

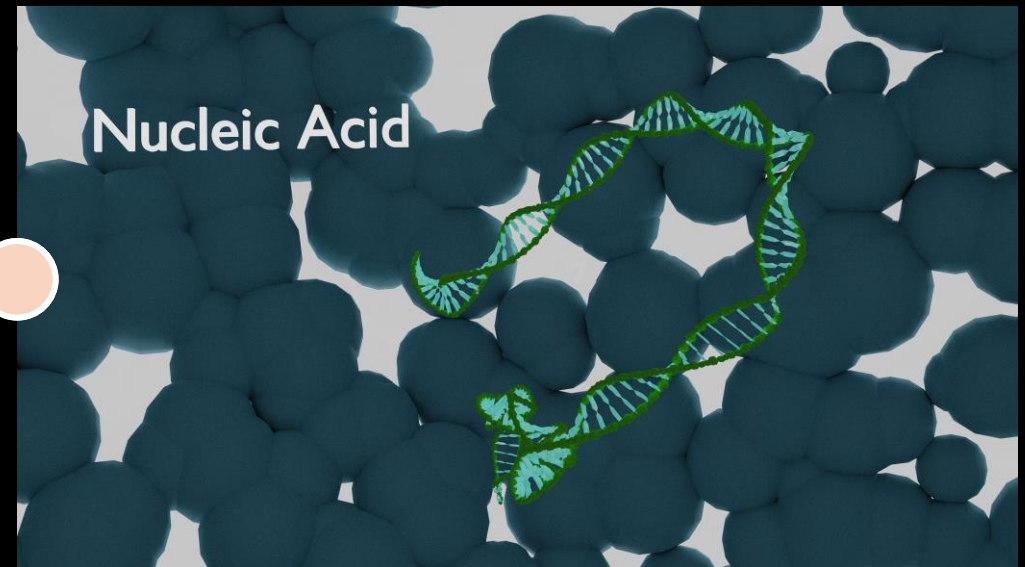


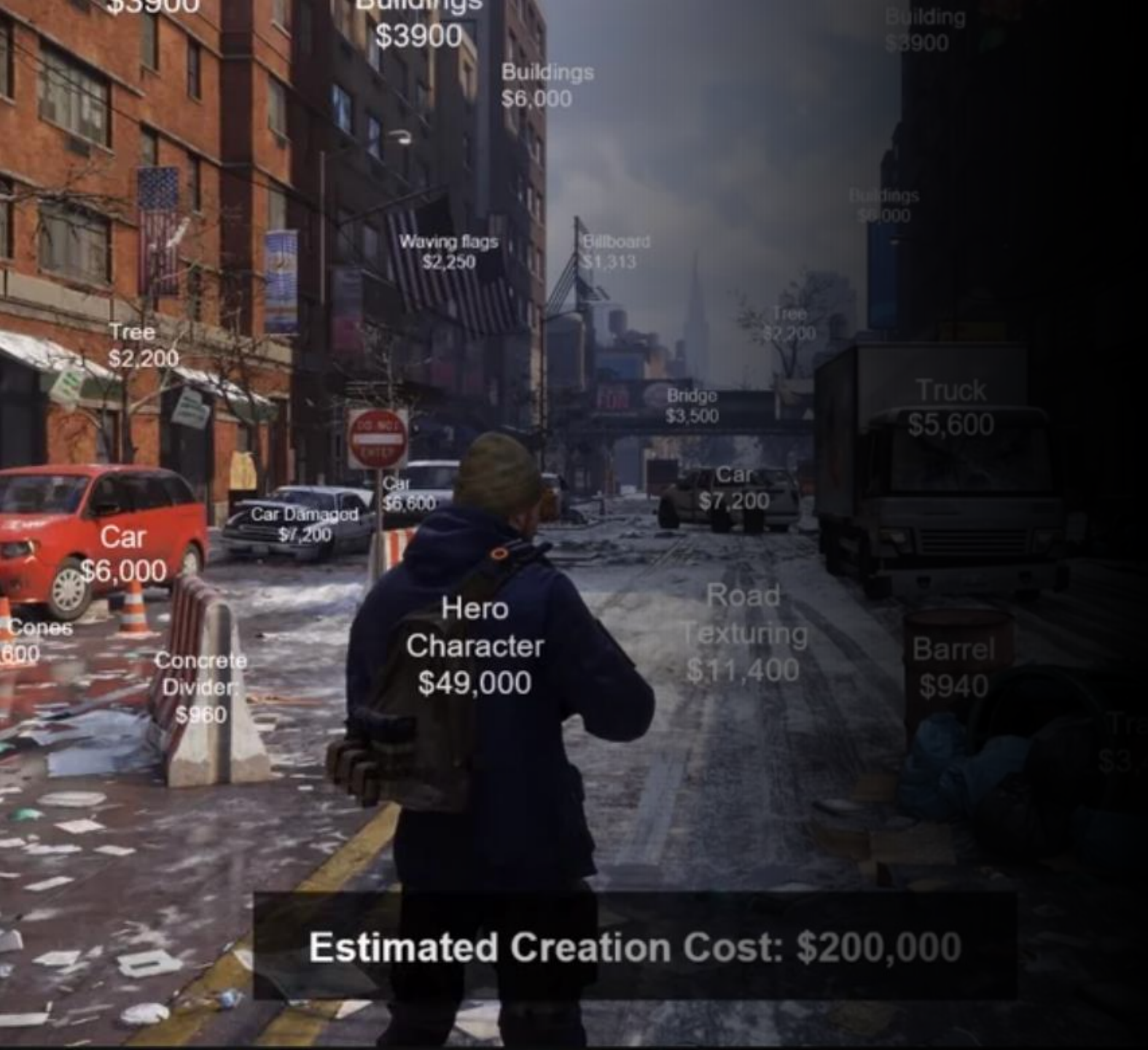
# Utilizing Diffusion model for Storytelling

A 3D blender Animation project

# Background:

- I am 3d Artist/Animator
- Mainly medical animation
- Concept art





**Estimated Creation Cost: \$200,000**

## Objective : Make environment creation Cheaper

- Costs:
  - Modeling
  - Texturing
  - Optimization
- 
- Since the costs are high for production the pre-visualization plays a crucial role in the success of the project. Its way harder to change after the production has started.



# Example of a Previsualization with AI help (EDA)

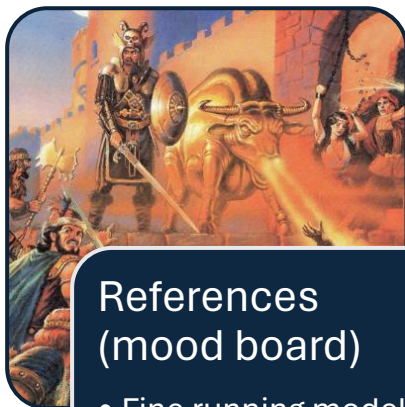
The Advantages:

- Enables easier and faster set up with simple shapes
- More flexibility for the artist to explore styles
- Saves time and money (rendering is computationally expensive)



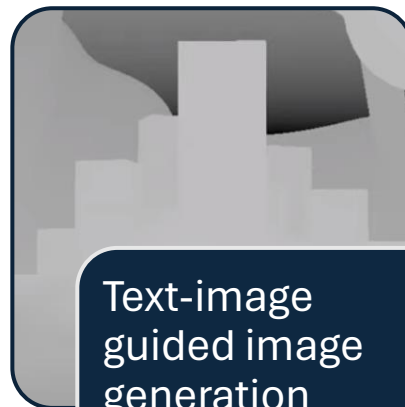
# Current structure:

- This is my current workflow
- The project is aiming to bring all this capabilities to blender 3d locally
- The current model: Stable Diffusion v1-4 Model



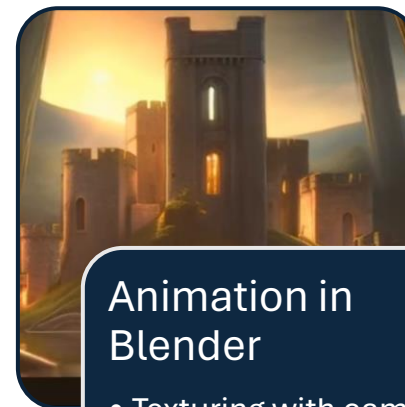
## References (mood board)

- Fine running models to generate based on the mood board



## Text-image guided image generation

- Depth map is used as the composition guide
- Using Dreambooth



## Animation in Blender

- Texturing with camera projection



# Future Steps:

Blender 3D is an open-source python software. Makes the integration possible:

1. Building a Ui for the model inside of blender as an addon
2. Sourcing the depth map to the model as the composition guide
3. Projecting the model output on the scene from the camera view

