TECHNICAL

Script +

IDEA RUNNING + MODIFY MODULARLY+CHANGE SPECIFICS LIKE CHARACTER ARC or PLOT POINTS AND SEE HOW IT AFFECTS THE OVERALL STORY— WRITER's ROOM AT YOUR DISPENSE (will have to make demonstration)

Concept art can be done rapidly . various versions of the director's vision can be realised , tweaked and adjusted in real time
(will have to make demonstration)

Look Dev for film styles, aspect ratios etc**(will have to make demonstration)**
Film Stocks , colour profiles/ black n white/ high contrast / high saturation / low saturation RAW etc….Colour Scheme chose to restrict or fix colours for colour schemes to test
Lighting

Costume - check 100s of costumes for character factor in everything from colour to texture to sizes styles …edit part or whole **(will have to make demonstration)**

Character look tests try endless looks for characters change small aspects of characters or reimagine them completely ……see them from any angles see how they look next to other characters **(will have to make demonstration)**

change face etc. map characters face with your choice of actors to see how they fit the looks**(will have to make demonstration)**

De-aging .using deepfake technologies we can use old guys for new stuff or even bring back dead ones **(will show 3rd party)**

Location / space - generate characters in many different spaces/ locations conversely one can design sets locations with specifics see how modifying a real location would look like before doing it **(will have to make demonstration)**

Remote scouting using 3d gaussian splatting and VR tech.- scold locations remotely in 3d be a fly on the wall fly through the space and observe it from any angles **(will show 3rd party)**

Set design modify aspects of real life locations or create entire sets/modify any number of aspects of it endlessly **(will have to make demonstration)**

Art design change aspects of art/ props generate ideas for all kinds of art elements, props, vehicles, ships ,castles, foliage, texture, material etc **(will have to make demonstration)**

Camera Lensing choose different lenses for different looks of the film…..once can also modulate to chose a picture profile similar to their favourite format camera right from ARRI to even an a7s3 or a BMPCC or even a super 8 camera etc. **(will have to make demonstration)**

Relighting …..after a scene is shot we can relight it **(will show 3rd party)**

Storyboarding **(will have to make demonstration)**

Shot Breakdown **(will have to make demonstration)**

Blocking will demonstrate **(will have to make demonstration)**

Motion capture with one shot video **(will show 3rd party)**

text to performance (MOCHA AI) **(will show 3rd party)**

Performance to performance DreamActor-M1 (PERFORMANCE CAPTURE) **(will show 3rd party)**Performance capture to test acting/timing remotely

Image to 3D **(will show 3rd party)**

Text to Animations**(will show 3rd party)**

4D Gaussian Splatting **(will show 3rd party)**

Higgsfield ai **(will show 3rd party)**

Post Shot Editing **(will show 3rd party)**

Try various permutations of camera movements **(will show 3rd party)**

Sound Reformer ai **(will show 3rd party)**

Voice Changing
Dubbing Localisation **(will show 3rd party)**

Dialogue Change in Post **(will show 3rd party)**

Physics Engine ai **(will show 3rd party)**

PSYCHOLOGICAL

Writing is a way to manifest words now we can manifest words into images/ideas

Is not an end tool to making final film but a tool for rapid real time visual prototyping

A tool to augment every stage of the filmmaking process

Precise Previs allows for lowered budgets and better for everyone to be on same page

What used to take many days of back and forth—- now you can do 50 iterations of something in one afternoon where you can have director/dop/set designerVFX head etc all inputs at same time and iterate , conversely the director can do the entire visualisation first by themselves and then share these very specific visual ideas with their teams

Tech is improving everyday - Whats on the horizon in the future ?