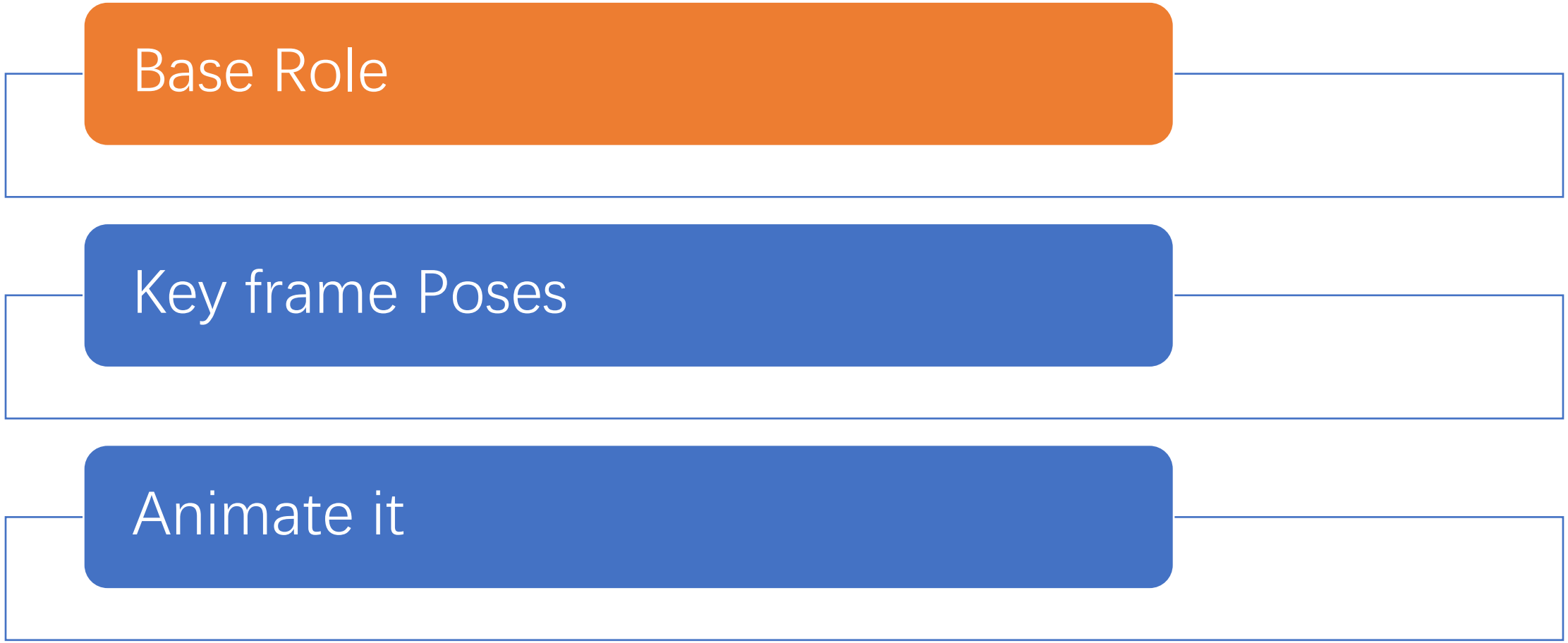
Build animated character with Stable Diffusion

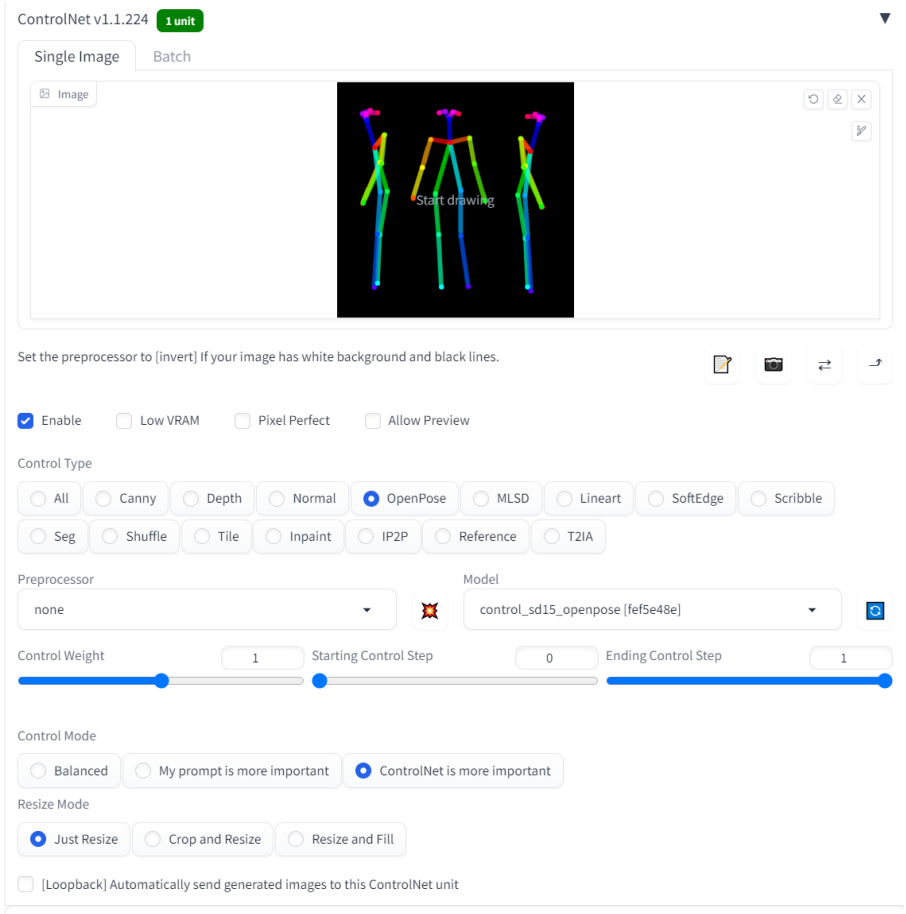
Josh

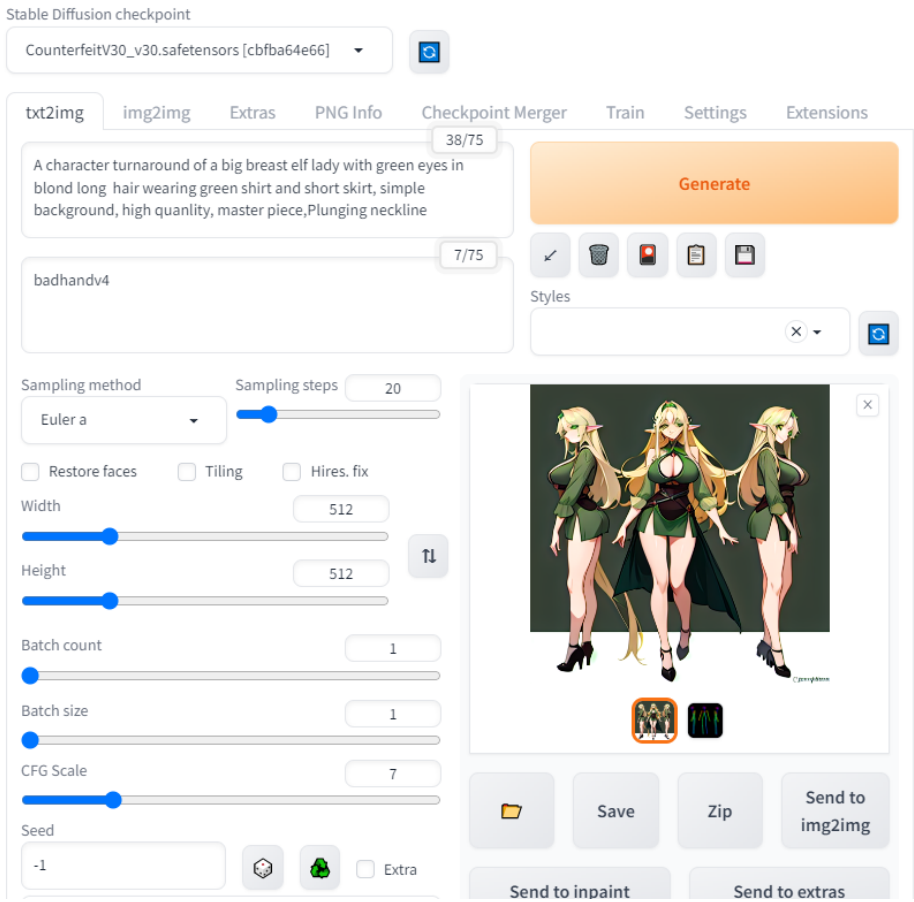

Base Role
Key frame Poses
Animate it

Base role

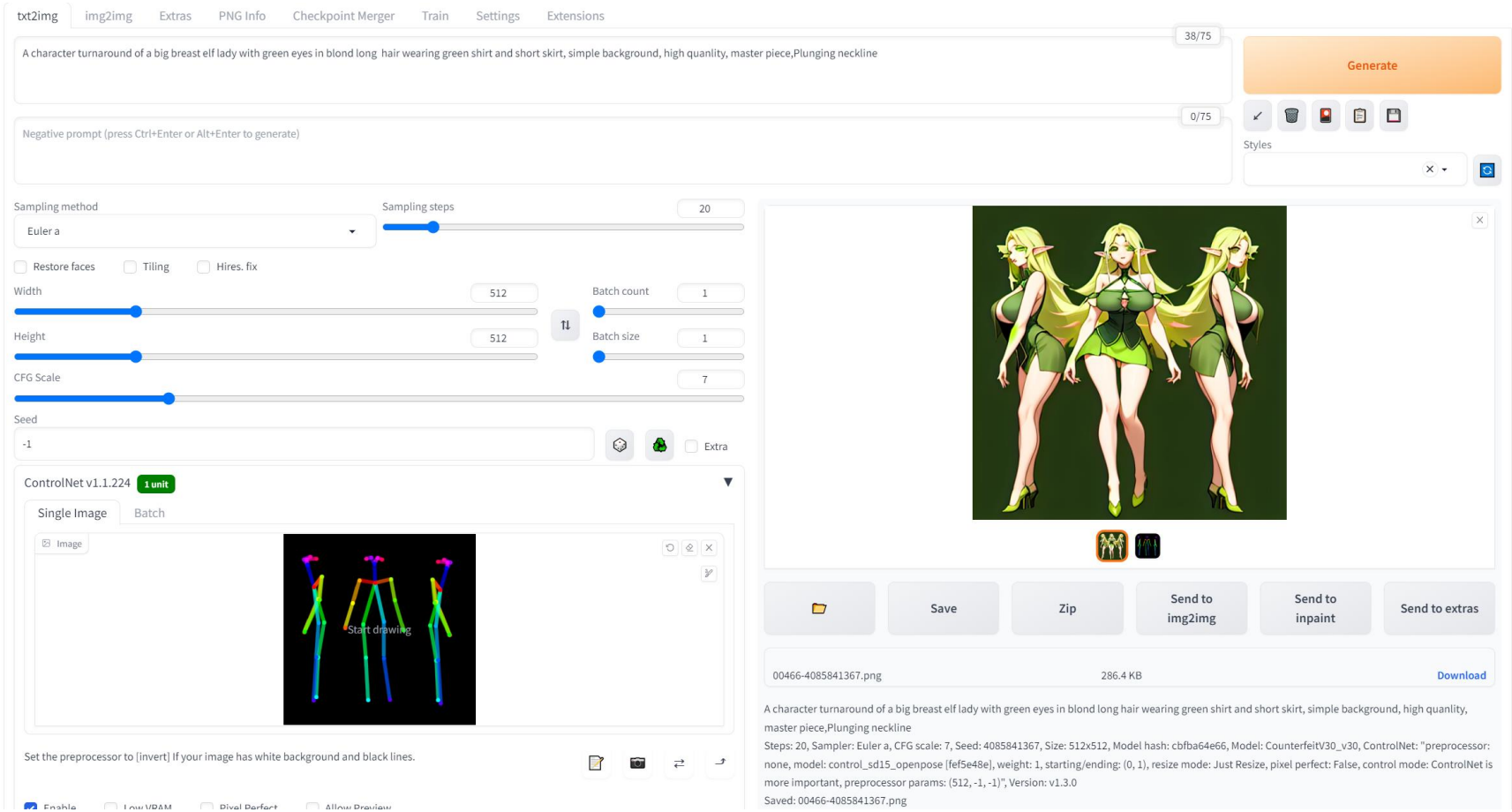
- Base model
  - CounterfeitV30
- Prompt
  - A character turnaround of a big breast elf lady with green eyes in blond long hair wearing green shirt and short skirt, simple background, high quanlity, master piece,Plunging neckline
- Open pose
  - Poses/turntable-pose.png
- Plugins/embeddings
  - Controlnet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

Base role – try generate more

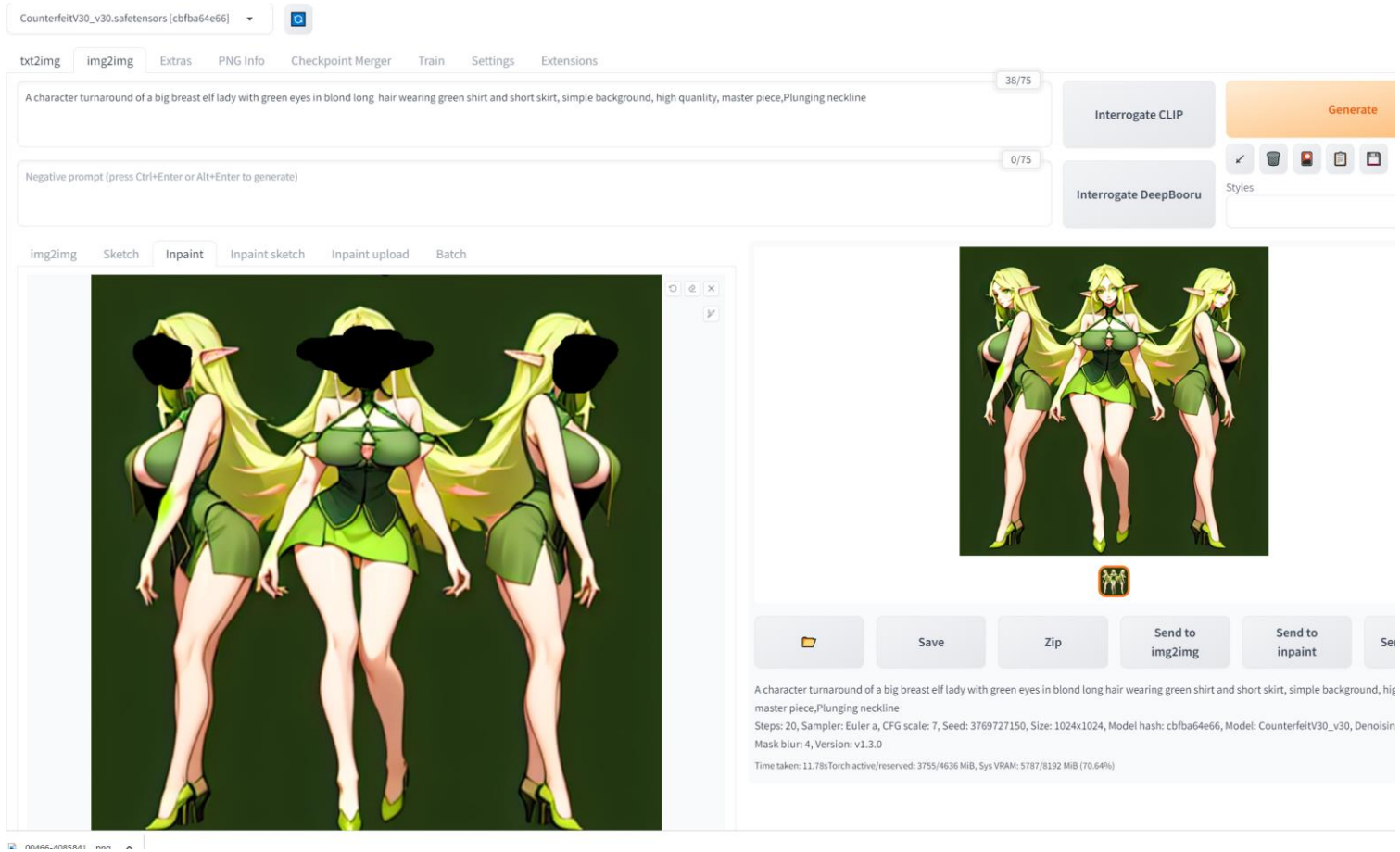




Base role – pick one you think good



Base role – Optimze face



Base Role

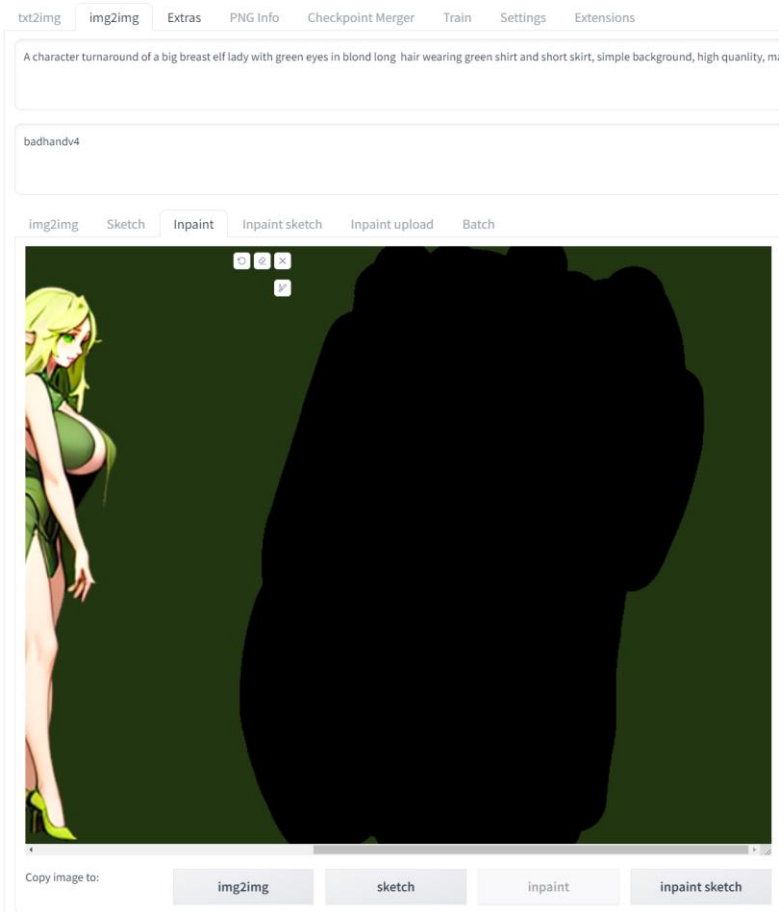
Key frame Poses

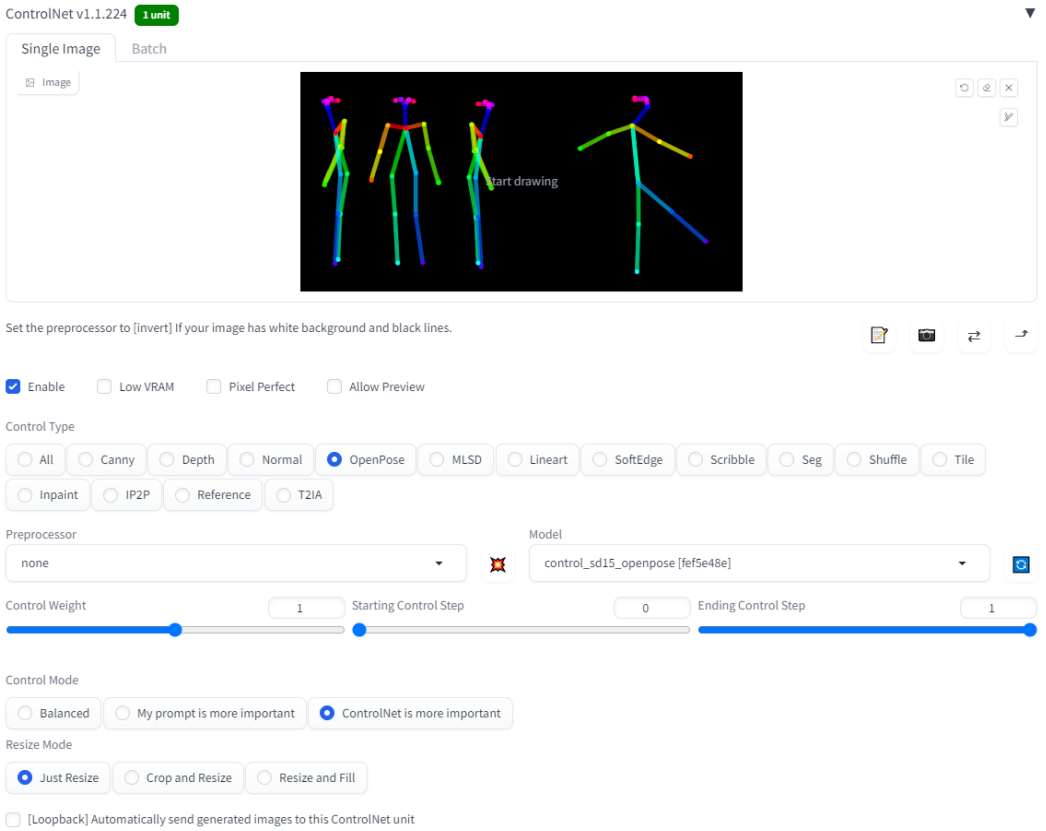
Animate it

Key frame Poses - template

Use PS/mspaint extend image to1024x512 and fill right with same background

Key frame Poses – base pose



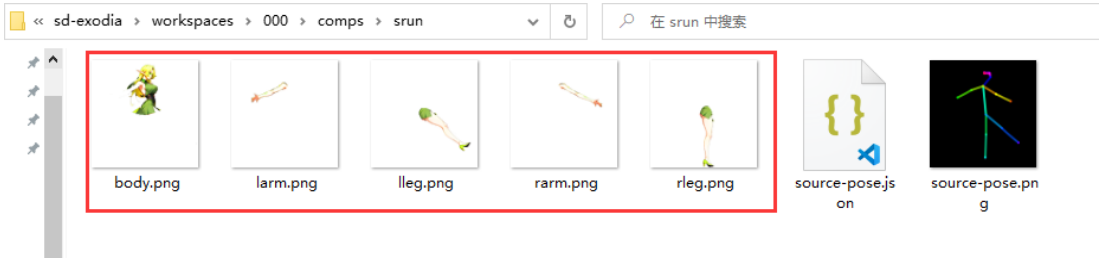


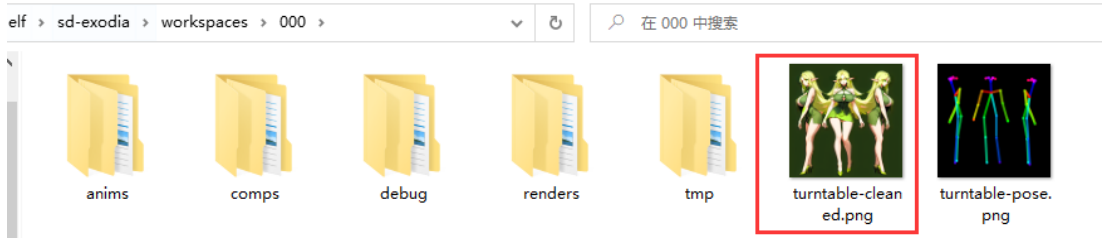
Append more details to limit output more consistent, here added `bare leg, bare shoulder` in prompt

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
['sidle', '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#
```

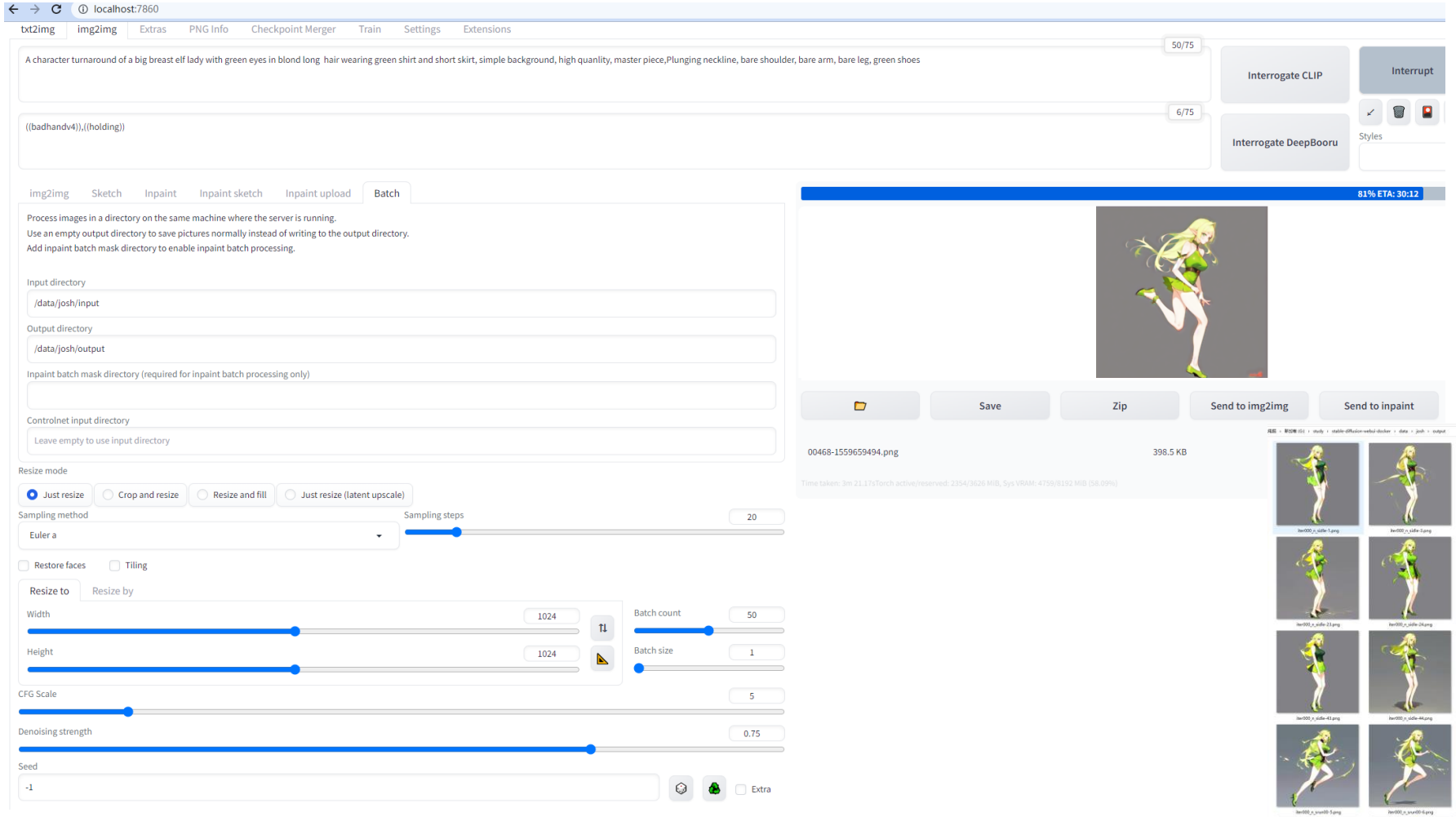
Copy body parts to
sd-exodia\workspaces\000\comps\srun

Scale optimized base role to 512 and copy to
sd-exodia\workspaces\000\

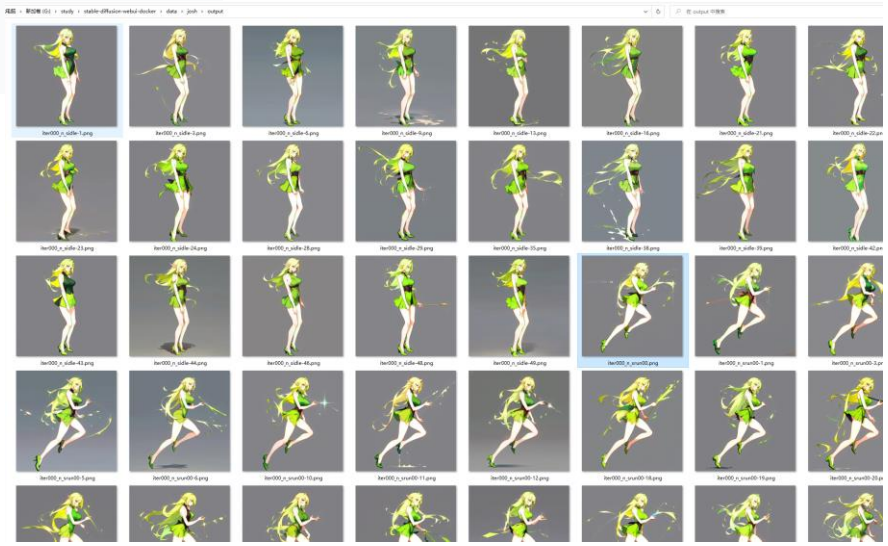
Run command in sd-exodia (while SD webui on)
python render.py srun

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

Key frame Poses – upscale



Pick the best one you think for each frame

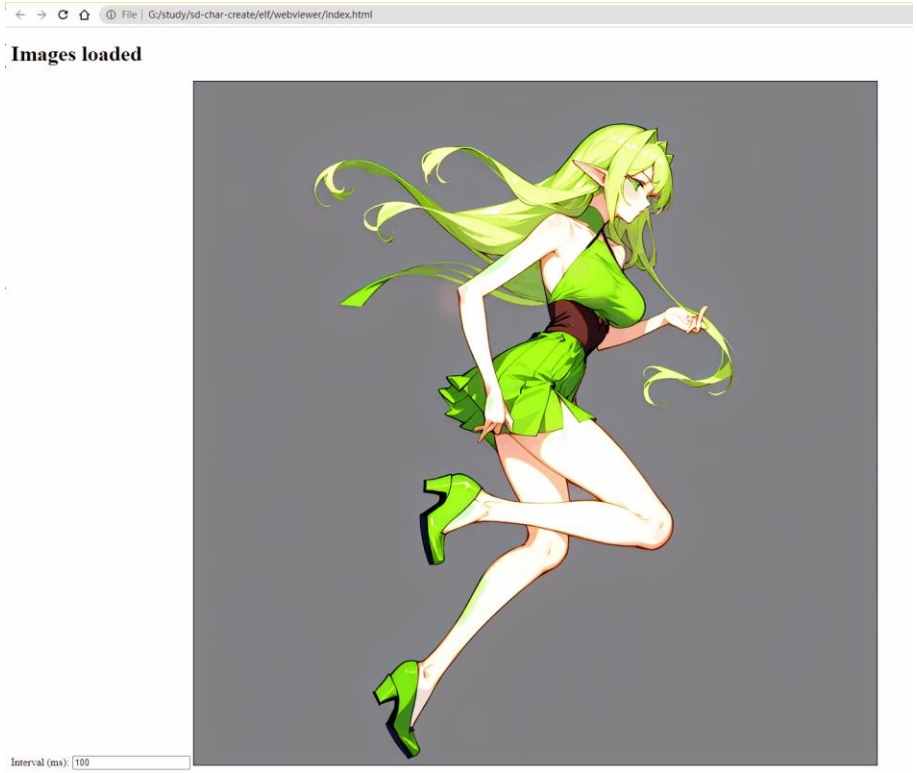


Base Role

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