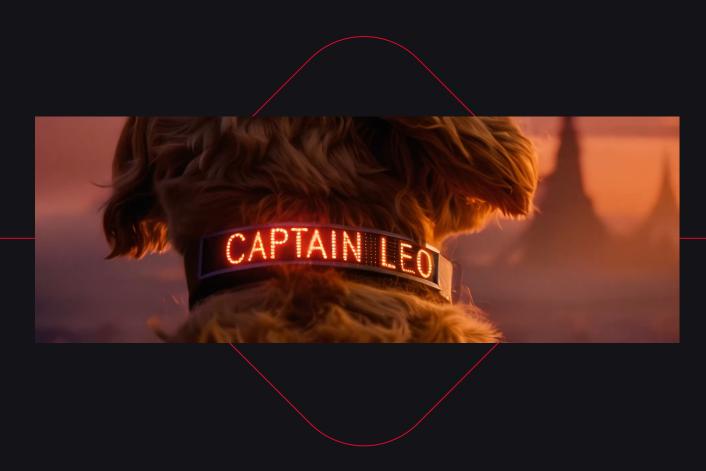


Our Mission



Develop AI BY TELLING HUMAN STORIES

What makes us unique is how we develop AI pipelines by actively using them in storytelling—both long and short form—across diverse formats and platforms. We're not just creating tech demos or concept trailers; we're producing real content for real audiences. Our films and narrative experiences are driven by human writers, directors, and actors, empowering artists to tell their stories authentically and in their own voice.



The Artists

STORY FIRST, TECH SECOND- we are filmmakers from different disciples: animators, vfx, unscripted, product dev, tech, and of course Al- coming together to tell a story in a new way.



















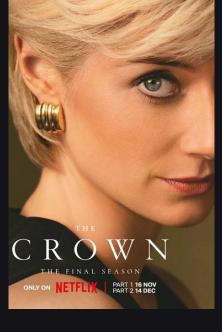










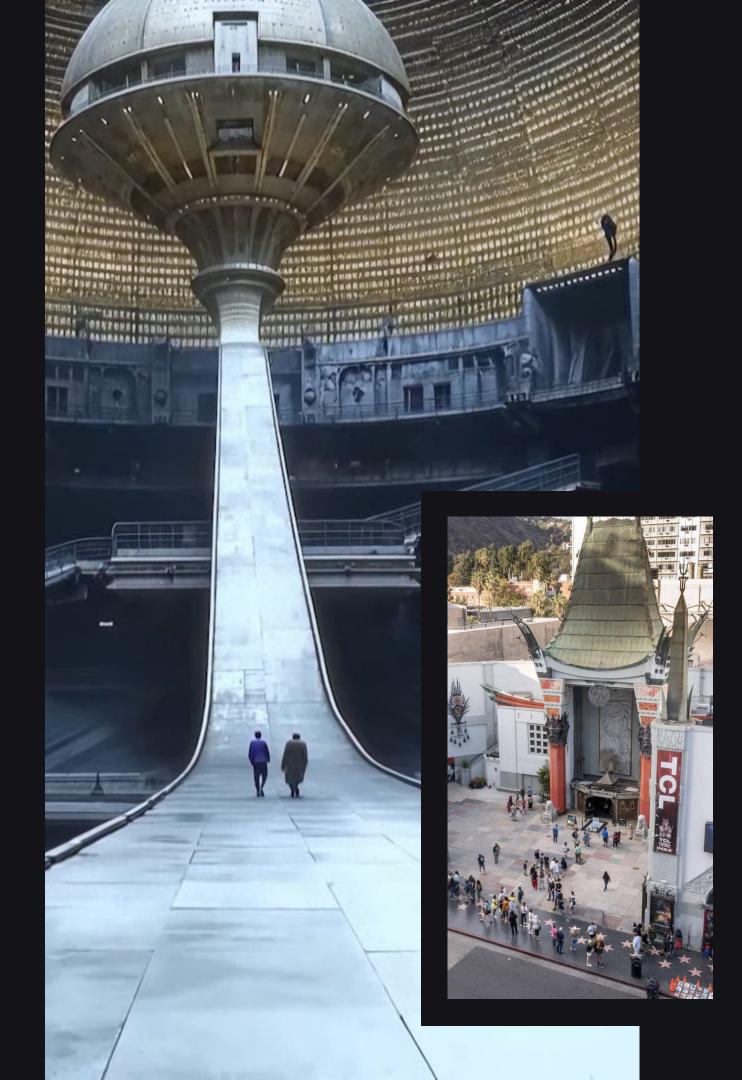












Our First Year

Content:

- **6** SHORT FILMS
- COMMERCIALS
- WHITE PAPERS

Formats:

- → Theatrical
- Streaming
- Mobile/Vertical
- Digital
- Experiential

DEADLINE Hollywood





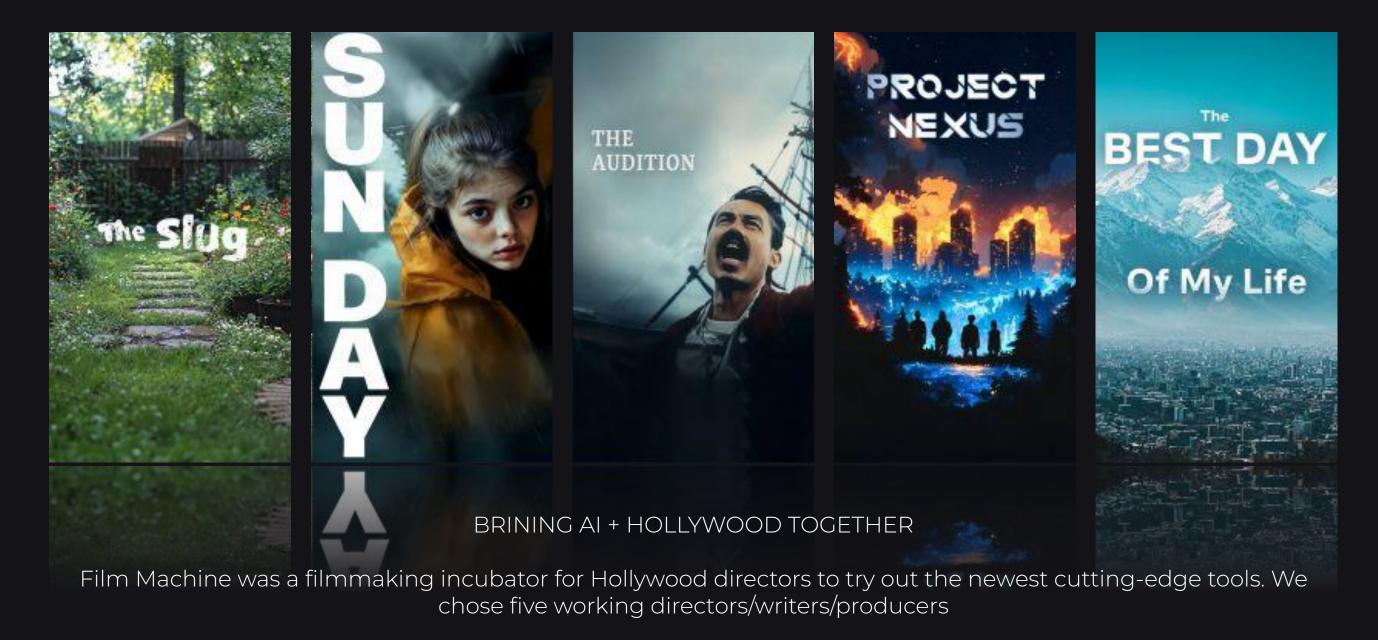








Case study | Film Machine



George Huang, Paul Johanssen, Chen Tang, Kurt Yaeger, Kellita Smith.



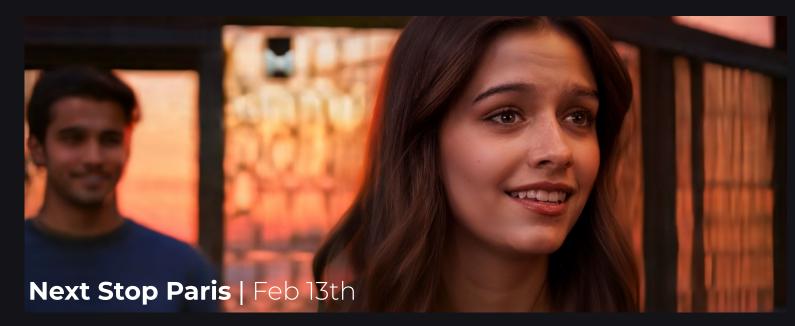








THIS YEAR SO FAR | Just Released



NEXT STOP PARIS

A romantic comedy short that plays with a meta narrative of the current state of AI. We used every technology to be able to integrate live action actors into AI worlds. Directable Cameras, Ai Relighting, Consistent Sets.

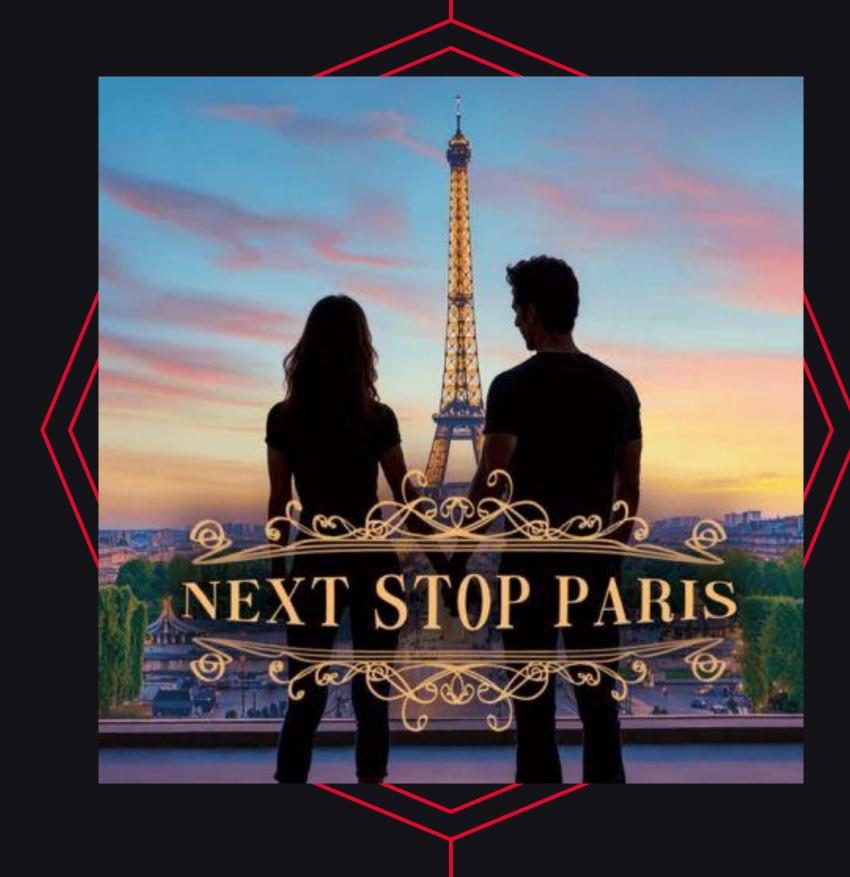


PLAIN CLOTHES

Plain Clothes was an official Sundance festival selection and winner of best ensemble. We served as a production service fo the film using machine learning tools to alter archival footage.



CASE STUDY | Next Stop Paris





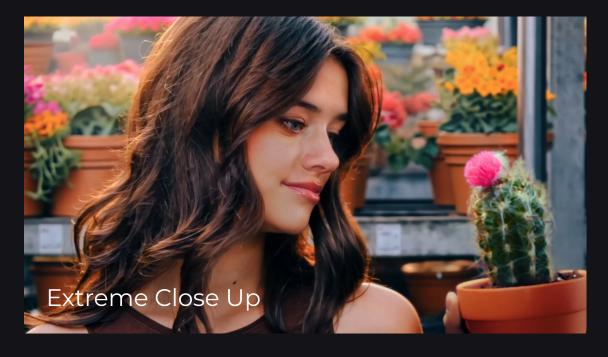


Relighting

Real Actors



CASE STUDY | SPATIAL CONSISTENCY + MOVING CAMERA







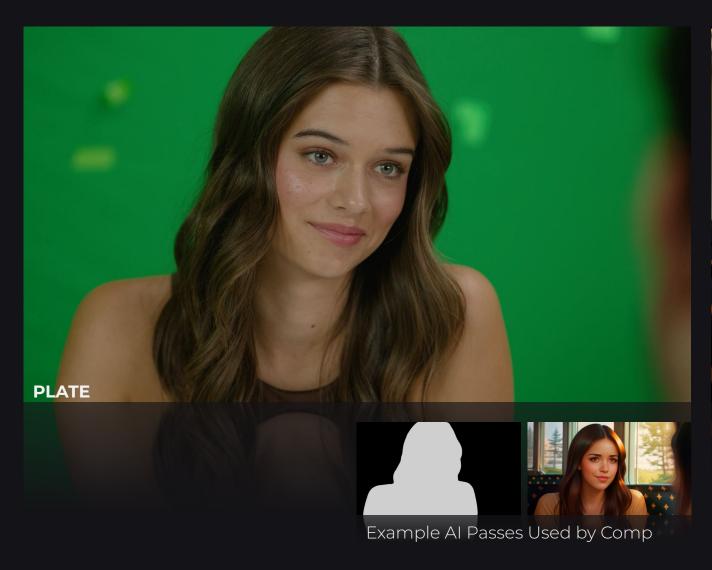
Flower Market







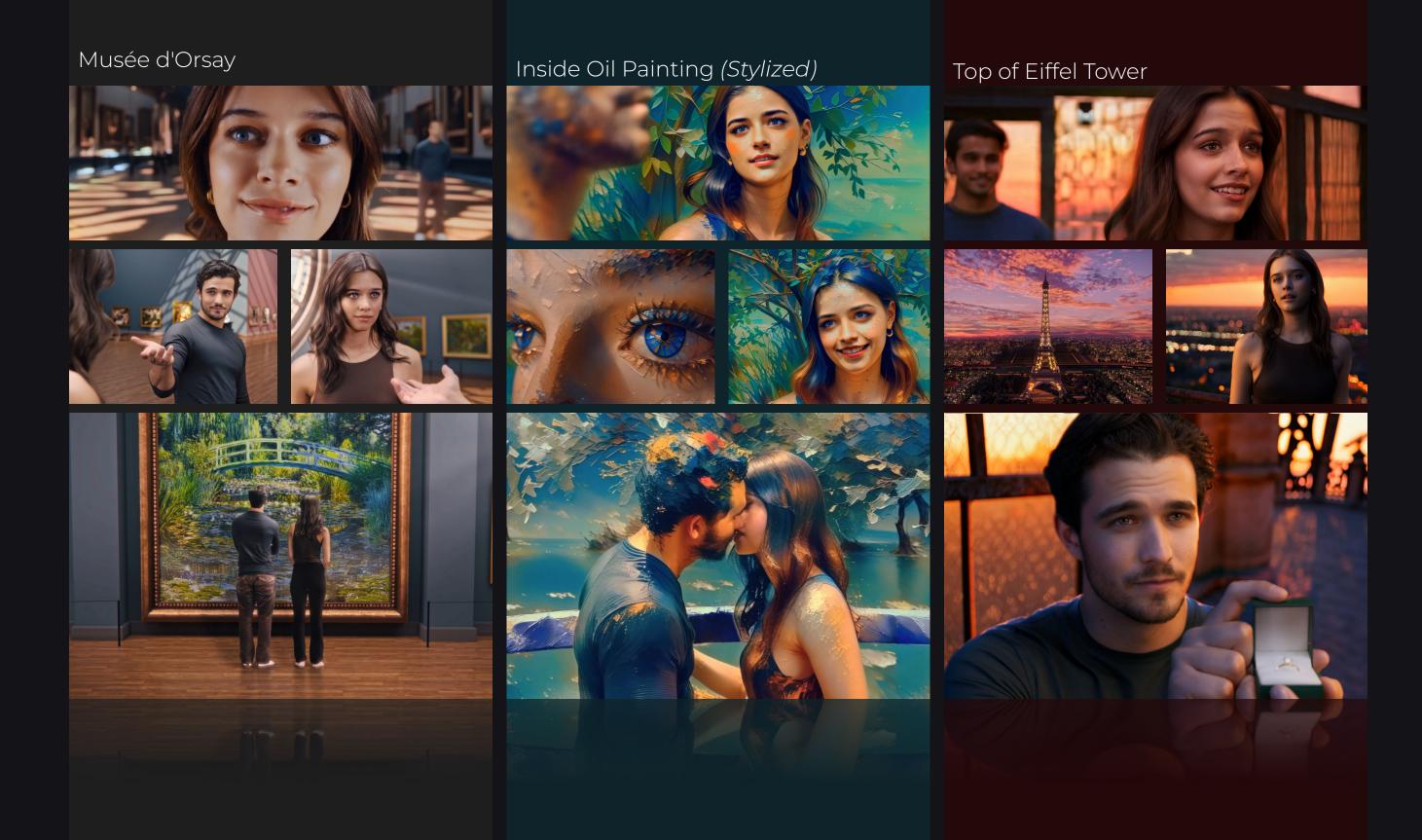








CASE STUDY | Consistency + Relighting (putting it all together)









Hybrid and Generative VFX | workflows



Hybrid + Generative Visual Effects



Advertising + Marketing

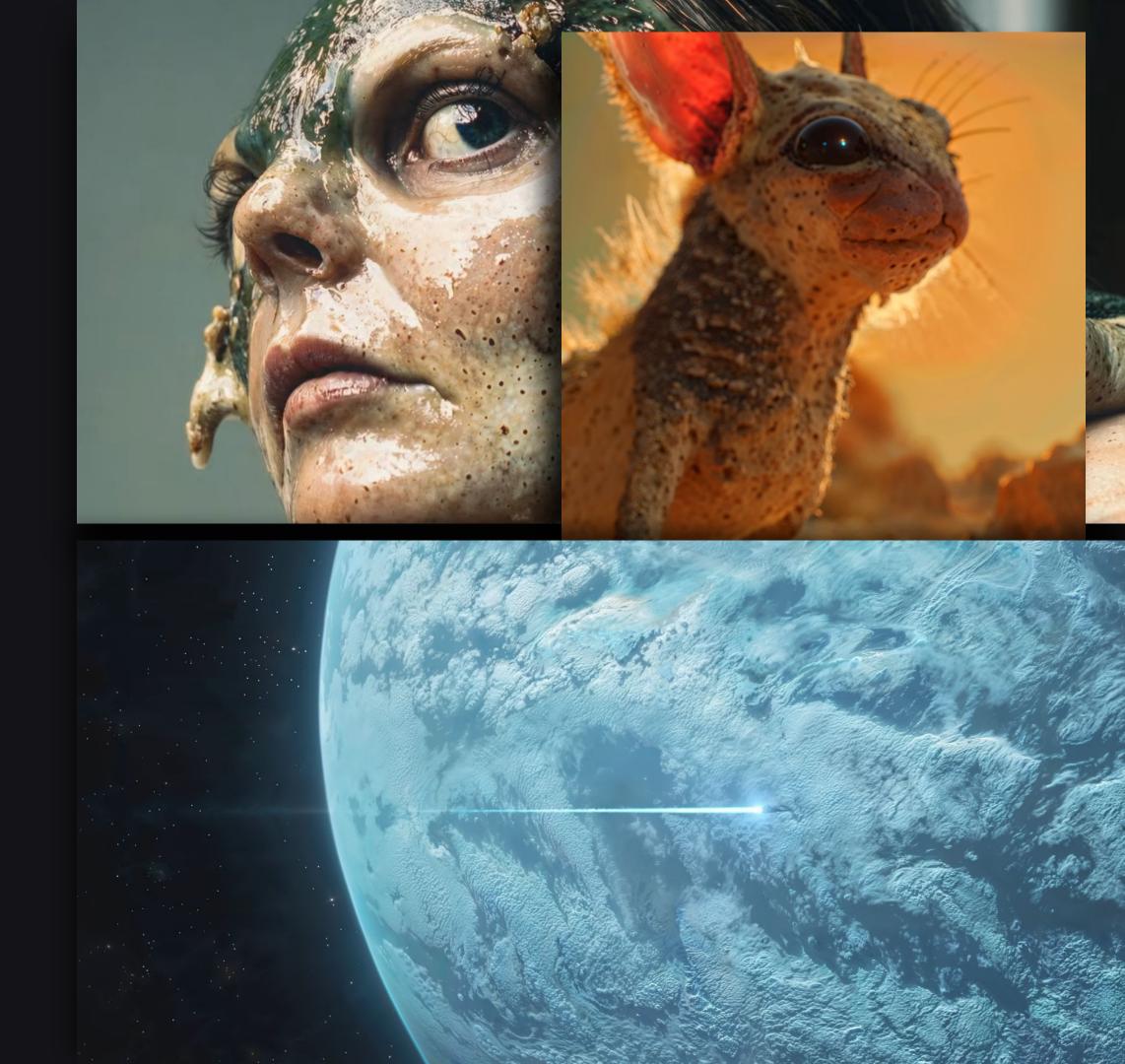


Visualization: Pre, Tech, Story, Concept



Full Service Production







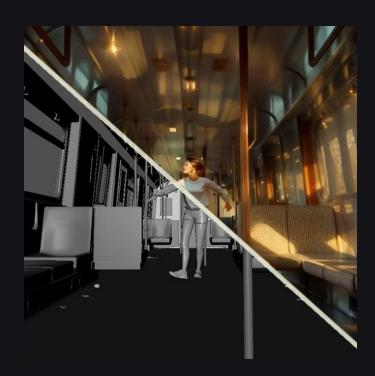
Hybrid and Generative VFX | workflow types

3D to Generative

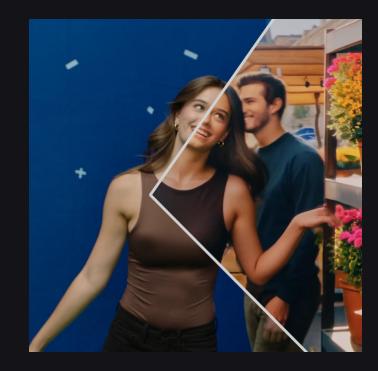
Live Action to Generative

Gen to VFX

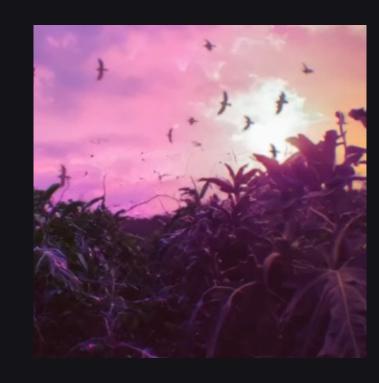
Gen to Gen







Live Action Driving Latent



Gen Assets into VFX



Latent Only

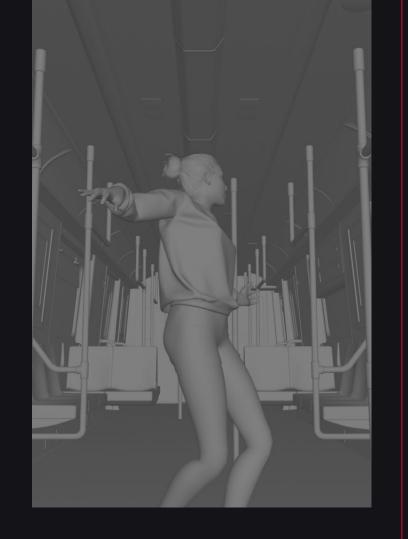


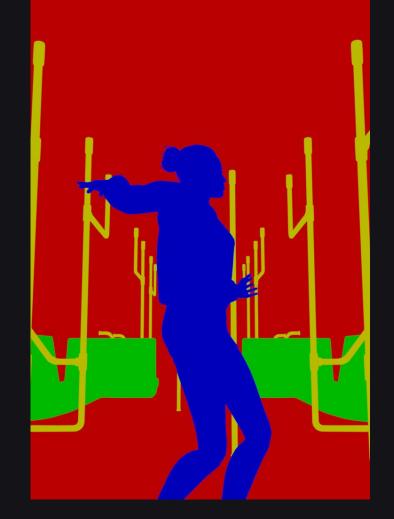
Hybrid and Generative VFX

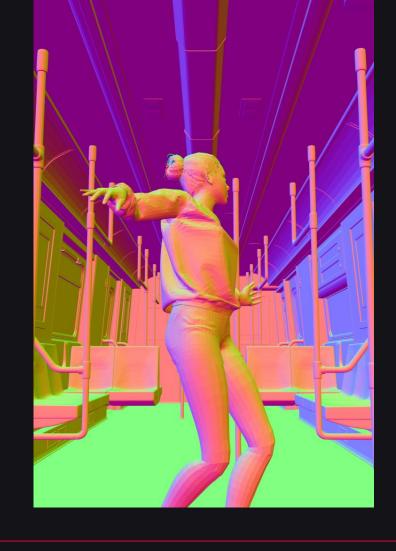
breakdowns

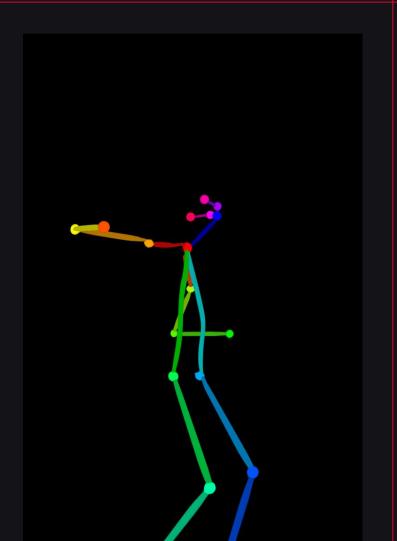
Motto:

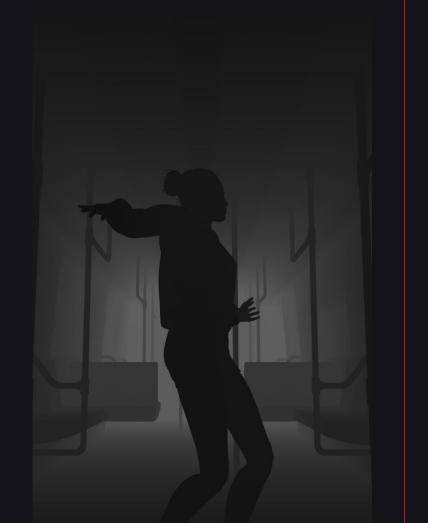
GUIDE but don't WRESTLE



















CASE STUDY | TCL Phone Commercial (Chinese Language)











Vertical spot of TCL mobile. The story of a working class dad working hard to put his daughter through college. When the daughter graduates and gets a job she buys her dad a phone so they can keep in touch and talk after she moves away.



Pre. Tech. Story. Concept.





01

What are the magic moments?

This is about the non fungible moment of productions. Voice. performance. Green Screen. Live Action. Or maybe none of the above.

02

Meets the Artist where they are

If you are in a creative fever dream that needs to make something now. Or if you want to create in between life and other projects. We can work fast and immediate or slowly over time

03

Keeping the tradition

We want to celebrate and keep the sacred. Whatever the creator feels adds to the flow we will keep. Everything from vintage lenses to costumes adds to AI. The more the AI can grab onto the better (opposite of some VFX)

