

The Hero in Four Worlds

AI-Powered Visual Storytelling

Alexandru-Bogdan Șerban

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Graphics Processing Systems

Politehnica University of Timișoara

Introduction & Theme

The Concept:

- One consistent hero character
- Four distinct world environments
- AI-powered image generation & editing

The Worlds:

1. Jungle — Origin story
2. Medieval — Knight champion
3. Desert — Journey continues
4. Cyberpunk — Future memories



AI Tools Used

Seedream 4.5

Landscape generation

Rating: 5/5

Best quality, consistency

Nano Banana

Character compositing

Rating: 3/5

Good positioning, quality drop

Flux-2 Pro

In-context editing

Rating: 5/5

Best for creative edits

Workflow: Seedream (backgrounds) → Nano Banana (insert hero) → Flux-2 (polish/edit)

The Hero Character

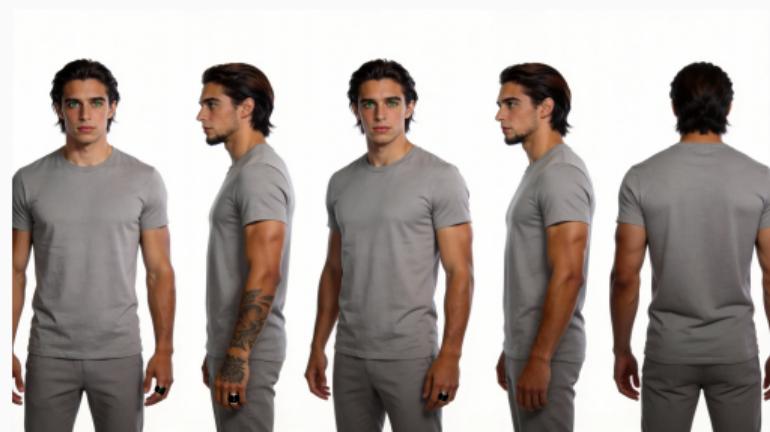
Key Features:

- Sharp jawline, high cheekbones
- Hazel-green eyes, short goatee
- Dark slicked-back hair
- **Tattoo** on right forehand
- **Black ring** on left index finger

Inspiration: Timothée Chalamet (Dune)

Consistency Challenge:

Maintaining identity across 4 worlds + edits



World 1: Jungle — Origin



Story: The hero receives a mystical ring from ancient spirits.

Outfit: Mowgli/Tarzan style

Tools:

- Seedream: Background
- Nano Banana: Hero insert

World 2: Medieval — Knight Champion



Story: Hero becomes a jousting champion.

Outfit: Silver armor, no helmet

Tools:

- Seedream: Tournament scene
- Nano Banana: Hero on horse
- Flux-2: Rearing pose edit

World 3: Desert — Journey



Story: Traveling through hostile lands with spirit companion.

Outfit: White desert robes, keffiyeh

Tools:

- Seedream: Desert oasis
- Nano Banana: Hero on camel

World 4: Cyberpunk — Future Memories



Story: Hero remembers the lion as a hologram from his ring.

Outfit: Futuristic tech jacket

Tools:

- Seedream: Neon city
- Nano Banana: Hero insert
- Flux-2: Hologram edit

In-Context Edit: Cyberpunk — Hologram Lion

Flux-2 Pro



Crisp, high resolution

Nano Banana



Logical positioning, quality drop

Edit: Added holographic lion projecting from hero's ring

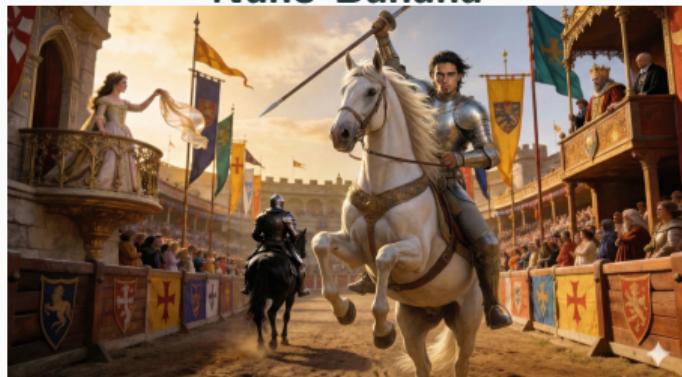
In-Context Edit: Medieval — Rearing Horse

Flux-2 Pro



Very crisp, excellent lighting

Nano Banana



Slight cartoonization

Edit: Changed horse to rearing pose with hero's sword raised

In-Context Edit: Jungle — Ring Origin

Flux-2 Pro



Creative, but extra arm artifact

Nano Banana



Cartoonish, effects don't integrate

Edit: Added mystical ring origin effect with creatures

In-Context Edit: Desert — Ghost Lion

Flux-2 Pro



Crisp, but character altered

Nano Banana



Dimmed quality, character altered

Edit: Added ghost lion spirit companion — both tools struggled with character identity

Conclusions & Lessons Learned

Key Lessons:

- Start with best generation tool (Seedream)
- Design “hero spots” in backgrounds
- Simpler edits = better consistency
- Use explicit constraints in prompts

Challenges:

- Character identity changes in complex edits
- Quality reduction in Nano Banana

Best Practices:

- Create reference sheets first
- Test in multiple tools
- Use “DO NOT MODIFY” constraints

Thank You!

Questions?