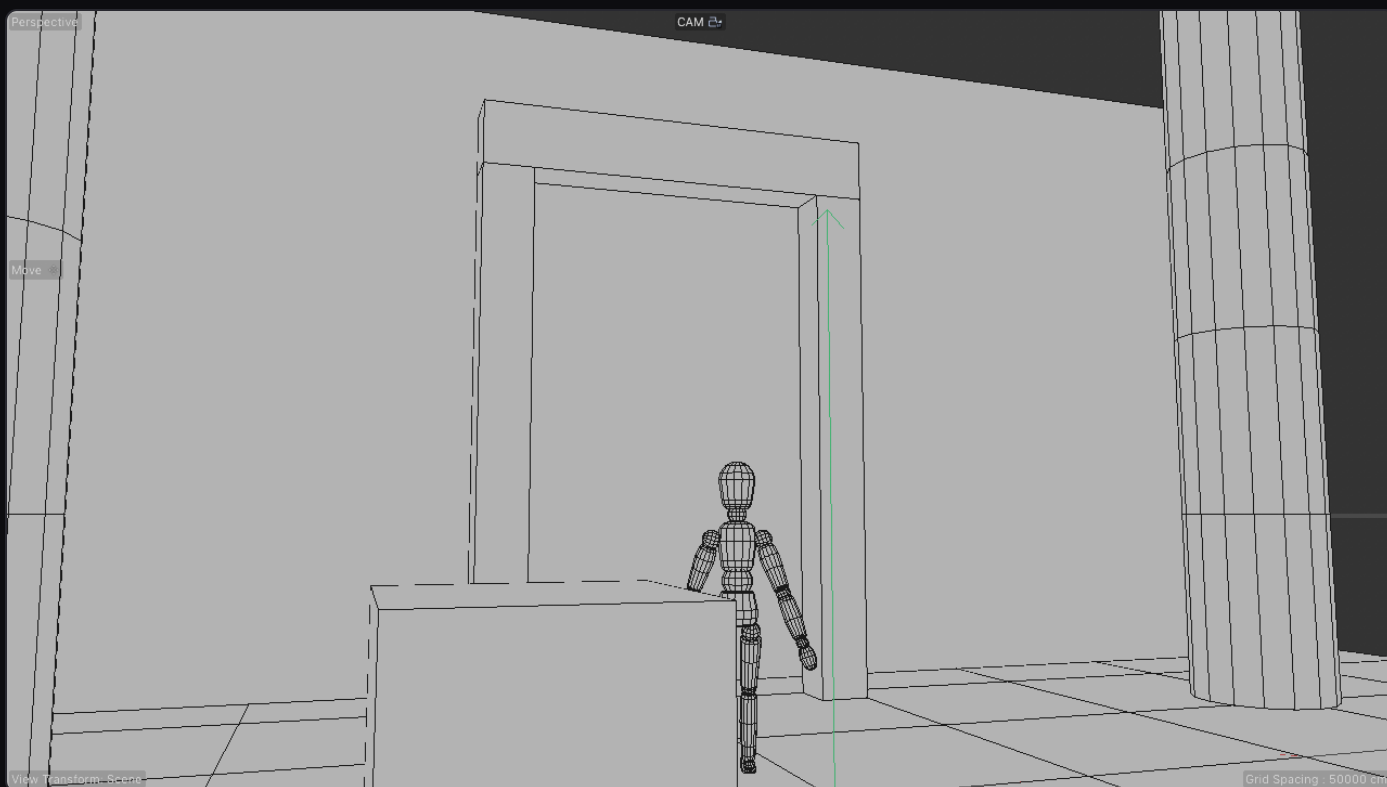


# How we get real character animation, and keep it fully human

The scene is human-built and human-directed the whole way. The AI only dresses the exact frames we hand it. Here is the character path, step by step.

## STEP 1

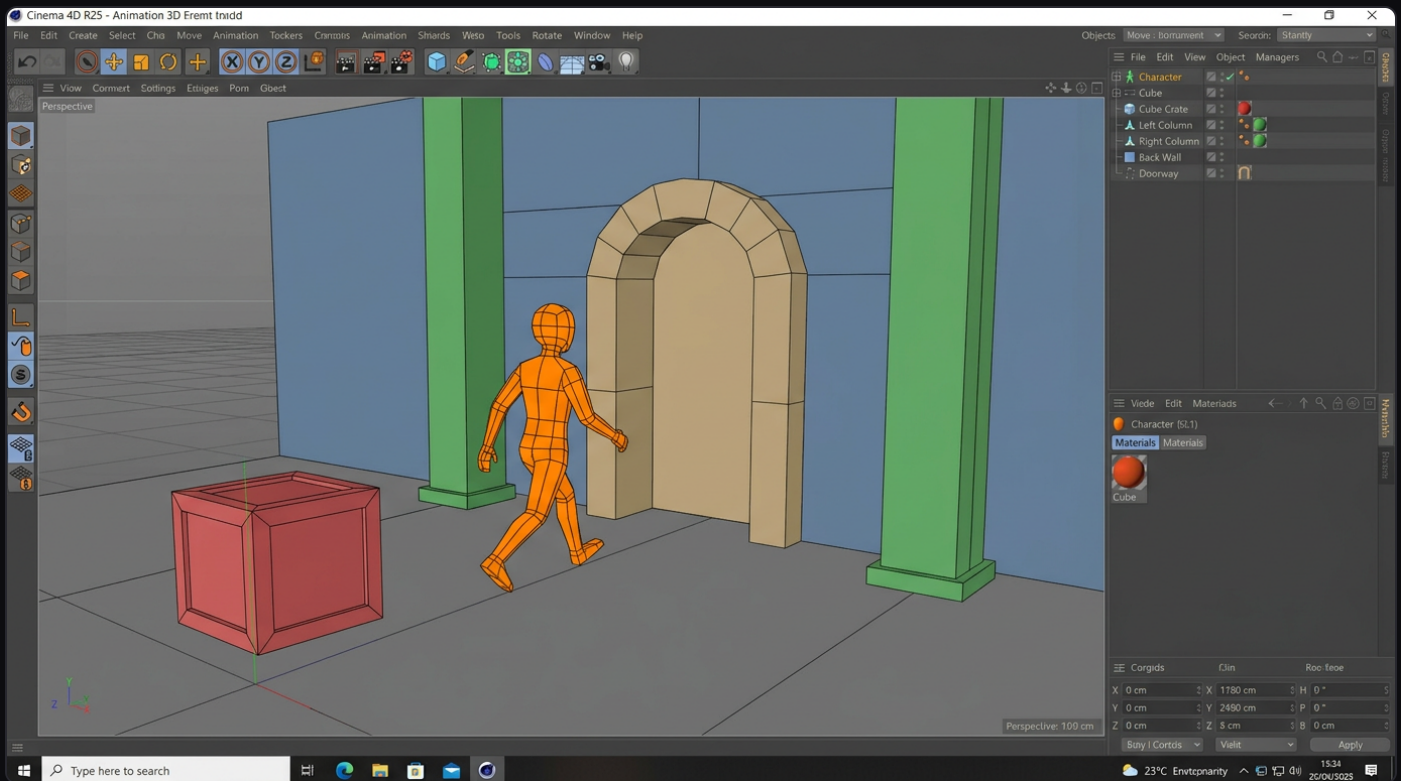
### Block the whole shot in 3D



We build and animate the entire scene in Cinema 4D or Blender: real geometry, real scale, real camera. Everything is staged by hand except the character's performance. (This one is a real viewport render.)



An actor performs to a camera, no mocap suit. Their motion streams live onto the rigged character inside the set in Unreal, so they can see themselves in the scene, hit their marks, and really act it. Face gets captured off an iPhone.

**STEP 3****Render the color-coded viewport**

The performed character drops into the 3D scene. Every object gets a flat color so the AI knows exactly what everything is and where it sits. This frame, plus a styleframe, is what we hand the AI.

**STEP 4****AI dresses it into the final look**

The AI paints our exact frames into the finished style. Same staging, same camera, same performance. It only dresses what we built, it never invents the shot.

**The point:** every second of the performance is real and directed by us. The AI never picks the idea, the staging, or the motion. It paints what we already built.