TRANSFORMING AI IMAGES INTO "3D" TRAILERS

By Iván Cortázar

IVÁN CORTÁZAR
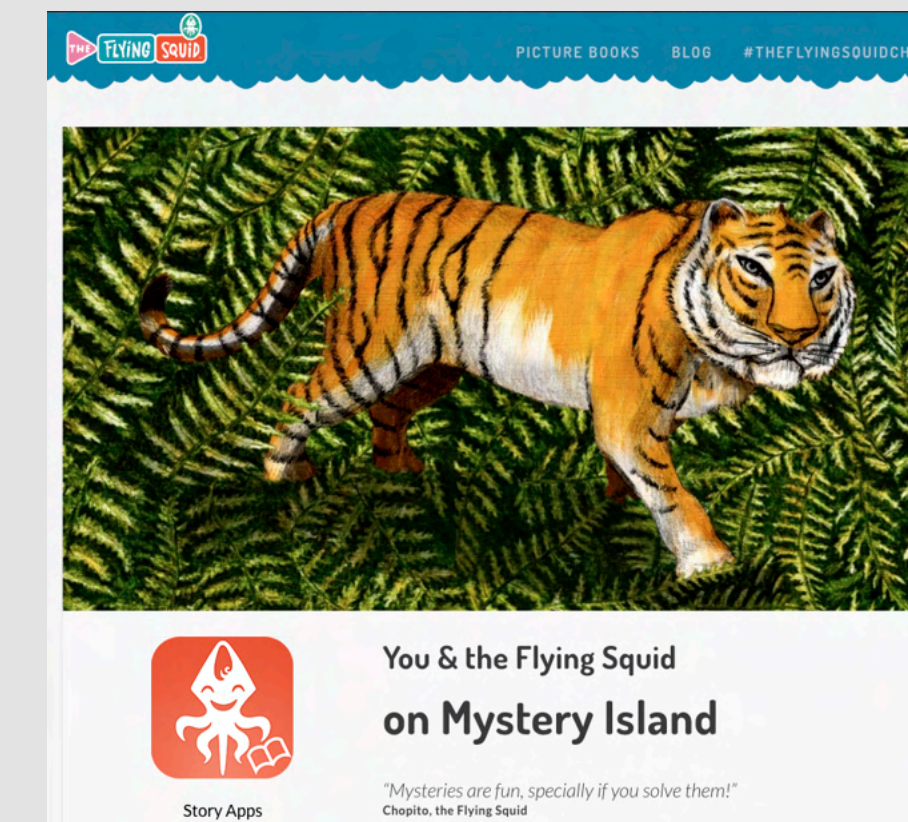## Filmmaker | Visual Artist

SUTPHIN BLVD. | Short Film | More Info
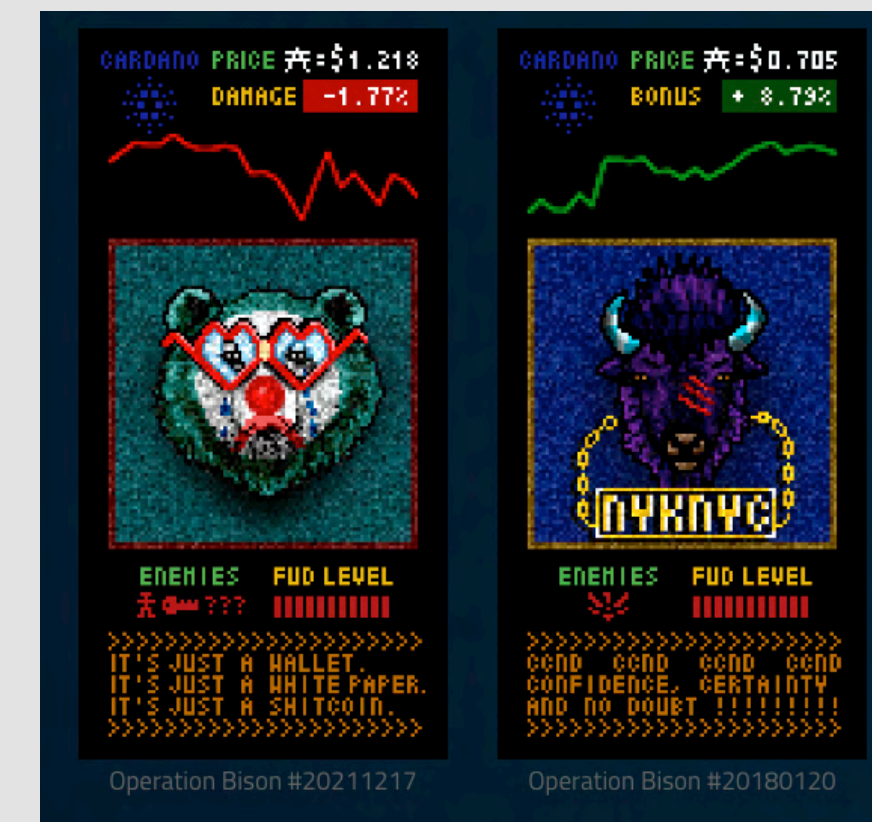
TESOROS | Short Film | More Info

Film & Video Art

Multimedia (Apps)

NFTs

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Some AI Image Generating Tools

Dall-e 3   (GPT)

https://openai.com/index/dall-e-3/

Midjourney

https://www.midjourney.com/home

Firefly   (Photoshop)

https://firefly.adobe.com/

Stable Diffusion

https://stability.ai/

Stable Diffusion

Pros:

Free

Run it locally

Flexibility and Customization
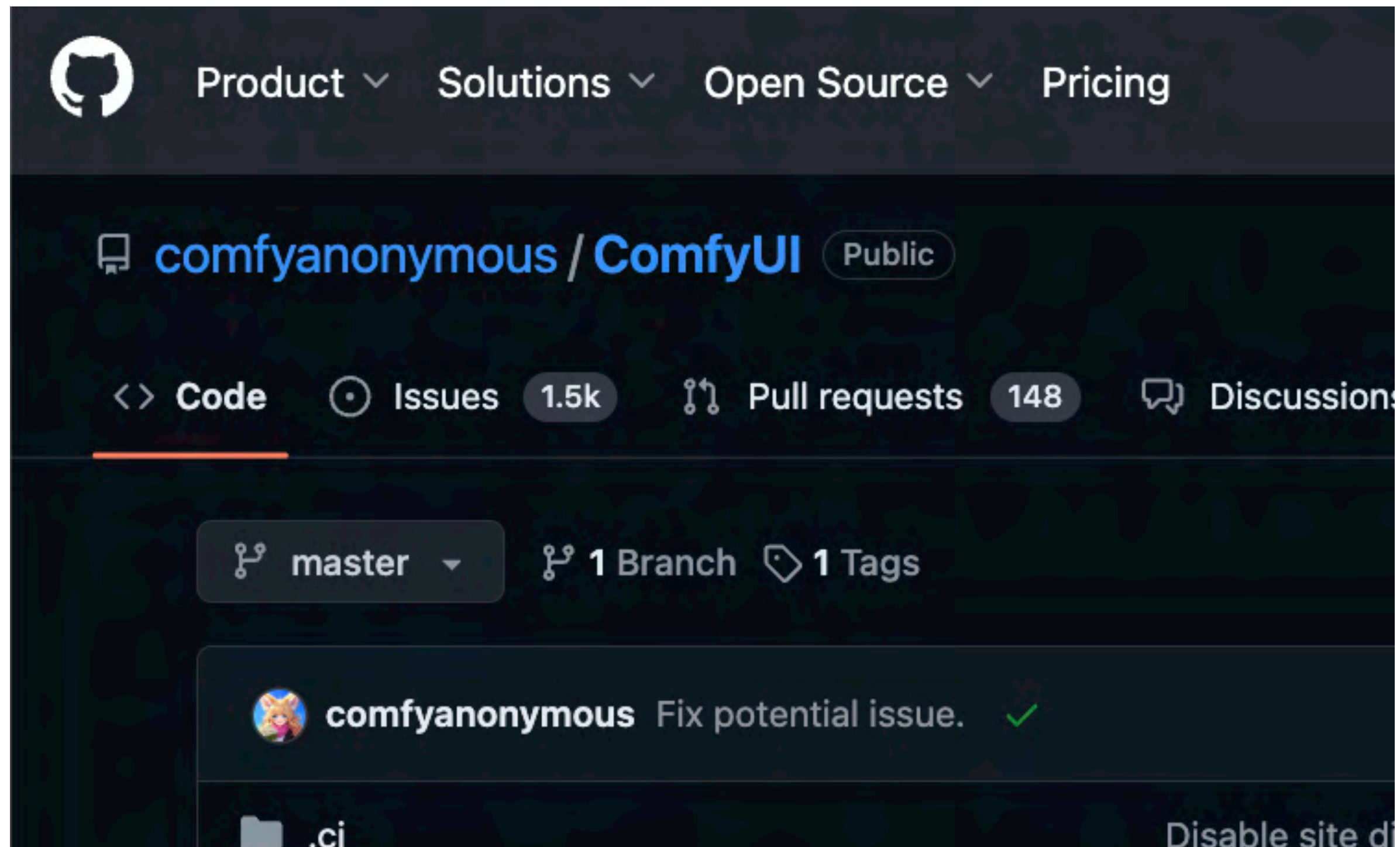
Advanced Features

Great Community and support

Cons:

Performance requirements

Complexity for beginners

Tough to run it on Macs (Bugs)

I run Stable Diffusion using ComfyUI

ComfyUi on Github

https://github.com/comfyanonymous/ComfyUI

Or use Pinokio (1 Click installer)
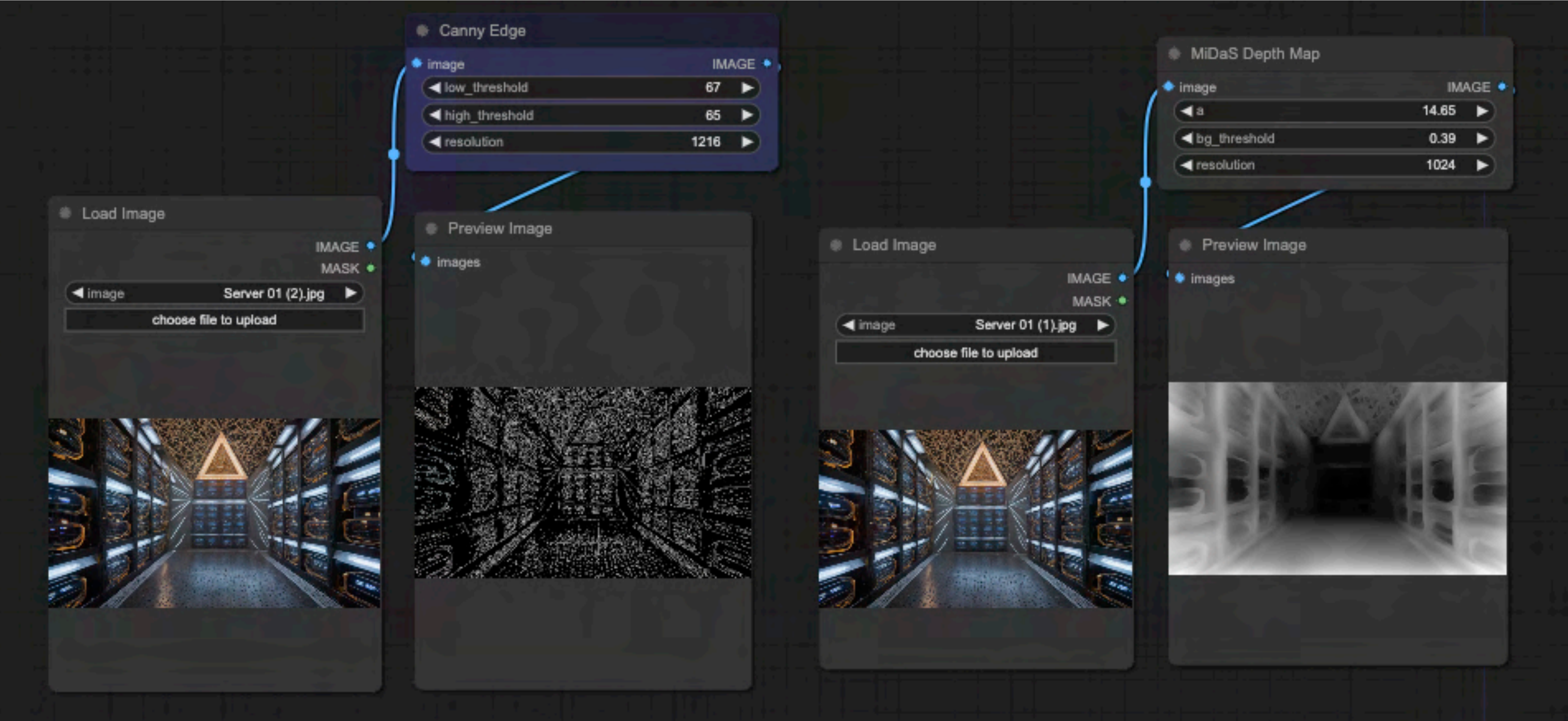

https://pinokio.computer/

Some features I love about StableDiffusion

Edge Detection using Canny   Depth Map using Midas

Some features I love about StableDiffusion

Pose Detection using Open Pose

Text to Image (Guided by open Pose)

Image to Image
Guided by open Pose,
Canny Edge)

From 2D to "3D" Image

Step #1 Create a Depth Map of the Image:

A depth map image is a grayscale image that encodes the distance information from the camera,

Use the ControlNet Midas DepthMap

Important: Try different resolutions in the Node. Not always higher resolutions give best results. Sometimes, just doing it at 512 or 1024 gives the best results
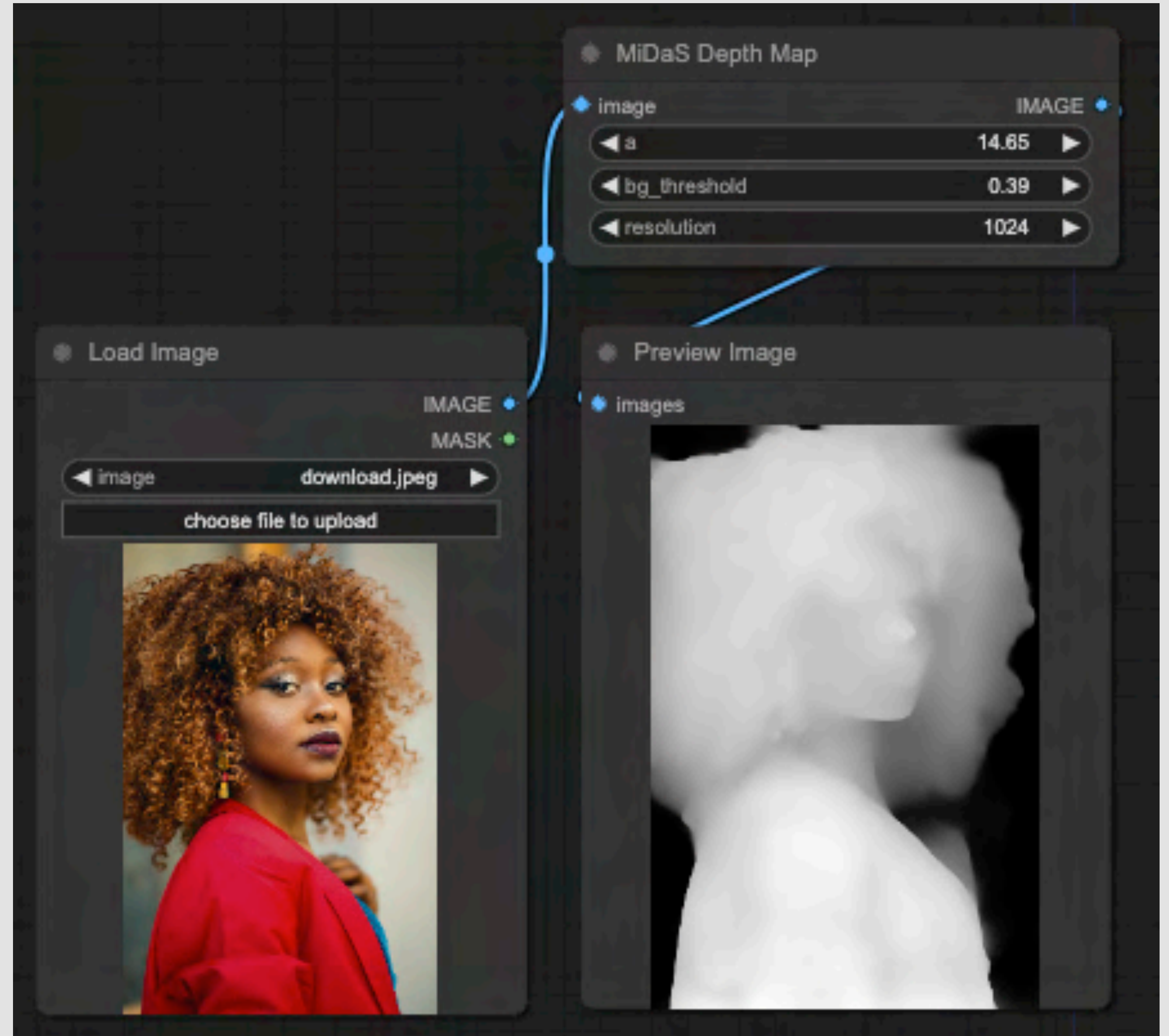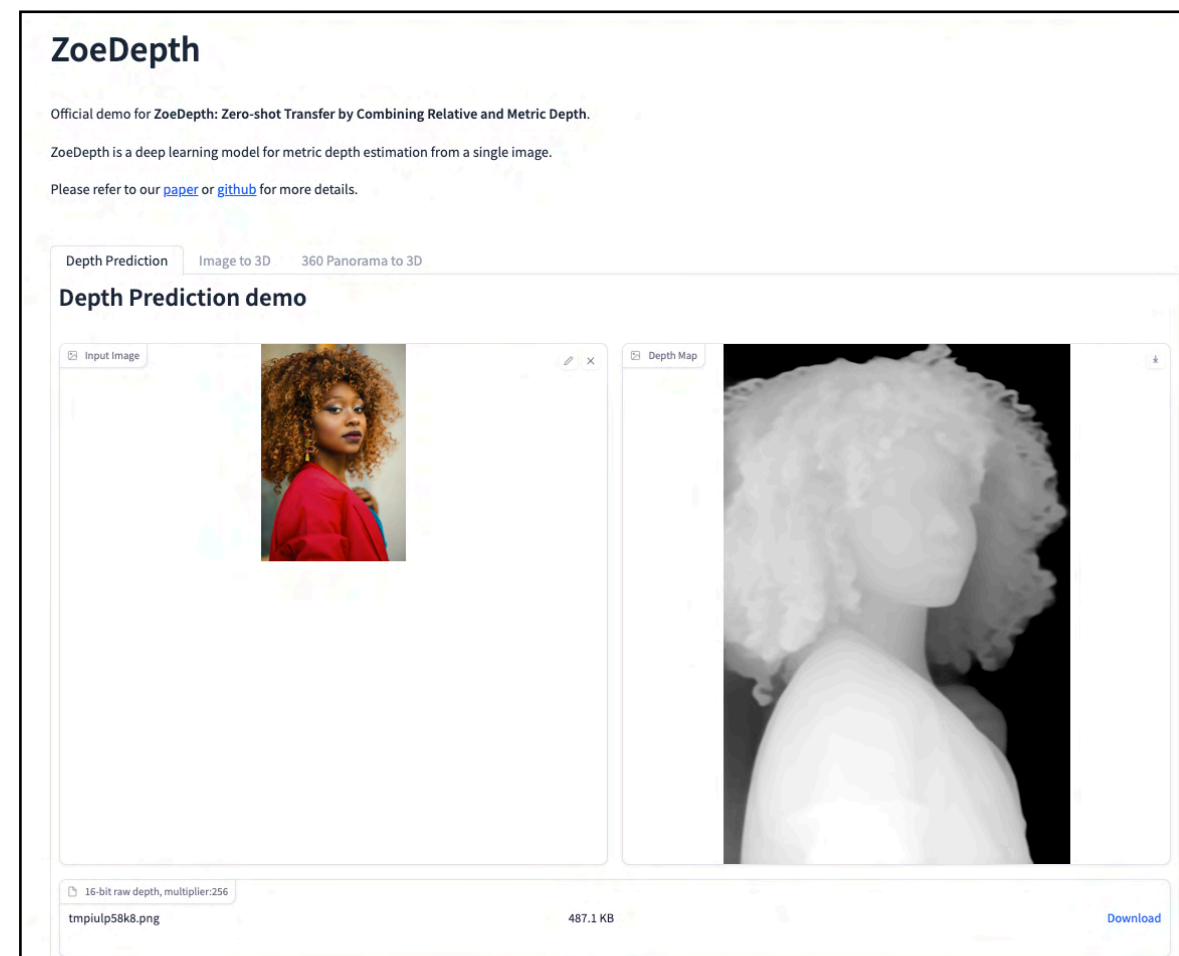

Midas Depth Map (Free) in ComfyUI

From 2D to "3D" Image

Step #1 Create a Depth Map of the Image:
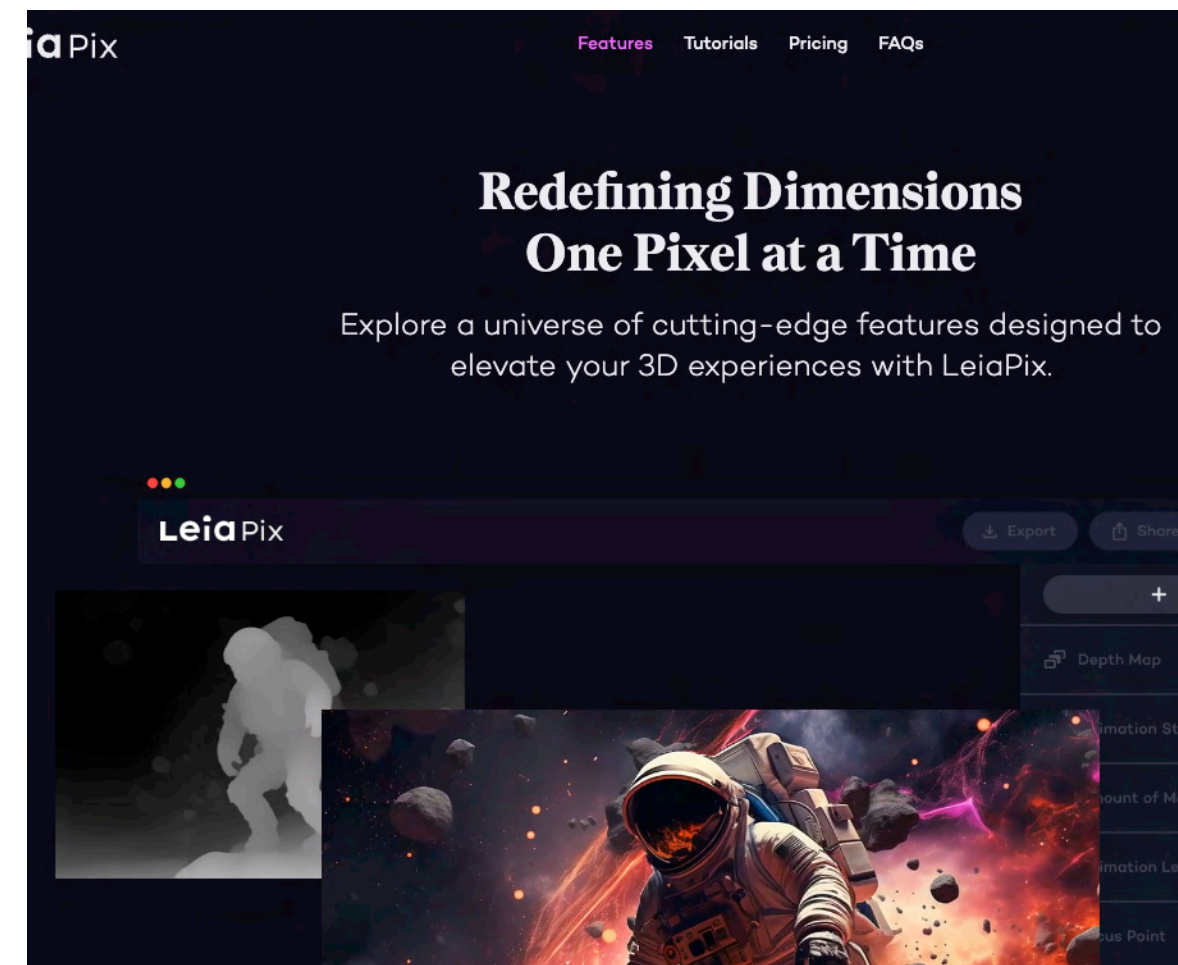A depth map image is a grayscale image that encodes the distance information from the camera,

Other Tools / Sites to create Depth Maps
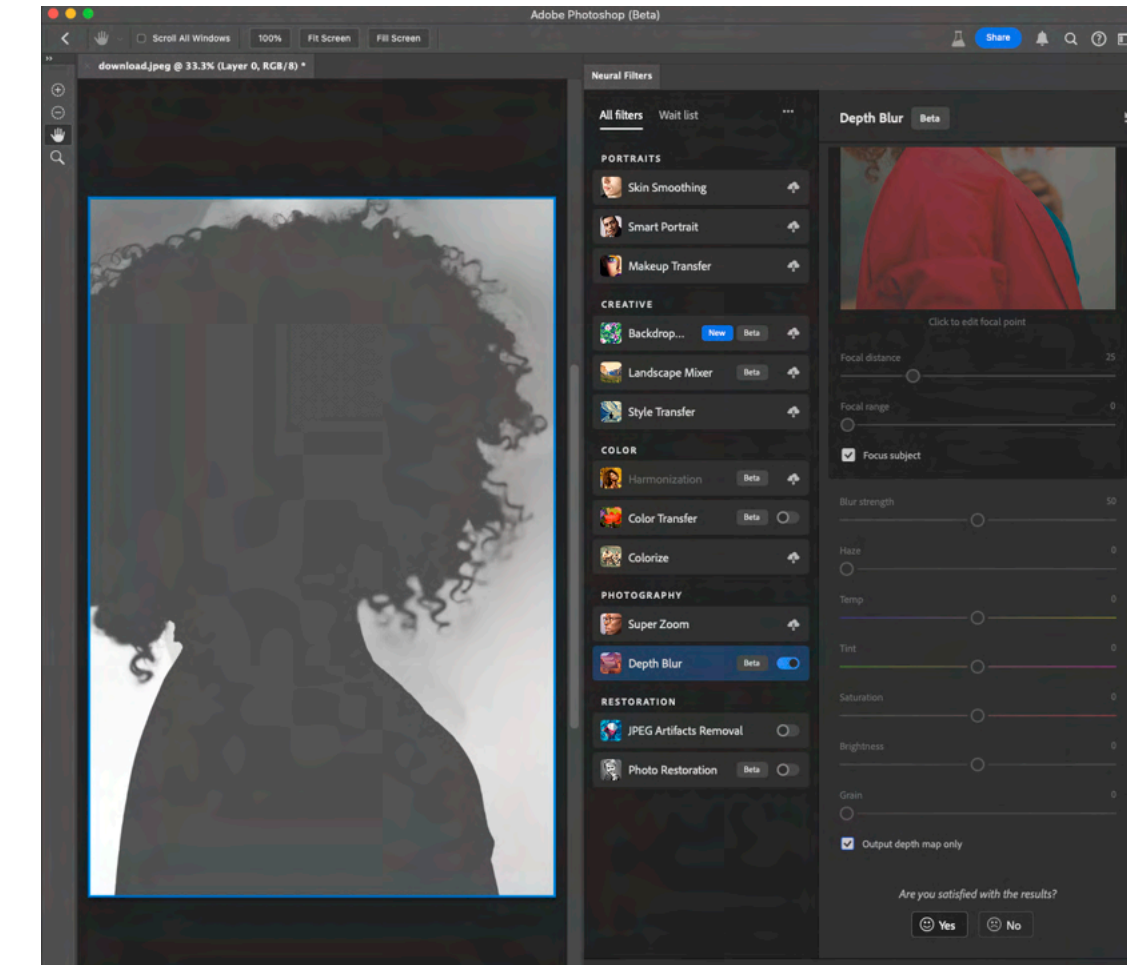
ZoeDepth - Website (Free)

https://huggingface.co/spaces/shariqfarooq/ZoeDepth

LeiaPix (1 site solution) Paid

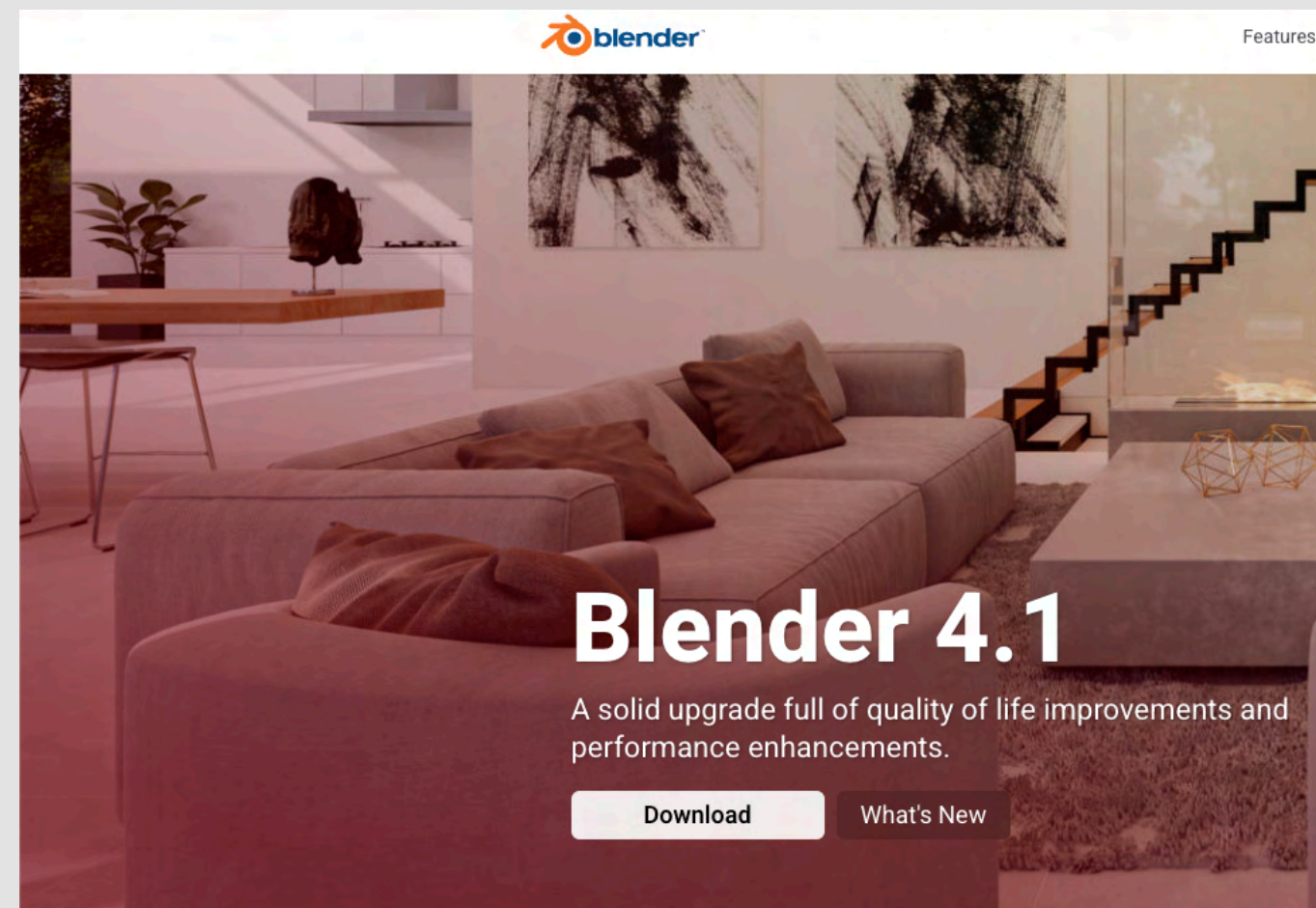https://www.leiapix.com/features

Photoshop. (Paid) Mixed Results

Filter/NeuralFilter/Depth blur, Select"Output Depth Map Only) and Important, then invert it. Black should be the furthest
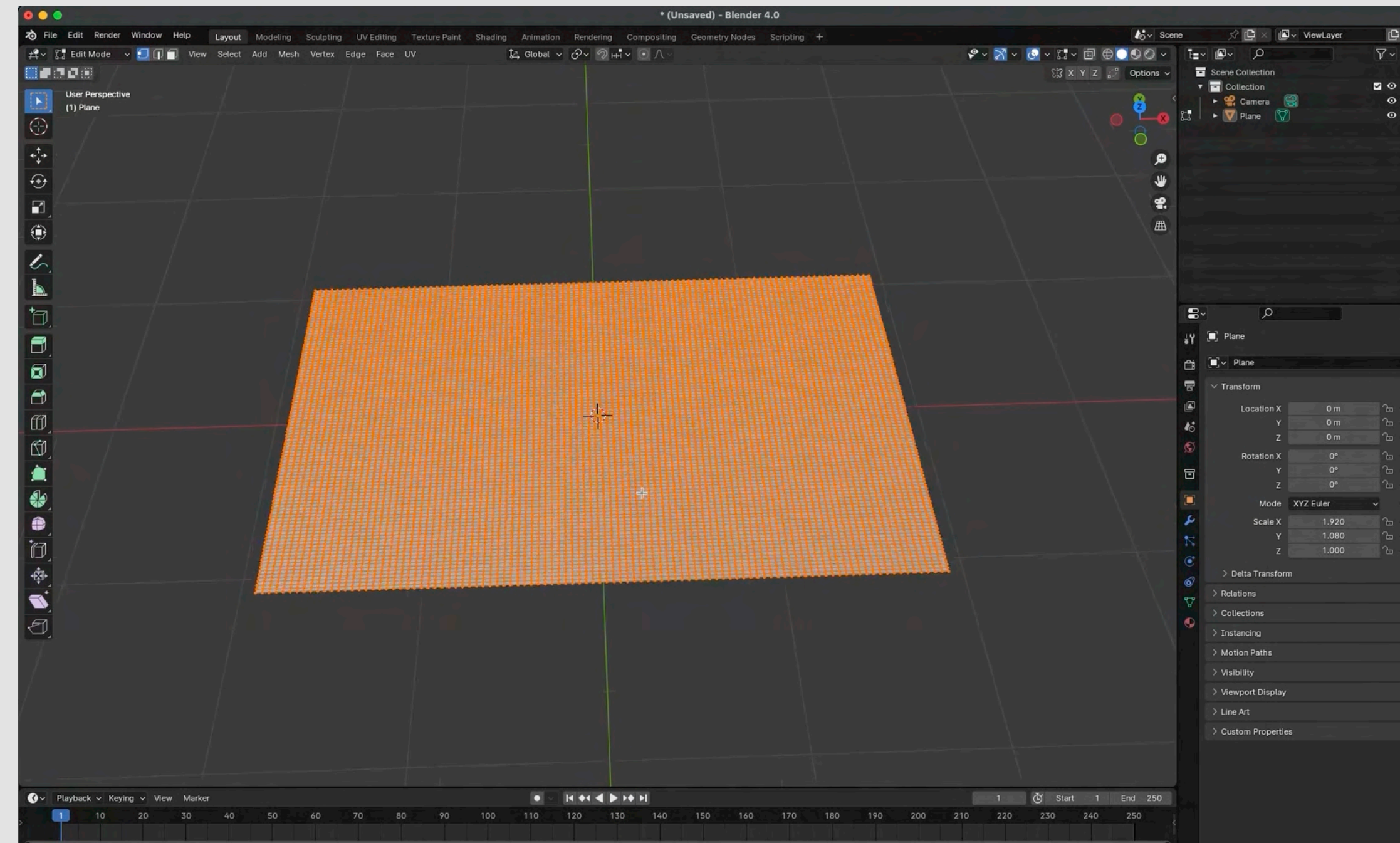
From 2D to "3D" Image

Step #2 Use Blender to create the 3D environment

1. Download Blender (Free 3D software)

https://www.blender.org/

2. Create a Plane and subdivide it.

30 min step by step video

https://ivancortazar.com/2d-3d/
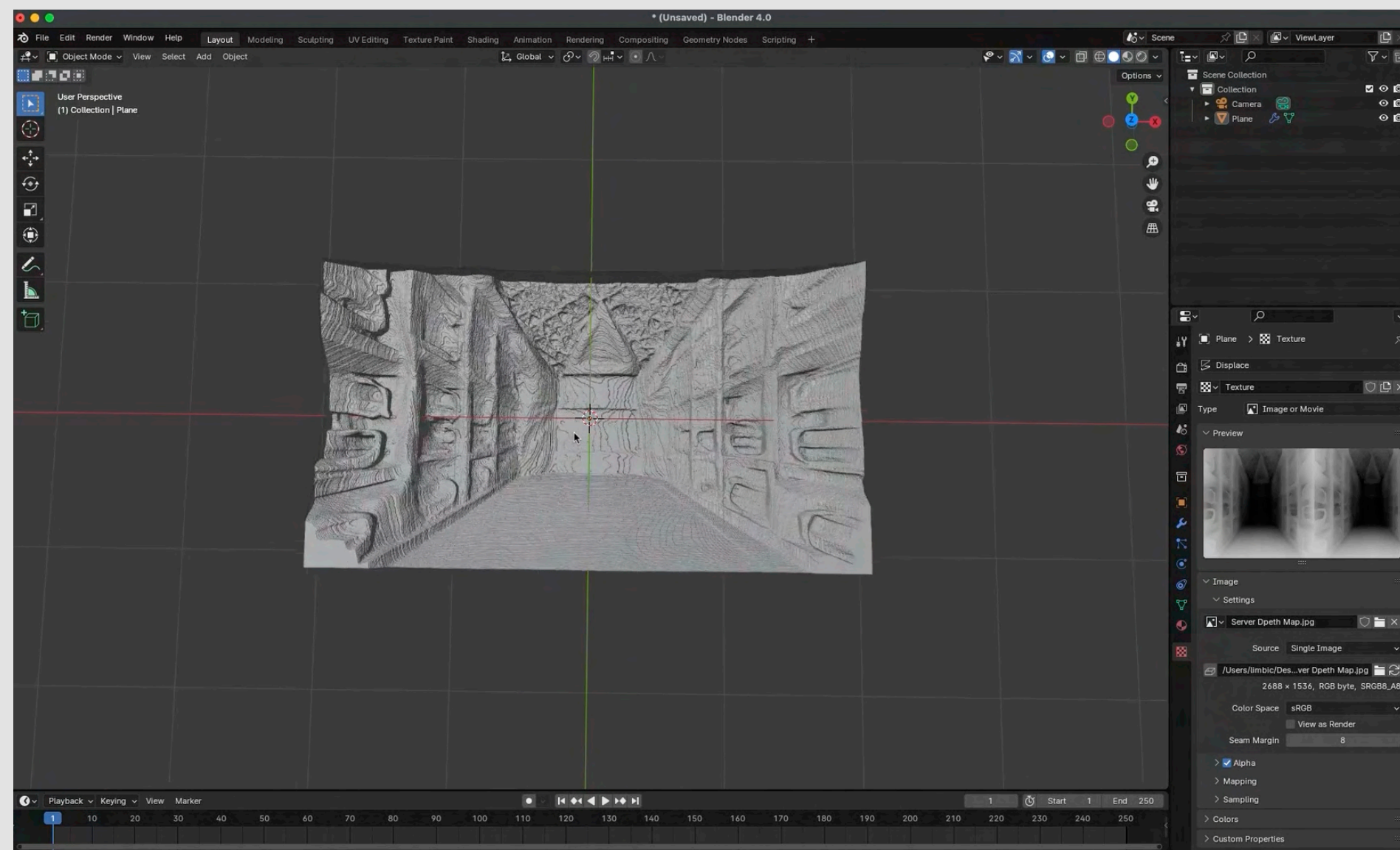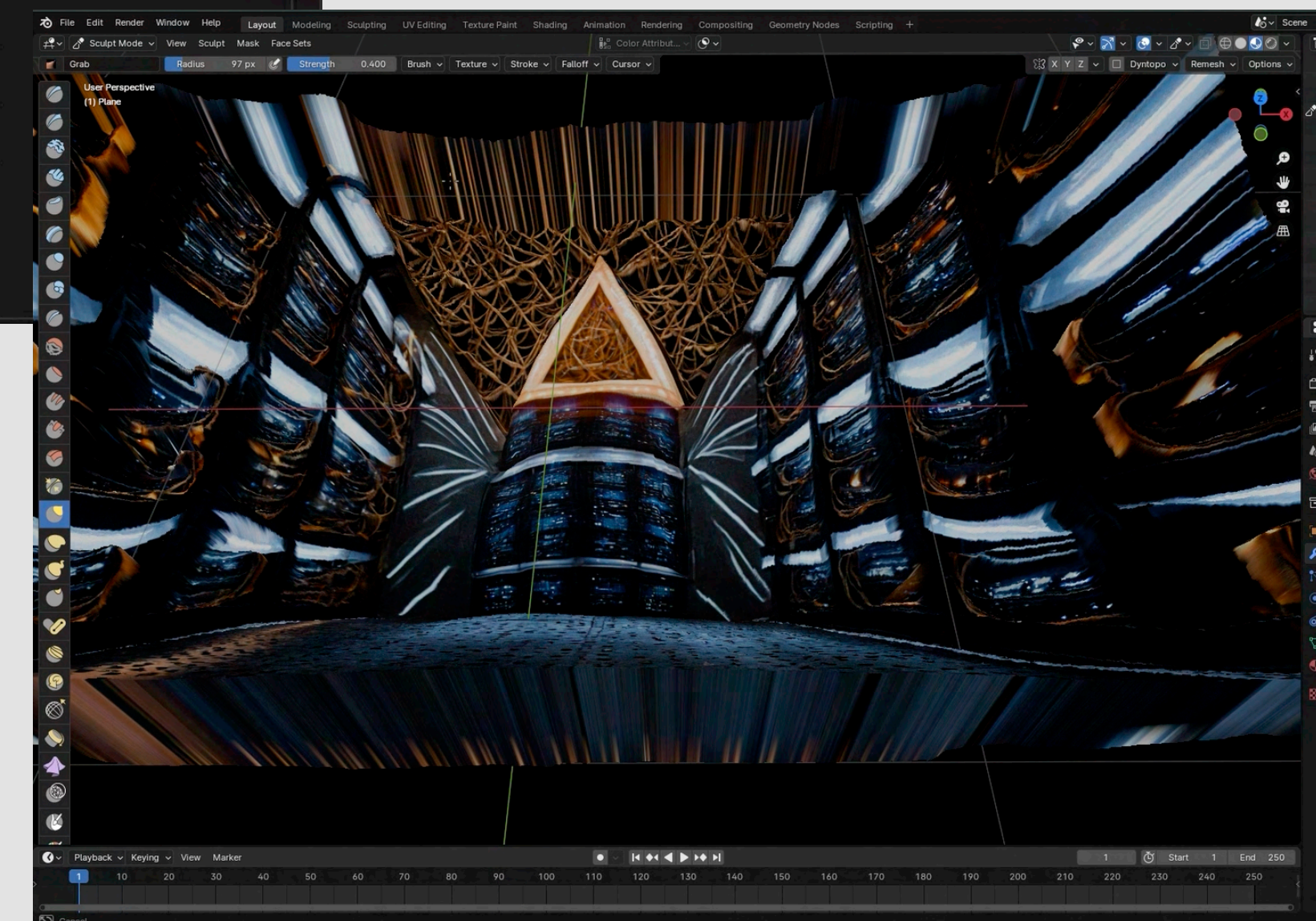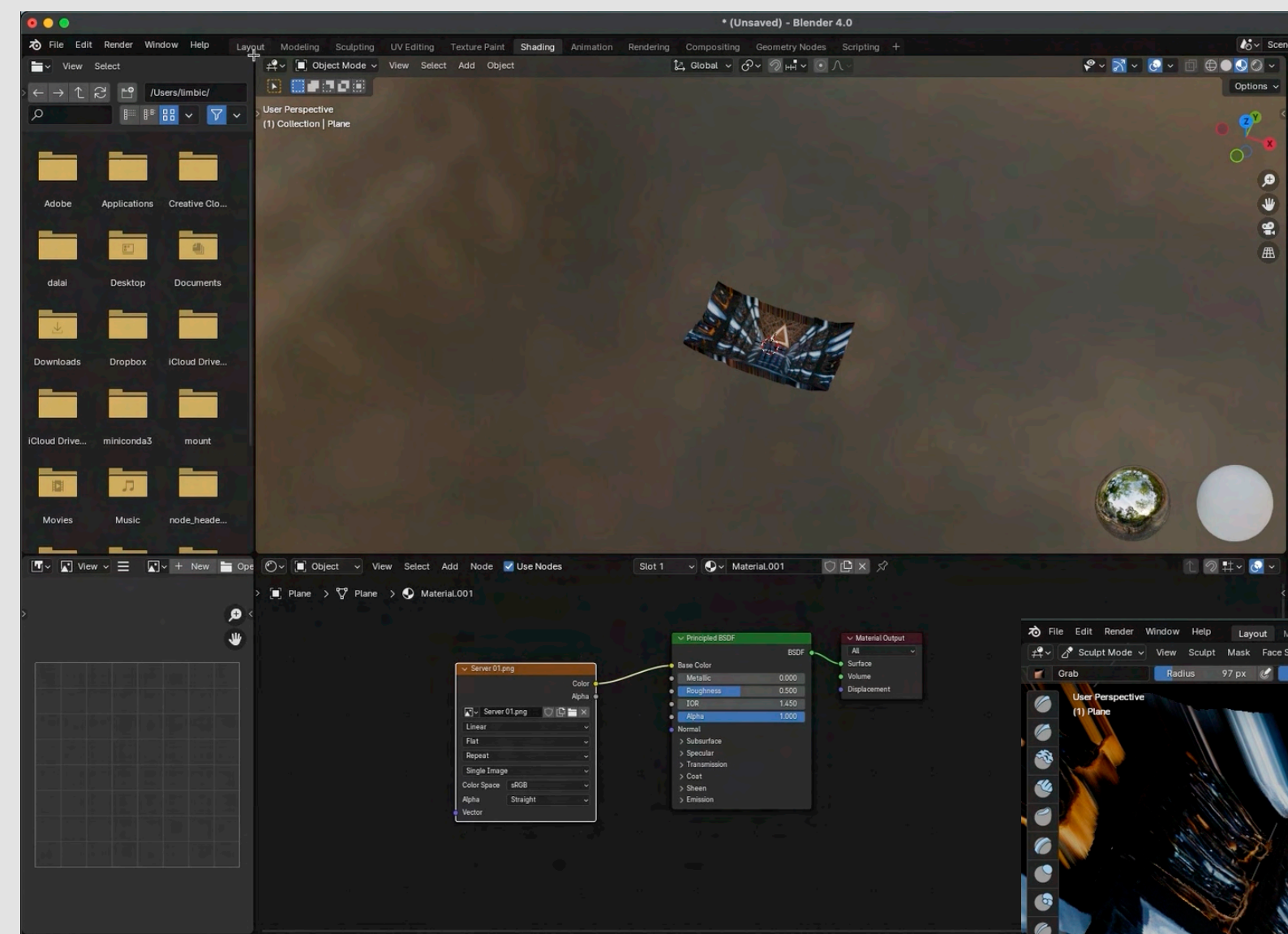
From 2D to "3D" Image

Step #2 Use Blender to create the 3D environment

3. Apply a displacement map with the Depth Map Texture to the plane
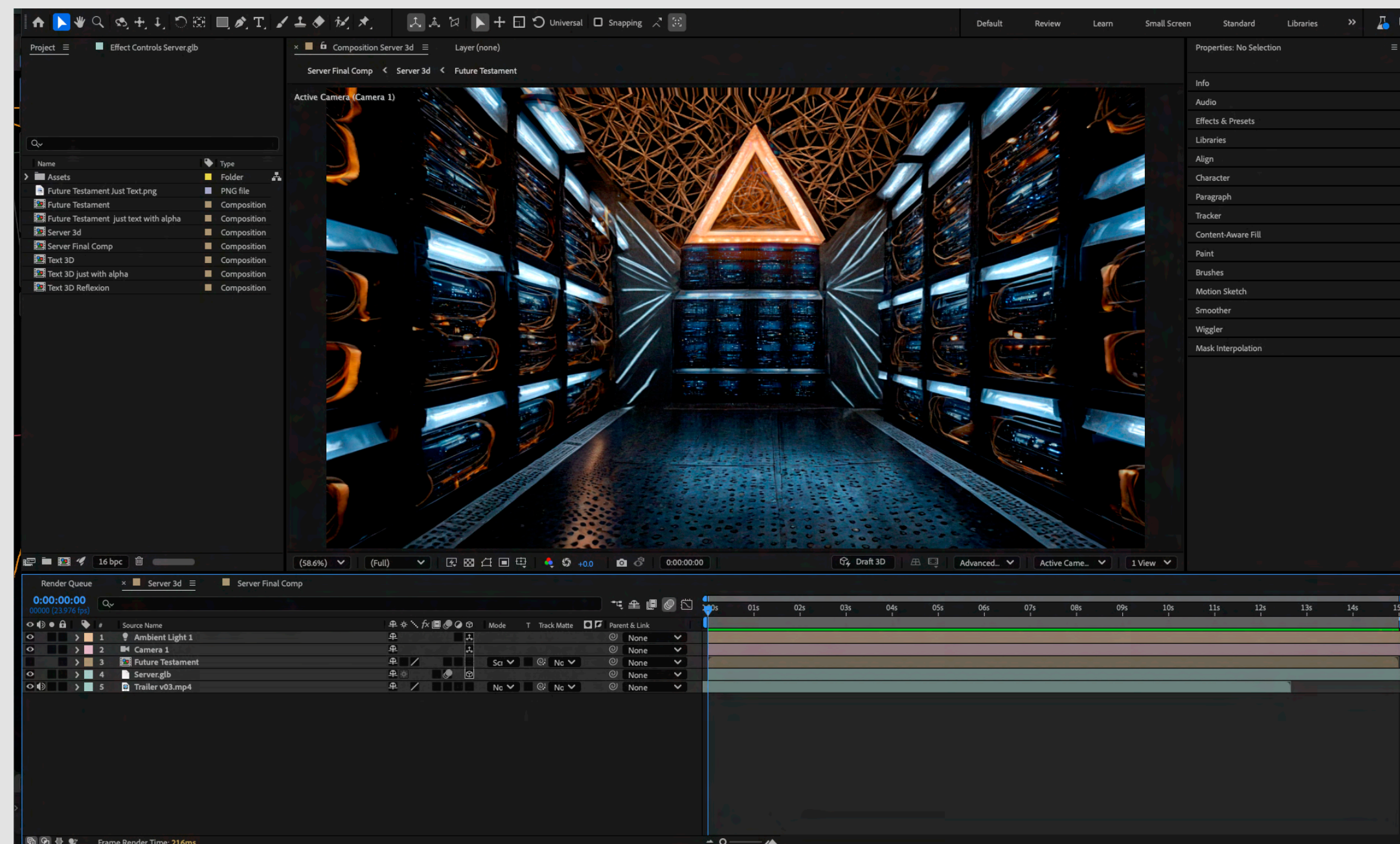

4. Add a shader and apply the original image to it

30 min step by step video
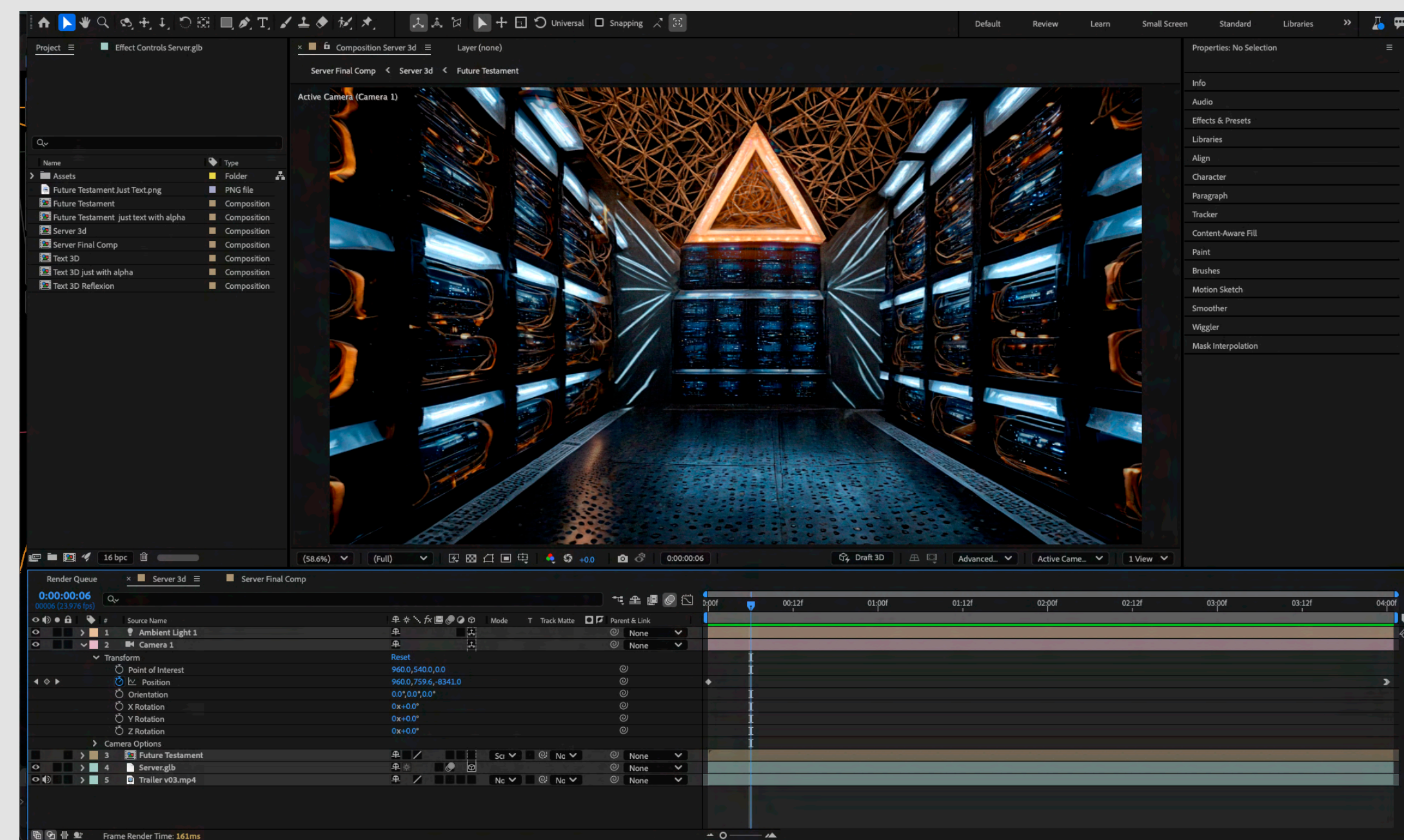
https://ivancortazar.com/2d-3d/

From 2D to "3D" Image

Step #3 Export Scene from Blender into After Effects and composite a new scene

5. Export the scene as a GITF 2.0 from Blender and import it in After Effects.

6. Create Camera and Light and add key frames to Camera.

30 min step by step video

Thank You!

If you have questions, just reach out.

30 min step by step video & Presentation Pdf

https://ivancortazar.com/2d-3d/