

Build animated character with Stable Diffusion

Josh

Base Role

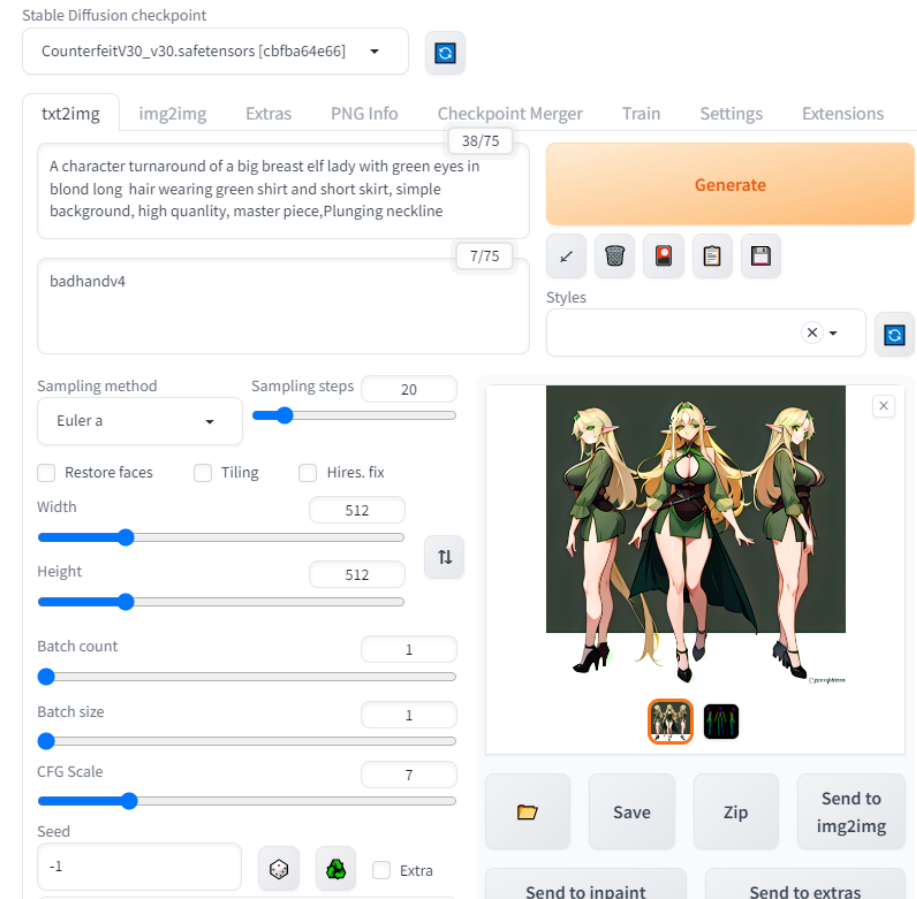
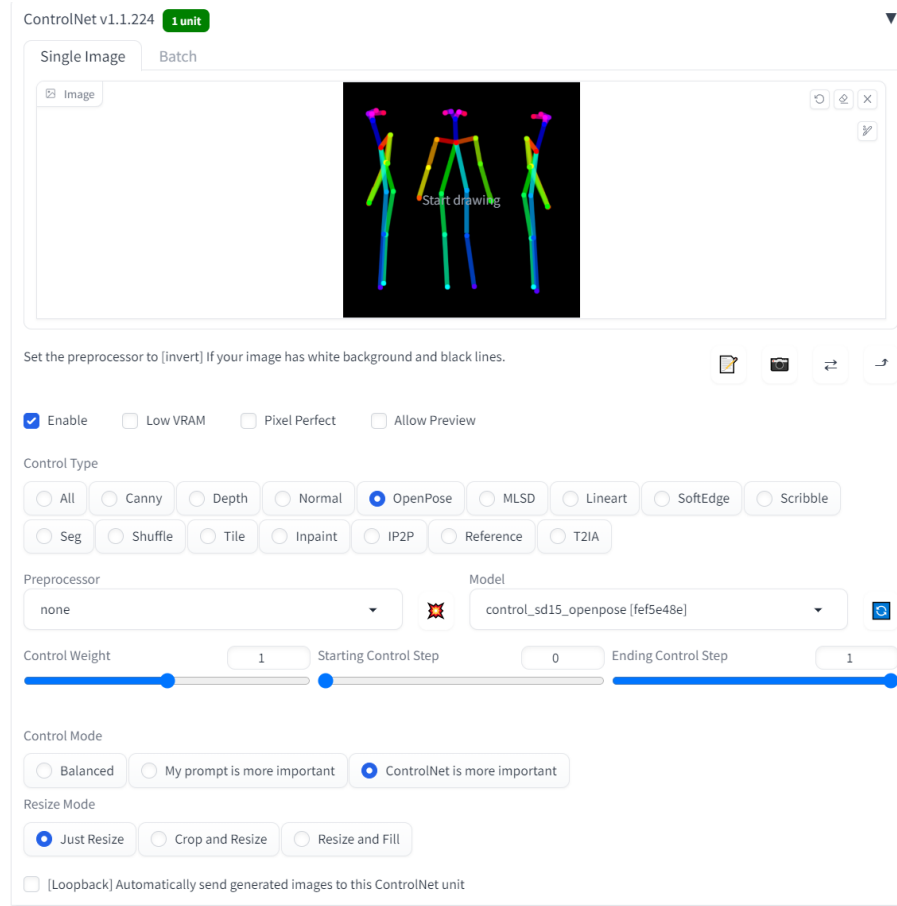
Key frame Poses

Animate it

Base role

- Base model
 - CounterfeitV30
- Prompt
 - A character turnaround of a big breast elf lady with green eyes in blond long hair wearing green shirt and short skirt, simple background, high quality, master piece, Plunging neckline
- Open pose
 - Poses/turtable-pose.png
- Plugins/embeddings
 - Controlnet
 - CharTurner
 - Rembg (optional)
 - badhandv4 (optional)
- Extra
 - Photoshop (optional)

Base role – try generate more



Base role – pick one you think good

txt2img img2img Extras PNG Info Checkpoint Merger Train Settings Extensions

A character turnaround of a big breast elf lady with green eyes in blond long hair wearing green shirt and short skirt, simple background, high quality, master piece,Plunging neckline

38/75

Generate

0/75

Negative prompt (press Ctrl+Enter or Alt+Enter to generate)

Styles

Sampling method: Euler a Sampling steps: 20

☐ Restore faces ☐ Tiling ☐ Hires. fix

Width: 512 Height: 512 CFG Scale: 7

Batch count: 1 Batch size: 1

Seed: -1

ControlNet v1.1.224 1 unit

Single Image Batch

Image

Start drawing

Set the predecessor to [invert] if your image has white background and black lines.

Enable Low VRAM Disable Deforum Allow Preview

38/75

Generate

0/75

Negative prompt (press Ctrl+Enter or Alt+Enter to generate)

Styles

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00466-4085841367.png 286.4 KB Download

A character turnaround of a big breast elf lady with green eyes in blond long hair wearing green shirt and short skirt, simple background, high quality, master piece,Plunging neckline

Steps: 20, Sampler: Euler a, CFG scale: 7, Seed: 4085841367, Size: 512x512, Model hash: cbfba64e66, Model: CounterfeitV30_v30, ControlNet: "preprocessor: none, model: control_sd15_openpose [fef5e48e], weight: 1, starting/ending: (0, 1), resize mode: Just Resize, pixel perfect: False, control mode: ControlNet is more important, preprocessor params: (512, -1, -1)", Version: v1.3.0

Saved: 00466-4085841367.png

Base role – Optimize face

CounterfeitV30_v30.safetensors [cbfba64e66]

txt2img img2img Extras PNG Info Checkpoint Merger Train Settings Extensions

38/75

A character turnaround of a big breast elf lady with green eyes in blond long hair wearing green shirt and short skirt, simple background, high quality, master piece,Plunging neckline

0/75


Negative prompt (press Ctrl+Enter or Alt+Enter to generate)

Interrogate CLIP Interrogate DeepBooru

Generate

img2img Sketch Inpaint Inpaint sketch Inpaint upload Batch

img2img



Save Zip Send to img2img Send to inpaint

A character turnaround of a big breast elf lady with green eyes in blond long hair wearing green shirt and short skirt, simple background, high quality, master piece,Plunging neckline

Steps: 20, Sampler: Euler a, CFG scale: 7, Seed: 3769727150, Size: 1024x1024, Model hash: cbfba64e66, Model: CounterfeitV30_v30, Denoising strength: 0.35, Mask blur: 4, Version: v1.3.0

Time taken: 11.78sTorch active/reserved: 3755/4636 MiB, Sys VRAM: 5787/8192 MiB (70.64%)

```
graph LR; A[Base Role] --> B[Key frame Poses]; B --> C[Animate it];
```

Base Role

Key frame Poses

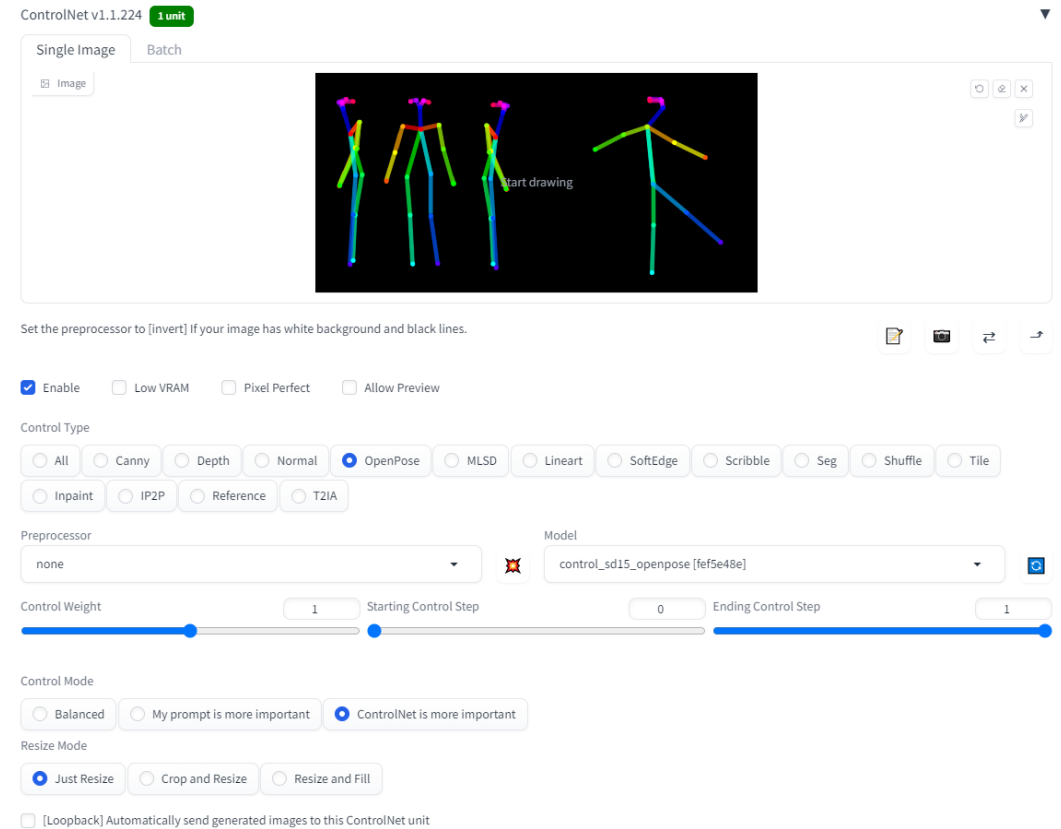
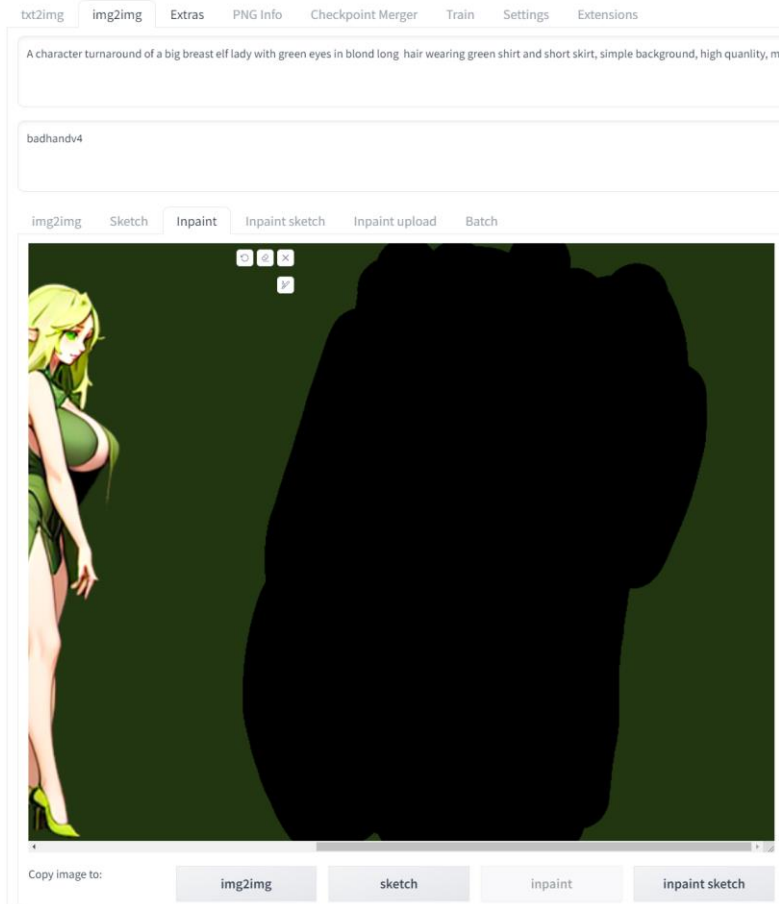
Animate it

Key frame Poses - template



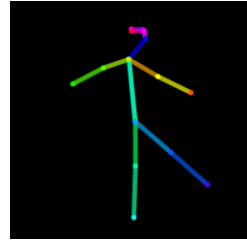
Use PS/mspaint extend image to 1024x512 and fill right with same background

Key frame Poses – base pose

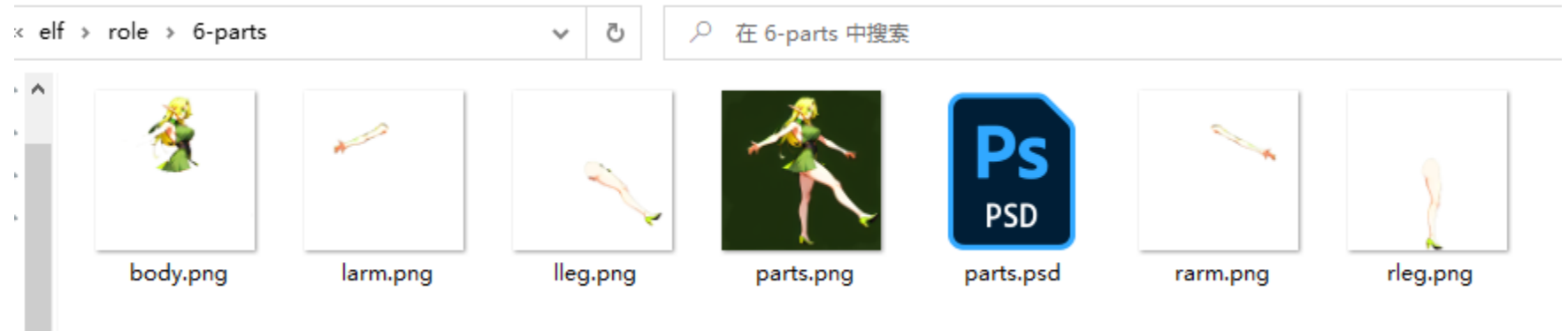


Append more details to limit output more consistent, here added `bare leg, bare shoulder` in prompt

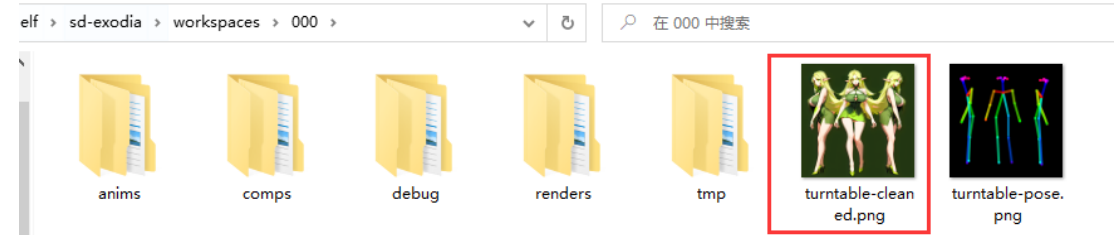
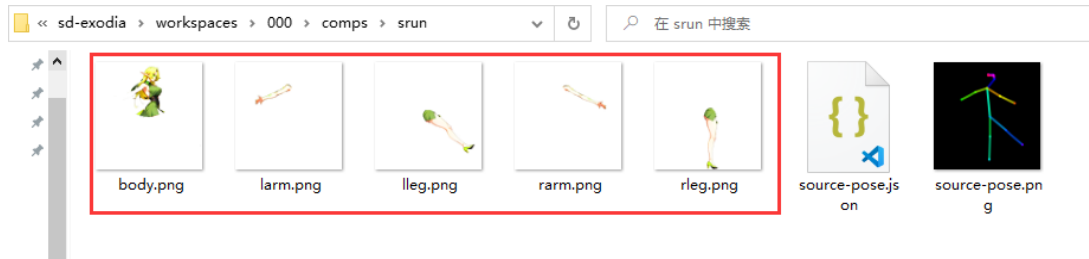
Key frame Poses – base pose to parts



Make sure parts follow pose
specially the joints



Key frame Poses – generate frames



```
(base) root@DESKTOP-1I19JAB:/mnt/g/study/sd-char-create/elf/sd-exodia# python render.py srun  
'idle', 'srun00', 'srun01', 'srun02', 'srun03', 'srun04', 'srun05', 'srun06', 'srun07', 'srun08', 'srun09', 'srun10',  
'srun11', 'srun12', 'srun13', 'srun14', 'srun15', 'srun16', 'srun17', 'srun18', 'srun19']  
100% | 21/21 [04:58<00:00, 14.22s/it]  
(base) root@DESKTOP-1I19JAB:/mnt/g/study/sd-char-create/elf/sd-exodia#
```

Copy body parts to

`sd-exodia\workspaces\000\comps\srun`

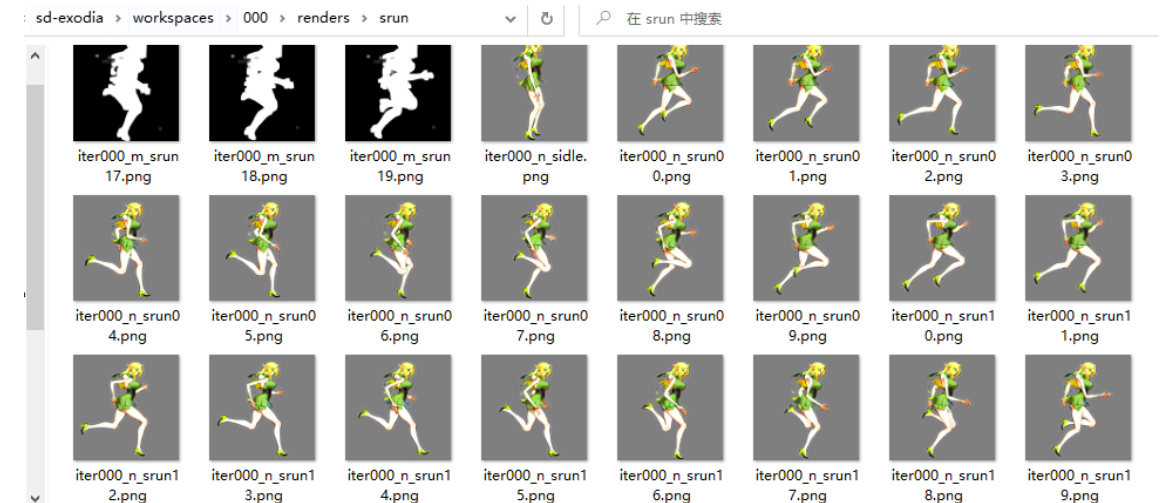
Scale optimized base role to 512 and copy to

`sd-exodia\workspaces\000\`

Run command in sd-exodia (while SD webui on)

`python render.py srun`

And frames generated in `sd-exodia\workspaces\000\renders\srun`



Key frame Poses – upscale

localhost:7860

txt2img img2img Extras PNG Info Checkpoint Merger Train Settings Extensions

A character turnaround of a big breast elf lady with green eyes in blond long hair wearing green shirt and short skirt, simple background, high quantity, master piece, Plunging neckline, bare shoulder, bare arm, bare leg, green shoes 50/75

((badhandv4)),((holding)) 6/75

Interrogate CLIP Interrupt

Interrogate DeepBooru Styles

img2img Sketch Inpaint Inpaint sketch Inpaint upload Batch

Process images in a directory on the same machine where the server is running.
Use an empty output directory to save pictures normally instead of writing to the output directory.
Add inpaint batch mask directory to enable inpaint batch processing.

Input directory
/data/josh/input

Output directory
/data/josh/output

Inpaint batch mask directory (required for inpaint batch processing only)

Controlnet input directory
Leave empty to use input directory

Resize mode
☒ Just resize ☐ Crop and resize ☐ Resize and fill ☐ Just resize (latent upscale)

Sampling method
Euler a Sampling steps 20

☐ Restore faces ☐ Tiling

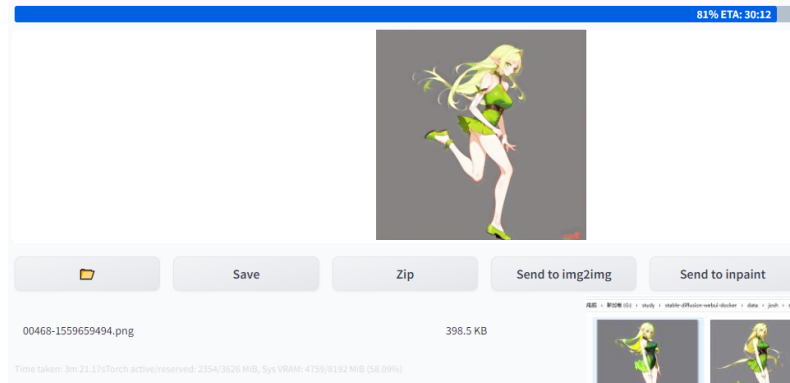
Resize to
Width 1024 Height 1024 Batch count 50 Batch size 1

CFG Scale 5

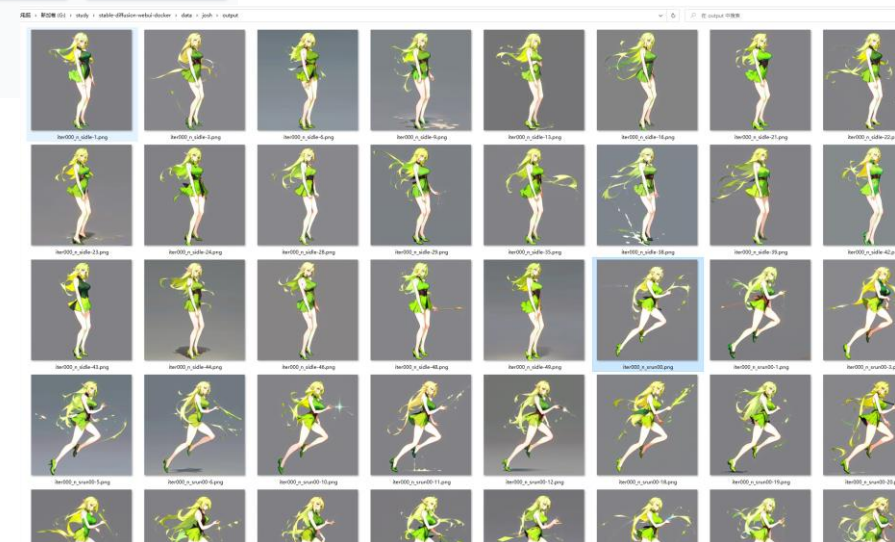
Denoising strength 0.75

Seed -1

Extra



Pick the best one you think for each frame

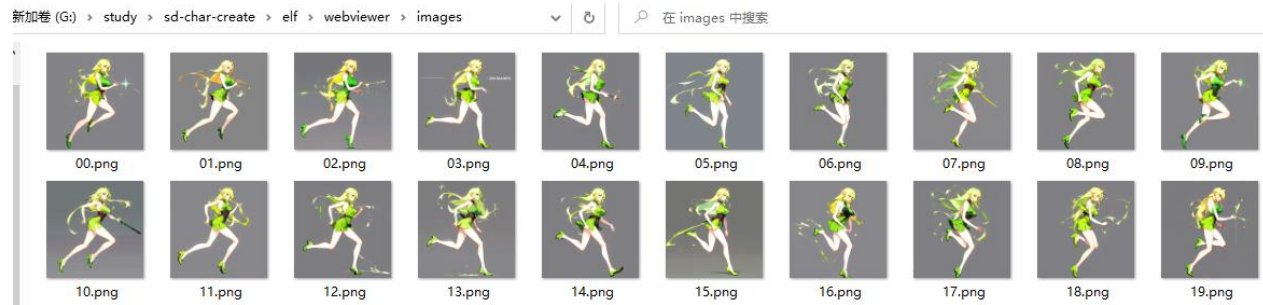


Base Role

Key frame Poses

Animate it

Animate it



Put picked frames into webviewer/images
Then open webviewer/index.html

It can be much better after some PS work

