

# Ultra-Realistic AI UGC Characters

A quick 5-page guide to create hyper-real digital humans for UGC-style videos.

Workflow: Base image (Nano Banana Pro) → Animation (Google Veo 3.1 / Kling 2.6)

By the end, you'll have

- A photo-real AI face that holds up in close-up.
- A short 9:16 talking video with natural motion and clean lip-sync.
- A repeatable checklist to avoid the common 'AI look'.

Disclosure: This is AI-generated content. Do not present it as a real person or a real recording.

Tip: Save this PDF and reuse the checklists every time you create a new character.

# 1) What Makes an AI Image Look Real?

Realism means the output looks like a photo - not stylized 'AI art'. Focus on these signals:

- Natural skin texture (not overly smooth)
- Correct facial proportions
- Realistic lighting and shadows
- Sharp eyes + clear facial details
- A natural camera angle (like a real photo)

## Beginner mistakes to avoid

- Skin looks plastic or blurry
- Eyes look dead/asymmetrical
- Lighting feels artificial
- Face is cropped too tight
- It looks like artwork, not a photo

Rule: A clean base image is 80% of the final realism.

# 2) Choose the Right Image Tool

Use a tool built for photo-real faces:

Tool	Best for	Notes
Nano Banana Pro	Ultra-real faces	Best beginner choice: strong skin texture + facial accuracy.
Higgsfield Soul	Lifestyle portraits	Clean lighting and good consistency. Great alternative.
Midjourney	Style + mood	Powerful creatively, but less consistent for pure realism.

### 3) Create Your Ultra-Realistic Base Image

This image becomes your character's start frame for animation. Spend time here - it determines your video quality.

#### Step A - Open your generator

- Open Nano Banana Pro (or find it inside the Image tab on your platform).
- Select Image Generation.

#### Step B - Settings

Setting	Recommended
Aspect ratio	1:1 (profile) or 9:16 (social-first)
Quality	High / 2K if available
Style	Avoid artistic or stylized presets (keep it photo-real)

#### Step C - Prompt (keep it simple)

Use this beginner formula:

Prompt formula

- Person + Camera + Lighting + Expression + Environment

Example prompt: A realistic portrait of a young adult woman, natural skin texture, soft daylight, neutral expression, looking at the camera, photographed with a DSLR, shallow depth of field, clean background.

#### Step D - Ready-to-animate checklist

- Full face clearly visible (no tight crop)
- Eyes and mouth are sharp and unobstructed
- Not stylized or 'artistic'
- Well-lit with natural shadows
- Looks like a real photo at a glance

Pro tip: Fix the face now - fixing realism later is much harder.

## 4) Animate: Turn the Image into a Talking Video

The video model takes your image and adds subtle motion and lip-sync. Better image in Step 3 = better video.

### Recommended video tools

Tool	Why it's great
Google Veo 3.1	High realism, natural facial motion, cinematic feel.
Kling 2.6	Excellent realism and often easier to access.

### Step-by-step settings

- Upload your image as the Start Frame (locks the character).
- Aspect ratio: 9:16 (recommended).
- Quality: 1080p (upscale later).
- Duration: 5-10 seconds.

### Dialogue (natural wins)

Keep it short, calm, and conversational.

#### Beginner line

- Hi, this video was created entirely with AI.

#### Tips for realism

- Use simple sentences and normal pacing
- Avoid fast speech
- Neutral emotion looks most believable
- Less movement = more realism

## 5) Avoid the 'AI Look' + Final Export

Most 'AI-looking' videos fail because of exaggerated motion, long dialogue, or a weak source image. Keep it restrained.

### Common problems (and fixes)

- Too much head movement → reduce motion and keep pose stable
- Dialogue too long → keep clips 5-10s and record variations
- Overly dramatic expression → start neutral, then add emotion slowly
- Bad source image → regenerate until it reads like a real photo

### Optional: upscale for a cleaner finish

- Export your best take from Veo/Kling.
- Upscale in Topaz Video AI (or similar) for higher resolution and cleaner edges.
- Remember: upscaling won't fix unrealistic motion - the base matters most.

### Final checklist

- Face centered; eyes + mouth sharp
- Natural skin texture (not plastic)
- Lighting feels real
- Dialogue is short and realistic
- Motion is subtle
- Exported in 9:16 for socials

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Done. No actress. No camera. No physical shoot - just AI image + AI video generation.

### CTA

- Comment UGC and I'll DM this PDF to you.