## Carnegie Mellon University

# Story Generation

Generative Al Lab - Final Project - Group 9

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## **Preface**

### **Code vs No-Code**

## **Project Prompt Interpretations**



## **Project Overview**

**Objective**: Explore how LLMs and diffusion models can work together to analyze text and generate new stories and meaningful story illustrations.

#### Approach:

- 1. **Define Topic/Theme** Select relevant themes or story title.
- 2. **Web Crawling** Fetch related storybook content.
- 3. **Feature Extraction** Summarize & extract key story elements.
- 4. **Story Generation** Create new stories based on extracted features.
- 5. Illustration Generation Convert scenes into Al-generated images.
- 6. **Comparison & Analysis** Evaluate AI vs. existing storybooks.



## **Story Theme Selection**

## **Fantasy**

Stories involving magic or imaginary worlds

# **History**

Tales focused on exciting journeys, quests, or challenges

## **Horror**

Stories featuring suspenseful, scary, or supernatural elements designed to evoke feelings of fear or unease



### **Methodologies and Task Overview**

#### **Data Acquisition & Processing**

- Implemented Firescraper for efficient web-scraping
- Utilized OpenAI GPT-4.0 API to extract most relevant features from online storybooks

#### **Story Generation**

• Utilized OpenAl GPT-4.0 API to generate stories based on the extracted features

#### **Image Generation Pipeline**

- Integrated DALL-E 3 API with extracted feature sets
- Systematically refined prompts through iterative output evaluation
- Replicated methodology with Stable Diffusion 3 Turbo

#### **Comparative Analysis**

Performed qualitative assessment of image models

#### **System Integration**

Developed comprehensive agentic workflow architecture



## **Story - 1: How to Train your Dragon (Fantasy)**



#### **Key features extracted**

**Setting**: Viking Age on the island of Berk

#### **Hiccup Horrendous Haddock III**

Appearance: Slim build, messy hair, prosthetic left foot

Attire: Rustic Viking clothing with fur vest

Personality: Inventive, kind-hearted, empathetic

#### **Toothless**

Appearance: Black scales, retractable teeth, large eyes Distinguishing Features: Rare Night Fury dragon Personality: Playful, loyal, somewhat insecure

#### **Environmental Design**

Location: Rugged island "north of Hopeless" Architecture: Sturdy wooden Viking structures Landscape Features: Misty mountains, harbor



## **Comparing Narratives**

Aspect	Actual Story (How to Train Your Dragon)	Generated Story (How to Forgive Your Dragon)
Conflict Shift	Focus on training dragons and proving one's worth	Internal struggles of forgiveness and unity
Themes	Bravery, Intelligence and defying expectations	Emotional intelligence, reconciliation, and balancing tradition with progress.
Worldbuilding	Focused on Viking society and their evolving relationship with dragons.	Introduces a prophecy, a hidden dragon council, and internal struggles within dragon society.
Tone and Style Change	Lighthearted, humorous, and action-driven.	Mature, introspective, and poetic, with themes of destiny and legacy.



## **Comparing Illustrations**

**Original Image** 



**DALL-E 3 Output** 



**Stable Diffusion Output** 



## **Findings & Analysis**

Aspect	DALL-E 3	Stable Diffusion 3.3 Turbo
Style and Composition	Cinematic, photorealistic style with dramatic sunset lighting	Stylized, illustrated approach with children's book aesthetic
Feature Preservation	Maintained core theme of human-dragon relationship	Significantly transformed the aesthetic toward children's illustration
Technical Quality	Consistent photorealistic rendering throughout	Effective use of negative space and simplified forms
Storytelling Elements	Suggests high-stakes adventure with additional dragons in background	Implies a society living alongside dragons but with some distance



## **Story - 2: The Shining (Horror)**

#### **Key features extracted**

**Setting**: Winter of 1980, Overlook Hotel, Colorado



#### **Danny Torrance**

Appearance: Short stature, innocent face, expressive eyes

Attire: Child's winter clothing, colorful jacket

Personality: Intuitive, frightened, occasionally brave

Age: 5 years old

#### **Atmospheric Sequence**

Danny riding tricycle through empty corridors (muted tones with stark light/dark contrasts), Increasing claustrophobia, psychological tension, and supernatural dread

#### **Environmental Design**

Location: Isolated Overlook Hotel in the Colorado mountains Key Environments: Ornate hotel interiors, hedge maze Atmosphere: Increasingly claustrophobic and threatening

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## **Comparing Narratives**

Aspect	Actual Story (The Shining)	Generated Story (Echoes of the Shining)
Conflict Shift	Jack succumbs to the hotel's influence, turning violent. The Overlook works through him. Sees past	The hotel directly targets Danny, manipulating his <i>shining</i> rather than using Jack as a vessel. Sees future
Themes	Addiction, isolation, abuse, psychological horror.	Supernatural horror, psychological manipulation, Danny's power as a gateway to the hotel's past
Worldbuilding	Overlook as a sentient antagonist with a dark history. The hedge maze is minimal (book focus is on topiary animals)	The hedge maze is central. The Overlook feels more like a cursed force preying on Danny
Tone and Style Change	Slow-burning psychological terror, deeply personal struggle	More cinematic, heightened suspense, and direct supernatural horror.



## **Comparing Illustrations**

**Original Image** 



**DALL-E 3 Output** 



**Stable Diffusion Output** 



## **Findings and Analysis**

Aspect	Original Image	DALL-E 3	Stable Diffusion 3.3 Turbo
Style and Composition	Cinematic, polished, warm lighting	Animated, cool lighting	Dark, eerie, horror-like tones
Feature Preservation	Have tricycle, iconic setting, and original scene composition	Maintains tricycle & setting but alters details	Changes elements (e.g., bicycle instead of tricycle)
Technical Quality	High detail, realistic textures, film-like finish	High detail and contrast	Stylized, slightly less refined
Storytelling Elements	Mysterious but balanced, subtle unease	Mysterious but balanced	More intense, unsettling atmosphere



## **Story - 3: Napoleon Bonaparte (History)**

#### **Key features extracted**

Setting: Corsican hills, urban Paris, European battlefields



#### **Napoleon Bonaparte**

Appearance: Thin build, average height for his era,

close-cropped haircut

Attire: Military uniform or imperial robes

Personality: Ambitious, intelligent, hardworking,

commanding

#### Visual Design

Dark with bright uniform accents Dynamic angles

#### **Themes**

Ambition and Power Revolution and Reform Nationalism and Identity



## **Comparing Narratives**

Aspect	Actual Story (War with Britain)	Generated Story (The Fall of the Empire)
Conflict	Primarily external: Napoleon vs. European powers	Both external and internal:  Napoleon vs. European powers  and his own conscience
Themes	Conquest, military strategy, political maneuvering	Ambition, power, revolution, nationalism, fall from grace
Worldbuilding	Factual, historically accurate depiction of 19th century Europe	More atmospheric, emphasizing emotional weight of locations
Tone	Objective, historical	Introspective, philosophical
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## **Comparing Illustrations**

**Original Image** 



**DALL-E 3 Output** 



**Stable Diffusion Output** 



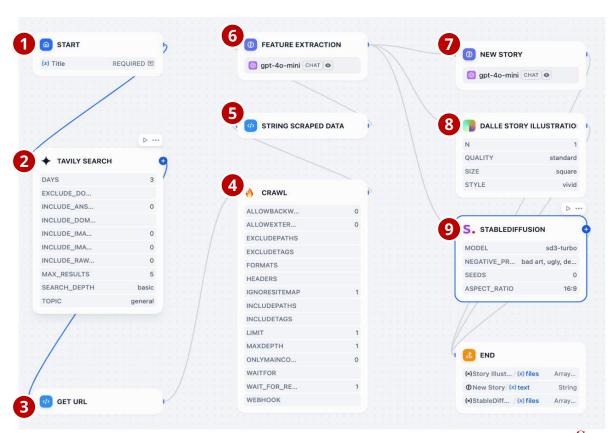
## **Findings and Analysis**

Aspect	Original Image	DALL- E 3	Stable Diffusion
Style & Composition	Classical, realistic,	Dramatic, cinematic,	Stylized, vibrant,
Feature Preservation	Accurate depiction of Napoleon and the Russia Battle	Missed the burning building	slightly surreal  Missed the burning  buildings
Technical Quality	Detailed textures, depth, and lighting	High resolution with sharp contrasts	Smooth gradients, bold colors, artistic rendering
Storytelling Elements	Focus on historical accuracy and events	Highlights intensity and chaos of battle	Highlights intensity and chaos of battle



### **Agentic workflow**

- 1) Enter Title/Theme
- 2 Tavily Search
- 3 Extract URL
- 4 Scrape
- 5 Get Refined Data
- 6 Extract Key Features
- 7 Generate New Story
- 8 Illustration Generation with DALL-E
- 9 Illustration Generation with Stable Diffusion

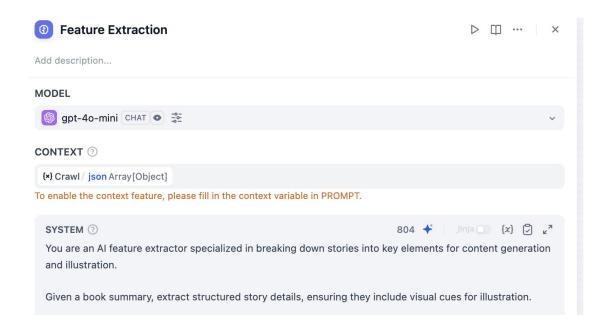




### **Agentic workflow - Feature Extraction**

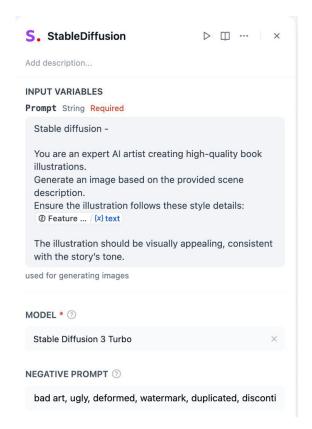
#### **JSON**

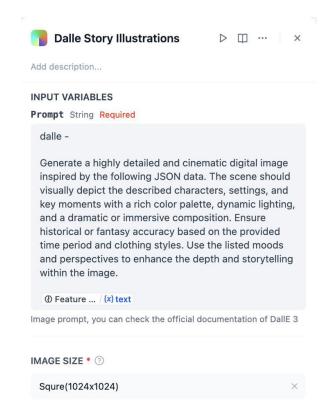
- $\rightarrow$  Title
- $\rightarrow$  Author
- $\rightarrow$  Characters  $\rightarrow$  Name
  - → Description
  - $\rightarrow$  Age
  - → Clothing
  - → Physical Traits
  - → Personality
- → Setting → Time Period
  - → Location
  - → Visual Details
- → Plot Summary
- → Themes
- → Illustration Cues → Key Scenes → Scene Description
  - $\rightarrow$  Mood
  - → Color Palette
  - → Perspective





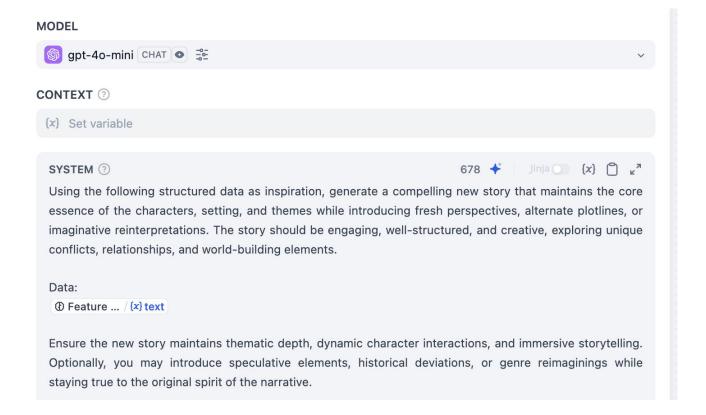
### **Prompt- Generating Illustrations**







### **Prompt- New Story Generation**





### **Platform Challenges**

Custom Code Output Limit (8,000 Characters)

Multi-Agentic Workflow Support

Error Handling Errors due to frequent version updates

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## **Workflow Challenges**

Prompt Engineering



Scrapring result (Videos)

1	Al Models – Explored how diffusion models generate
	images based on extracted textual descriptions

- JSON requires prompt tuning and post-processing to handle inconsistencies
- Image-Text Alignment Stable Diffusion sometimes misinterprets scene descriptions, requiring iterative refinement
- Workflow Creation Understood how to connect LLM and diffusion models into a seamless workflow

### Learnings

### **Business Use Cases**

\$221B+

Gaming & Interactive fiction industry.

\$24B+

eBook and self-publishing industry

\$0.67B+

Personalized children's book market

#### **Sources**

Business Research Insights, Future Market Insights, Spherical Insights



# Q&A