

# Workflow Integration

Data Flow and Execution Pipeline

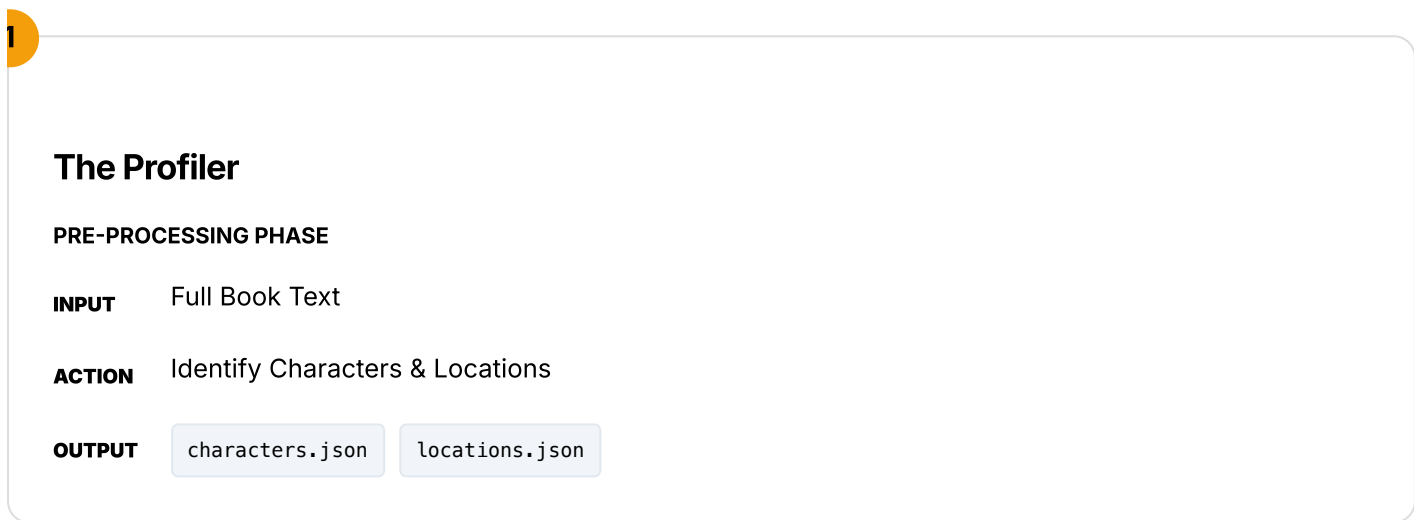
The workflow is a linear pipeline with recursive feedback loops, designed to move from raw text to structured video directives.

## Integration Flow

The following steps outline the transformation of a raw text chapter into a series of production-ready video generation prompts and metadata.

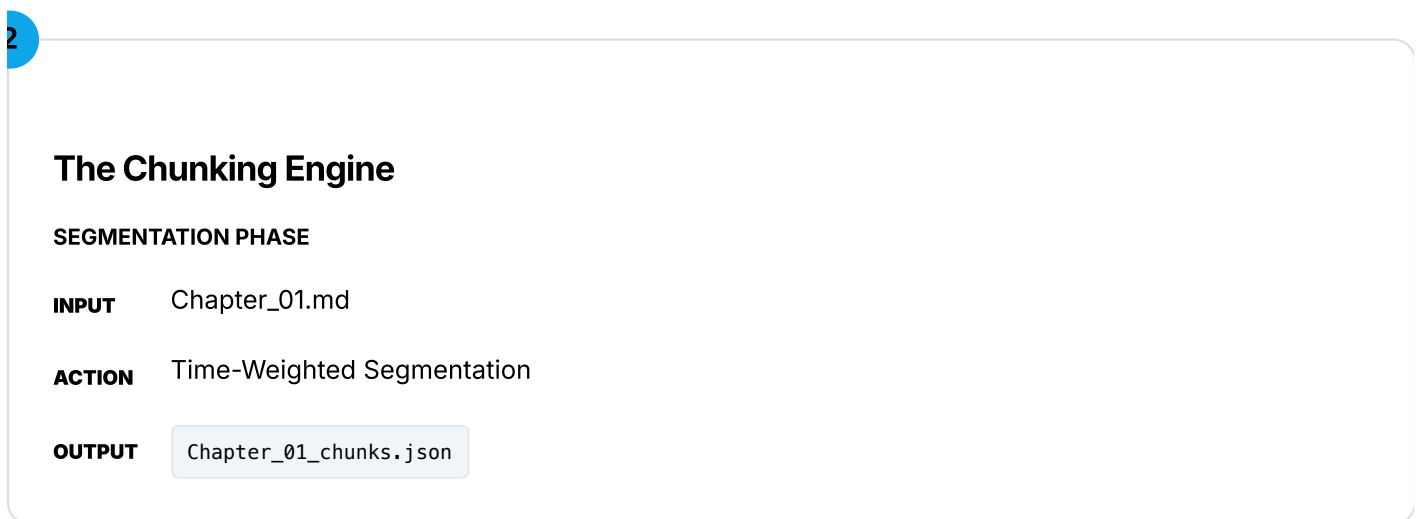
## Step 1: The Profiler (Pre-processing)

The first stage builds the “Story Bible.” An agent rips through the full text to identify every recurring entity and location.



## Step 2: The Chunking Engine

Once assets are defined, the chunking engine segments the text into 8-10 second beats, weighting them based on narrative density.



### Step 3: The Continuum Flow

This is the core context enrichment cycle. For every chunk, the agent queries the "Backbone" to inject character details and state information.

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#### The Continuum Flow

CONTEXT ENRICHMENT

INPUT	Chunk N + Context Backbone
ACTION	Enrich with visual descriptors
OUTPUT	Enriched Prompt N

### Step 4: The Director Agent

The Director translates narrative prose into technical camera direction (Shot types, angles, lens info).

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#### The Director Agent

TECHNICAL TRANSLATION

INPUT	Enriched Prompt N
ACTION	Generate Camera Directives
OUTPUT	directives/Scene_01_Seg_N.json

### Step 5: Context Update

Finally, the system compresses the events of the current chunk to update the Level 1/2 summaries for future retrievals.



### Context Update

CLOSING THE LOOP

INPUT	Chunk N Narrative
ACTION	Recursive Summarization
OUTPUT	Updated Backbone

## Agentic Workflow Expansion: The “Production Studio” Model

GLOBAL ORCHESTRATOR



### The Showrunner

The “Brain” that manages priorities. Pauses production if new context (e.g., a new character) is discovered.

FEEDBACK LOOP



### The QA Critic

The “Editor” that rejects bad prompts. Enforces strict character consistency before rendering.

CONTEXT SWARM



### Writers’ Room

Parallel agents mining the text for “Story Bible” data. Resolves cross-chapter conflicts.

VISUAL ASSETS



## Art Department

Casting Agents & Location Scouts generating reference images and LoRAs asynchronously.

### 1. The Missing Link: Autonomy & Feedback

Our initial architecture defined a linear pipeline—a conveyor belt. While efficient, it lacks the resilience of a true Agentic AI system. In a real-world deployment, the system must handle ambiguity, errors, and parallel tasks without human intervention. The “Missing Link” is **The Feedback Loop (The Critic)** and **Asynchronous Orchestration**.

### 2. The Core Agentic Roles

Instead of a single “Process,” we define distinct autonomous agents functioning as a digital film crew.

#### A. The Showrunner (Global Orchestrator)

**Role:** The “Brain” of the operation.

- **Agentic Action:** Scans the book. Assigns “Job Tickets” to other agents.
- **Crucial Capability: Dynamic Re-prioritization.** If Chapter 3 reveals a new main character, it pauses the Scene Generators.

#### B. The Art Department (Parallel Pre-Production)

**Role:** Visual Asset Generators.

- **Workflow:** Casting Agent generates Reference Images; Location Scout generates Environment LoRAs.

#### C. The Writers’ Room (Context Swarm)

**Role:** The “Continuum Flow” Implementation.

- **Agentic Action:** Parallel summarization with cross-chapter reconciliation.

#### D. The QA Critic (The Feedback Loop)

**Role:** The “Editor.”

- **Workflow:** Rejecting bad prompts and forcing retries until output matches character state.

## 4. Summary of Improvements

Feature	Linear Pipeline (Old)	Agentic Swarm (New)
Processing	Sequential (Slow)	Asynchronous / Parallel (Fast)
Error Handling	Fails at end of pipe	Self-corrects mid-stream (Critic)
Context	Passive Retrieval	Active Reconciliation (Showrunner)
Cost	Wasted on bad prompts	Saved by QA rejection before render