Generative AI Powered Software

Jasmine Lesner
jlesner@ucsc.edu

Bark

Suno | @OnusFM | repo status Active

Examples • Suno Studio Waitlist • Updates • How to Use • Installation • FAQ

https://huggingface.co/spaces/suno/bark

OpenAI

GPT-3.5 Turbo

https://openai.com/chatgpt

Stable Diffusion XL

Stable Diffusion XL – SDXL 1.0 Model

https://stablediffusionxl.com/

Spaces | facebook / MusicGen | like 2.46k | Running on A10G

MusicGen

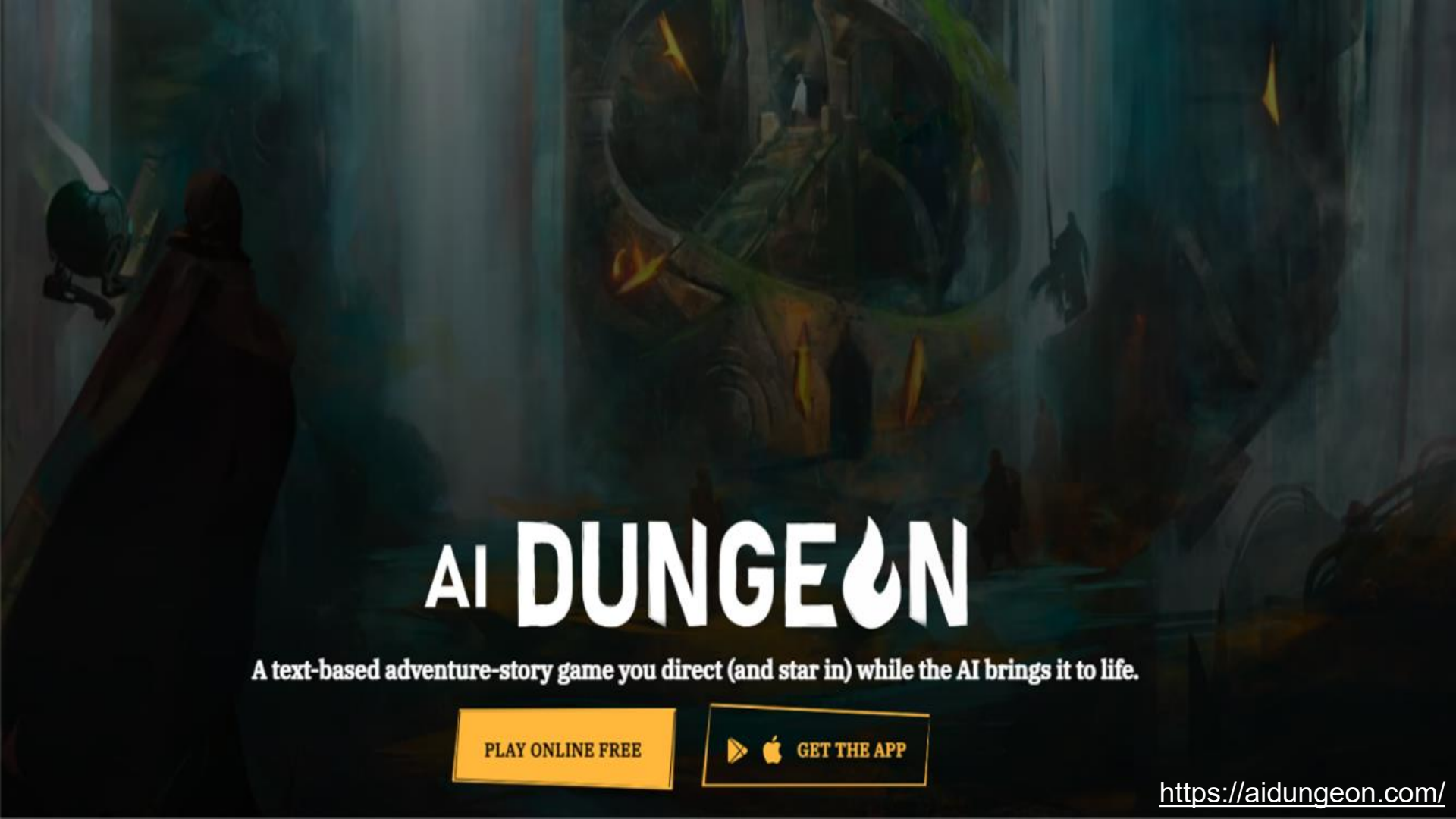
This is the demo for MusicGen, a simple and controllable model for music generation present

Duplicate Space for longer sequences, more control and no queue.

Describe your music

Condition on a melody (o

https://huggingface.co/spaces/facebook/MusicGen



https://aidungeon.com/

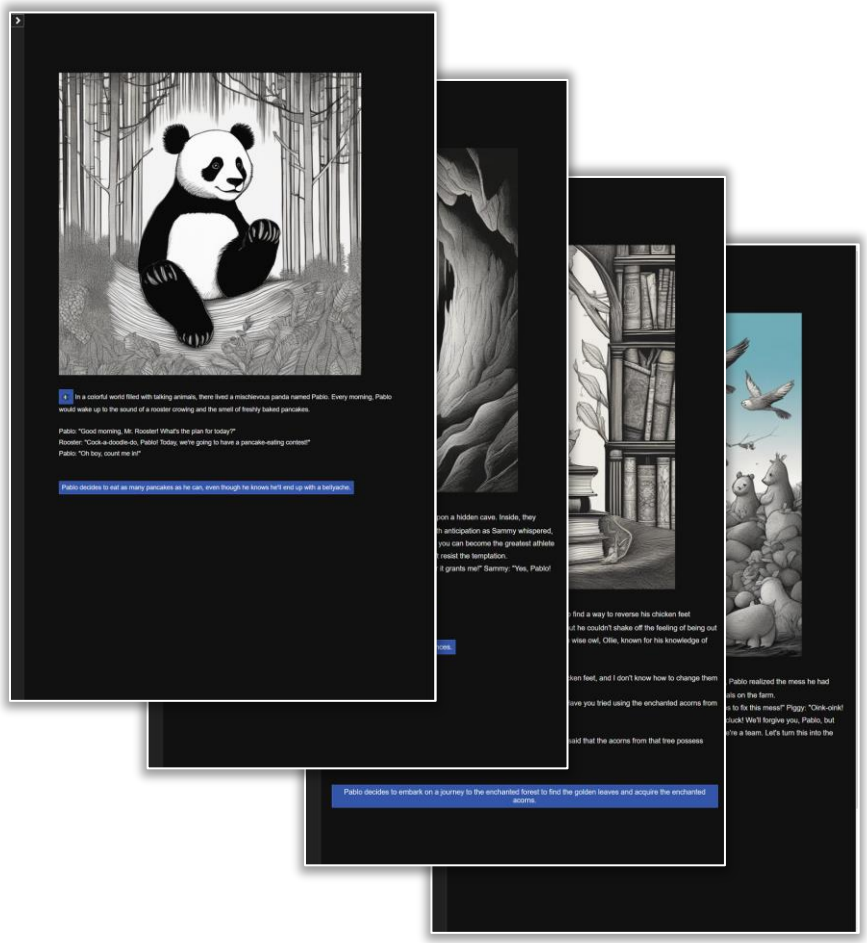
AI personalized *interactive* fiction for young children

Jasmine Lesner
Luke Murayama
Tony Guizar
Poom Phunjamaneechot

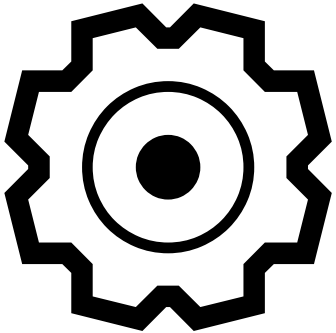
CHOOSE A STORY
SUGGEST A STORY

A STORY ABOUT . . . . . ?

THANK YOU for
We pick ten each day. Check tomorrow.
SUGGEST A STORY

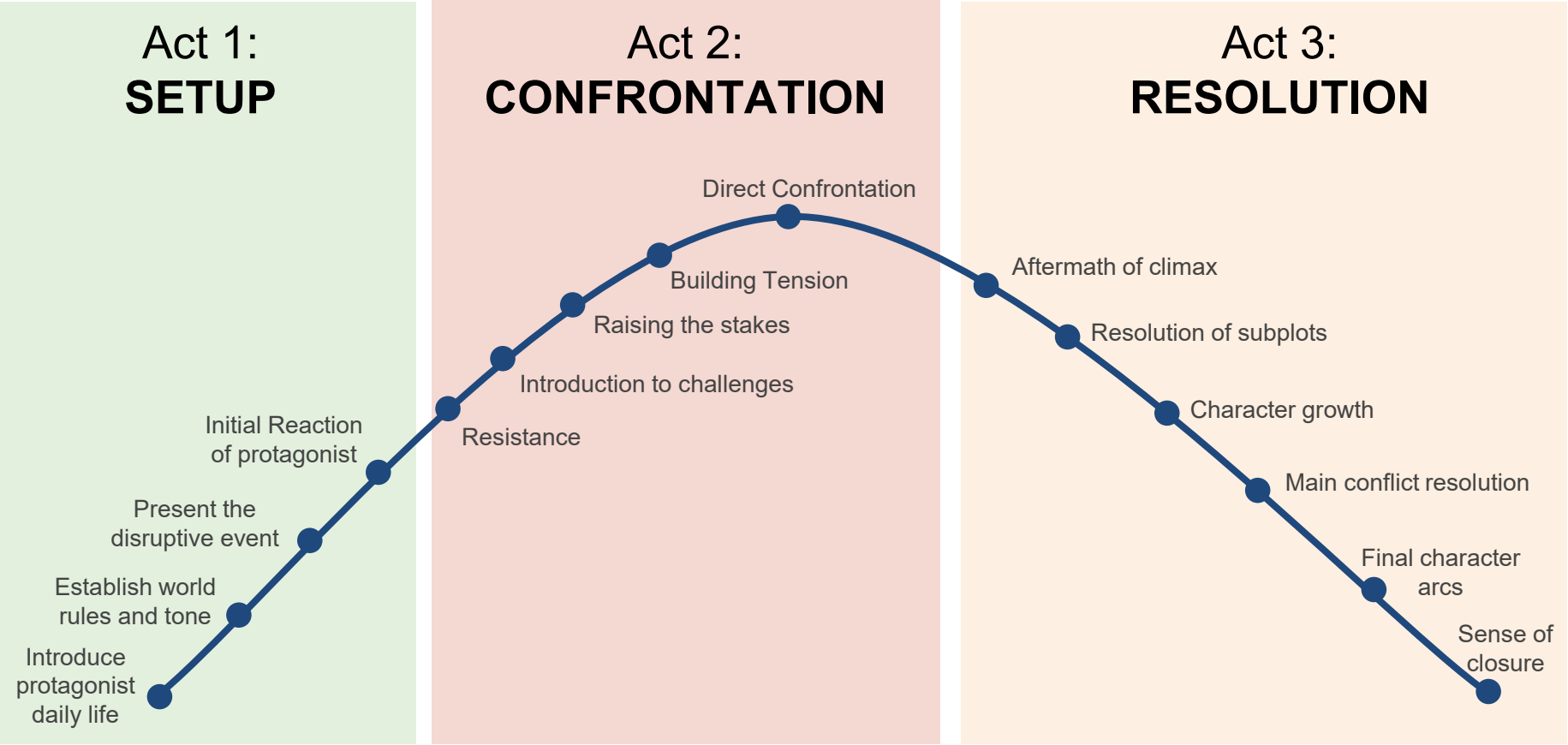

In a colorful world filled with talking animals, there lived a mischievous panda named Pablo. Every morning, Pablo would wake up to the sound of a rooster crowing and the smell of freshly baked pancakes.
Pablo: "Good morning, Mr. Rooster! What's the plan for today?"
Rooster: "Cock-a-doodle-do, Pablo! Today, we're going to have a pancake-eating contest!"
Pablo: "Oh boy, count me in!"
Pablo decides to eat as many pancakes as he can, even though he knows he'll end up with a bellyache.
Pablo decides to embark on a journey to the enchanted forest to find the golden leaves and acquire the enchanted acorns.

how it works



*From **user input** (like 🐓🐷🐭🐿️🦊🐧) and our **story plan** the **AI** generates a narrative with matching pictures, sounds and music.*

*The result is both **personalized** and interactive.*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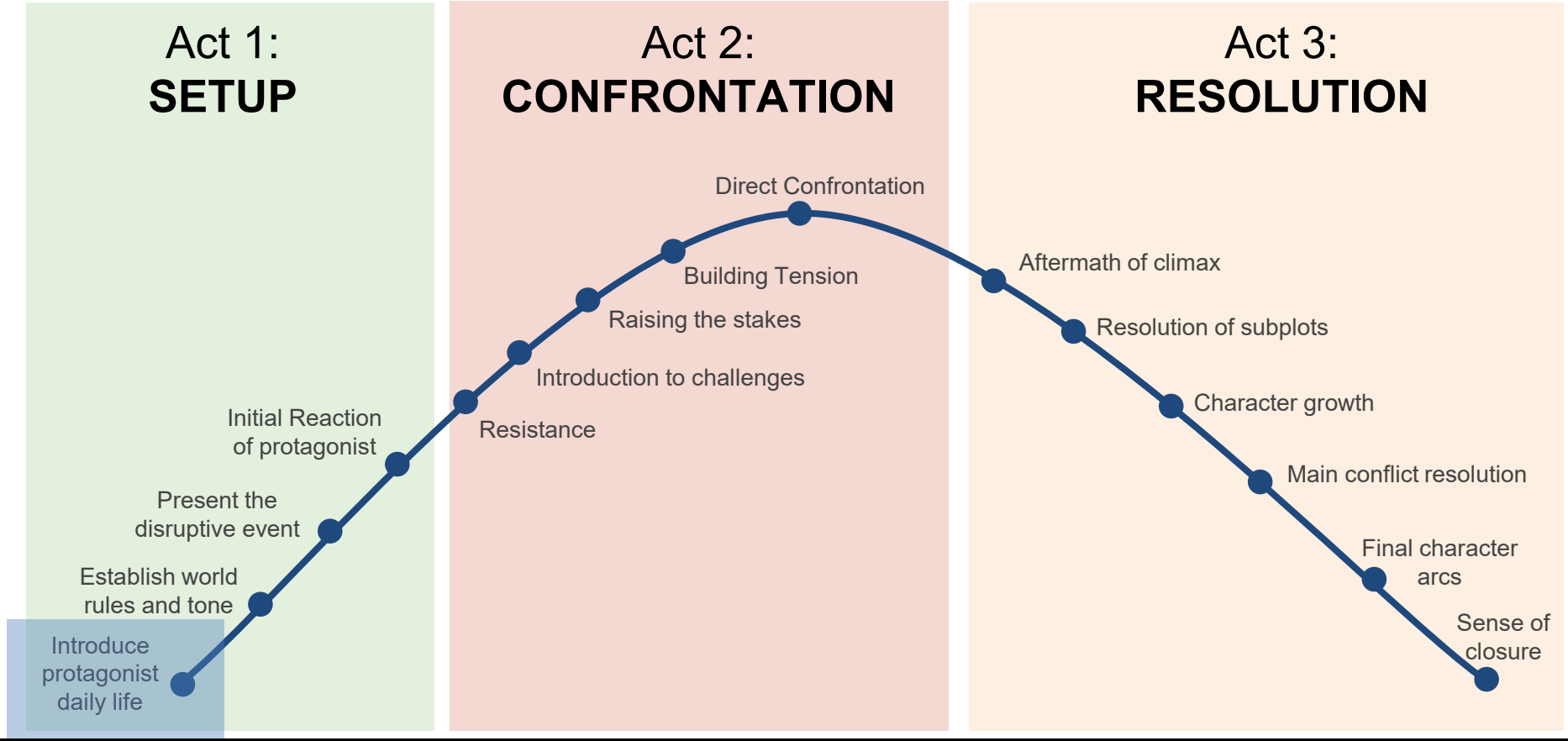
Act 2:
CONFRONTATION
Act 3:
RESOLUTION
Introduce protagonist daily life
Establish world rules and tone
Present the disruptive event
Initial Reaction of protagonist
Resistance
Introduction to challenges
Raising the stakes
Building Tension
Direct Confrontation
Aftermath of climax
Resolution of subplots
Character growth
Main conflict resolution
Final character arcs
Sense of closure

story plan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        Economy of Words: Be concise. You don't need long, poetic descriptions. Every word should serve the purpose of conveying
        essential visual or auditory information, setting the mood, or advancing the story.
        Clarity is Key: Children reading should have a good understanding. Use simple language and avoid complex words.
        Reply only with the updated XML from below. Keep the XML structure unchanged. Only edit existing elements.
        <scene name="Introducing Protagonist's Daily Life" act="Setup" part="Introduction to Characters and Setting" branch_count="1"
        index="1">
            <introduction>Replace this with words a narrator would use to introduce this scene</introduction>
            <dialogue>Replace this with a new scene dialogue suitable for children.Use a new line for each new speaker. Do not repeat
            from before. Refer to characters by name. Showcase the protagonist's routine, relationships, and environment.</dialogue>
            <illustration>Replace this with a vivid description of a single character or single object important in this scene. Just
            here do not use character names only their descriptons such as: man? woman? child? animal? what kind of animal? ... Pick
            something not already picked above. Do not mention anything else. Use just two dozen words. </illustration>
            <sound>Replace this with a vivid description of a single possible sound suitable for this scene. Pick something not
            already picked above. Do not mention anything else. Use just two dozen words. </sound>
            <music>Replace this with a vivid description of a single possible music composition suitable for this scene. Pick
            something not already picked above. Do not mention anything else. Use just a dozen words. </music>
            <protagonist_reaction>Replace this with a short child understandable description of a bad decision / bad action the
            protagonist will take after this scene. Do not judge the action / decision. </protagonist_reaction>
        </scene>
    </positive_prompt_text>
</request>
```

Default (GPT-3.5)

2 / 2

JA

A child selected emojis: 🐭🧀🌍🚀🌕🎉
Inspired by these you will write a story for the child.
Show, Don't Tell: When possible reveal information using dialoge do not state it directly. If a specific aspect is important, reveal it using dialoge between characters.
For example, if a character is sad, do not say "The character was sad." Instead, have another character ask "Why are you sad?"
This will allow audience to infer the character is sad without being told directly.
Economy of Words: Be concise. You don't need long, poetic descriptions. Every word should serve the purpose of conveying essential visual or auditory information, setting the mood, or advancing the story.
Clarity is Key: Children reading should have a good understanding. Use simple language and avoid complex words.
Reply only with the updated XML from below. Keep the XML structure unchanged. Only edit existing elements.
<scene name="Introducing Protagonist's Daily Life" act="Setup" part="Introduction to Characters and Setting" branch_count="1" index="1">
<introduction>Replace this with words a narrator would use to intro
scene</introduction>

Regenerate

Send a message

ChatGPT may produce inaccurate information about people, places, or facts. ChatGPT September 25 Version

Default (GPT-3.5)

1 / 2

xml

Copy code

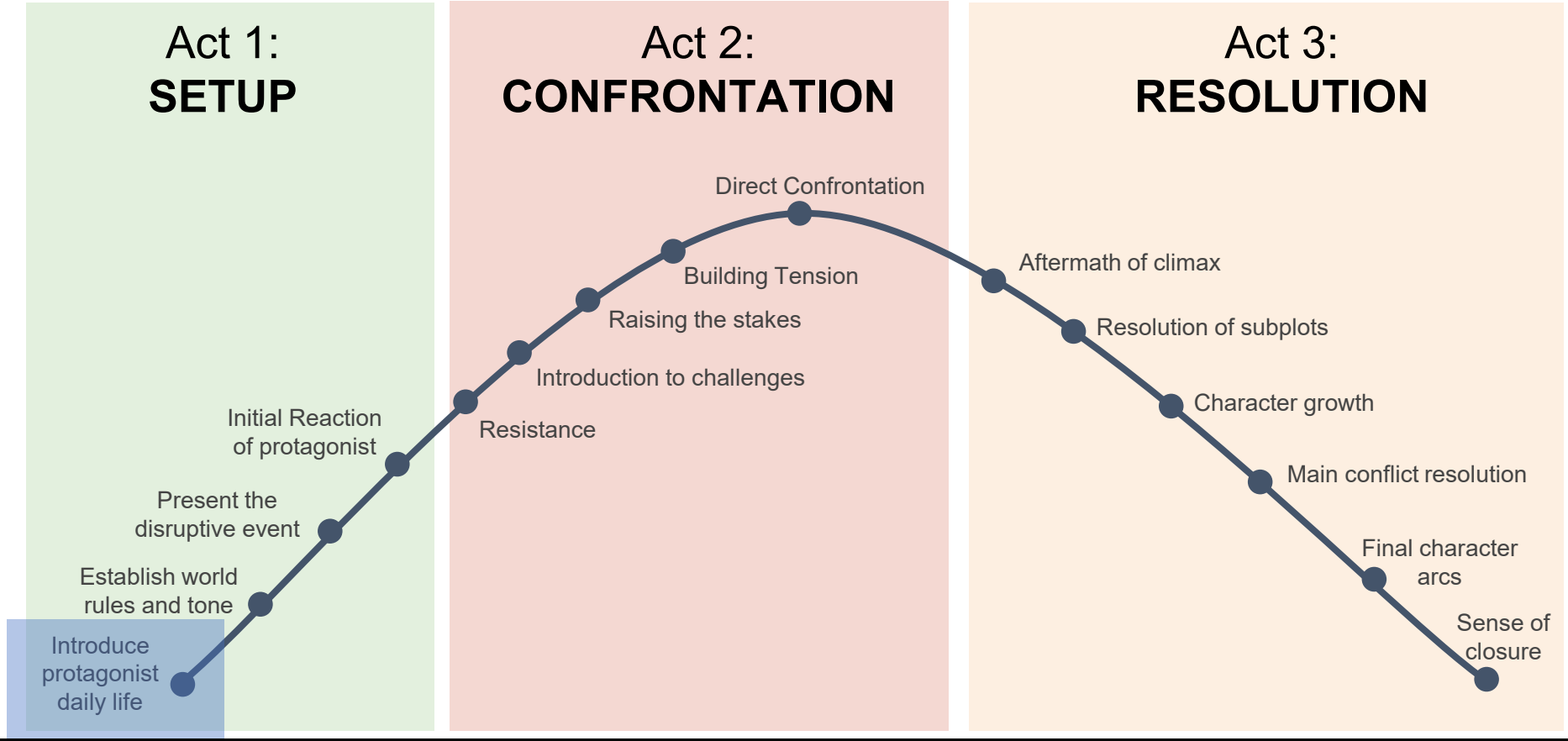
```xml
<scene name="Introducing Protagonist's Daily Life" act="Setup" part="Introdu
    <introduction>In a cozy little house on a sunny morning, let's meet our
    <dialogue>
        Max: (Scurrying) Good morning, Mr. Sun! 🌞
        Max's Friend: (Smiling) Hi, Max! Ready for a new day?
        Max: You bet! (Grabs cheese 🧀) Breakfast time!
        Max's Friend: (Chuckling) Always cheese, Max.
    </dialogue>
    <illustration>A tiny, cheerful mouse 🐭</illustration>
    <sound>The chirping of birds and a soft breeze rustling through leaves.<
    <music>A playful, cheerful tune with a hint of adventure 🎶</music>
    <protagonist_reaction>Max decides to take a big bite of his cheese befor
</scene>
```

Regenerate

Send a message

ChatGPT may produce inaccurate information about people, places, or facts. ChatGPT September 25 Version

```python
def valid_xml(input_string):
    try:
        input_tree = etree.fromstring(input_string)
        expressions = [
                "/scene/@name",
                "/scene/@act",
                "/scene/@part",
                "/scene/@branch_count",
                "/scene/@index",
                "/scene/introduction",
                "count(/scene/dialogue)=1",
                "/scene/illustration",
                "/scene/sound",
                "/scene/music"
        ]
        for expr in expressions:
            if not input_tree.xpath(expr):
                return False
        return True
    except etree.XMLSyntaxError:
        return False
```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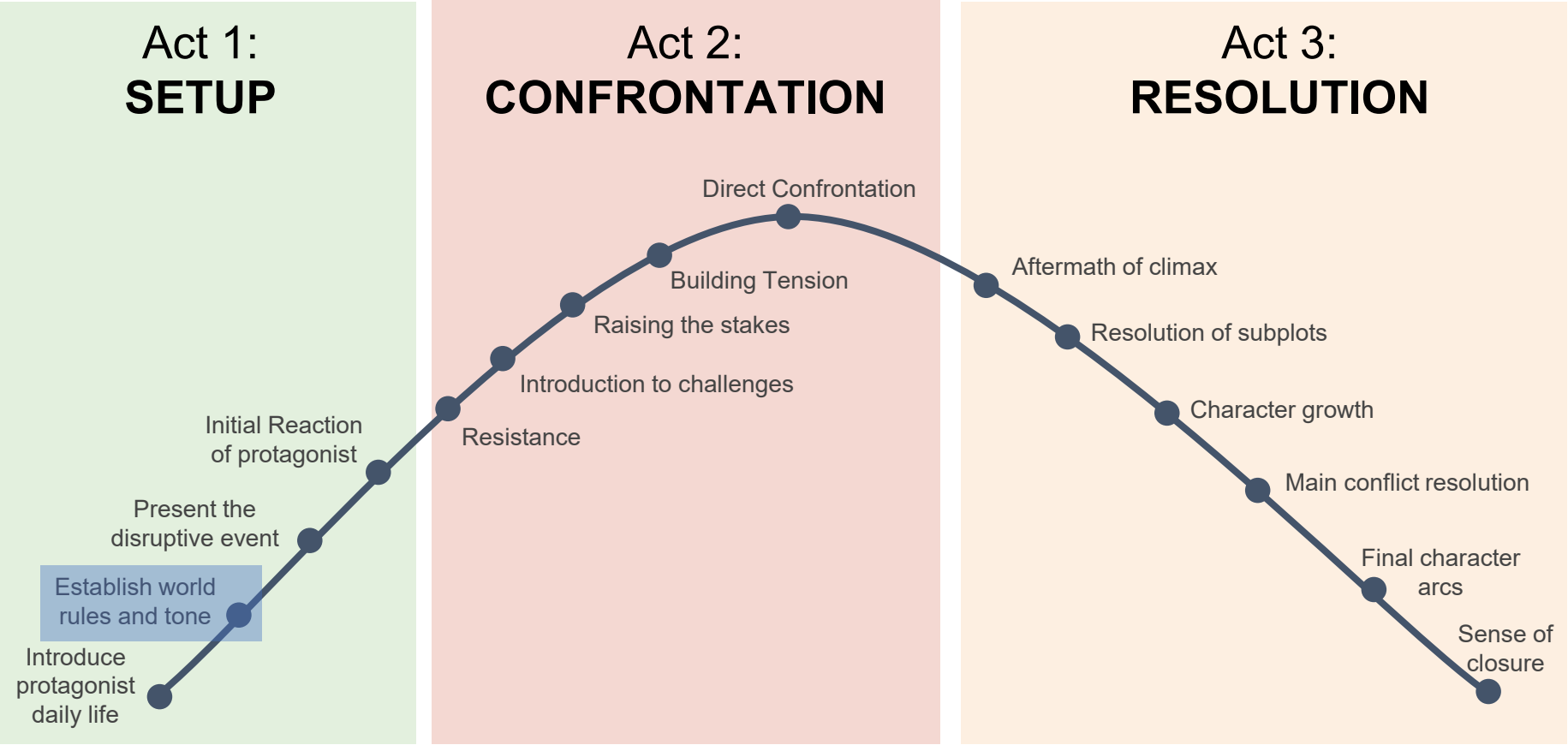
Character growth
Main conflict resolution
Final character arcs
Sense of closure

story plan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Sense of closure

story plan

```
<request type="make_text">
    <positive_prompt_text>
        A young child asked you for a story about the following emojis:🐿️🚗💨🏁🎈🏆
        Here is the story you have written so far:
            <story_so_far>
                <scene name="Introducing Protagonist's Daily Life" act="Setup" part="Introduction to Characters and Setting" branch_count="1" index="1">
                    <introduction>Once upon a time, there was a little boy named Max who loved emojis. Every day, Max would wake up early and start his day
                    with a big smile on his face.</introduction>
                    <dialogue>Max's mom would always greet him with a warm hug and ask, &quot;Good morning, Max! Did you have any interesting dreams last
                    night?&quot; Max would excitedly tell her about his dreams, filled with racing snails and flying balloons.</dialogue>
                    <illustration>A cheerful little boy with messy brown hair and bright blue eyes.</illustration>
                </scene>
                <protagonist_reaction>After getting ready for the day, Max decides to bring his toy snail and race it against his toy cars in the backyard.</
                protagonist_reaction>
            </story_so_far>
        Please continue the story from the last protagonist_reaction above. If last protagonist_reaction above has a bad decision make the story show how it
        is bad and bad things happen because of it.
        Show, Don't Tell: When possible reveal information using dialoge do not state it directly. If a specific aspect is important, reveal it using dialoge
        between characters.
        For example, if a character is sad, do not say &quot;The character was sad.&quot;  Instead, have another character ask &quot;Why are you sad?&quot;
        This will allow audience to infer the character is sad without being told directly.
        Economy of Words: Be concise. You don't need long, poetic descriptions. Every word should serve the purpose of conveying essential visual or auditory
        information, setting the mood, or advancing the story.
        Clarity is Key: Children reading should have a good understanding. Use simple language and avoid complex words.
        Reply only with the updated XML from below. Keep the XML structure unchanged. Only edit existing elements.
            <scene name="Establishing World's Rules and Tone" act="Setup" part="Introduction to Characters and Setting" branch_count="1" index="2">
                <introduction>Replace this with words a narrator would use to introduce this scene</introduction>
                <dialogue>Replace this with a new scene dialogue suitable for children.Use a new line for each new speaker. Do not repeat from before. Refer
                to characters by name. Introduce the rules of the story's world and setting the tone for the narrative.</dialogue>
                <illustration>Replace this with a vivid description of a single character or single object important in this scene. Just here do not use
                character names only their descriptons such as: man? woman? child? animal? what kind of animal? ... Pick something not already picked above.
                Do not mention anything else. Use just two dozen words. </illustration>
                <sound>Replace this with a vivid description of a single possible sound suitable for this scene. Pick something not already picked above. Do
                not mention anything else. Use just two dozen words. </sound>
                <music>Replace this with a vivid description of a single possible music composition suitable for this scene. Pick something not already
                picked above. Do not mention anything else. Use just a dozen words. </music>
                <protagonist_reaction>Replace this with a short child understandable description of a bad decision / bad action the protagonist will take
                after this scene. Do not judge the action / decision. </protagonist_reaction>
            </scene>
    </positive_prompt_text>
</request>
```

```
<request type="make_text">
    <positive_prompt_text>
        A young child asked you for a story about the following emojis:🐿️🚗💨🏁🎈🏆
        Here is the story you have written so far:
            <story_so_far>
                <scene name="Introducing Protagonist's Daily Life" act="Setup" part="Introduction to Characters and Setting" branch_count="1" index="1">
                    <introduction>Once upon a time, there was a little boy named Max who loved emojis. Every day, Max would wake up early and start his day
                    with a big smile on his face.</introduction>
                    <dialogue>Max's mom would always greet him with a warm hug and ask, &quot;Good morning, Max! Did you have any interesting dreams last
                    night?&quot; Max would excitedly tell her about his dreams, filled with racing snails and flying balloons.</dialogue>
                    <illustration>A cheerful little boy with messy brown hair and bright blue eyes.</illustration>
                </scene>
                <protagonist_reaction>After getting ready for the day, Max decides to bring his toy snail and race it against his toy cars in the backyard.</
                protagonist_reaction>
            </story_so_far>
        Please continue the story from the last protagonist_reaction above. If last protagonist_reaction above has a bad decision make the story show how it
        is bad and bad things happen because of it.
        Show, Don't Tell: When possible reveal information using dialoge do not state it directly. If a specific aspect is important, reveal it using dialoge
        between characters.
        For example, if a character is sad, do not say &quot;The character was sad.&quot;  Instead, have another character ask &quot;Why are you sad?&quot;
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            <scene name="Establishing World's Rules and Tone" act="Setup" part="Introduction to Characters and Setting" branch_count="1" index="2">
                <introduction>Replace this with words a narrator would use to introduce this scene</introduction>
                <dialogue>Replace this with a new scene dialogue suitable for children.Use a new line for each new speaker. Do not repeat from before. Refer
                to characters by name. Introduce the rules of the story's world and setting the tone for the narrative.</dialogue>
                <illustration>Replace this with a vivid description of a single character or single object important in this scene. Just here do not use
                character names only their descriptons such as: man? woman? child? animal? what kind of animal? ... Pick something not already picked above.
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                picked above. Do not mention anything else. Use just a dozen words. </music>
                <protagonist_reaction>Replace this with a short child understandable description of a bad decision / bad action the protagonist will take
                after this scene. Do not judge the action / decision. </protagonist_reaction>
            </scene>
    </positive_prompt_text>
</request>
```
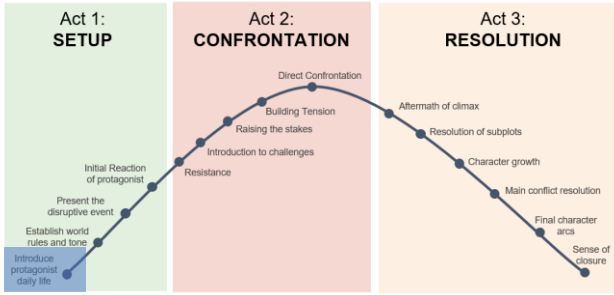
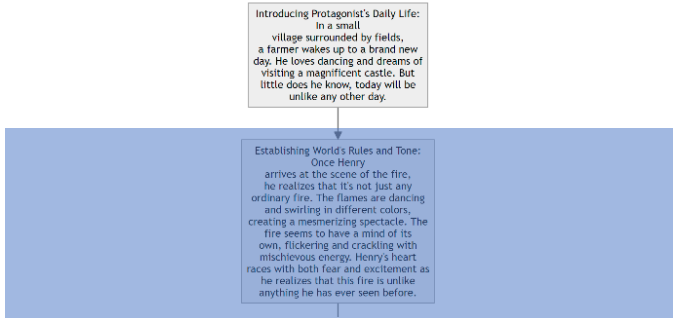

Introducing Protagonist's Daily Life:
In a small
village surrounded by fields,
a farmer wakes up to a brand new
day. He loves dancing and dreams of
visiting a magnificent castle. But
little does he know, today will be
unlike any other day.

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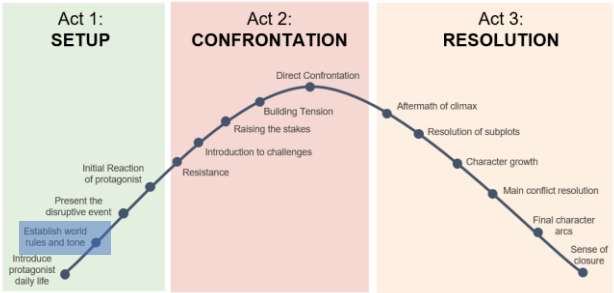
Establishing World's Rules and Tone: Once Henry arrives at the scene of the fire, he realizes that it's not just any ordinary fire. The flames are dancing and swirling in different colors, creating a mesmerizing spectacle. The fire seems to have a mind of its own, flickering and crackling with mischievous energy. Henry's heart races with both fear and excitement as he realizes that this fire is unlike anything he has ever seen before.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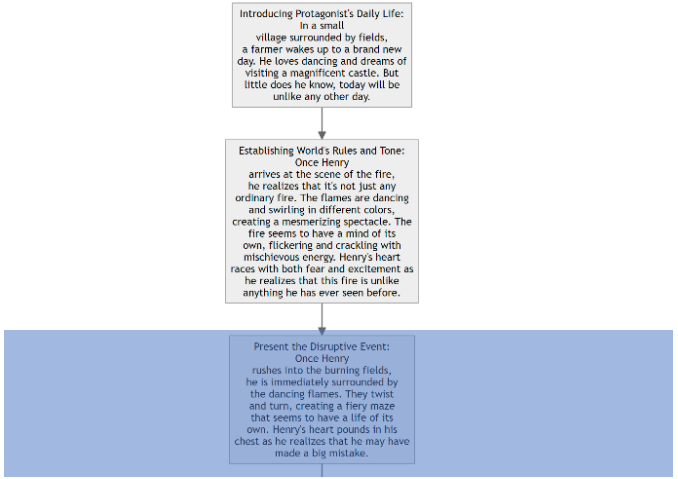
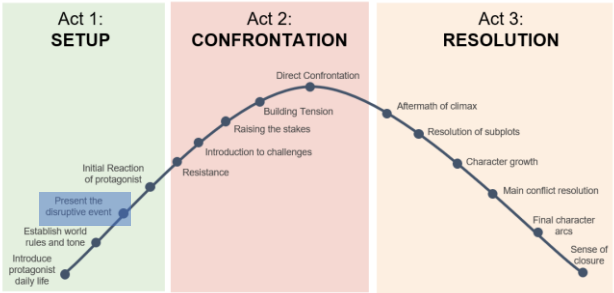

Introducing Protagonist's Daily Life:
In a small village surrounded by fields, a farmer wakes up to a brand new day. He loves dancing and dreams of visiting a magnificent castle. But little does he know, today will be unlike any other day.
Establishing World's Rules and Tone:
Once Henry arrives at the scene of the fire, he realizes that it's not just any ordinary fire. The flames are dancing and swirling in different colors, creating a mesmerizing spectacle. The fire seems to have a mind of its own, flickering and crackling with mischievous energy. Henry's heart races with both fear and excitement as he realizes that this fire is unlike anything he has ever seen before.
Present the Disruptive Event:
Once Henry rushes into the burning fields, he is immediately surrounded by the dancing flames. They twist and turn, creating a fiery maze that seems to have a life of its own. Henry's heart pounds in his chest as he realizes that he may have made a big mistake.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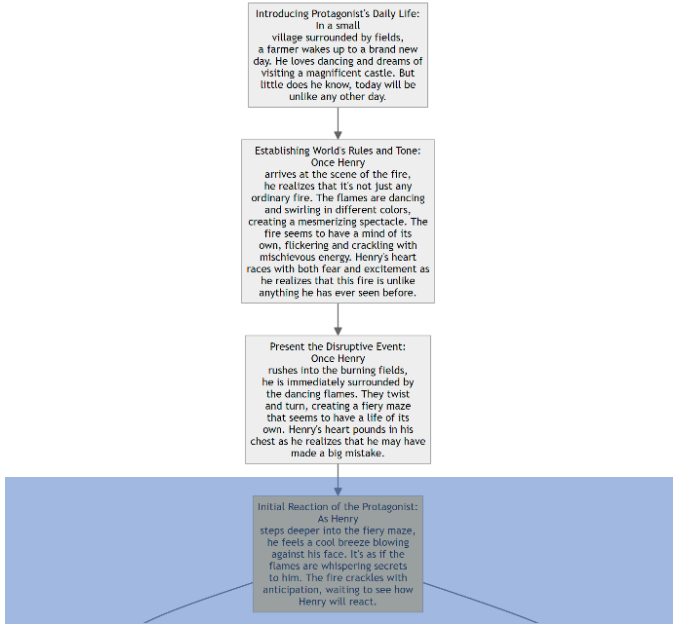
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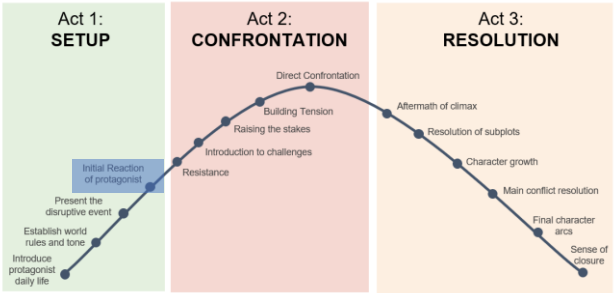
Initial Reaction of the Protagonist: As Henry steps deeper into the fiery maze, he feels a cool breeze blowing against his face. It's as if the flames are whispering secrets to him. The fire crackles with anticipation, waiting to see how Henry will react.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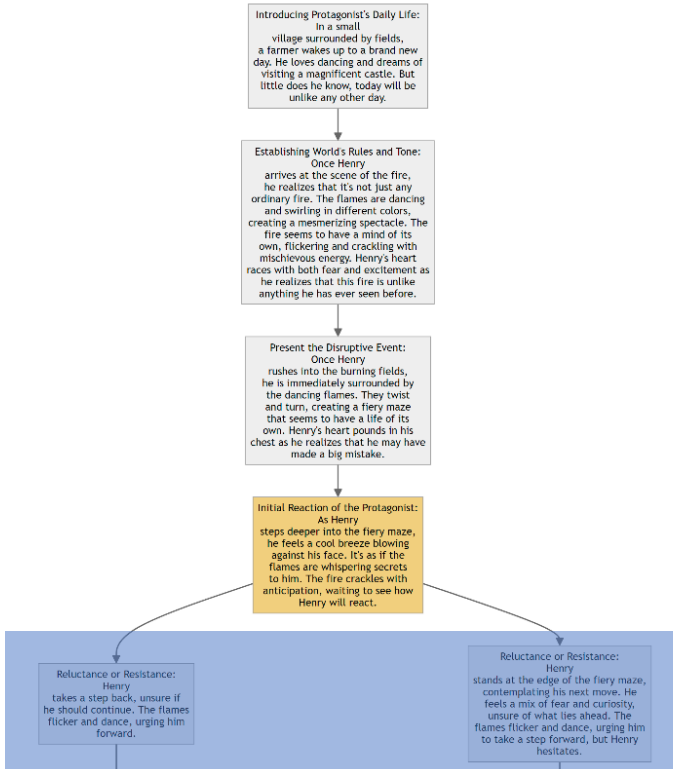
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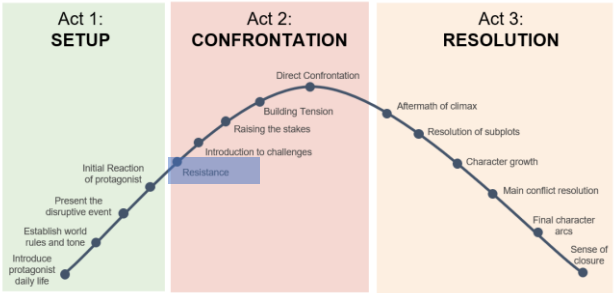
Establishing World's Rules and Tone: Once Henry arrives at the scene of the fire, he realizes that it's not just any ordinary fire. The flames are dancing and swirling in different colors, creating a mesmerizing spectacle. The fire seems to have a mind of its own, flickering and crackling with mischievous energy. Henry's heart races with both fear and excitement as he realizes that this fire is unlike anything he has ever seen before.
Present the Disruptive Event: Once Henry rushes into the burning fields, he is immediately surrounded by the dancing flames. They twist and turn, creating a fiery maze that seems to have a life of its own. Henry's heart pounds in his chest as he realizes that he may have made a big mistake.
Initial Reaction of the Protagonist: As Henry steps deeper into the fiery maze, he feels a cool breeze blowing against his face. It's as if the flames are whispering secrets to him. The fire crackles with anticipation, waiting to see how Henry will react.
Reluctance or Resistance: Henry takes a step back, unsure if he should continue. The flames flicker and dance, urging him forward.
Reluctance or Resistance: Henry stands at the edge of the fiery maze, contemplating his next move. He feels a mix of fear and curiosity, unsure of what lies ahead. The flames flicker and dance, urging him to take a step forward, but Henry hesitates.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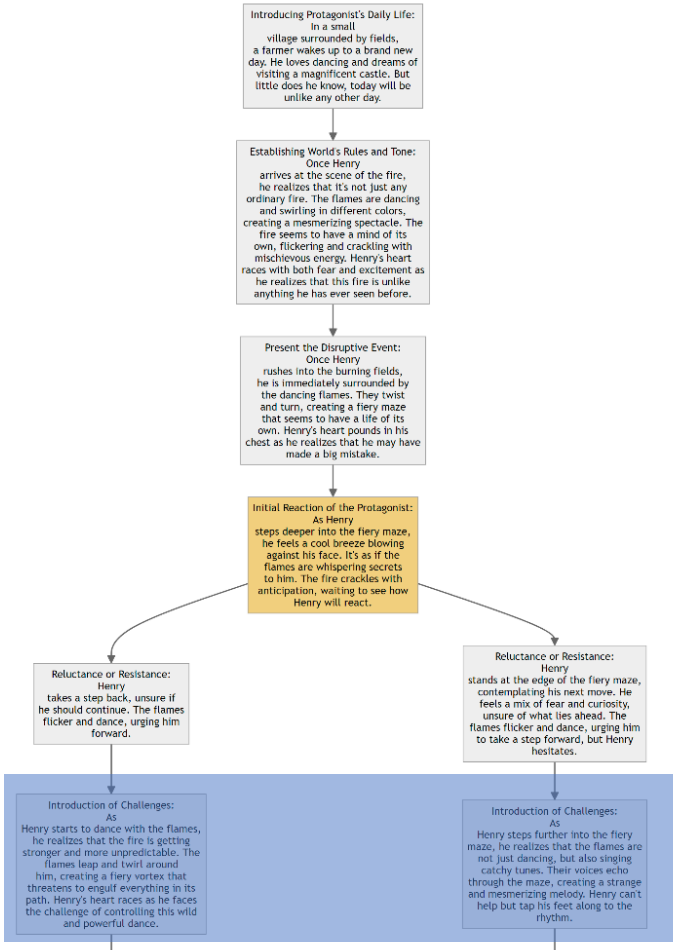
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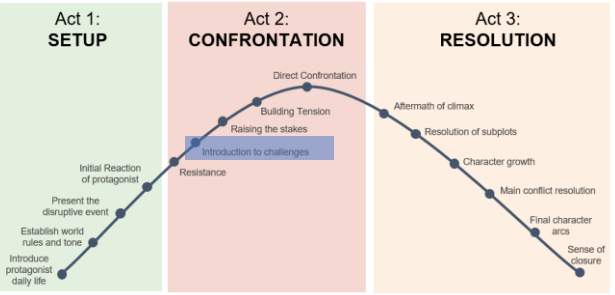
Establishing World's Rules and Tone: Once Henry arrives at the scene of the fire, he realizes that it's not just any ordinary fire. The flames are dancing and swirling in different colors, creating a mesmerizing spectacle. The fire seems to have a mind of its own, flickering and crackling with mischievous energy. Henry's heart races with both fear and excitement as he realizes that this fire is unlike anything he has ever seen before.
Present the Disruptive Event: Once Henry rushes into the burning fields, he is immediately surrounded by the dancing flames. They twist and turn, creating a fiery maze that seems to have a life of its own. Henry's heart pounds in his chest as he realizes that he may have made a big mistake.
Initial Reaction of the Protagonist: As Henry steps deeper into the fiery maze, he feels a cool breeze blowing against his face. It's as if the flames are whispering secrets to him. The fire crackles with anticipation, waiting to see how Henry will react.
Reluctance or Resistance: Henry takes a step back, unsure if he should continue. The flames flicker and dance, urging him forward.
Reluctance or Resistance: Henry stands at the edge of the fiery maze, contemplating his next move. He feels a mix of fear and curiosity, unsure of what lies ahead. The flames flicker and dance, urging him to take a step forward, but Henry hesitates.
Introduction of Challenges: As Henry starts to dance with the flames, he realizes that the fire is getting stronger and more unpredictable. The flames leap and twirl around him, creating a fiery vortex that threatens to engulf everything in its path. Henry's heart races as he faces the challenge of controlling this wild and powerful dance.
Introduction of Challenges: As Henry steps further into the fiery maze, he realizes that the flames are not just dancing, but also singing catchy tunes. Their voices echo through the maze, creating a strange and mesmerizing melody. Henry can't help but tap his feet along to the rhythm.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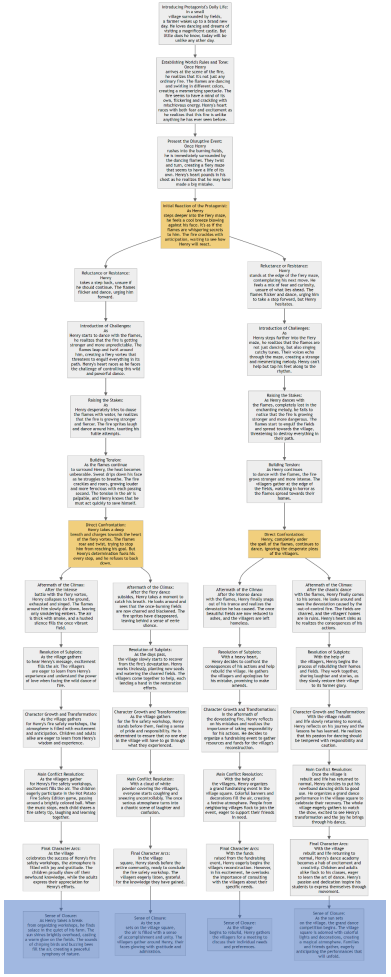
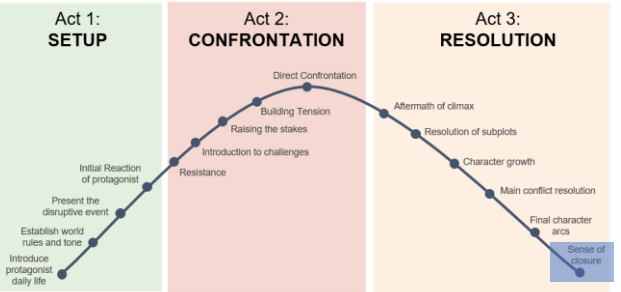
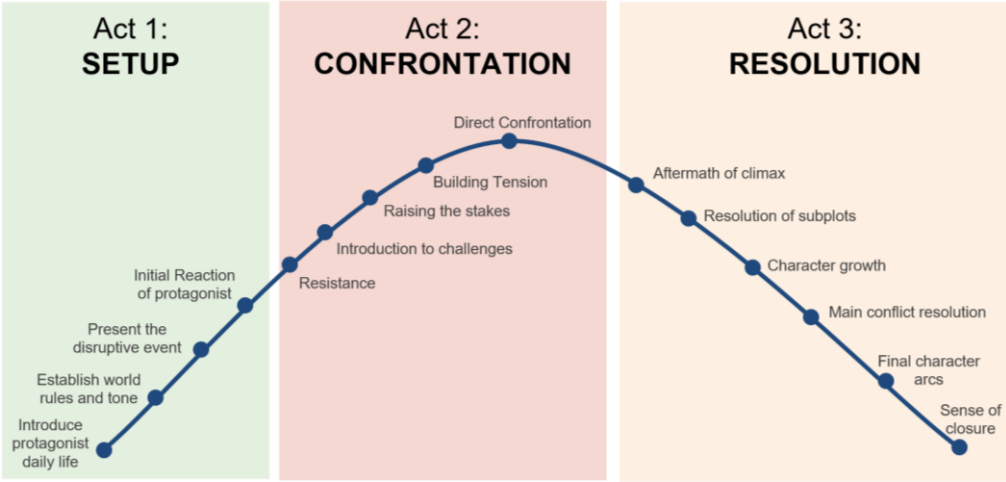

Introducing Protagonist's Daily Life:
In a small village surrounded by fields, a farmer wakes up to a brand new day. He loves dancing and dreams of one day performing on the village stage. While does he know, today will be unlike any other day.
Establishing Mood/o Rules and Tone:
Once Henry arrives at the scene of the fire, the mood shifts from the ordinary to ordinary fire. The flames are dancing and swirling in different colors, creating a mesmerizing spectacle. The fire seems to have a spirit of its own, flickering and crackling with mischievous energy. Henry's heart races with both fear and excitement as he realizes that this fire is unlike anything he has ever seen before.
Present the Disruptive Event:
As Henry rushes into the burning fields, he is immediately surrounded by the flames. The heat is intense and hot, creating a fiery maze that seems to have a life of its own. The flames dance and leap in the air, as he realizes that he may have made a big mistake.
Initial Reaction of the Protagonist:
As Henry stops dead in his tracks, he feels a cool breeze blowing against his face. It's as if the wind is trying to extinguish the fire. The fire crackles with anticipation, waiting to see how Henry will react.
Reluctancy or Resistance:
As Henry takes a step back, unsure if he should continue. The flames flicker and dance, urging him forward.
Reluctancy or Resistance:
stands at the edge of the fiery maze, contemplating his next move. He feels a sense of hesitation and unsure of what lies ahead. The flames flicker and dance, urging him to take a step forward, but Henry hesitates.
Introduction of Challenges:
As Henry starts to dance with the flames, the fire responds by growing stronger and more unpredictable. The flames leap and twirl around him, creating a dazzling display that threatens to engulf everything in its path. Henry's heart races as he faces the intense heat and realizes this wild and powerful dance.
Introduction of Challenges:
As Henry stops further into the fiery maze, he realizes that the flames are not just dancing, but also singing catchy tunes. Their voices echo through the maze, creating a strange and captivating melody. Henry could help but ... rhythm along to the rhythm.
Raising the Stakes:
Henry desperately tries to dance the flames with water, he realizes that the fire is growing stronger and more powerful. The flames twirl and dance around him, mocking his futile attempts.
Raising the Stakes:
As Henry dances with the flames, completely lost in the rhythm and the music, he suddenly realize that the fire is growing stronger and more dangerous. The flames start to leap out of the maze and spread towards the village, threatening to destroy everything in their path.
Building Tension:
As the flames continue to surround Henry, the heat becomes unbearable. Sweat drips down his face as he struggles to keep up with the creatures and roars, growing louder and more ferocious with each passing moment. The crowd gasps in horror and panic, and Henry knows that he must act quickly to save himself.
Building Tension:
As Henry continues to dance with the flames, the fire seems to grow stronger and more intense. The villagers gather at the edge of the fields, watching in horror as the flames spread towards their homes.
Direct Confrontation:
Henry makes a deep breath and charges towards the heart of the fiery vortex. The flames roar and twist, trying to stop him. The heat is intense, but Henry's determination burns his every step, and he refuses to back down.
Direct Confrontation:
Henry, completely unlike the spell of the flames, continues to dance, ignoring the frantic pleas of the villagers.
Aftermath of the Climax:
After the intense battle with the fiery vortex, Henry collapses to the ground, exhausted and singed. The flames have subsided, leaving the air with smoldering embers. The air is thick with smoke, and a hushed silence fills the once vibrant field.
Aftermath of the Climax:
As the last flame extinguishes, Henry takes a moment to catch his breath. He looks around and sees the damage that the flames have left in their wake. The fields are now charred and blackened. The fire spirits have disappeared, leaving behind a sense of eerie silence.
Aftermath of the Climax:
As the last note fades, the flames vanish with the flames. Henry finds snap out of his trance and realized the consequences of his actions. The beautiful fields are now reduced to ashes, and the villagers are left homeless.
Aftermath of the Climax:
After the chaotic dance with the flames, Henry finally comes to his senses. He looks around and sees the devastation caused by the fire spirits. The fields are now charred and ashes, and the villagers homes are in ruins. Henry's heart sinks as he realizes the consequences of his actions.
Resolution of Subplots:
As the village gathers to bear the aftermath of the supernatural fire the air. The villagers are eager to learn from Henry's experience and the lessons he learned of love when facing the wild dance of fire.
Resolution of Subplots:
As the days pass, the village slowly starts to recover from the fire. The villagers work tirelessly, planting new seeds and watering the charred fields. The villagers celebrate the harvest, each tending a hand in the restoration efforts.
Resolution of Subplots:
With a heavy heart, Henry sets out to repair the consequences of his actions and help rebuild the village. He gathers the villagers together and asks his enemies, promising to make amends.
Resolution of Subplots:
With the help of the villagers, Henry begins the process of rebuilding their homes and fields. They work together, sharing their skills and resources as they slowly restore their village to its former glory.
Character Growth and Transformation:
As the villagers gather for Henry's fire safety workshop, the atmosphere is filled with excitement and anticipation. The villagers are all ears and eyes eager to learn from Henry's wisdom and experience.
Character Growth and Transformation:
As the villagers gather for the fire safety workshop, Henry stands before them, feeling a sense of pride and responsibility. He is determined to ensure that no one else in the village will have to go through what they experienced.
Character Growth and Transformation:
As the aftermath of the dance with the fire spirits, Henry reflects on his mistakes and realizes the importance of taking responsibility for his actions. He decides to organize a fundraising event to gather resources and funds for the village's reconstruction.
Character Growth and Transformation:
With the village rebuilt and life slowly returning to normal, Henry reflects on his journey and the lessons he learned. He realizes that his powers for dancing should be tempered with responsibility and caution.
Main Conflict Resolution:
As the villagers gather for Henry's fire safety workshop, the atmosphere is filled with excitement and anticipation. The villagers eagerly participate in the Hot Potato: Fire Safety Edition game, passing a smoldering ember from hand to hand as the music stops, each player a fire safety tip, laughing and learning together.
Main Conflict Resolution:
With a cloud of relief lifted from the village, everyone starts coughing and sneezing uncontrollably. The once tranquil atmosphere transforms into a chaotic scene of laughter and confusion.
Main Conflict Resolution:
With the help of the villagers, Henry organizes a fundraising event in the village square. Colorful banners and decorations fill the air, creating a festive atmosphere that draws in neighboring villages flock to join the event, eager to support their friends in need.
Main Conflict Resolution:
With the village rebuilt and life returning to normal, Henry organizes a grand dance performance in the village square to celebrate the resilience and unity of the village. Villagers gathers to watch the show, excited to see Henry's transformation from a boy to a young man through his dance.
Final Character Arc:
As the village celebrates Henry's fire safety workshop, the atmosphere is filled with joy and gratitude. The villagers express their newfound knowledge, while the adults express their appreciation for Henry's efforts.
Final Character Arc:
As the last flame vanishes in the village square, Henry stands before the entire community, ready to conclude his story. The crowd gasps in awe, the villagers eagerly listen, grateful for the knowledge they have gained.
Final Character Arc:
With the fiery ordeal behind him, Henry begins his rebuilding journey. Henry eagerly begins the village's reconstruction. However, he also learns a valuable lesson about the importance of consulting with the villagers about their specific needs.
Final Character Arc:
With the village rebuilt and life returning to normal, Henry's dance performance becomes a hub of excitement and creativity. Children and adults alike flock to the village square to learn the art of dance. Henry's passion and dedication inspire his students to explore themselves through dance.
Sense of Closure:
As Henry takes a break from organizing workshops, he finds himself drawn back to the fields. The fires are now brightly burning, casting a warm glow on the fields. The sounds of crackling embers and the smoke rising in the air create a beautiful symphony of nature.
Sense of Closure:
As the last flame vanishes in the village square, the air is filled with a sense of accomplishment and unity. The villagers gather in the square, their faces glowing with gratitude and admiration.
Sense of Closure:
As the last note fades, the crowd begins to disperse. Henry gathers the villagers for a meeting to discuss their concerns and preferences.
Sense of Closure:
As the sun sets on the village, the grand dance performance in the village square is adorned with colorful lights and decorations, creating a magical atmosphere. The crowd and Henry's fellow dancers, eagerly anticipating the performances that will unfold.


Act 1:
SETUP
Act 2:
CONFRONTATION
Act 3:
RESOLUTION
Introduce protagonist daily life
Establish world rules and tone
Present the disruptive event
Initial Reaction of protagonist
Resistance
Introduction to challenges
Raising the stakes
Building Tension
Direct Confrontation
Aftermath of climax
Resolution of subplots
Character growth
Main conflict resolution
Final character arcs
Sense of closure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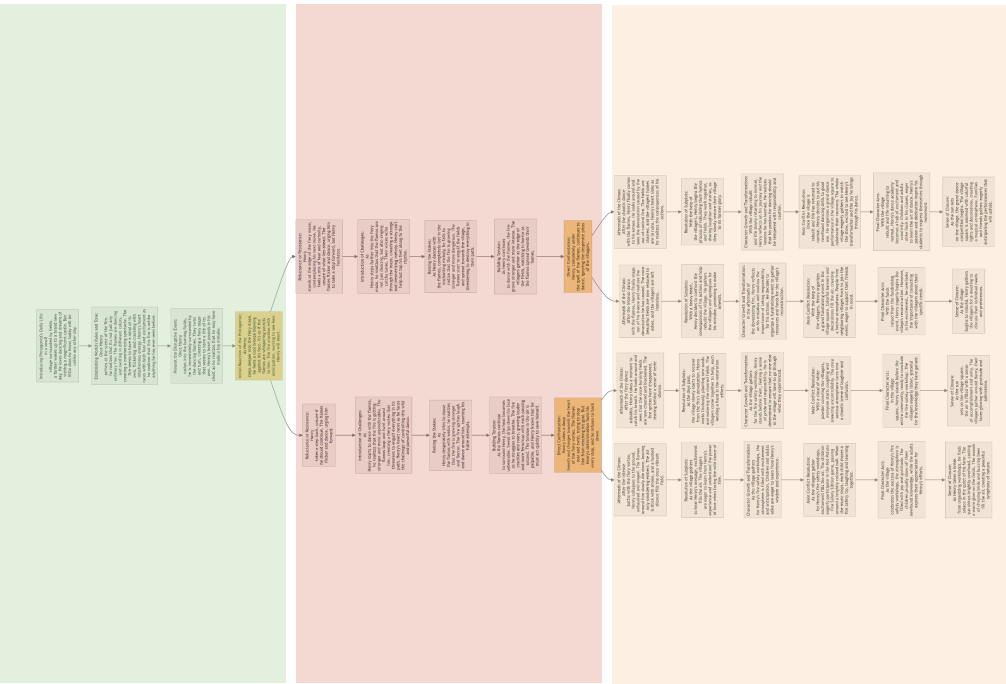

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    not repeat from before. Refer to characters by name. Resolve the main conflict and demonstrate how the characters
    have evolved.</dialogue>
    <illustration>Replace this with a vivid description of a single character or single object important in this
    scene. Just here do not use character names only their descriptons such as: man? woman? child? animal? what kind
    of animal? ... Pick something not already picked above. Do not mention anything else. Use just two dozen words. </
    illustration>
    <sound>Replace this with a vivid description of a single possible sound suitable for this scene. Pick something
    not already picked above. Do not mention anything else. Use just two dozen words. </sound>
    <music>Replace this with a vivid description of a single possible music composition suitable for this scene. Pick
    something not already picked above. Do not mention anything else. Use just a dozen words. </music>
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    action the protagonist can take after this scene.</protagonist_reaction>
    <protagonist_reaction>Replace this with a short child understandable description of a good decision / good
    outcome action the protagonist can take after this scene.</protagonist_reaction>
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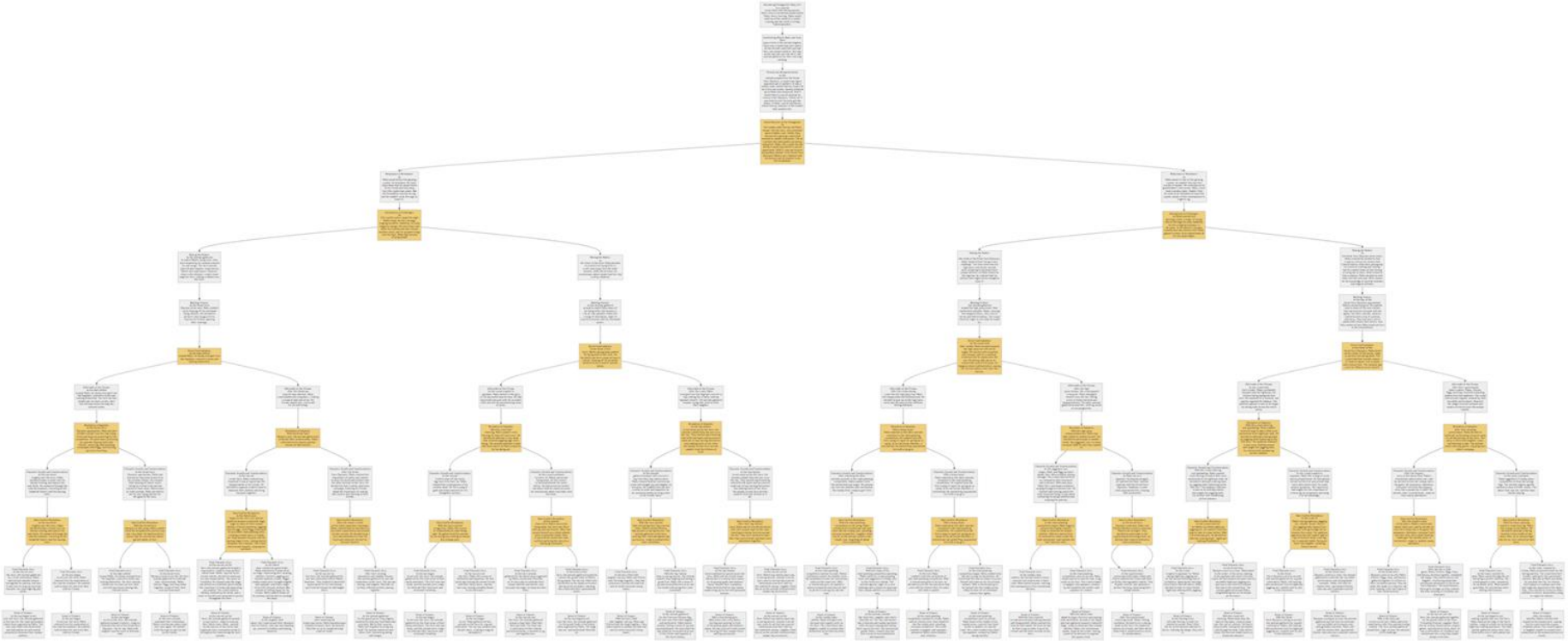

A playful panda with black and white fur, wearing a mischievous smile.

UPDATE RETRY LOGS

A clever chicken with vibrant feathers and a mischievous smile.

UPDATE RETRY LOGS

A sneaky snake with a mischievous grin, slithering towards Pablo.

UPDATE RETRY LOGS

A mysterious cave with a glowing crystal in the center, surrounded by shadows.

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A mysterious cave with a glowing crystal in the center, surrounded by shadows.

UPDATE RETRY LOGS

A hesitant panda with a worried expression, standing in front of the glowing crystal.

UPDATE RETRY LOGS

A flying panda with rainbow-colored fur and wings soaring through the sky.

UPDATE RETRY LOGS

A dark cloud forming in the sky, casting a shadow over the farm.

UPDATE RETRY LOGS

A daring panda soaring high in the sky, attempting a loop-de-loop.

UPDATE RETRY LOGS

A panda covered in straw, with a sheepish expression on his face.

UPDATE RETRY LOGS

A panda covered in straw, with a sheepish expression on his face.

UPDATE RETRY LOGS

A determined panda flipping pancakes with one paw, surrounded by cheering farm animals.

UPDATE RETRY LOGS

A curious panda surrounded by vibrant flowers and busy bees.

UPDATE RETRY LOGS

A curious panda surrounded by vibrant flowers and busy bees.

UPDATE RETRY LOGS

A group of animals celebrating, with Pablo at the center, wearing a proud smile.

UPDATE RETRY LOGS

A colorful illustration showing a chicken singing, a pig splashing mud, a fox performing magic tricks, a rooster dancing, a sheep spinning wool, and a cowboy doing lasso tricks, with Pablo in

UPDATE RETRY LOGS

A panda mid-air, flipping with rainbow-colored fur, surrounded by buzzing bees and vibrant flowers.

UPDATE RETRY LOGS

A panda mid-air, flipping with rainbow-colored fur, surrounded by buzzing bees and vibrant flowers.

UPDATE RETRY LOGS

A determined panda with rainbow-colored fur, surrounded by his friends, discussing their new strategy.

UPDATE RETRY LOGS

A daring panda attempting a triple flip in the air while juggling pancakes.

UPDATE RETRY LOGS

A panda covered in straw, with a sheepish expression on his face.

UPDATE RETRY LOGS

A bonfire illuminating the faces of the farm animals, with smiles and laughter all around.

UPDATE RETRY LOGS

A group of jubilant farm animals, wearing medals and cheering in celebration.

UPDATE RETRY LOGS

A mischievous panda holding a bucket of water, with a sly grin on his face.

UPDATE RETRY LOGS

A panda covered in straw, surrounded by worried animal friends.

UPDATE RETRY LOGS

A group of animals, including Pablo, Chickie, Piggy, and Foxy, standing together and smiling.

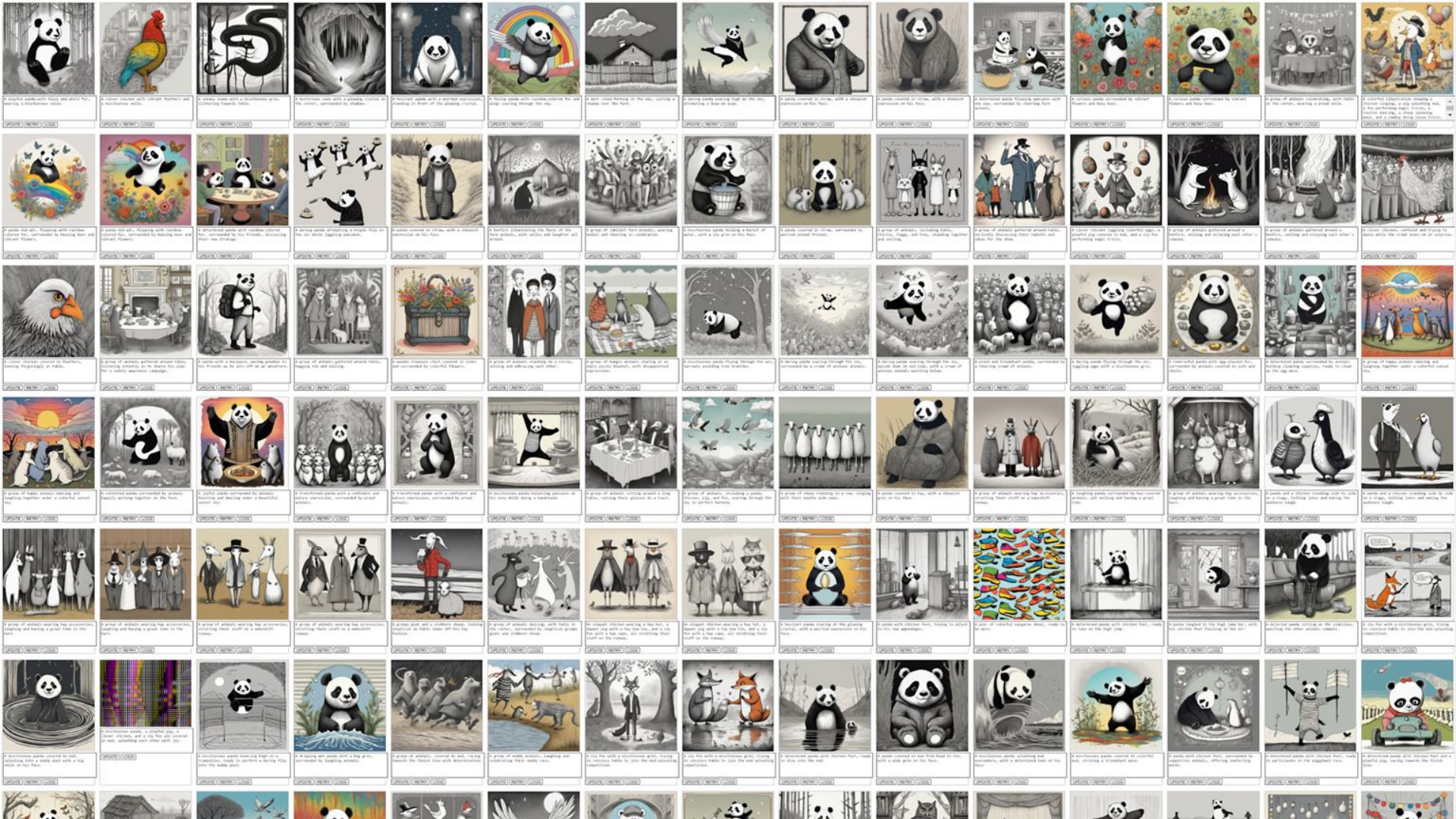
UPDATE RETRY LOGS

A group of animals gathered around Pablo, excitedly discussing their talents and ideas for the show.

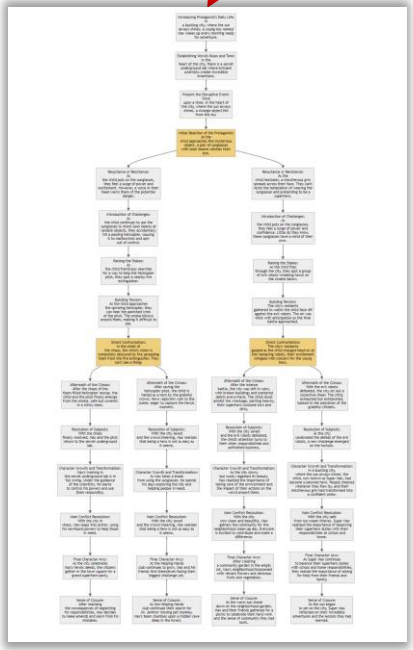
UPDATE RETRY LOGS

A clever chicken juggling colorful eggs, a playful pig covered in mud, and a sly fox performing magic tricks.

UPDATE RETRY LOGS



DEBUG: xml twee tree pictures music sounds home



As the Great Farm Olympics drew closer, Pablo realized he needed to find a way to reverse his chicken feet transformation. With each passing day, he practiced walking and running, but he couldn't shake off the feeling of being out of place. Determined to find a solution, Pablo decided to seek help from the wise owl, Ollie, known for his knowledge of ancient remedies and magical artifacts.

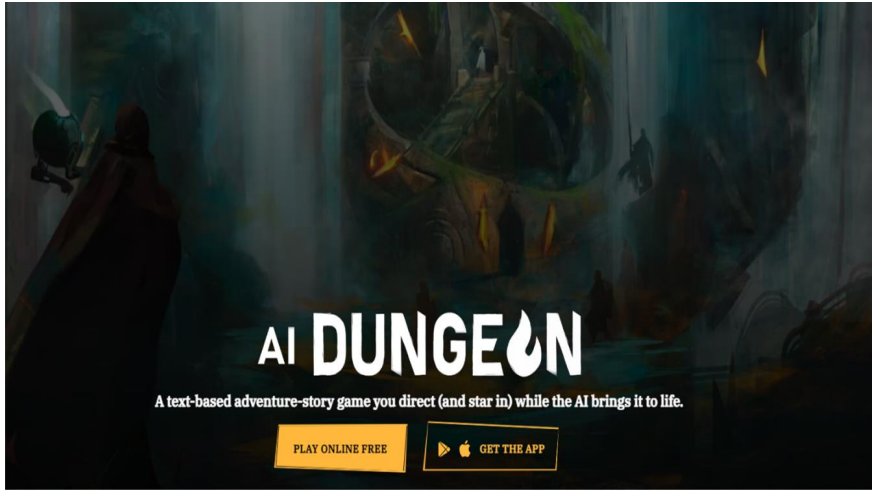
Pablo: "Ollie, I need your help! I accidentally transformed my paws into chicken feet, and I don't know how to change them back!"
Ollie: "Hoo-hoo, my dear Pablo. You've gotten yourself into quite a pickle. Have you tried using the enchanted acorns from the forest?"
Pablo: "Enchanted acorns? No, I haven't. Where can I find them?"
Ollie: "Deep within the enchanted forest lies a tree with golden leaves. It is said that the acorns from that tree possess great transformational powers."

Pablo decides to embark on a journey to the enchanted forest to find the golden leaves and acquire the enchanted acorns.

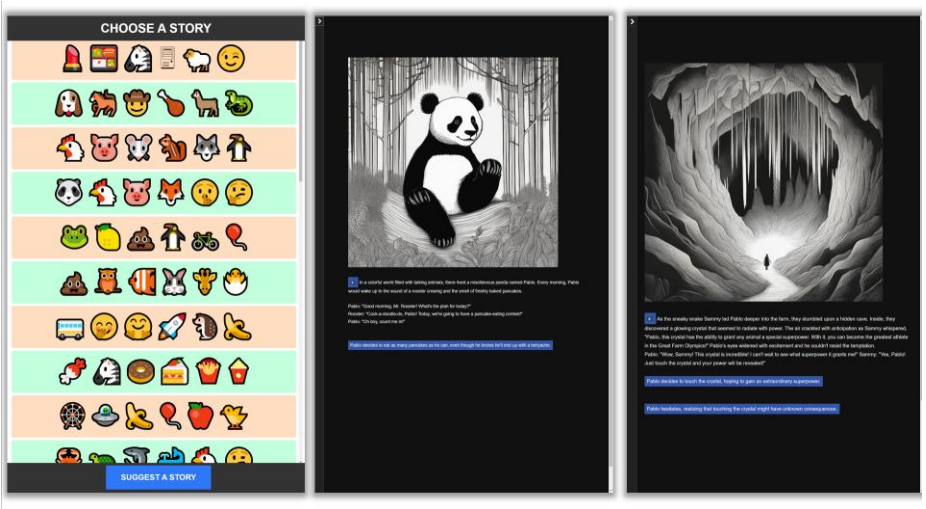
summary

Generative AI can **power software**

Ex: AI Dungeon, AIPIF@UCSC



https://aidungeon.com/



https://github.com/jlesner/aipif

Generative AI can **power software**

Ex: AI Dungeon, AIPIF@UCSC

Generative AI can **power Generative AI**

Ex: Story AI => Picture AI, Music AI, Sounds AI

“A group of seagulls with colorful pirate hats, squawking in a mischievous formation.”

try it

questions?

thank you!

Jasmine Lesner
jlesner@ucsc.edu

http://www.ufafu.com