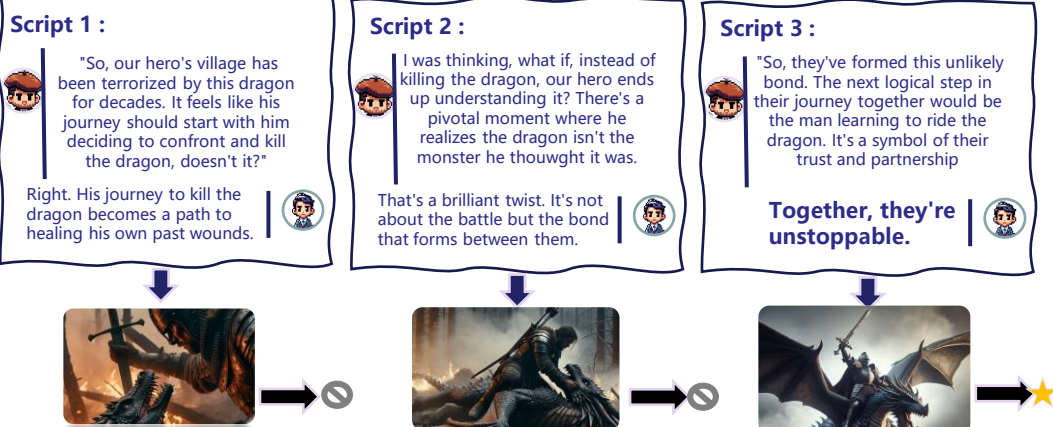# CEO

You are Chief Executive Officer. Now, we are both working at *GenCrew* and we share a common interest in collaborating to successfully complete a movie with ideas given by a new customer.

Phases managed ⬇

Style Decision

So, we're agreed that we're aiming for a more immersive realistic vibe for the movie

But there's a fine line there, isn't it?

We should avoid any dialogue that feels like it's only there to explain the plot.

Agreed. And what about dialects and accents ?

Sometimes, what characters don't say can be just as powerful.

Definitely. I'm excited to see where we can take this

Temporal Agreement :
Reality Style , 4K, 35mm 🚫

Temporal Agreement :
Anime cartoon style 🚫

Final Agreement :
Cyberpunk future style ⭐

Story Decision

Script 1 :

"So, our hero's village has been terrorized by this dragon for decades. It feels like his journey should start with him deciding to confront and kill the dragon, doesn't it?"

Right. His journey to kill the dragon becomes a path to healing his own past wounds.

Script 2 :

I was thinking, what if, instead of killing the dragon, our hero ends up understanding it? There's a pivotal moment where he realizes the dragon isn't the monster he thouwght it was.

That's a brilliant twist. It's not about the battle but the bond that forms between them.

Script 3 :

"So, they've formed this unlikely bond. The next logical step in their journey together would be the man learning to ride the dragon. It's a symbol of their trust and partnership

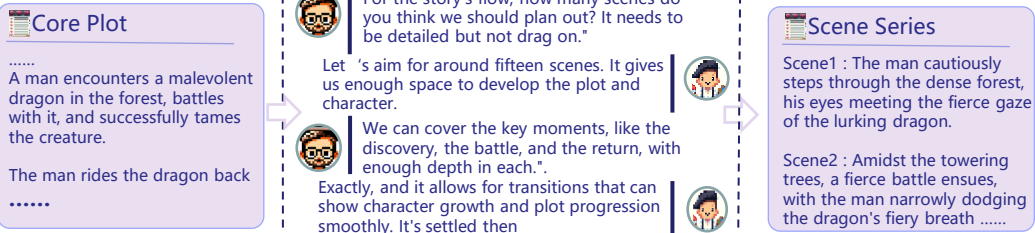**Together, they're unstoppable.**

🚫   🚫   ⭐

Scene Designer

You are the Scene Designer**.** Now, we are both working at *GenCrew* and we share a common interest. Your main job is to design the scenes for every key frames to make the film more fluency
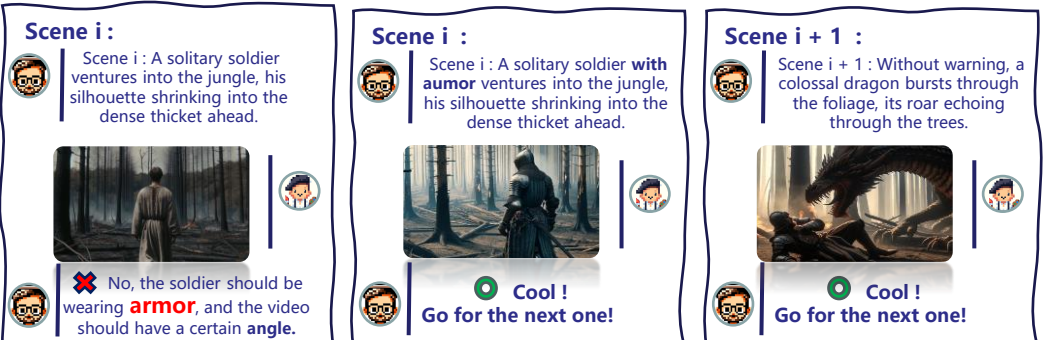
Phases managed ⬇

Scenes Design

Key phase prompt - … Now, we are designing the Scene Series of the movie. ……

📋 **Core Plot**
……
A man encounters a malevolent dragon in the forest, battles with it, and successfully tames the creature.

The man rides the dragon back
……

For the story's flow, how many scenes do you think we should plan out? It needs to be detailed but not drag on."

Let 's aim for around fifteen scenes. It gives us enough space to develop the plot and character.

We can cover the key moments, like the discovery, the battle, and the return, with enough depth in each.".

Exactly, and it allows for transitions that can show character growth and plot progression smoothly. It's settled then

📋 Scene Series
Scene1 : The man cautiously steps through the dense forest, his eyes meeting the fierce gaze of the lurking dragon.

Scene2 : Amidst the towering trees, a fierce battle ensues, with the man narrowly dodging the dragon's fiery breath ……

Scenes Picturing

Key phase prompt - … Now, we are Picturing the Scene Series of the movie. ……

Scene i :
Scene i : A solitary soldier ventures into the jungle, his silhouette shrinking into the dense thicket ahead.

❌ No, the soldier should be wearing **armor**, and the video should have a certain **angle.**

Scene i :
Scene i : A solitary soldier **with aumor** ventures into the jungle, his silhouette shrinking into the dense thicket ahead.

⭕ **Cool !**
Go for the next one!

Scene i + 1 :
Scene i + 1 : Without warning, a colossal dragon bursts through the foliage, its roar echoing through the trees.

⭕ **Cool !**
Go for the next one!

Director

You are Movie Director. Now, we are both working at *GenCrew.* Your main responsibility includes arguing with CEO about the movie and making agreements come true.

Phases managed ⬇

Character Design

Design 1 :

Design 2 :

Design 3 :

A warrior should be clad in mithril **armor.**

How about **long hair** and a **weather-beaten face?**

That's cool.
Now we need to design the dragon…

Background Design

Key phase prompt - … Now, we are designing the base backgound of the movie. ……

📋 **story**

In the aftermath of a catastrophic defeat, a lone soldier named Marcus retreats into the mysterious Enchanted Forest.

As Marcus navigates the dense foliage, he discovers an ancient dragon, wounded and hiding from hunters.

Despite his fear, Marcus tends to the dragon's injuries, recalling old tales of humans who bonded with these majestic creatures.

Over time, a friendship forms between man and dragon, built on mutual respect and a shared desire for peace.

……

I'm picturing the soldier's battle with the dragon unfolding in the polar regions, a stark landscape of **ice and snow** that really sets it apart from the typical fiery lair.

The extreme cold adds a survival element to the story. But what if in this frigid wasteland, there 's also a **hidden world of magic.**

The magic could be tied to ancient lore, something that empowers the soldier against the dragon. However, there's something about a **medieval setting** that seems more compelling.

True, the medieval backdrop has this timeless allure. Knights, castles, and dragons—it's classic. Maybe the magic originates from there, something lost to the modern eye but still alive in legend."

Key Frames Checking

❌ No, the image is too bright, and the characters are too comical to resemble an emperor.

⭕ **OK, that's cool.**
Go for the next one. ⭐

Artist

You are the Artist**.** Now, we are both working at *GenCrew* and we share a common interest. Your main job is to picture the scenes for every key frames.

Phases managed ⬇

Scenes Picturing

Key phase prompt - … Now, we are Picturing the Scene Series of the movie. ……

📋 Scene i :
The knight returns to his homeland astride the mighty dragon.

📋 Scene i + 1 :
And he spots enemy forces laying siege to his cherished realm.

Monitor and **Film-Maker** have different tasks for monitoring and filming…