GO-WITH-THE-FLOW: MOTION CONTROLLABLE VIDEO DIFFUSION MODELS USING REAL-TIME WARPED NOISE

A DESIGN PROJECT REPORT

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in partial fulfillment for the award of the degree

of

BACHELOR OF TECHNOLOGY

in

ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

K.RAMAKRISHNAN COLLEGE OF TECHNOLOGY

(An Autonomous Institution, affiliated to Anna University Chennai and Approved by AICTE, New Delhi)

SAMAYAPURAM – 621 112

JUNE, 2025

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BONAFIDE CERTIFICATE

Certified that this design project report titled **"GO-WITH-THE-FLOW: MOTION CONTROLLABLE VIDEO DIFFUSION MODELS USING REAL-TIME WARPED NOISE"** is the bonafide work of **JEROME CHRISTOPHER J (811722001019), NUEMON KUMAR K R (811722001037), SATHYA PRAKASH A (811722001044)** who carried out the design project under my supervision. Certified further, that to the best of my knowledge the work reported herein does not form part of any other design project report or dissertation on the basis of which a degree or award was conferred on an earlier occasion on this or any other candidate.

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INTERNAL EXAMINER

EXTERNAL EXAMINER

DECLARATION

We jointly declare that the design project report on **"GO-WITH-THE-FLOW: MOTION CONTROLLABLE VIDEO DIFFUSION MODELS USING REAL-TIME WARPED NOISE"** is the result of original work done by us and best of our knowledge, similar work has not been submitted to **"ANNA UNIVERSITY CHENNAI"** for the requirement of Degree of **BACHELOR OF TECHNOLOGY**. This design project report is submitted on the partial fulfilment of the requirement of the award of Degree of **BACHELOR OF TECHNOLOGY**.

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ACKNOWLEDGEMENT

It is with great pride that we express our gratitude and in-debt to our institution "**K.Ramakrishnan College of Technology (Autonomous)**", for providing us with the opportunity to do this design project.

We are glad to credit honourable chairman **Dr. K.RAMAKRISHNAN**, **B.E.,** for having provided for the facilities during the course of our study in college.

We would like to express our sincere thanks to our beloved Executive Director **Dr. S. KUPPUSAMY, MBA, Ph.D.,** for forwarding to our design project and offering adequate duration in completing our design project.

We would like to thank **Dr. N. VASUDEVAN, M.E., Ph.D.,** Principal, who gave opportunity to frame the design project the full satisfaction.

We whole heartily thank **Dr. T.AVUDAIAPPAN**, **M.E., Ph.D.,** Head of the department, **ARTIFICIAL INTELLIGENCE** for providing his encourage pursuing this design project.

We express our deep and sincere gratitude to our design project guide **Mr. R. ROSHAN JOSHUA**, **M.E.**, Department of **ARTIFICIAL INTELLIGENCE,** for his incalculable suggestions, creativity, assistance and patience which motivated us to carry out this design project.

We render our sincere thanks to Course Coordinator and other staff members for providing valuable information during the course.

We wish to express our special thanks to the officials and Lab Technicians of our departments who rendered their help during the period of the work progress.

ABSTRACT

It presents the “Go-with-the-Flow: Motion-Controllable Video Diffusion Models Using Real-Time Warped Noise,” a novel approach for enabling fine-grained motion control in video generation using diffusion models. Traditional video synthesis techniques often suffer from motion inconsistencies, flickering, and lack of temporal coherence, especially when applied frame-by-frame without robust motion conditioning. To overcome these limitations, this project introduces a real-time noise warping mechanism that embeds motion information directly into the model’s input noise using optical flow fields. By warping the standard Gaussian noise based on motion vectors derived from reference videos or user-defined trajectories, the system guides the video generation process to follow specific motion patterns with high fidelity. This enables object-specific movements, camera motion simulation, and precise motion transfer without modifying the architecture of the underlying diffusion model. The framework includes five key modules: a Training Module that encodes input context and motion cues, a Noise Warping Module that transforms noise using flow vectors, a Diffusion Module that generates coherent frames through reverse denoising, a Motion Control Module that injects directional control during generation, and an Execution Module that assembles, enhances, and exports the final video.

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LIST OF ABBREVIATIONS

AR	-	Augmented Reality
CUDA	-	Compute Unified Device Architecture
DDPM	-	Denoising Diffusion Probabilistic Model
GAN	-	Generative Adversarial Network
GPU	-	Graphical Processing Unit
VR	-	Virtual Reality

CHAPTER 1

INTRODUCTION

1.1 OVERVIEW

The project titled “Go-with-the-Flow: Motion-Controllable Video Diffusion Models Using Real-Time Warped Noise” proposes a highly effective and novel solution to a central challenge in generative video modeling: how to exercise precise control over motion while maintaining temporal consistency and visual quality. In the realm of video synthesis, diffusion models have emerged as state-of-the-art solutions due to their ability to produce high-fidelity frames.

However, a common limitation in existing frameworks is their inability to model dynamic motion patterns consistently across time without architectural modifications or complex additional modules. Most traditional approaches rely on sequential frame-by-frame generation, which often leads to flickering, discontinuities, and a lack of motion coherence—making them unsuitable for interactive or user-controlled scenarios. To address this, the proposed system introduces a real-time noise warping mechanism that integrates motion data directly into the generation process by manipulating the input Gaussian noise using optical flow fields.

These flow fields, computed from training or reference videos, encode per-pixel motion vectors that guide the diffusion model to synthesize temporally aligned and motion-following frames. A key innovation of the system is its ability to retain the original architecture of the diffusion model, thus enabling seamless integration with pre-trained networks and minimizing computational overhead. The design is modular, featuring distinct components for motion encoding, noise warping, reverse diffusion, motion control, and output execution. Each module operates collaboratively to transform abstract motion representations into visually coherent video sequences. The result is a framework that supports object-specific motion, camera path replication, and motion transfer from source videos all in real time.

1.2 OBJECTIVE

The primary objective of this project is to develop a system that can generate high-quality, temporally consistent videos with fine-grained control over motion dynamics using diffusion models. Unlike conventional video generation systems that lack precise motion conditioning, this framework introduces a real-time noise warping technique that integrates motion information—such as optical flow or user-defined trajectories—directly into the input noise of the diffusion model. This innovation enables the generation of visually coherent video sequences that align with both spatial content and motion behavior, all without altering the core architecture of the underlying model.

Implementing a real-time noise warping mechanism that adjusts standard Gaussian noise using motion vectors (e.g., optical flow fields or drawn trajectories). This process transforms the input noise into a motion-aware representation, ensuring that the resulting video frames follow specified motion patterns while maintaining visual quality and temporal alignment.

Embedding motion and content features into the diffusion process to guide video generation. The training module is designed to align motion inputs with visual outputs through supervised learning using motion-annotated video datasets. The objective is to allow the model to learn not just frame aesthetics but also the physics of motion, enabling realistic object movement, camera shifts, and action continuity.

Facilitating real-time control over video generation by accepting user inputs—such as reference motion clips, trajectory sketches, or textual commands—and applying them during inference. The system is optimized for low-latency performance, making it ideal for live preview, animation prototyping.

Designing a system that is both modular and scalable, allowing easy integration of additional motion control mechanisms, resolution scaling modules, or multimodal conditioning (e.g., text+motion). This ensures adaptability to diverse use cases such as cinematic video generation, VR/AR content synthesis, and robotics simulation.

CHAPTER 2

LITERATURE SURVEY

2.1 GO WITH THE FLOW: MOTION CONTROLLABLE VIDEO DIFFUSION MODELS USING REAL TIME WARPED NOISE

Kangxue Yin et al

It introduces a novel framework that enables real-time motion control in video diffusion models by applying a noise warping mechanism based on optical flow. The system allows for local object movement, camera path replication, and motion transfer without altering the core diffusion architecture. Warped noise, created by applying flow fields to Gaussian noise, improves motion consistency while preserving image quality.

Merits

- Enables fine-grained control over motion without modifying the diffusion model architecture**.**
- Achieves high temporal consistency and video quality.
- Operates efficiently in real-time with low computational overhead.

Demerits

- Depends heavily on the accuracy of optical flow estimations.
- Limited effectiveness in scenes with complex occlusions or low motion visibility.

2.2 VIDEO DIFFUSION MODELS

Jonathan Ho et al

It extends denoising diffusion probabilistic models (DDPMs) for video generation by introducing temporal-aware architectures like 3D UNets. The model progressively refines noise into realistic video sequences while maintaining spatial and temporal consistency. It does not require adversarial training, making it stable and scalable.

Merits

- Produces high-quality and consistent video frames.
- Stable training without GAN-related instabilities.
- Learns long-term temporal dependencies across video sequences.

Demerits

- Does not provide direct control over motion trajectories.
- Computationally expensive due to the 3D architecture and large model size.

2.3 MV DIFFUSION: MOTION-CONDITIONED VIDEO GENERATION WITH MULTI-DIFFUSION

Zhenhui Xu et al

MVDiffusion introduces a two-stage framework for video generation using diffusion models. It first generates motion sequences and then synthesizes corresponding visual content, enabling better control over motion flow. The system supports both textual and trajectory inputs to guide motion during generation.

Merits

- Separates motion and appearance modeling for greater control.
- Supports motion-conditioned generation using trajectory or text inputs.
- Maintains coherent and smooth transitions across frames.

Demerits

- Additional complexity due to multi-stage architecture.
- Requires more computational resources and longer training time.

2.4 IMAGE-TO-VIDEO GENERATION VIA DIFFUSION MODEL WITH TEMPORAL COHERENCE

Yixiao Ge et al

This work proposes a framework to generate short video sequences from a single image using diffusion models. It maintains temporal coherence through feature alignment and temporal discriminators. The model can synthesize expressive and realistic motion from static images by leveraging learned motion priors.

Merits

- Capable of generating videos from a single static image.
- Maintains identity and visual consistency across frames.
- Introduces alignment and temporal mechanisms for smooth motion.

Demerits

- Motion control is limited and not user guided so it is tougher to control.
- Performance depends on the diversity and quality of motion priors.

2.5 FLOWNET 2.0: EVOLUTION OF OPTICAL FLOW ESTIMATION WITH DEEP NETWORKS

Eddy Ilg et al

FlowNet2.0 is an improved deep neural network architecture for optical flow estimation, featuring stacked networks and warping mechanisms. It significantly enhances flow accuracy and generalization. The model is widely used as a pre-processing tool in video understanding and synthesis applications.

Merits

- Provides high-precision optical flow data for motion understanding
- Capable of handling large displacements and fine details.
- Runs in real-time on modern GPUs, suitable for video generation.

Demerits

- May fail in low-texture or high-speed motion regions.
- Requires substantial GPU resources during training and inference.

CHAPTER 3

SYSTEM ANALYSIS

3.1 EXISTING SYSTEM

Most existing video diffusion models operate on a frame-by-frame basis, generating each frame independently or with minimal temporal conditioning. This often results in temporal inconsistencies such as flickering, motion drift, or unnatural transitions between frames. Some approaches attempt to include motion priors using optical flow or recurrent modules. However, these methods tend to be static or precomputed, lacking flexibility or real-time adaptability to new motion inputs. This limits user interactivity and motion customization.

Existing models do not allow users to dynamically control motion (e.g., by sketching a path or uploading a reference video). The motion is typically learned during training and cannot be modified without retraining or fine-tuning the model. Several techniques that attempt to incorporate motion into video generation require changes to the model architecture, such as adding temporal attention layers, recurrent units, or cross-frame conditioning, which increases complexity and retraining requirements.

3.1.1 Demerits

- Users cannot specify or edit motion paths in real-time, limiting the practical use of the system for animation or interactive video creation.
- Due to frame-wise generation or weak temporal modeling, the output videos often suffer from inconsistent motion, flickering, or abrupt transitions.
- Many solutions require retraining the entire model to adapt to new motion types or datasets, which is computationally expensive and time-consuming.
- Advanced models with temporal layers or recurrent networks often demand significant GPU resources, making them unsuitable for real-time or lightweight deployment.

3.2 PROPOSED SYSTEM

Instead of relying on static Gaussian noise inputs, the proposed system introduces real-time warped noise conditioned on optical flow. This allows motion information to be directly encoded into the input, enabling the diffusion model to generate motion-following frames without retraining**.** Users can define motion using sketches, trajectories, or reference videos. These inputs are converted into flow vectors and used to warp noise before feeding it to the model, allowing real-time, controllable video generation.

The system works seamlessly with existing diffusion model architectures. No changes to the backbone (e.g., UNet, Transformer) are needed, which simplifies integration and maintains compatibility with pre-trained models. By warping the noise across time steps using consistent motion data, the system ensures smooth transitions and frame-to-frame continuity without relying on temporal modules or recurrent networks.

3.2.1 Merits

- Allows users to manipulate motion patterns on the fly, enabling applications like animation prototyping, creative editing, and dynamic video generation.
- The use of motion-conditioned noise significantly reduces flickering and ensures consistent motion throughout the video.
- Can be integrated with existing video diffusion models without architectural modifications, supporting a wide range of research and commercial pipelines.
- Operates with minimal overhead, making it feasible for both research and real-time production environments. Easily scalable to higher resolutions and longer video lengths.

CHAPTER 4

SYSTEM SPECIFICATIONS

4.1 HARDWARE SPECIFICATIONS

- Processor: Intel i7/i9 or AMD Ryzen 7/9
- RAM: Minimum 16 GB
- GPU: NVIDIA RTX 3060 or higher
- Storage: SSD with at least 500 GB free space
- Operating System: Ubuntu 20.04+ / Windows 10 or 11

4.2 SOFTWARE SPECIFICATIONS

- Programming Language: Python 3.9+
- Deep Learning Framework: PyTorch(v1.13+)
- CUDA Toolkit: v11.7
- Code Editor: VS Code/ PyCharm
- Environment Management: Anaconda

CHAPTER 5

SYSTEM DESIGN

5.1 SYSTEM ARCHITECTURE

The system architecture of the **"Go-with-the-flow"** project is designed to enable motion-controlled video generation from a static image using a diffusion-based framework enhanced by real-time noise warping. The process begins with an input interface where users provide a static image along with a motion prompt such as "move forward" or "rotate left". This input is then passed to a preprocessing module that encodes the image into a latent representation and interprets the textual prompt into a control signal. Simultaneously, a noise initialization process introduces stochasticity into the latent space, which is essential for the diffusion model to begin generating diverse frames.

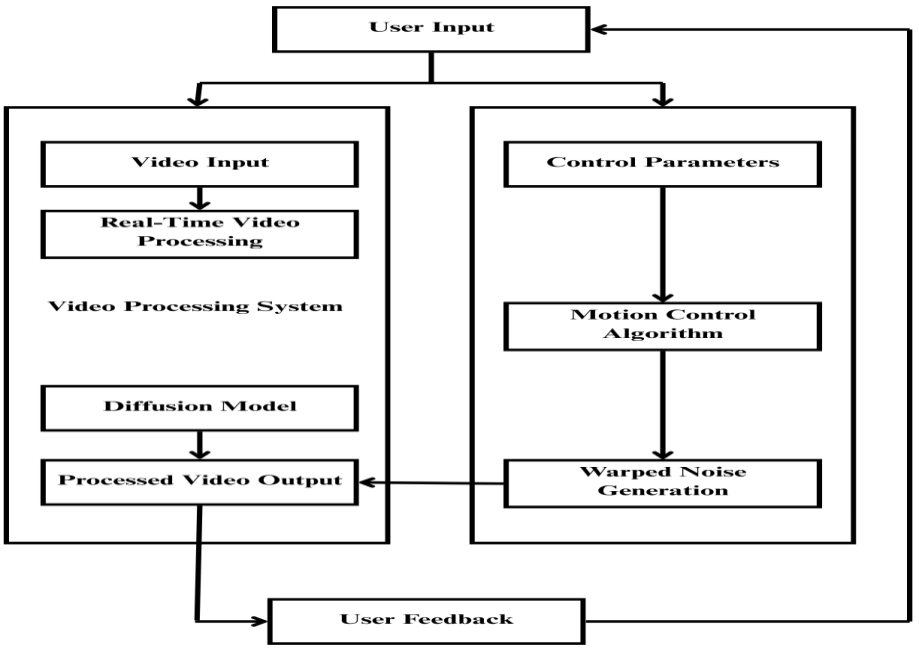

Fig.5.1 System Architecture

The architectural design for the motion-controllable video diffusion system begins with a Motion Input Module, where users can define the desired motion using various input methods such as drawn trajectories, reference videos, or predefined flow fields. This module processes motion input through an optical flow extraction algorithm (e.g., RAFT or FlowNet2), converting it into flow vectors that represent object or camera movement over time. Once the motion data is acquired, it transitions into the Noise Warping Module, where standard Gaussian noise—typically used as input in diffusion models—is spatially and temporally warped using the extracted flow fields. This motion-aware noise replaces traditional unstructured noise, embedding direction and magnitude of motion directly into the generative input.

The warped noise is then passed to the Diffusion Model Module, which consists of a pre-trained video diffusion model capable of generating high-quality video sequences. This module performs iterative denoising using motion-conditioned inputs, guided by both spatial content and temporal flow. The denoising is executed across time steps to generate frames that follow the intended motion with high visual fidelity and temporal consistency. Simultaneously, a Motion Control Interface allows real-time updates to the motion path, enabling dynamic interaction and editing during the generation process. This interface provides feedback to the flow extraction and warping modules to adapt subsequent outputs based on user adjustments. After the video frames are synthesized, they are sent to the Output Rendering Module, where the frames are assembled into a complete video sequence. This module also includes options for upscaling, format conversion (e.g., to MP4 or AVI), and post-processing filters to enhance visual quality.

CHAPTER 6

MODULES DESCRIPTION

6.1 TRAINING MODULE

The training module in the “Go-with-the-Flow” framework is uniquely designed to empower video diffusion models with motion controllability through structured noise, without altering the model architecture. Traditional video diffusion training involves randomly sampled Gaussian noise injected during the denoising process. However, this paper replaces that standard with a warped, temporally structured noise derived from real motion flow fields, making the diffusion model sensitive to motion patterns right from the training phase.

At the heart of this training approach lies a data transformation: for each training video, optical flow is computed between consecutive frames. These flow fields are then used to generate “warped noise,” which introduces temporal correlations across the noise tensors. The algorithm used for warping—the real-time noise warping algorithm—operates efficiently frame-by-frame, computing expansion and contraction dynamics through forward and backward flows. The warped noise maintains spatial Gaussianity while integrating motion-consistent temporal dynamics

The warping process is applied in image space, followed by downsampling to latent space to fit the dimensional requirements of the diffusion model. The specific downscaling used in CogVideoX is 8×8 spatially and 4× temporally, with interpolation and pooling steps designed to retain statistical consistency. This preprocessing stage transforms the raw training dataset into a motion-aware format while maintaining Gaussian distribution, which is vital for stable training.

The paper fine-tunes two variants of the CogVideoX video diffusion model—Text to Video (T2V) and Image-to-Video (I2V) on a massive corpus of 4 million videos. These videos have paired text captions generated by CogVLM2, and video durations range from 10 to 120 seconds, with a resolution threshold of 720×480 or higher.

Importantly, the entire pipeline remains unchanged compared to standard diffusion training, except for one critical component—the noise. Instead of uncorrelated noise, the warped noise is used as input. This switch alone enables the model to internalize motion dynamics from training data, thereby learning to respond to similar motion cues during inference.

Another core contribution embedded into the training module is the introduction of noise degradation. To allow adjustable motion fidelity during inference, the warped noise is mixed with uncorrelated Gaussian noise using a degradation parameter $\gamma \in [0,1]$\gamma \in [0, 1]$\gamma \in [0,1]$. This creates a continuum of noise inputs: from fully warped (structured) noise when $\gamma = 0$\gamma = 0$\gamma = 0$ to completely unstructured Gaussian noise when $\gamma = 1$\gamma = 1$\gamma = 1$. During training, different values of γ\gamma$\gamma$ are sampled randomly to help the model generalize across varying motion constraints.

A standout feature of this training method is its model-agnostic and data-agnostic design. Since all motion integration occurs at the data level (i.e., during noise preprocessing), no changes are required to the model architecture, loss functions, or training scripts. This enables plug-and-play compatibility with any video diffusion model that uses standard denoising diffusion probabilistic mechanisms. In practice, this has been demonstrated on models like AnimateDiff, trained with entirely different datasets such as WebVid, further emphasizing the generality and adaptability of the training framework.

This training pipeline offers multiple significant advantages. First, it introduces motion structure into the learned generative process without complex engineering or architectural overhead. Second, it simplifies the traditionally complicated task of integrating temporal dynamics into generative models by translating it into a noise transformation problem. Third, it creates a clear pathway from training to controllable inference via the degradation parameter γ\gamma$\gamma$, allowing real-time, user-adjustable motion control during video generation.

In summary, the training module transforms traditional diffusion training by embedding motion semantics into the noise distribution. By using optical flow to condition the noise and by ensuring Gaussian integrity is preserved, the model is fine-tuned in a way that allows it to react to motion cues effectively—without sacrificing fidelity, temporal consistency, or computational efficiency.

6.2 NOISE WARPING MODULE

The Noise Warping Module represents the core computational innovation in the "Go-with-the-Flow" architecture. Traditional diffusion models initialize the generation process using temporally uncorrelated Gaussian noise. While effective for image generation, this assumption introduces significant limitations when applied to video synthesis, especially regarding temporal consistency and motion coherence. The Noise Warping Module addresses this issue by replacing temporal randomness with a structured form of noise referred to as warped noise which is derived using optical flow fields extracted from video frames. By preserving spatial Gaussianity while introducing temporal correlations aligned with visual motion, this module transforms the stochastic foundation of diffusion models into a motion-aware process, enabling fine-grained, real-time motion control in generated videos.

Transfer learning is also an option, allowing the use of pre-trained models, such as ResNet or VGG, which are then fine-tuned to recognize digits. This approach can be particularly effective when there's limited training data available, as it leverages knowledge from models trained on large, general-purpose image datasets.

The foundation of the module lies in the idea that temporal coherence is critical to realistic video generation. Existing image-to-image diffusion models often suffer from flickering or inconsistent motions when extended naively to the video domain. These inconsistencies arise because each frame is generated independently, disregarding motion trajectories. Warped noise offers a solution by introducing dependencies between successive noise slices, guided by motion vectors.

The method assumes that starting from a 2D Gaussian noise slice for the first frame, the following frames can be produced by warping this noise using optical flow. These flow

fields, estimated from the video data, describe pixel-wise motion between consecutive frames. This approach effectively retains the randomness of the initial noise while constraining the structure of subsequent noise inputs to reflect real-world motion, thereby providing an implicit form of conditioning on temporal dynamics.

Importantly, the warped noise preserves spatial i.i.d. Gaussianity, a property crucial to the denoising process in diffusion models. Through a novel mathematical formulation and algorithmic implementation, the Go-with-the-Flow framework ensures that the warped noise retains the statistical characteristics necessary for standard training objectives while infusing the system with motion-consistent temporal structure.

The design of the noise warping algorithm is grounded in computational efficiency and Gaussian preservation. The warping is done iteratively frame-by-frame, unlike earlier methods like HIWYN which used global transformations and suffered from high computational overhead. The new algorithm, introduced in this paper, is designed to operate in linear time with respect to the number of pixels (O(D)), making it fast enough for real-time training and inference.

To compute warped noise, the algorithm builds a bipartite graph between noise pixels of consecutive frames. In the contraction case, each pixel in the previous frame is mapped forward along the forward optical flow. In the expansion case, the algorithm uses backward optical flow to ensure regions left behind are filled with new noise while preserving Gaussianity. Each pixel's contribution is modulated by a flow density value, which captures how much mass (noise) has accumulated or dispersed at that location. This density is used to compute a normalized sum of all incoming noise values to a pixel, ensuring that the final distribution remains Gaussian.

To avoid statistical degradation over time, the algorithm includes a step called conditional white noise sampling. In this step, if a region receives multiple noise inputs due to flow contraction, or none due to expansion, the algorithm adjusts the sampled noise to ensure the i.i.d. Gaussian assumption holds. This is achieved by drawing from a normal distribution and adjusting it based on the surrounding structure, resulting in a perfectly .

The output of the Noise Warping Module is a tensor of noise samples, one for each video frame. During training, this warped noise replaces the usual Gaussian noise injected into the diffusion model. During inference, the module provides control over motion by the source of optical flow used in the warping process. An additional feature, noise degradation, allows control over the strength of motion adherence. This is implemented by blending warped noise with standard Gaussian noise, controlled by a degradation coefficient γ values retain strict motion adherence, while higher values introduce flexibility or randomness, ideal for creative generation tasks.

In essence, the Noise Warping Module serves as the architectural and functional backbone of motion control in the Go-with-the-Flow system. It transforms traditional Gaussian noise into a rich, motion-structured input that enables temporal coherence, realistic motion simulation, and robust user control in video diffusion models. The algorithm is theoretically grounded, computationally efficient, and highly adaptable to a range of applications, from synthetic camera panning to object trajectory manipulation and motion cloning. It bridges the stochastic world of diffusion models with the deterministic realm of motion flow, paving the way for a new generation of controllable video generation systems.

6.3 DIFFUSION MODULE

The Diffusion Module represents the computational engine behind the video generation process in the "Go-with-the-Flow" framework. It is responsible for transforming noise-conditioned inputs into coherent, high-quality, temporally consistent video frames. This module follows a reverse diffusion process—an iterative refinement procedure in which motion-structured noisy inputs are denoised step-by-step to produce a final output video. Unlike traditional image-based diffusion approaches that generate frames independently or apply limited temporal modeling, the proposed Diffusion Module incorporates motion-aligned noise, enabling it to capture both spatial and temporal dependencies more effectively. This unique integration ensures that generated videos adhere to the motion cues specified either by the user or extracted from reference motion inputs such as optical flow maps or trajectory sketches.

At a high level, the Diffusion Module is built upon a reverse denoising network that may utilize architectures like 3D U-Nets or Temporal Transformers. These architectures are adept at modeling spatiotemporal information, making them particularly suited for video generation tasks. The denoising network operates by gradually transforming warped Gaussian noise—previously altered through motion encoding—into clear, realistic video frames over a series of iterative steps. Each iteration slightly reduces the noise in the input while preserving and enhancing the motion and content details encoded within it. The final frame sequence maintains not only visual fidelity but also strict temporal alignment with the input motion paths, ensuring smooth and believable movement across time.

What sets this Diffusion Module apart from traditional methods is its compatibility with motion-guided inputs. Before the noise enters the module, it is warped using flow fields derived from optical flow algorithms such as RAFT or FlowNet2. These flow fields encode the motion trajectory and magnitude of object or camera movements across frames. Once warped, the noise carries structural information that reflects the motion patterns intended by the user or training data. As the diffusion network begins denoising, it treats this motion-encoded noise as a blueprint, allowing it to reconstruct sequences that naturally follow the embedded motion dynamics. Importantly, this integration is done without altering the architecture of the diffusion model itself. Thus, the Diffusion Module can work with a wide range of pre-trained diffusion models, allowing researchers and developers to upgrade motion capabilities without costly retraining or structural modifications.

Another strength of the Diffusion Module lies in its ability to maintain temporal coherence throughout the entire video. In conventional video generation systems, especially those that rely on frame-wise synthesis, frames are often temporally disconnected, resulting in flickering, inconsistent motion, or abrupt transitions. The motion-conditioned approach used in this module addresses these issues at the root by introducing motion-awareness at the earliest stage of generation. Since the noise input already contains temporally aligned motion data, the diffusion model inherently learns to create frames that evolve smoothly from one to the next. This leads to better continuity of motion, consistency in object positioning and shape, and reduction of visual artifacts.

Moreover, the module's reliance on denoising score matching enables the model to iteratively learn the correct trajectory at each step, reinforcing the coherence even further.

In terms of design, the Diffusion Module includes a denoising scheduler, which manages the step size and number of denoising iterations. The scheduler can be tuned for performance or quality depending on the deployment context. For real-time applications, the system can operate with fewer diffusion steps while preserving acceptable visual quality. For offline, high-resolution content creation, the scheduler can perform more steps to ensure maximum detail and precision. This flexibility makes the module adaptable to a wide range of hardware environments, from high-end GPUs used in production studios to mobile-class devices used in edge applications.

The module also includes a Motion Awareness Layer, which enhances its ability to distinguish between static and dynamic regions in a scene. During generation, areas with high motion gradients are given more attention, ensuring accurate movement rendering and reducing motion blur or lag. Additionally, attention mechanisms can be used to improve object tracking and localization throughout the video sequence. These mechanisms enable the model to focus on key features while retaining global coherence, a balance that is often hard to achieve in generative tasks. This makes the system particularly effective for generating complex scenes with multiple moving elements or layered camera effects.

Lastly, the Diffusion Module is designed to scale efficiently. It supports multi-resolution synthesis, allowing videos to be generated at low resolution first and then upsampled progressively using a separate super-resolution model. This progressive refinement ensures that even videos generated under hardware constraints can achieve high visual quality. Furthermore, the module's support for batch generation and cross-trajectory fusion allows for efficient parallel processing, making it suitable for both single-user interactive use and batch production environments.

In conclusion, the Diffusion Module in the "Go-with-the-Flow" system is a technically advanced, highly adaptable, and motion-aware video synthesis engine. It leverages warped noise as a structural guide and combines it with the power of diffusion-based

learning to generate visually rich, temporally consistent, and controllable video sequences. By embedding motion information into the very start of the generative process, it achieves a level of control and quality that is not possible with traditional video generation methods. Its compatibility with existing architectures, real-time responsiveness, and support for various motion modalities make it an essential core component of the overall system, enabling new creative and technical possibilities in the field of generative video modeling.

6.4 MOTION CONTROL MODULE

The Motion Control Module is a central innovation in the "Go-with-the-Flow" framework, serving as the interface through which user-defined or reference-based motion dynamics are introduced into the video generation process. It provides the system with the capacity to interpret, encode, and inject motion instructions—such as direction, speed, or path curvature—into the generation pipeline, allowing for fine-grained and intuitive control over object movement and camera transitions in the resulting video. The primary function of this module is to translate motion descriptors into meaningful conditioning signals that guide the reverse diffusion process, ensuring that the generated frames follow a coherent and desired motion pattern without compromising visual quality or consistency.

In conventional video diffusion architectures, the generated content is largely driven by randomness or coarse temporal priors learned during training. While this may produce videos with some degree of realism, it lacks the ability to adhere to explicit motion paths or enable user interactivity. The Motion Control Module addresses this shortcoming by empowering users to embed precise motion instructions into the generation process. These instructions can take the form of hand-drawn trajectories, motion flow maps extracted from reference videos, or even algorithmically generated paths representing simulated physics or character animations. Once received, the motion input is converted into a dense, per-frame flow field that represents the motion vector of each pixel or object over time. This motion representation is then used to modulate the noise warping and conditioning layers in the Diffusion Module, ensuring that every frame generated reflects the intended .

The architecture of the Motion Control Module comprises several internal components designed to process and encode motion instructions at various levels of abstraction. The first component is the Motion Input Handler, which acts as the gateway for accepting various input formats. This can include direct trajectory drawings through a GUI, reference video clips that encode desired motion behavior, or vectorized data generated from animation software or tracking tools. The second component is the Motion Encoder, which transforms the raw input into structured representations. If the input is a flow map, the encoder processes it into a set of normalized displacement vectors. If the input is a trajectory path, it interpolates the path into a dense temporal map that aligns with the number of frames being generated. The resulting motion embeddings are aligned temporally with the denoising steps of the diffusion process, so that each iteration can adapt the generative process to follow the prescribed motion.

One of the module's core strengths lies in its ability to inject motion control at each stage of the denoising process. This continuous conditioning ensures that the influence of motion is not limited to the beginning or end of generation but remains active and consistent throughout all intermediate steps. The injection is typically implemented through concatenation or cross-attention mechanisms, where motion embeddings are fed into the latent layers of the diffusion model. By doing so, the model becomes contextually aware of how content should evolve over time based on the motion specification. This method allows for both local and global control: for example, a user can instruct only one object in the scene to move while keeping others static, or they can simulate camera movements like panning, tilting, or dollying across the entire frame.

The module is also designed for responsiveness and adaptability, supporting real-time updates and user feedback. During interactive generation sessions, users can modify motion paths even mid-process, and the module recalculates flow embeddings accordingly without restarting the full generation. This interactivity opens up powerful possibilities in animation and video editing, where rapid prototyping of motion is essential. Moreover, the module includes optional tools for motion smoothing and regularization. These ensure that jagged or abrupt user inputs are softened to create fluid transitions, improving the realism of the resulting motion without diverging from the user's intent.

A critical advantage of the Motion Control Module is its independence from specific training datasets or motion classes. Because the motion control is decoupled from the generative model's architecture and instead processed externally, the system can generalize to novel motions and contexts without requiring retraining.This is in contrast to systems where motion styles are baked into the weights of the model, which limits flexibility and reuse. The motion paths, being externally injected, serve as high-level constraints that the model must adhere to, regardless of the semantics of the scene or the original dataset it was trained on. As a result, the system can perform effective motion transfer—translating motion extracted from a real-world video into a synthetic or animated scene, replicating the motion dynamics without copying the appearance or texture.

The Motion Control Module is further enhanced through the inclusion of a Predictive Planner and Multi-Object Tracker. The Predictive Planner allows the system to forecast plausible motion paths beyond the given input, useful in scenarios where a user provides a partial trajectory. This forecast is based on motion continuity, curvature, and semantic understanding of the scene. The Multi-Object Tracker, on the other hand, is responsible for maintaining coherent motion for multiple elements within a scene. For example, in an animation where two characters walk in opposite directions, the system ensures that their respective motion paths are maintained without collision or confusion in the visual field. This tracking is achieved through association metrics and identity-aware conditioning, where each object is assigned a unique motion channel that persists across frames.

Importantly, the Motion Control Module operates with low computational overhead. It performs all motion encoding and conditioning in parallel with noise warping and diffusion steps, without introducing complex recurrent layers or increasing the number of forward passes. Its lightweight design makes it suitable for deployment in interactive platforms and real-time applications. Additionally, the module is compatible with future extensions, including multimodal control, where users can specify motion using audio cues (e.g., matching beat-based movement to music) or natural language commands (e.g., "make the dog run to the right"). These capabilities pave the way for intuitive, cross-domain video generation experiences that are accessible to non-technical users and creatives alike.

6.5 EXECUTION MODULE

The Execution Module serves as the final operational stage of the "Go-with-the-Flow" framework, responsible for consolidating, rendering, post-processing, and exporting the generated video sequences. While earlier modules handle motion encoding, noise warping, and frame generation, the Execution Module is tasked with translating the model's outputs into a coherent, viewable, and distributable video artifact. Its responsibilities include organizing frame sequences, applying optional post-processing enhancements such as smoothing or denoising, aligning audio (if provided), managing frame rate conversion, and ultimately producing a playable video file in standard formats. This module plays a critical role in ensuring that the generated content not only reflects high technical quality at the pixel level but is also temporally aligned, visually polished, and ready for consumption across different platforms and devices.

At the outset, the Execution Module begins by assembling the sequence of frames generated by the Diffusion Module. These frames, although visually consistent and motion-aware, are initially stored as discrete tensor outputs and require sequential ordering based on timestamps or denoising iterations. This ordering is crucial to preserve motion continuity and correct time progression, especially in scenarios where user input defines varying motion speeds or multi-object movement. The module verifies the integrity of the frame sequence, checks for dropped or corrupted outputs, and applies auto-correction if inconsistencies are detected. In cases where frames may have slight temporal drift—possibly due to stochasticity in the reverse diffusion process—the module performs frame alignment using perceptual similarity metrics or optical flow verification to refine the sequence.

Once the frames are correctly assembled, the next phase involves optional post-processing enhancements. Although the core model already produces high-quality visuals, additional refinement is often desired to meet aesthetic standards, especially for professional or cinematic applications. The Execution Module can apply smoothing techniques such as temporal anti-aliasing, motion blur correction, or median frame filtering to reduce subtle flickering or artifacts that may emerge during fast movements or transitions. In scenarios where multiple motion sources interact or when resolution is

scaled up post-generation, slight misalignments or ghosting can occur. The module mitigates these through guided blending and rewarping strategies, ensuring a cohesive visual experience across the entire video timeline. If the system supports real-time user interaction, these enhancements can be previewed and toggled on demand, offering a balance between rendering speed and quality.

In addition to visual refinement, the Execution Module also manages metadata and audio integration. Although the "Go-with-the-Flow" framework is primarily visual, it is often deployed in multimedia contexts where audio cues such as narration, dialogue, or music accompany the video. To support this, the Execution Module includes synchronization tools that align external audio tracks with generated visuals based on predefined frame rates or audio markers. It can also adjust timing dynamically, for instance by stretching or compressing the video playback rate to match a soundtrack. Furthermore, it tags video metadata such as frame resolution, duration, generation parameters, and motion source details—ensuring reproducibility and transparency. This metadata is useful for downstream editing workflows, archival purposes, or integration with larger content management systems.

A significant responsibility of the Execution Module is video formatting and export. Once the frame sequence has been refined and enhanced, the module compiles the frames into a standard video format such as MP4, AVI, or WebM using industry-standard codecs like H.264 or VP9. Users may specify export parameters including resolution, frame rate, bitrate, aspect ratio, and output duration. The system provides presets for common use cases (e.g., social media publishing, HD streaming, cinematic editing) while also supporting custom configurations. The export engine is optimized for both speed and quality, leveraging GPU acceleration where available. It also supports batch processing, allowing multiple generated sequences to be encoded in parallel, significantly improving throughput in production environments.

To ensure reliability and user-friendliness, the Execution Module includes a preview and feedback loop. Before final rendering, users can preview the generated video in real-time, either as a frame-by-frame viewer or as a continuous playback. This allows

creators to inspect the temporal behavior of motion, identify any visual issues, and make last-minute adjustments such as trimming, adding transitions, or modifying motion inputs. The preview interface also provides diagnostic overlays, including motion vector visualization, frame-wise confidence scores, and error heatmaps, offering deep insight into model performance and generation fidelity. These tools are particularly helpful during iterative creative workflows where rapid experimentation and fine-tuning are essential.

One of the distinguishing features of the Execution Module is its support for scalability and deployment across diverse platforms. The module is designed to be hardware-aware, automatically adjusting encoding parameters to match the computational capacity of the host system. For edge devices or mobile deployments, the module offers lightweight rendering modes that downscale resolution or reduce frame rates to enable responsive playback. In contrast, for studio-grade environments, it supports 4K video output, HDR color grading, and multi-channel audio embedding. Additionally, the module is compatible with modern video pipelines such as FFmpeg, Adobe Premiere integration, and cloud-based transcoding services, ensuring flexibility across production and distribution ecosystems.

From an architectural perspective, the Execution Module operates asynchronously with the rest of the framework. While the earlier modules may generate frames incrementally or stream-wise, the Execution Module buffers and processes frames in parallel, ensuring smooth handoff and continuous operation. It is also responsible for system resource monitoring, alerting the user if memory bottlenecks, GPU contention, or storage limits are reached. In this way, it serves not only as a video finalizer but also as a system orchestrator that maintains stability and performance across the generation pipeline.

In summary, the Execution Module is the final yet essential stage in the “Go-with-the-Flow” framework, transforming motion-aware, high-quality frame sequences into complete, polished video outputs. It performs critical tasks such as frame ordering, post-processing enhancement, metadata handling, audio synchronization, and video encoding, ensuring that the generated content is visually cohesive, technically.

CHAPTER 7

CONCLUSION AND FUTURE ENHANCEMENT

7.1 CONCLUSION

The “Go-with-the-Flow” project has demonstrated a significant advancement in the field of video generation by introducing a real-time, motion-controllable video diffusion system that leverages warped noise guided by optical flow. Traditional video diffusion models often suffer from limitations in temporal coherence and user interactivity, especially when it comes to precise control over motion dynamics. By embedding motion information directly into the noise input space using warping techniques, this system overcomes the shortcomings of conventional methods and enables the generation of smooth, coherent, and user-directed video sequences.

One of the core strengths of this approach lies in its compatibility with existing diffusion architectures—there is no need for architectural redesign or retraining of the base model. This modularity ensures that the framework can be seamlessly integrated into various workflows, from research prototypes to commercial animation and video editing platforms. Moreover, the system is lightweight and efficient, operating in real-time and supporting interactive applications such as camera movement simulation, motion transfer from reference videos, and object-specific animation.

Overall, this project represents a forward-thinking solution to the challenges of motion representation and control in generative AI. It bridges the gap between artistic freedom and technical rigor, empowering users to generate complex, motion-aware videos with minimal effort. By showcasing how motion-conditioned noise can enhance diffusion-based synthesis, the project lays the groundwork for future innovations in interactive video generation, creative media tools, and real-time visual design.

7.2 FUTURE ENHANCEMENT

While the “Go-with-the-Flow” framework offers a powerful and flexible solution for motion-controllable video generation, there remains significant potential for further enhancement and expansion. One of the key areas for future improvement is the integration of 3D scene understanding and depth-aware motion guidance. Incorporating 3D scene flow could enable more realistic and physically grounded video synthesis, where object occlusion, parallax effects, and perspective changes are handled more accurately. Another promising direction is the support for multimodal conditioning, allowing users to control motion not only with optical flow or trajectories but also with natural language instructions or audio cues.

Additionally, expanding the system to handle higher-resolution outputs and longer-duration videos would greatly increase its applicability in professional environments such as film production or virtual reality content creation. To achieve this, optimization techniques such as model distillation, memory-efficient diffusion steps, or patch-based generation may be explored. A user-friendly graphical interface can also be developed to allow real-time editing, previewing, and motion path sketching, making the system more accessible to non-technical users such as artists and video editors. Moreover, incorporating adaptive learning modules that allow the system to fine-tune itself to user preferences or specific motion styles over time can further personalize and enhance the creative experience. Lastly, enabling collaborative features where multiple users can contribute to or modify a video’s motion plan in shared environments could open new avenues in team-based content development. These future enhancements aim to make the system not only more powerful and versatile but also more usable, interactive, and aligned with the evolving in the demands of real-world multimedia applications.

APPENDIX A
SOURCE CODE

#Diffusion Model

```
import numpy as np
from PIL import Image
from ultralytics import YOLO
# Load YOLOv8 segmentation
model model =
YOLO("yolov8n-seg.pt") def
prompt_to_direction(prompt):
    prompt = prompt.lower()
    if "left" in prompt:
        return (-2, 0)
    elif "right" in prompt:
        return (2, 0)
    elif "up" in prompt or "forward" in prompt:
        return (0, -2)
    elif "down" in prompt or "backward" in prompt:
        return (0, 2)
    else:
        return (2, 0) # default right
def
extract_main_object(image):
    results = model(image)
    masks = results[0].masks.data.cpu().numpy() if results[0].masks else []
    if len(masks) == 0:
        return None
    # Use the largest mask (main object)
    largest_mask = masks[np.argmax([m.sum() for m in masks])]
    return largest_mask
```

```
  object_mask = extract_main_object(image)
  if object_mask is None:
      print("⚠ No object detected. Generating basic shift animation.")
      return [image for _ in range(num_frames)]
    # Resize mask to match image (256x256)
    from PIL import Image as PILImage
    mask_resized = PILImage.fromarray((object_mask * 255).astype(np.uint8)).resize((256,
256))
    object_mask = (np.array(mask_resized) > 128).astype(np.uint8)
    img_np = np.array(image)
    background = img_np.copy()
    if remove_object:
      # Remove the object by replacing it with white background
      for c in range(3):
        background[:, :, c][object_mask == 1] = 255
      frames = [Image.fromarray(background.astype(np.uint8)) for _ in range(num_frames)]
      return frames
    object_region = img_np * object_mask[..., None]
    frames = []
    for i in range(num_frames):
      dx, dy = direction
      shifted_obj = np.roll(object_region, shift=i * dx, axis=1)
      shifted_obj = np.roll(shifted_obj, shift=i * dy, axis=0)
      frame_np = background.copy()
      for c in range(3):
        frame_np[:, :, c][object_mask == 1] = shifted_obj[:, :, c][object_mask == 1]
      frame = Image.fromarray(frame_np.astype(np.uint8))
      frames.append(frame)
    return frames
def replace_object_with_dummy(image):
    object_mask = extract_main_object(image)
    if object_mask is None:
```

```
    return image
from PIL import Image
# Resize mask to match image
mask_resized = Image.fromarray((object_mask * 255).astype(np.uint8)).resize((256, 256))
object_mask = (np.array(mask_resized) > 128).astype(np.uint8)
img_np = np.array(image)
# Replace the object with a red block (placeholder logic)
for c in range(3):
    img_np[:, :, c][object_mask == 1] = [0,255,0][c] # red color
return Image.fromarray(img_np.astype(np.uint8))
```

#NoiseWarp Model

```
import numpy as np
def estimate_flow(image):
    H, W = image.size
    return np.ones((H, W, 2)) * 2 # move 2px right
def warp_noise(shape, flow):
    H, W = shape
    noise = np.random.randn(H, W, 3)
    warped = np.roll(noise, shift=2, axis=1) # simulate simple warp
    return warped
```

#Run Model

```
from utils import load_image, read_prompt, save_gif, save_image
from noise_wrap import estimate_flow, warp_noise
from diffusion import generate_video, replace_object_with_dummy
# Load input image and prompt
image = load_image("input/image.jpg")
```

```
prompt = read_prompt("input/prompt.txt")
# Ask user what they want to do
print("\nWhat would you like to do?")
print("1. Create animated GIF (move object)")
print("2. Remove object")
print("3. Replace object (with placeholder)")
choice = input("Enter 1, 2, or 3: ").strip()
# Common preprocessing
flow = estimate_flow(image)
warped_noise = warp_noise(image.size, flow)
# Settings
num_frames = 25
fps = 5
if choice == "1":
    # Move object and create GIF
    frames = generate_video(image, prompt, warped_noise, num_frames=num_frames,
remove_object=False)
    save_gif(frames, "output/result.gif", fps=fps)
    print("✅ GIF created at output/result.gif")
elif choice == "2":
    # Remove object
    frames = generate_video(image, prompt, warped_noise, num_frames=1,
remove_object=True)
    save_image(frames[0], "output/removed_object.png")
    print("✅ Object removed image saved at
output/removed_object.png") elif choice == "3":
    # Replace object (with dummy image — real AI model could be used later)
    replaced = replace_object_with_dummy(image)
    save_image(replaced, "output/replaced_object.png")
    print("✅ Object replaced image saved at
output/replaced_object.png") else:
    print("❌ Invalid input. Please enter 1, 2, or 3.")
```

#Utils

```
from PIL import Image
import imageio
def load_image(path):
    return Image.open(path).convert("RGB").resize((256, 256))
def read_prompt(path):
    with open(path, "r") as f:
        return f.read().strip()
def save_gif(frames, path, fps=5):
    imageio.mimsave(path, frames, fps=fps)
def save_image(image, path):
    image.save(path)
```

APPENDIX B

SCREENSHOTS

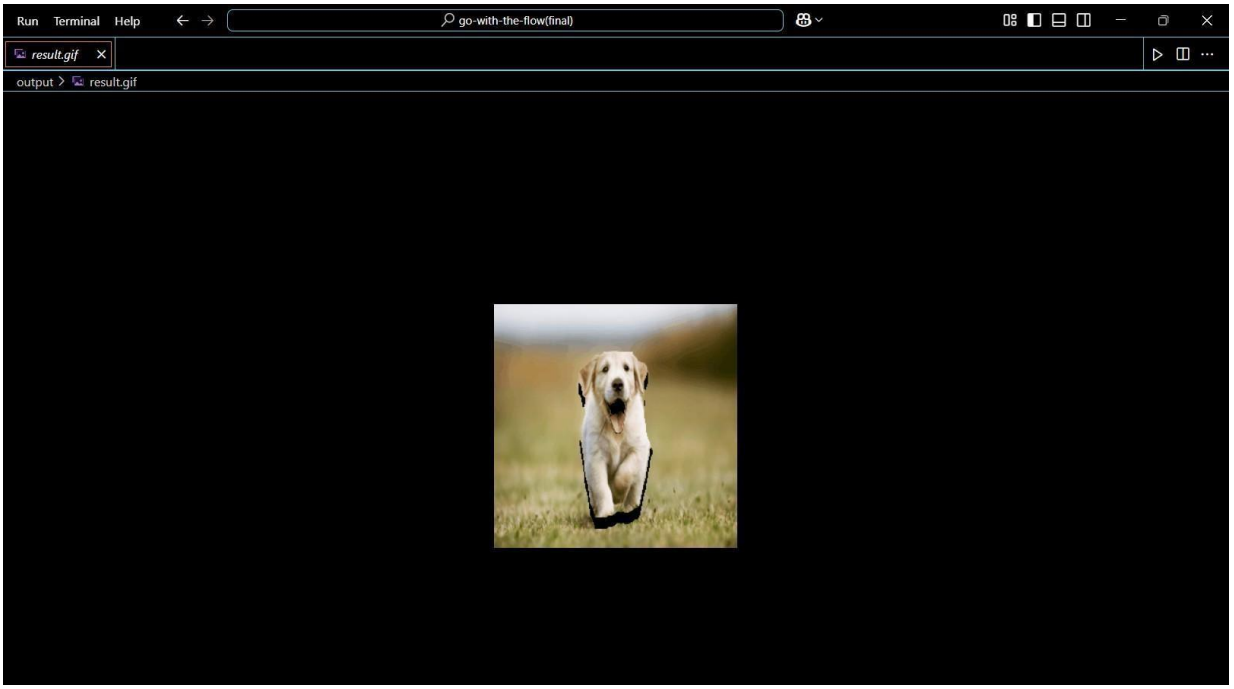

Fig. B.1 GIF

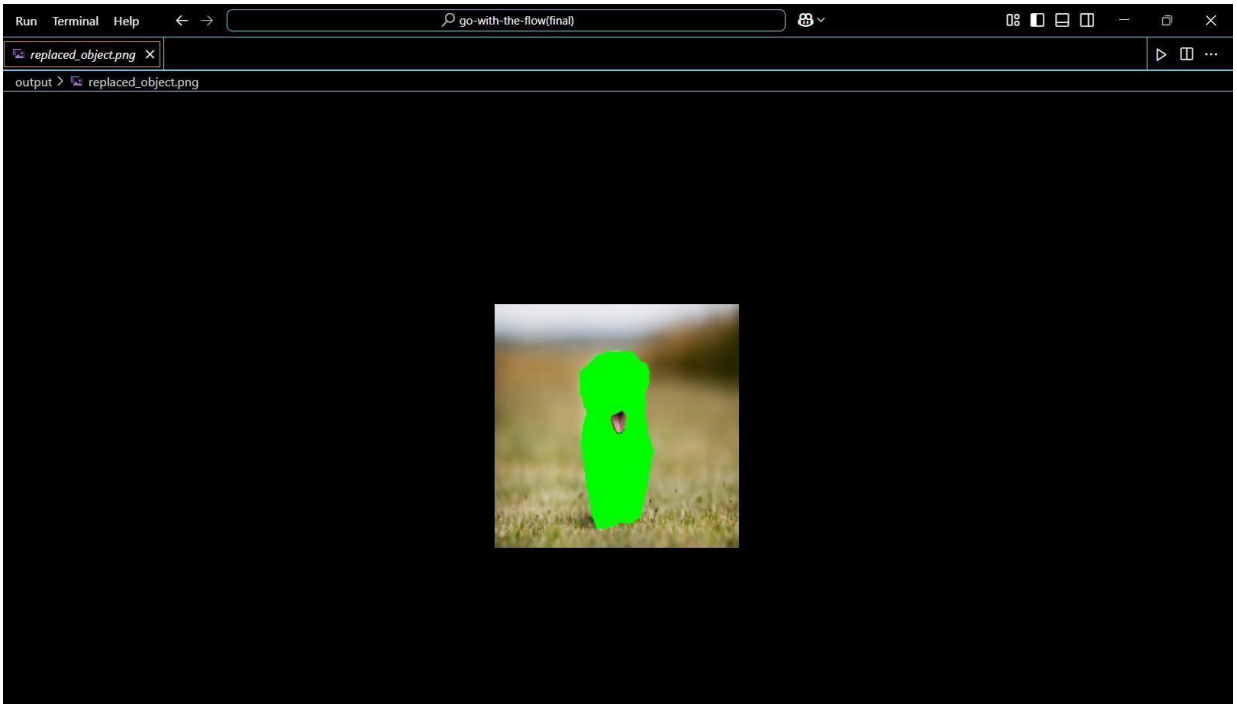

Fig. B.2 Object Replacement

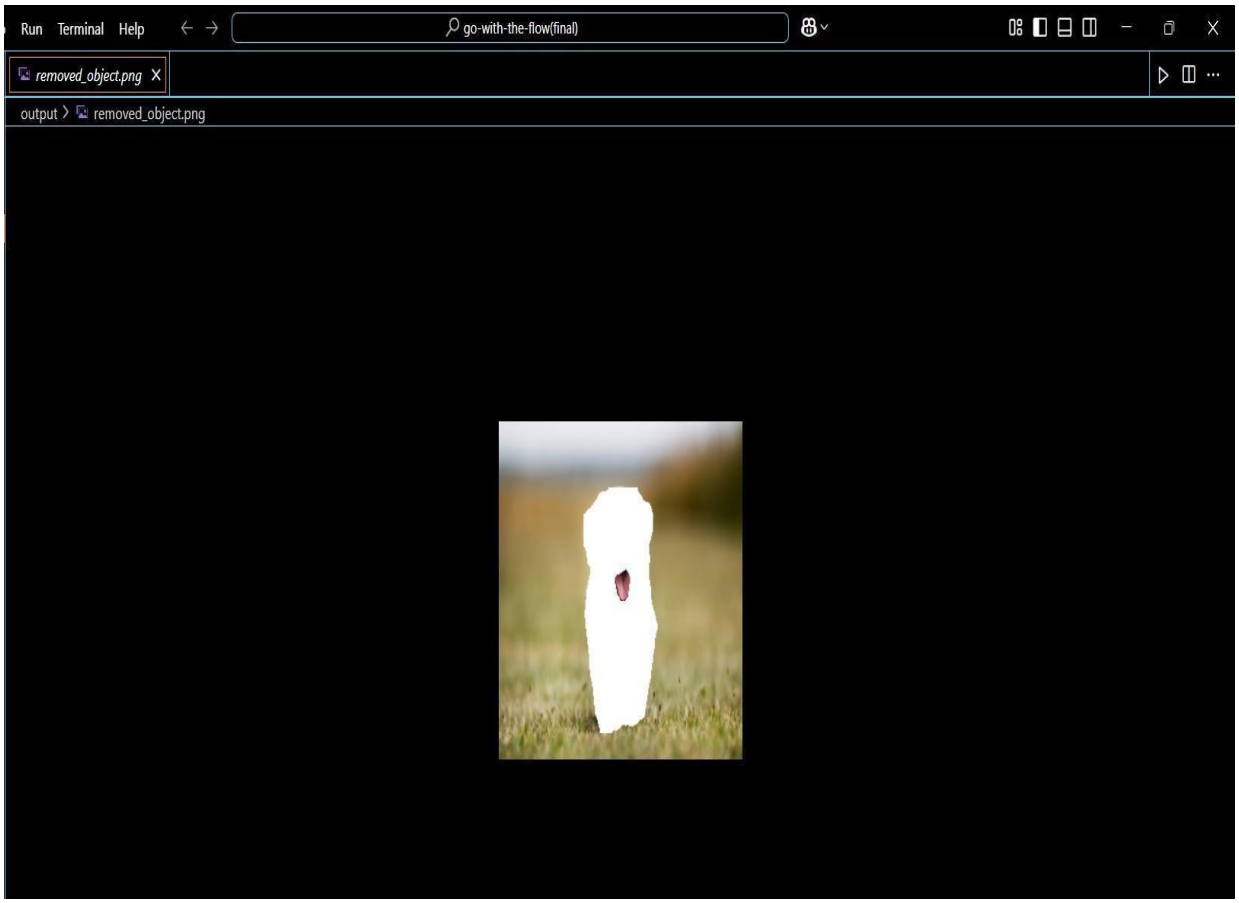

Fig. B.3 Object Remove

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