AI FILMMAKING

WORKSHOP

RAHUL DUTTA

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AI Filmmaking Workshop (5 Days | 25-30 Hours Total)

The AI Filmmaking Workshop is a comprehensive 25-hour program (5 hours/day) designed to transition participants from traditional filmmaking methods to a modern, AI-native production pipeline. The objective is to build a working pipeline from ideation to delivery, resulting in a short, finished AI-generated film.

Participant & Organizer Requirements

To ensure a productive and hands-on workshop experience, participants and organizers must meet the following technical and software requirements.

Participant Requirements

Participants are expected to bring their own laptops with the following specifications and active accounts.

Category	Requirement	Notes
Hardware (Minimum)	Modern Laptop (Windows/Mac) with 16GB RAM	32GB RAM is highly recommended for faster local processing (e.g., upscaling).
	Dedicated Graphics Card (NVIDIA CUDA cards preferred for certain local tools)	Not strictly mandatory, but helpful. All core AI generation will be cloud-based.
	Reliable High-Speed Internet Access	Required for cloud services and downloading assets.
Software/Accounts	Mandatory Cloud Subscriptions: Midjourney (Standard or Pro), Video (TBD at workshop),	These are the primary visual and video generation platforms.
	LLM Accounts: ChatGPT or Gemini Pro	Necessary for scripting, prompting refinement, and running custom notebook workflows.
	Editing Software: DaVinci Resolve (Free/Studio version) or Adobe Premiere Pro	Needed for Day 4 Post-Production modules. DaVinci Resolve Free is sufficient.
	Utility Software: Stable text editor, cloud storage access (Google Drive/Dropbox)	For documentation and project file sharing.

The Facilitator(s) will be bringing their own hardware and software, as well as presentations (a TV screen/ projector and audio hardware is required)

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Day 1: Foundations + AI-Native Thinking

Goal:

Reset mental models. Understand where AI radically changes the filmmaking paradigm and master the fundamental principles required to thrive in this new creative landscape.

Modules

1. Overview: The AI Tsunami in Creative Industries | 60 minutes

• Historical context
• AI vs. Augmentation
• Current toolkit overview (online + offline)
• The state of the art today

2. Deconstructing the AI-Native Mindset | 60 minutes

• From “Execution” to “Prompting” and “Curating”
• The “Zero-to-One” vs. “Refinement” Workflow
• Iteration and Speed as Superpowers

3. The New Production Pipeline: Pre-Production in an AI World | 60 minutes

• Concept generation and world building
• Scriptwriting
• Treatment generation
• Visualizing the unseen (storyboards/animatics).

4. Prompting as Direction: Mastering the AI Filmmaking Command Structure | 60 minutes

• **Intent:** The fundamental purpose or goal of the shot/scene/film.
• **Context:** The narrative background and setting.
• **Constraints/Parameters:** Specific limitations or required elements.
• **Style:** The aesthetic and artistic parameters.
• **Camera:** The specific technical instructions related to cinematography.
• **Output:** The final specification for the deliverable

5. Ethical, Legal, and Practical Considerations | 30 minutes

• Copyright
• Data provenance
• The value of human skill

6. Q&A, review and general discussion | 30 Minutes

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DAY 2: Visual Generation & Look Development

Goal:

This intensive and interactive session is dedicated to mastering the art and science of visual generation using AI tools, with a strong focus on establishing and maintaining a consistent visual 'look' for your film.

1. Advanced Image Generation: Key Tools and Techniques | 60 minutes
This module moves beyond basic prompting to give you granular control over the visual output.

- Key image generation tools
- Composition, Framing, and Aspect Ratio
- Lighting Control and Mood
- Style, Medium, and Aesthetic Consistency

2. Achieving Character Consistency | 60 minutes
One of the biggest challenges in AI filmmaking is maintaining a single character's appearance across multiple shots and environments. This module provides the techniques to solve it.

- Reference Chaining and Seed Management
- Reusable Character Sheets
- LoRas and character training using ML
- Practical Exercise: Consistent Character Development.

3. Environment Design and World-Building | 60 minutes
Learn how to use AI to build and expand the visual world of your film, from vast exteriors to intricate interiors.

- Location Generation and Concepting
- Set Extension and Digital Backdrops
- Atmospheric and Time-of-Day Control

4. Storyboarding & Previs | 60 minutes
Bridge the gap between script and final image by using AI to rapidly generate previsualization assets.

- Sequence Building and Shot Flow
- Creating a Dynamic Scene Breakdown
- Practical Exercise: The 30-Second Storyboard

5. Developing and enforcing the Style Codex | 30 minutes
The final, crucial step in Visual look development is codifying all visual decisions into a single, comprehensive document.

- Maintaining Visual Consistency
- Ensuring Team Cohesion (humans as well as AI Agents)
- Checking back and against the master codex

6. Q&A, Review and General Discussion | 30 minutes

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DAY 3: AI Video & Motion

Goal:

Master the practical application of AI video and motion models, focusing on translating prompts into cinematic sequences and directing specific camera movements and character actions.

1. An introduction to Video Models | 60 minutes
There are literally hundreds of video generation models available today- each has its own set of quirks and features, strengths and weaknesses. This module explores the most powerful models available today.

• Main models - online and offline
• Video aggregation platforms
• Text-to-video
• Image-to-video
• Video-to-video

2. Directing Motion | 60 minutes
This module focuses on mastering advanced prompting and parameter control to define specific camera movements and character actions.

• Camera and action control through advanced prompting and parameter control
• Iteration and clip/shot extension
• Speed vs Size vs Quality
• Practical Exercise: Animated storyboard using quick low-res scenes and actors

3. Hybrid Workflows | 90 minutes
What most filmmakers ignore during the production of an AI film is that often it is better to use AI as a tool to improve their own work, rather than as a replacement for it!

• Methods for combining traditional footage with AI-generated assets.
• Style transfer and application of a unified AI style to live footage.
• Using AI to expand set elements into detailed digital backdrops (digital set extensions).
• Live-action + AI

4. Performances | 60 minutes
This is a closer look at the nuances of getting our AI actors to play our their parts accurately and with empathy and emotion.

• AI actor and character development
• Vocal and lip synch
• Crowds, mobs and lots of people
• Practical Exercise: 30 second audition video, of the AI actor in a specific role.

5. AI Failure and how to deal with it | 30 Minutes
The big issue with AI today is to accept that it is experimental. Making an AI film today is a very tricky process, but for production there are some protocols that we need to establish.

6. 6. Q&A, Review and General Discussion | 30 minutes

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DAY 4: Production and Post-Production

Goal:

Master AI-driven post-production, encompassing automated editing, generative sound and music, visual effects enhancement, color grading, and optimized final delivery

1. AI Editing | 60 minutes
AI editing uses AI-powered NLE tools and machine learning to automate rough cuts, perform smart trimming for optimal takes, and enable text-based editing by manipulating the video via transcribed scripts.

• Rough cuts and assembly
• Smart Trimming
• Text-based Editing

2. Sound & Music | 60 minutes
AI is a powerful tool to generate all audio from scratch, or derived from other audio sources.

• Key Software and online platforms
• AI Voice-Overs and Narration
• Generative Music and Foley
• Practical Exercise: Adding and syncing AI-generated audio tracks to edited footage.

3. VFX & Enhancement | 60 minutes
AI tools for VFX and enhancement to increase the quality of lower-resolution shots to 4K or higher and to automate cleanup, including the removal of unwanted objects and the repair of visual artifacts.

• Upscaling and Resolution
• Cleanup and Object Removal

4. Color Matching and Grading | 60 minutes
Color matching and grading is an important post-production process. It is achieved using a combination of AI and conventional methods.

• Matching AI Shots
• Automated Grading

5. Delivery | 30 minutes
AI can also be really useful during the final delivery phase, across a number of outputs.

• Final Formats
• AI compression

6. Q&A, Review and General Discussion | 30 minutes

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DAY 5 : Production Simulation

1. Team Sprint | 120 minutes

Participants will engage in a high-pressure creative session to produce a 20–30 second branded film using their established AI pipelines.

This session focuses on rapid asset generation, character consistency, and final compositing within a professional timeframe.

2. Screening & Technical Review | 120 minutes
After each short film is completed, there will be a collective review of the final output.

• Presenting completed films alongside detailed technical workflows and final outputs.
• Peer and instructor critique focused on the effective use of AI tools for storytelling.

3. Industry Integration | 30 minutes

• Examining how AI is currently being adopted within advertising agencies and film production houses.
• Discussion on role evolution, budget optimization, and the integration of AI into existing professional VFX pipelines.

5. Future Roadmap | 30 minutes
Exploring the next frontier: real-time AI generation and interactive storytelling.

• Preparing for continuous learning as AI models evolve from video generation to holistic creative environments.

Workshop Output:

- Short AI film per participant/team
- Repeatable AI pipeline
- Shared toolkit and workflow

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About the Facilitator

Rahul Dutta has been a practicing designer, educator and emergent technology entrepreneur for over the last two decades. He is an educator across a number of institutions in India, as well as a prolific corporate trainer and pedagogical designer. He is a graduate of India's prestigious National Institute of Design, Ahmedabad.

Rahul has been interested in and actively working with multiple emergent technologies like metaverses, digital twins, augmented and virtual reality, and artificial intelligence since 1997. He set up one of India's first emergent technology design studios called Trimensions Metaverse Development in 2007, and has co-founded and mentored many other startups in the VR/AR space since then.

Rahul wears many hats- He is an artist, designer, coder, educator, filmmaker, futurist and subject matter expert in creating immersive experiences and VR/AR ecosystems. He is also a passionate educator and spends a significant amount of his time teaching, training and conducting workshops across art, design and technology.

He has been studying how to teach and learn using the immense power and potential of these new technologies for the last couple of decades, as well as using them to create amazing art and experiences. Rahul strongly believes that any medium can be used creatively to tell your story and express your visions.

Work

Rahul has been an educator and trainer since 2003 and has been conducting training modules and workshops for a large number of educational, corporate and government agencies since then. His educational clients include design institutions like NID, NIFT, World University of Design, GD Goenka, Atlas University, IIT, VIT and others. His corporate clientele include Amul, ITC, TV18, BBC, IndianOil, Myntra, Flipkart and others. His government clients include DRDO and ISRO as well as the armed forces, as well as multiple ministries.

Rahul also helps institutions set up their emergent technology labs, provides training to educators, facilitators and students, and advises them on futvure-proofing their setups. He has been working with AI and ML since 2016 and conducts workshops on both LLMs and generative AI tools. His other workshops include VR/AR/MR, Design Thinking, Digital Art and many other interesting topics related to art, design and technology.

Examples of Rahul's art and design, and other links can be found below.