

Step 1: Initial Ideation

three ideas

- The mass production of generative ai has brought about economical destruction towards low income communities. It's ruining the water and power supply of those who live in low income neighborhoods which predominantly consist of black and brown individuals.
- Analog horror style animation displaying animation as a disease that is slowly eating away at creativity and human connection
- Exploring the soulless mass produced art that is ai and its ugliness. The animation involves starting with ai for like ten seconds but then i show the artistic nature of what art actually is and make it so that this is how art is seen vs this is how it is supposed to feel.

Step 2: Choose Your AI Tool

Conversation with AI: ChatGPT

Step 3: Begin AI Collaboration:

ChatGPT ▾

Methods** - Text prompts, audio prompts, 3D image prompts - Your own images and videos as prompts *(encouraged)* - Pre-trained models or custom-trained models - *Runway ML: Train with 20-30 images* - *Krea: Create custom styles* ### **Process Expectations** - Run prompts multiple times across different software platforms - Experiment genuinely to achieve your vision - Explore [CivitAI] (<http://civit.ai/>) for popular styles for AI Art and Animation. <aside> 💡 These styles ^ are now so easily reproduceable they should be retired by artists. </aside> - **Remember**: Unique subjects are harder; common subjects are easier ### **Recommended Workflow** 1. **Develop concept** using an LLM (ChatGPT, Claude, etc.) - Ask the LLM to challenge and refine your ideas 2. **Test prompts** across multiple AI tools 3. **Compare results** and select best outputs ### **Post-Production (Compositing)** **Permitted Software**: Premiere Pro, After Effects, DaVinci Resolve, CapCut **Compositing Elements**: - Layer multiple animations - Add audio *(must be AI-generated if used)* - Color grading to match disparate elements - Resizing and aspect ratio adjustments **Audio Requirement**: If using audio, it must also be AI-generated # **Research Guidelines** ### **Credible Sources** Research means consulting **verified experts and scholarly sources**, not unqualified social media influencers. **Trusted Expert Characteristics**: ↓ Professors and researchers - Artists with degrees/significant exhibitions/major residencies - Professionals

degrees/significant exhibitions/major residencies - Professionals featured in art publications (ArtForum, Juxtapoz, Hyperallergic, The Art Newspaper) - Museum professionals and critics - Published authors and art historians - Animation professionals from [recommended list]

Balanced Research Approach - **Pro-AI position**: Read opposing viewpoints - **Anti-AI position**: Read supporting viewpoints - **Neutral position**: Read both perspectives thoroughly and here are a few of my initial ideas : three ideas (polished)

The mass production of generative ai has brought about economical destruction towards low income communities. It's ruining the water and power supply of those who live in low income neighborhoods which predominantly consist of black and brown individuals.

Analog horror style animation displaying animation as a disease that is slowly eating away at creativity and human connection

Exploring the soulless mass produced art that is ai and its ugliness. The animation involves starting with ai for like ten seconds but then i show the artistic nature of what art actually is and make it so that this is how art is seen vs this is how it is supposed to feel.



Perfect — thanks for polishing your three ideas. Since the assignment requires **one strong throughline with research + storyboard + workflow**, let's break them down and then I'll recommend which one is the best fit for both impact and requirements.

+ Ask anything



Perfect — thanks for polishing your three ideas. Since the assignment requires **one strong throughline with research + storyboard + workflow**, let's break them down and then I'll recommend which one is the best fit for both impact and requirements.

🔑 Refined Versions of Your Three Ideas

1. AI as Economic Destruction

- **Theme:** Fear/panic.
- **Concept:** The spread of generative AI worsens economic inequality. Water/power resources are drained for AI training, while low-income communities (often Black and brown) bear the brunt of environmental + financial destruction.
- **Visual Style:** Analog horror documentary. Show "normal" neighborhoods glitching, then slowly degrading into lifeless, drained, gray spaces as the "AI machine" consumes energy.
- **Why it works:**
 - Rarely discussed in popular media (fresh angle).
 - Strong research support (MIT, Brookings, Ruha Benjamin, Safiya Noble).
 - Connects art project to real-world social critique.
- **Challenge:** Needs clear visuals to link AI → water/power drain → community impact.

2. AI as a Creative Disease

- **Theme:** Fear/panic.
- **Concept:** Presented as an **analog horror infection**. Creativity, human intimacy, and originality are being consumed by a creeping “AI virus.”
- **Visual Style:** VHS/glitch look. AI imagery crawls across the screen like rot, replacing human drawings and faces with uncanny, sterile copies.
- **Why it works:**
 - Analog horror pairs perfectly with “disease” metaphor.
 - Easy to visualize: glitch, rot, static → symbolic of AI replacing human spark.
- **Challenge:** Metaphorical — needs research to ground the metaphor (ex. interviews with artists, critiques of AI homogenization).

3. AI as Soulless & Ugly

- **Theme:** Fear/panic / subjective critique.
- **Concept:** Animation begins with sterile, uncanny AI imagery for ~10 seconds. Suddenly it “snaps” into your own textured, human-made art, showing how AI art may look “convincing” but lacks soul.
- **Visual Style:** Contrast-driven — polished AI smoothness vs. expressive, human mark-making. Could use hand-drawn overlays, collage, or painterly textures.
- **Why it works:**
 - Meta and self-aware — you’re critiquing AI using AI itself.
 - Very clear “before/after” comparison.
- **Challenge:** Research support needs to come from aesthetic critiques, not just vibes.

Recommendation

For your assignment (which emphasizes **research + credible sources + AI integration**), the **first idea (economic destruction)** is the most researchable and unique. Professors will appreciate that it connects AI to **systemic inequality** instead of just “AI art is ugly.”

But — you can **borrow visual strategies from 2 & 3:**



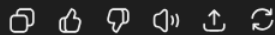
- Use **analog horror rot** (from Idea 2) to show economic “infection.”
- Use the **ugliness contrast** (from Idea 3) to compare sterile AI vs. human vibrancy.

🔑 Next Steps

1. Choose which idea you want me to expand.

- I can write your **research worksheet outline** (with sources + key points).
- OR build your **shot-by-shot storyboard** in analog horror style.
- OR draft your **workflow plan** (programs, AI models, post-production pipeline).

👉 Do you want me to flesh out the **research worksheet** first (so you know what to cite), or the **storyboard** (so you know what to animate)?



"Ask me questions about my ideas, what parts do I need to work on in order to fit the project instructions?"



ChatGPT ▾

"Ask me questions about my ideas, what parts do I need to work on in order to fit the project instructions?"

Good call — let's interrogate your three ideas against the assignment's **must-haves** (research, storyboard, technical specs, workflow). I'll ask you targeted questions so you see what needs more development.

💡 Idea 1: *Economic Destruction (AI + Low-Income Communities)*

Questions:

1. How will you visually connect **AI** → **water/power drain** → **community harm**? (Metaphors, symbols, literal footage?)
2. Do you have sources on the **environmental footprint of AI** and how that specifically impacts marginalized communities? (This will strengthen your research worksheet.)
3. Will the animation focus on **one neighborhood/community** as a case study, or stay abstract?
4. Are you leaning more toward a **documentary/horror hybrid** or pure analog horror?

Idea 2: *AI as a Creative Disease (Analog Horror)*

Questions:

1. How will you show the “disease” spreading? (Glitches, rot, AI faces replacing humans, corrupted text?)
2. Do you have credible **expert critiques** of AI’s homogenization of creativity? (So it’s not just vibes — think art critics or cultural theorists.)
3. Do you want this to feel **personal** (your creativity being eaten away) or **collective** (society’s creativity at risk)?
4. How will you balance **horror atmosphere** with clear storytelling so it’s not just “cool vibes” but also ties back to your research?

Idea 3: *AI as Soulless/Ugly (Contrast Piece)*

Questions:

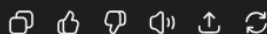
1. What **human-made art** will you contrast the AI imagery with? (Drawing, painting, collage, animation you’ve already done?)
2. Do you want to keep the AI section **sterile/polished** vs. your section **raw/expressive** — or exaggerate the “ugliness” of AI by forcing glitches?
3. Do you have critics/writers who describe AI art as **soulless** or **shallow** that you could cite?
4. How will you make this last a **full 45–60 seconds** (since a 10-second “ew, no” might be too short without expansion)?

General Assignment Fit

Across all three:

- Have you thought about which **AI tools** you’ll use for generation? (Runway, Pika, Stable Diffusion, Kaiber, etc.)
- Do you have a plan for **AI-generated audio** (voice, ambient sound, music)?
- Will your **storyboard** lean literal (showing workers, houses, faces) or abstract (plague/rot/ugliness symbols)?
- Which idea do you feel most confident you can **research with credible sources** — not just visually represent?

👉 Want me to take your answers after this and draft a **combined checklist** of what you’d need to add or clarify before production?



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"Here are my answers: Questions:

How will you visually connect AI → water/power drain → community harm? (Metaphors, symbols, literal footage?)

It starts with a family, maybe they're watching tv and the lights go off, panning out into the neighborhood, lights begin to flicker „and then the scene moves on to the wires flickering and finally it lands on the an ai company for example gemini and the mass production of ai

Do you have sources on the environmental footprint of AI and how that specifically impacts marginalized communities? (This will strengthen your research worksheet.)

A billionaire, an AI supercomputer, toxic emissions and a Memphis community consisting of black and brown folks who are suffering from air pollution due to elon musk's grok

Will the animation focus on one neighborhood/community as a case study, or stay abstract?

It will leans more as abstract, focusing on one family at first but then slowly moving onto the neighborhoods affected until it relates back to ai



Are you leaning more toward a documentary/horror hybrid or pure analog horror?

documentary/ horror hybrid

Idea 2: AI as a Creative Disease (Analog Horror)

Questions:

How will you show the "disease" spreading? (Glitches, rot, AI faces replacing humans, corrupted text?)

Rotting would be a powerful motif to represent how ai eats away at creativity and expands on the modernity

Do you have credible expert critiques of AI's homogenization of creativity? (So it's not just vibes — think art critics or cultural theorists.)

Yes , I have sources explaining how companies using AI for animation/art overall lack the creativity integrity that comes with working with real artists .

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Yes , I have sources explaining how companies using AI for animation/art overall lack the creativity integrity that comes with working with real artists .

Do you want this to feel personal (your creativity being eaten away) or collective (society's creativity at risk)?

As an artist i want to make it personal but also make it collective because many artists feel similar to this

How will you balance horror atmosphere with clear storytelling so it's not just "cool vibes" but also ties back to your research?

The horror atmosphere will tie to the fear surrounding the ai's spreading while through corporations it shows more and more ai while the people watching it are actively consuming it and maybe their soul is coming out slowly

🔗 Idea 3: AI as Soulless/Ugly (Contrast Piece)

Questions:

What human-made art will you contrast the AI imagery with? (Drawing, painting, collage, animation you've already done?)

It will switch to my animation which expresses the personal approach to making something communicates with others rather than just showing it

Do you want to keep the AI section sterile/polished vs. your section raw/expressive — or exaggerate the "ugliness" of AI by forcing glitches?

The ai section should be polished to show how ai gathers information and data to be as perfect as possible

Do you have critics/writers who describe AI art as soulless or shallow that you could cite?

Yes

How will you make this last a full 45–60 seconds (since a 10-second “ew, no” might be too short without expansion)?

Maybe the first 10-20 seconds will consist of ai and then it slowly pans out or i can draw myself pushing away the ai and putting my own animation instead.

General Assignment Fit

Across all three:

Have you thought about which AI tools you’ll use for generation? (Runway, Pika, Stable Diffusion, Kaiber, etc.)

I was thinking about using Runway since I am familiar with the platform or CapCut

Do you have a plan for AI-generated audio (voice, ambient sound, music)?

Yes, I will be manipulating ai generated audio to fit my ideas

ChatGPT ▾

music)?

Yes, I will be manipulating ai generated audio to fit my ideas

Will your storyboard lean literal (showing workers, houses, faces) or abstract (plague/rot/ugliness symbols)?

Towards both kinda leaning on literal but as it shows the panic/fear surrounded by ai it becomes more abstract

Which idea do you feel most confident you can research with credible sources — not just visually represent?

The first one that showcases the economic inequality surrounding ai and low income communities.

and now can you summarize each idea"

Perfect — your answers really tighten things up. Here's a **clear summary of each idea** as it stands now, so you can see which one feels most production-ready:

Perfect — your answers really tighten things up. Here's a clear summary of each idea as it stands now, so you can see which one feels most production-ready:

Idea 1: Economic Destruction (Documentary/Horror Hybrid)

- **Concept:** AI is draining resources (power, water, air quality), disproportionately harming Black and brown low-income communities.
- **Visual Plan:** Start with a family in their home → lights flicker and shut off → pan out to neighborhood blackouts → wires sparking → final reveal of a massive AI company (e.g., Gemini) fueling the destruction.
- **Tone:** Documentary + analog horror hybrid.
- **Research Basis:** Environmental toll of AI data centers, Memphis community suffering from pollution linked to Elon Musk's Grok supercomputer, scholarly writing on racial/economic inequalities.
- **Strength:** Most grounded in real-world evidence, highly researchable, socially relevant.

Idea 2: AI as a Creative Disease (Analog Horror)

- **Concept:** AI spreads like a rot, slowly eroding human creativity and soul, while corporations and consumers feed its growth.
- **Visual Plan:** Show rotting textures/glitches → faces turning uncanny → souls draining as people consume AI-generated media.
- **Tone:** Personal + collective fear, fully analog horror.
- **Research Basis:** Critiques from art critics and theorists about AI's lack of integrity and homogenization of creativity.
- **Strength:** Strong metaphorical power, emotionally charged, perfect fit for horror aesthetics.

Idea 3: AI as Soulless/Ugly (Contrast Piece)

- **Concept:** AI art looks polished but lacks meaning. Animation begins with sterile AI visuals (10–20s) before being rejected and replaced by your personal, expressive animation.
- **Visual Plan:** Start in AI-generated "perfection" → you literally push it away → your raw, human animation takes over.
- **Tone:** Self-reflective, meta critique of AI vs. human expression.
- **Research Basis:** Writers/critics describing AI art as shallow, soulless, and lacking connection.
- **Strength:** Direct, simple, highly personal, easy to execute with your own artwork.

✅ Where You Stand

- **Best Research Fit** → Idea 1 (economic inequality & environment).
- **Most Horror Aesthetic Fit** → Idea 2 (rot/disease).
- **Most Personal & Direct** → Idea 3 (contrast).




 Idea Comparison

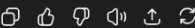
Idea	Pros	Cons
1. Economic Destruction (Doc/Horror Hybrid)	<ul style="list-style-type: none">- Strongest research foundation (environmental footprint, racial/economic inequality).- Unique angle, less "cliché" than other AI critiques.- Connects art project to real-world social justice issues.- Easy to tie credible experts into research worksheet.	<ul style="list-style-type: none">- Harder to visualize abstract issues like "water/power drain."- Needs careful balance between documentary clarity and horror mood.- Risk of being too literal if not stylized enough.
2. Creative Disease (Analog Horror)	<ul style="list-style-type: none">- Horror aesthetic is a natural fit (rot, glitch, infection).- Symbolic and emotionally powerful metaphor.- Lets you express both personal fears as an artist and collective concerns.- Visually flexible — you can push it surreal/abstract.	<ul style="list-style-type: none">- Research sources might lean more opinion/critique than data-driven.- Danger of being "all vibes" if not tied tightly to research.- Metaphor could feel repetitive if not clearly escalating.
3. Soulless/Ugly (Contrast Piece)	<ul style="list-style-type: none">- Direct and personal — you showcase your own animation against AI.- Very clear story structure (AI → rejection → human art).- Easy to produce within 45–60 seconds.- Meta and self-aware (critique <i>through</i> form).	<ul style="list-style-type: none">- Research support needs to come mostly from aesthetic/art criticism (narrower field).- May feel too "simple" if not expanded with more visual depth.- Harder to hit the "analog horror" or experimental mood if you want that.



 Quick Take

- If you want professors to respect the depth of your research → Idea 1.
- If you want maximum horror atmosphere and symbolism → Idea 2.
- If you want most personal, straightforward execution → Idea 3.

 Do you want me to help you merge strengths (e.g., use Idea 1's research base + Idea 2's horror aesthetic + a touch of Idea 3's personal contrast), or do you want to pick just one idea to commit fully to?



I am choosing to animate my first idea: 1. Economic Destruction (Doc/Horror Hybrid), Please imagine this animated short again and give me a summary of it. List all of the characters, objects, backgrounds I need to design."

Perfect choice — Idea 1 has the strongest backbone for research + visuals. Let's flesh it out as if it were a 1-minute documentary/horror hybrid short, then break down all the characters, objects, and backgrounds you'll need to design/AI-generate.

 **Summary of Animation: *Economic Destruction***

The short begins quietly: a low-income Black/brown family in their home, illuminated by warm light from the TV. Suddenly, their lights flicker and go out. The camera pans outward to reveal the entire neighborhood, one house after another succumbing to rolling blackouts. Power lines buzz and glitch, wires sparking as the world begins to distort.


The perspective continues to pull back, revealing sprawling neighborhoods, then the city skyline — patches of darkness spreading like infection. Finally, the shot lands on a massive AI data center branded with a corporate logo (e.g., "Gemini") glowing unnaturally bright while everything else withers.

As the sound builds into static and distortion, the image glitches, blending human faces with abstract horror. The impression is clear: AI thrives, while communities are left powerless, drained, and suffering.

 **Characters**

- **The Family (opening scene)**
 - At least 3 members (flexible — could be parents + child, or multigenerational).
 - Silhouetted/AI-generated — don't need too much detail, but they should look *recognizably human and grounded*.
 - Designed as a stand-in for any low-income Black/brown household.
- **Neighborhood Residents (optional, background characters)**
 - Could be glimpsed in windows or streets as the blackout spreads.
 - Adds realism and scale.

 **Objects/Props**

- **TV** (source of first flickering light).
- **Household furniture** (sofa, lamp, framed photo, table — enough to sell the family's domestic space).
- **Wires/Power Lines** (become visual symbols of energy drain, flicker, and glitch).
- **Streetlights** (flicker out one by one as the camera pans).
- **Corporate AI Building / Data Center** 

- Monolithic, glowing, sterile.
- Branded (e.g., with "Gemini" or a fictionalized stand-in).
- Computer servers inside the building (optional) — could appear briefly as part of the horror imagery.

Backgrounds

1. Interior: Family Living Room
 - Warm, cluttered, lived-in.
 - Light source: TV glow.
2. Exterior: Neighborhood Street
 - Rows of modest houses.
 - Power lines overhead.
 - Flickering streetlights.
3. Wider Shot: Neighborhood / Cityscape
 - Patchy lighting across blocks, glitching in waves.
 - Can be semi-abstract to transition into horror.
4. Final: AI Corporate Facility
 - Cold, sterile, glowing with excess power.
 - Surrounding areas in darkness — visual metaphor for resource drain.

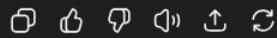
Horror/Abstract Elements

- Glitch Effects (lights flickering, image distortion, VHS static).
- Rotting/Corruption Transition (as the power spreads outward, textures grow more corrupted).
- Faces Glitching (optional) — family members or neighbors momentarily distorted as though being consumed by static.
- Symbolic Imagery — wires turning into veins/roots, glowing data streams feeding into the AI building.

Deliverables to Design/Generate

- Characters: Family (3), optional background residents.
- Objects: TV, furniture, power lines, streetlights, AI building, servers (optional).
- Backgrounds: Living room, street/neighborhood, wider cityscape, AI corporate facility.
- FX layers: Glitch overlays, static noise, rotting textures, corrupted text/visuals.

👉 Do you want me to now **draft your shot-by-shot storyboard outline** (with timing and what needs to be AI-generated vs. composited manually), so you'll have a production roadmap?



"Now give me a storyboard and a production timeline for the animation. I have exactly [fill in your actual project timeframe]."

Got it — I'll build you a **shot-by-shot storyboard outline + a production timeline**. To tailor it precisely, I need to know:

👉 How much time do you actually have until your project is due? (1 week, 2 weeks, a month, etc.?)

That way I can map out your tasks realistically.

For now, here's the **storyboard draft** (assuming a 1-minute film).

📖 **Storyboard: *Economic Destruction* (1 Minute)**

Shot 1 – Living Room (0:00–0:10)

- **Visuals:** Family sits together in a small living room. TV glows warmly, flickering.
- **Action:** Lights dim, TV glitches. Electricity hums.
- **Tone:** Calm → unease.
- **AI Source:** Runway ML for base video; glitch overlays added in After Effects/CapCut.

Shot 2 – House Exterior (0:10–0:20)

- **Visuals:** Camera pans outside. The house lights flicker off.
- **Action:** Neighboring houses follow in sequence. Streetlights buzz, one by one.
- **Tone:** Tension building.
- **AI Source:** Runway ML or Pika for house/street sequences; composite multiple runs.

Shot 3 – Neighborhood Power Lines (0:20–0:30)

- **Visuals:** Close-up of wires shaking, sparking, glitching.
 - **Action:** Electricity seems to “rot” the wires as static spreads.
 - **Tone:** Horror creeping in.
 - **AI Source:** Stable Diffusion for stills; animate with Runway ML + glitch FX.
-

Shot 4 – Cityscape (0:30–0:45)

- **Visuals:** Pull back to wide city view. Blackouts roll across blocks.
 - **Action:** Lights spread like an infection. Faces flicker in windows → glitch momentarily.
 - **Tone:** Widespread devastation.
 - **AI Source:** Runway ML for base cityscape; compositing layers for blackout effect.
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Shot 5 – Corporate AI Facility (0:45–0:60)

- **Visuals:** Massive, sterile building glowing unnaturally. Inside: endless server racks.
- **Action:** Static intensifies; family’s faces (from Shot 1) distort/glitch over servers.
- **Tone:** Cold, terrifying.
- **AI Source:** Stable Diffusion for corporate exterior; Runway ML for server room animation.

Ending (0:58–1:00)

- **Visuals:** Screen collapses into VHS static.
- **Audio:** AI-generated distorted corporate slogan whisper.
- **Tone:** Silence after chaos.



Production Timeline (example: 2 weeks)

(I'll adjust once you tell me your exact timeframe.)

Day 1–2

- Finalize storyboard + script notes.
- Collect research sources (economic/environmental impact).
- Draft prompt lists for visuals.

Day 3–5

- Generate raw AI videos (Runway, Pika, Stable Diffusion).
- Save multiple runs per shot.
- Gather AI audio (Mubert/AIVA for ambient; Eleven^{labs} for distorted voice).



Day 6–8

- Begin compositing:
 - Sync blackout sequence (Shot 2).
 - Add glitch/rot FX to wires (Shot 3).
 - Experiment with transitions to abstract horror.

Day 9–10

- Assemble rough cut.
- Check timing (ensure 45–60 seconds).
- Adjust pacing of city blackout + horror escalation.

Day 11–12

- Sound design: Layer AI ambient tones, glitches, distorted whispers.
- Sync with visual cues (lights flickering, glitches).

Day 13

- Final render. Export in required format.

Day 13

- Final render. Export in required format.

Day 14

- Package submission:
 - Raw AI clips folder.
 - Workflow doc (programs, models, prompts).
 - Storyboard + research worksheet PDF.
 - Final animation file.

👉 Tell me your **exact project timeframe**, and I'll restructure this timeline to fit your schedule (whether it's 1 week, 3 weeks, etc.). Do you want me to also **draft your workflow documentation template** (so you just fill in prompts and outputs as you go)?

