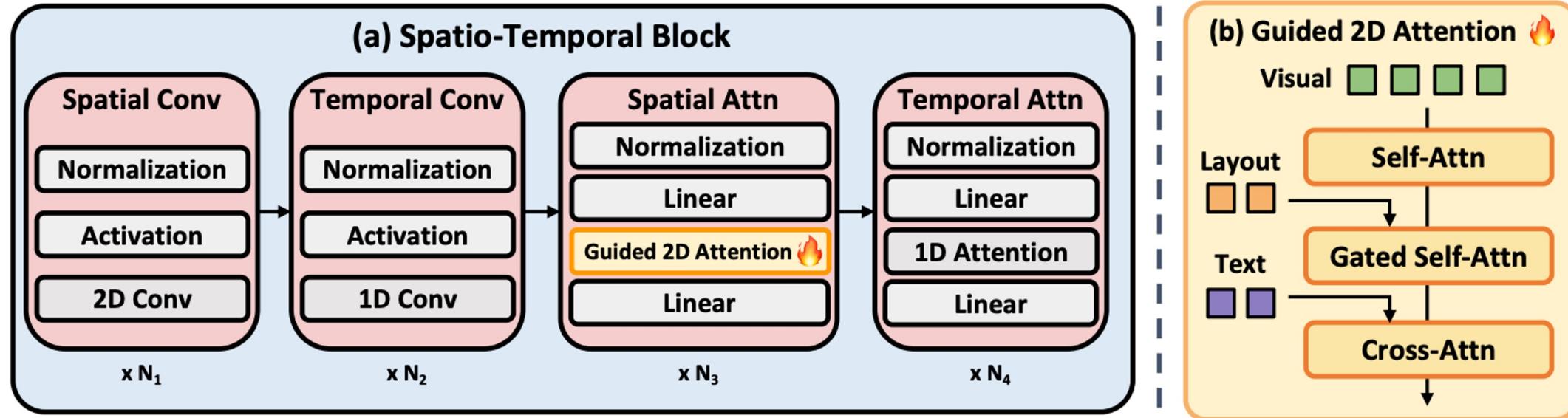
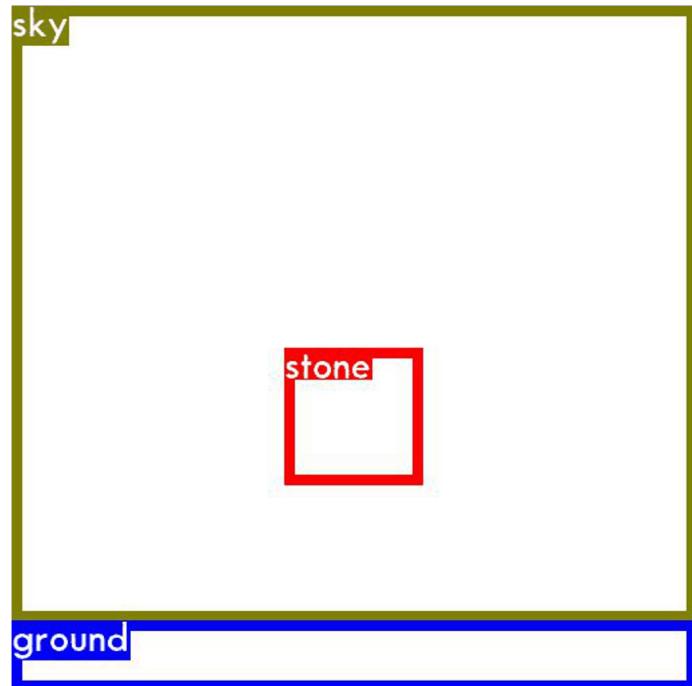


Figure 3: Overview of **(a) spatio-temporal blocks** within the diffusion UNet of our **Layout2Vid** and **(b) Guided 2D Attention** present in the spatial attention module. (a) The spatio-temporal block comprises four modules: spatial convolution, temporal convolution, spatial attention, and temporal attention. We adopt settings from ModelScopeT2V, where  $(N_1, N_2, N_3, N_4)$  are set to  $(2, 4, 2, 2)$ . In (b) Guided 2D Attention, we modulate the **visual representation** with **layout tokens** and **text tokens**. For efficient memory usage and training, only the parameters of the Guided 2D Attention (indicated by the fire symbol, constituting 13% of total parameters) are trained using image-level annotations. The remaining modules in the spatio-temporal block are kept frozen.

# LLM's Understanding of Basic Physics

## Gravity

A stone thrown into the sky



## Perspective

A car is approaching from a distance



# Object Movement

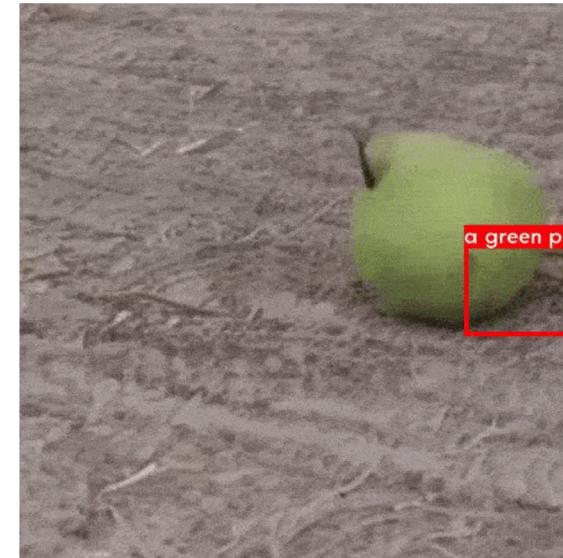
a **pear** moving from **right to left**

**ModelScopeT2V**



✗ fails to move the “pear”

**VideoDirectorGPT (Ours)**



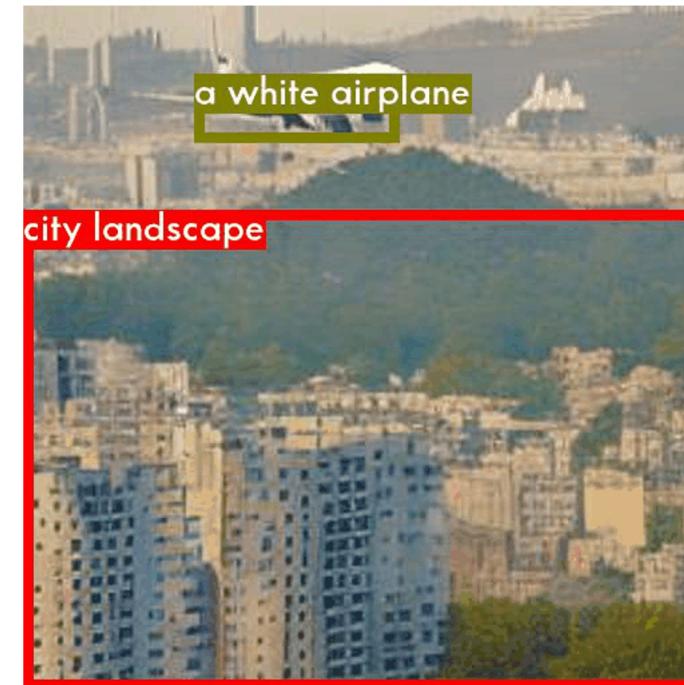
✓ correctly moves the the “pear”  
from right to left

# Movement of Static Objects vs. Objects that Moves

“A {bottle/airplane} moving from **left to right**.”



Static objects  
-> Movements of Camera



Objects that can move  
-> Movements of Object (+ Camera)

# Multi-Sentence to Multi-Scene Video (Coref-SV)

**Scene 1:** **mouse** is holding a book and makes a happy face.

**Scene 2:** **he** looks happy and talks.

**Scene 3:** **he** is pulling petals off the flower.

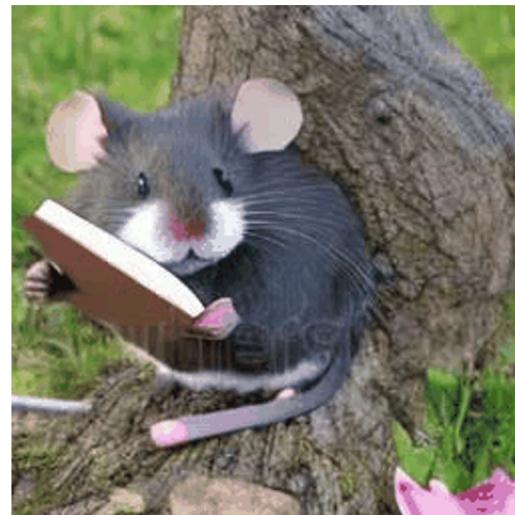
**Scene 4:** **he** is ripping a petal from the flower.

**Scene 5:** **he** is holding a flower by **his** right paw.

**Scene 6:** one paw pulls the last petal off the flower.

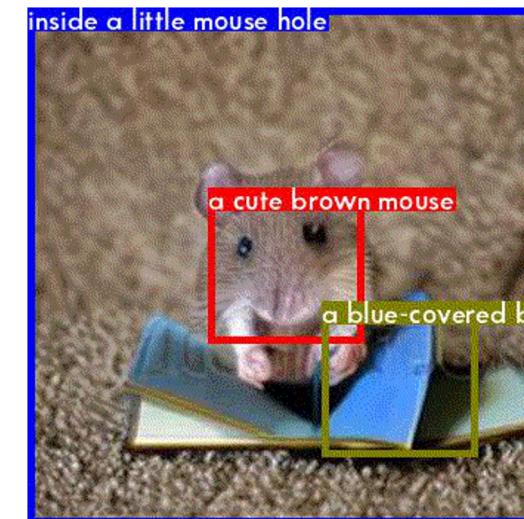
**Scene 7:** **he** is smiling and talking while holding a flower on **his** right paw.

**ModelScopeT2V**



✗ fails to keep “mouse”  
through all scenes

**VideoDirectorGPT (Ours)**



✓ the “mouse” looks consistent  
through all scenes

# Multi-Scene Videos from a Single Sentence

make a strawberry surprise



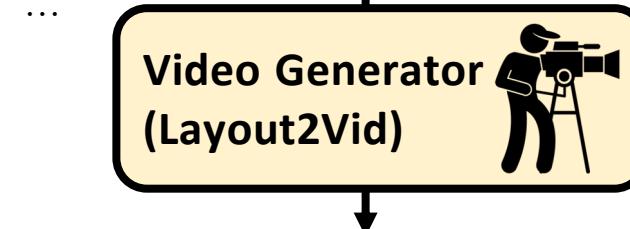
ModelScopeT2V (baseline)



✗ no actual process shown on how to “make” the strawberry surprise dessert

Generated multi-scene prompts (total 10 scenes):

1. A bartender prepares the working area by cleaning and organizing.
2. The bartender rinses fresh strawberries under a tap.
3. The bartender cuts the strawberries and removes the stems.

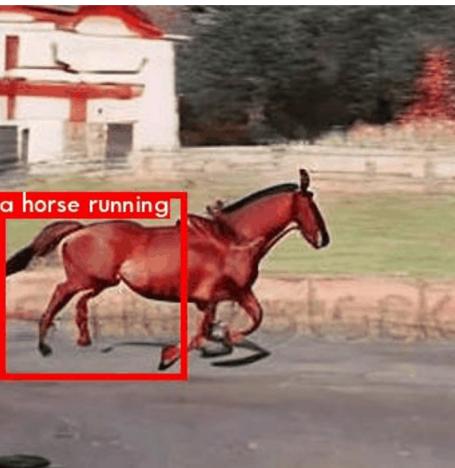


VideoDirectorGPT (Ours)



✓ step-by-step process on how to “make” the strawberry surprise dessert

# Human-in-the-Loop Video Editing (by modifying video plans)



Make the horse smaller



Add “grassland” background



Add “night street” background



# User-Provided Input Image → Video

**Scene 1:** a <S> then gets up from a plush beige bed.

**Scene 2:** a <S> goes to the cream-colored kitchen and eats a can of gourmet snack.

**Scene 3:** a <S> sits next to a large floor-to-ceiling window.

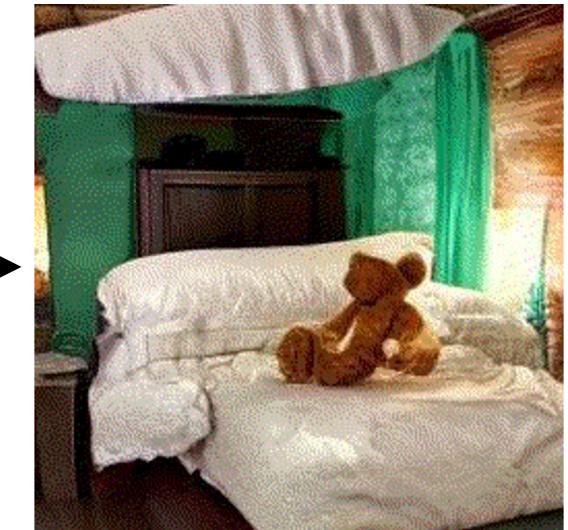
<S> = “cat”

+



<S> = “teddy bear”

+



# Quantitative Evaluation

Method	VPEval Skill-based					ActionBench-Direction	
	Object	Count	Spatial	Scale	Overall Acc. (%)	Movement	Direction Acc. (%)
ModelScopeT2V	89.8	38.8	18.0	15.8	40.8		30.5
VIDEODIRECTORGPT	<b>97.1</b>	<b>77.4</b>	<b>61.1</b>	<b>47.0</b>	<b>70.6</b>		<b>46.5</b>

## Object movement direction accuracy:

- First obtain the start/end locations of objects via GroundingDINO on the first/last video frames
- Then evaluate whether the x and y coordinates of the objects have changed correctly as described in the prompts (through a binary score of 0 or 1)

# Quantitative Evaluation

Method	ActivityNet Captions			Coref-SV	HiREST	
	FVD (↓)	FID (↓)	Consistency (↑)	Consistency (↑)	FVD (↓)	FID (↓)
ModelScopeT2V	980	18.12	46.0	16.3	1322	23.79
ModelScopeT2V (with GT co-reference; oracle)	-	-	-	37.9	-	-
VIDEODIRECTORGPT (Ours)	<b>805</b>	<b>16.50</b>	<b>64.8</b>	<b>42.8</b>	<b>733</b>	<b>18.54</b>

## Multi-scene object consistency:

- First detect the target object from the center frame of each scene
- Then extract the CLIP image embedding from the detected bounding box
- Calculate the consistency metric by averaging the CLIP image embedding similarities across all adjacent scene pairs

$$\frac{1}{N} \sum_{n=1}^{N-1} \cos(\text{CLIP}_n^{\text{img}}, \text{CLIP}_{n+1}^{\text{img}})$$

# Human Evaluation

Evaluation category	Human Preference (%) ↑			
	VIDEODIRECTOR	GPT (Ours)	ModelScope	T2V
Quality	<b>54</b>		34	12
Text-Video Alignment	<b>54</b>		28	18
Object Consistency	<b>58</b>		30	12

# VideoDirectorGPT: Consistent Multi-Scene Video Generation via LLM-Guided Planning

[videodirectorgpt.github.io](http://videodirectorgpt.github.io)

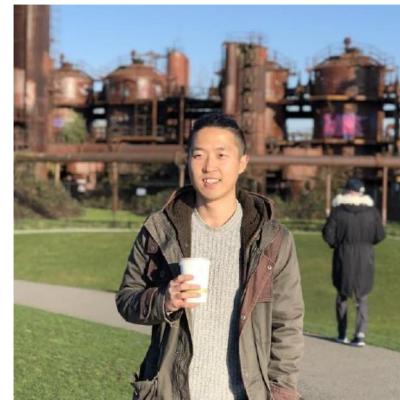
**Han Lin**



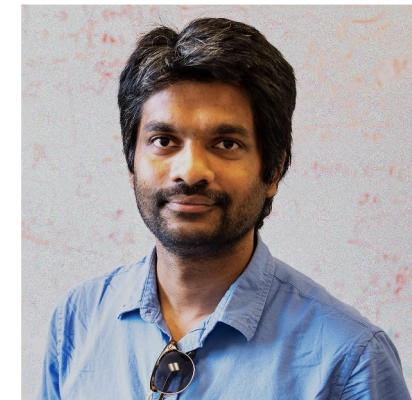
**Abhay Zala**



**Jaemin Cho**



**Mohit Bansal**



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*at* CHAPEL HILL