

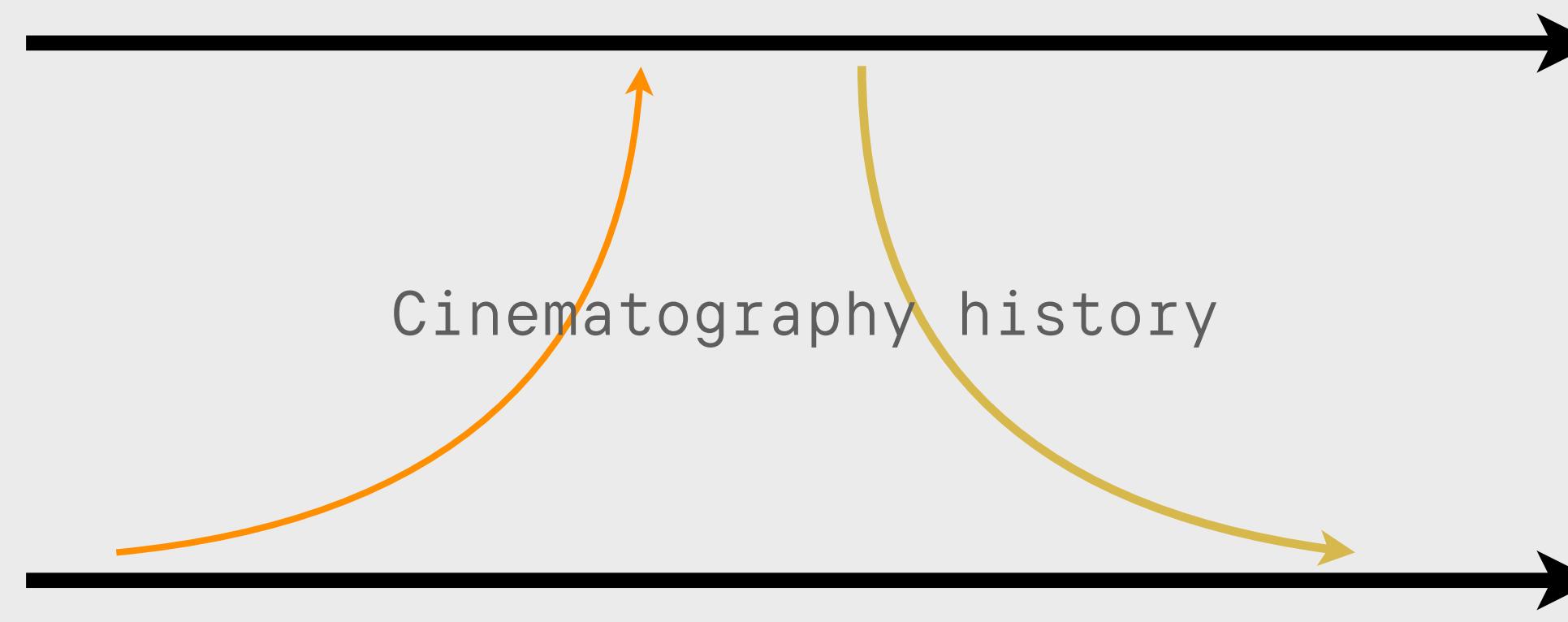
# **Cinematography in machine style short films**

Artificial intelligence stylistic possibilities

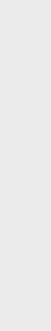
ARE YOU **TRAINING AI** FOR A  
CINEMATOGRAPHIC DISCOURSE OR AI  
IS SHAPING YOUR **CINEMATOGRAPHY**?

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Tools



Discourse: Use of Visual Elements



What kind of stories are been telling?

What visual elements are the most trend?

What kind of meanings are the most common?

# THE SAMPLE

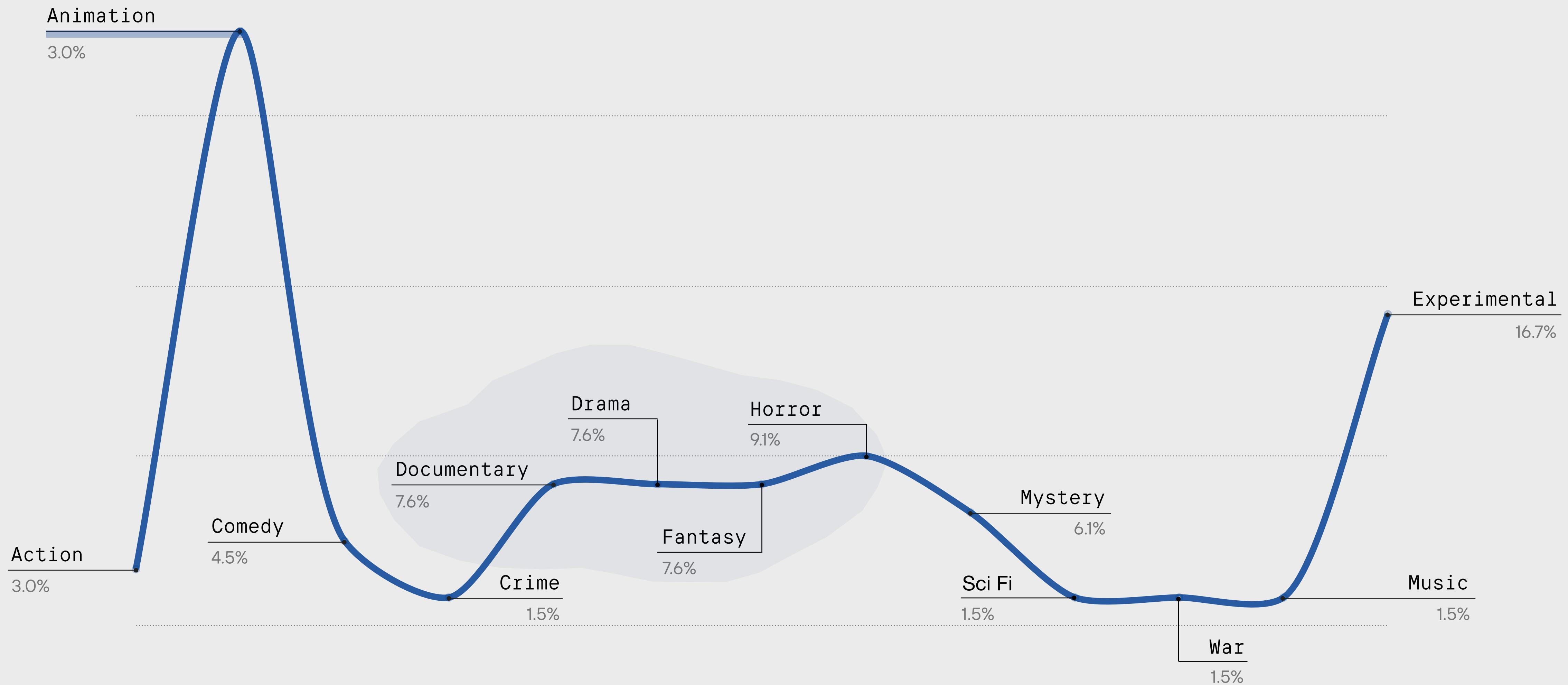
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# CONTENT

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## Genre



# CHARACTERISTICS OF THE MEDIUM

## Aspect ratio



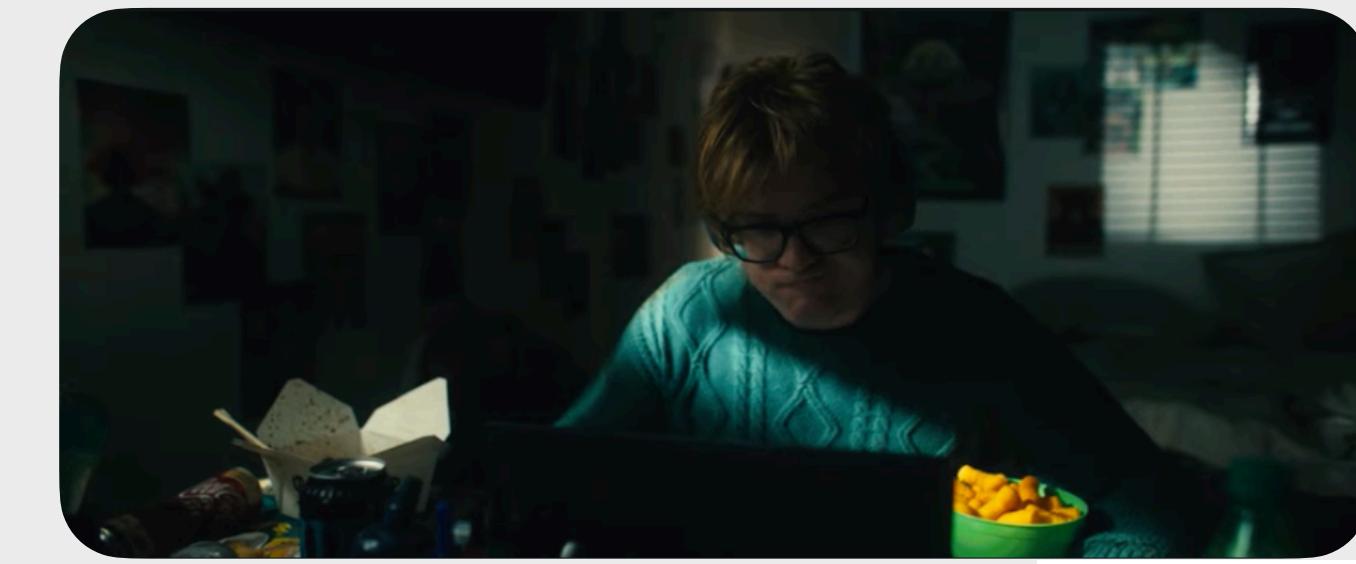
1.78:1

73.8%



2.00:1

4.8%



2.39:1

4.8%



But Beatrice is still down here

Beatriz (2024)

1.43:1

4.8%



Water (2024)

1.37:1

4.8%



The third was found by an anonymous driver

The Prometheus expedition (2024)

1.33:1

4.8%



The cartoonist (2024)

1.66:1

2.4%

\* Mixed aspect ratios are also present in the sample

# CHARACTERISTICS OF THE MEDIUM

## Focus

54.8%

Rack focus | Shallow focus | Selective focus



You are. Unfortunately. An A.I. Artist (2024)



Mother (2024)

## Texture

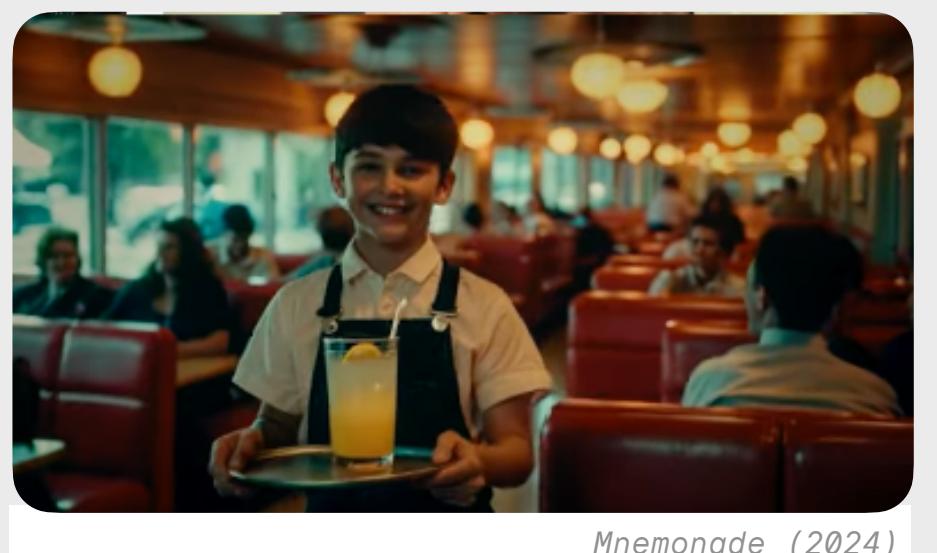
88.1%



Where do Grandmas go when they get lost? (2024)



Robot (2024)



Mnemonade (2024)



One more pumpkin (2024)



Treta (2024)



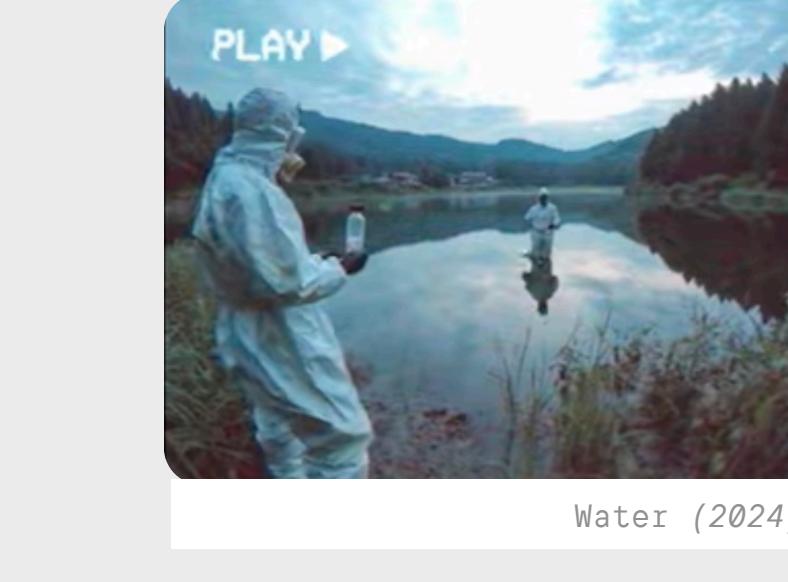
The Prometheus expedition (2024)



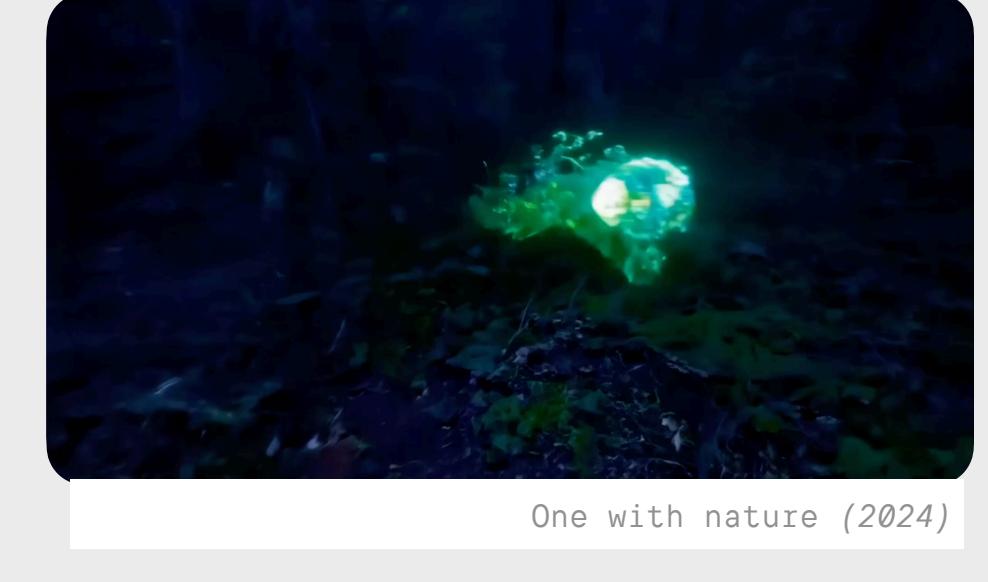
Broccoligeddon (2024)



Get big (2024)



Water (2024)

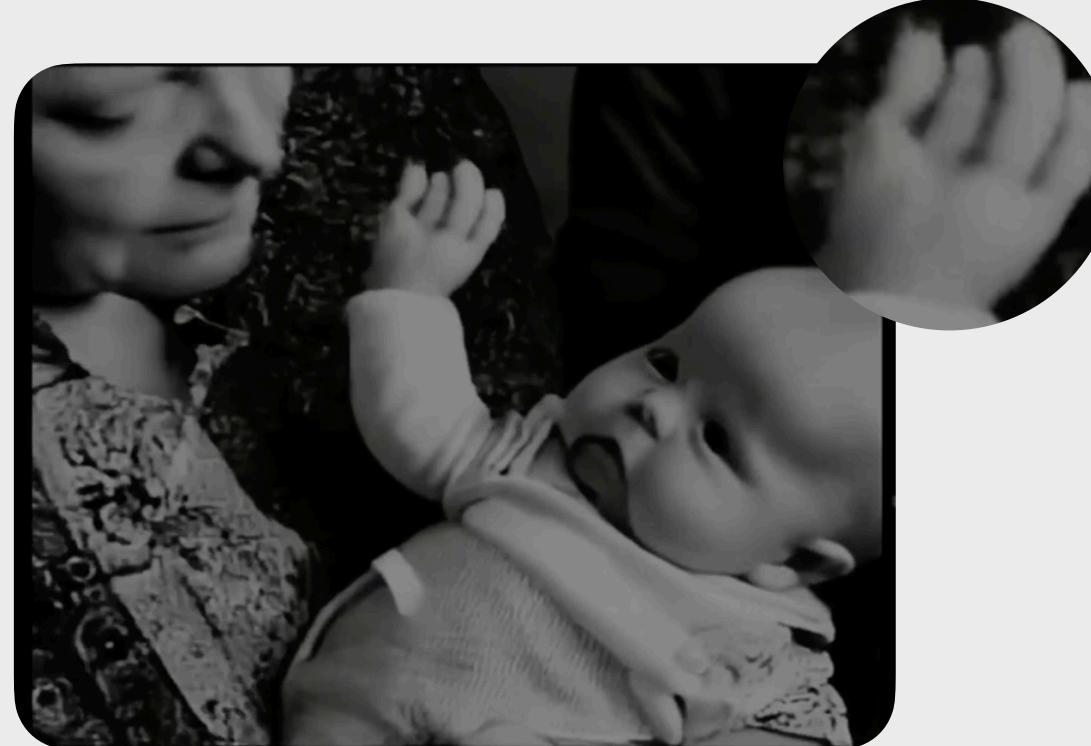


One with nature (2024)

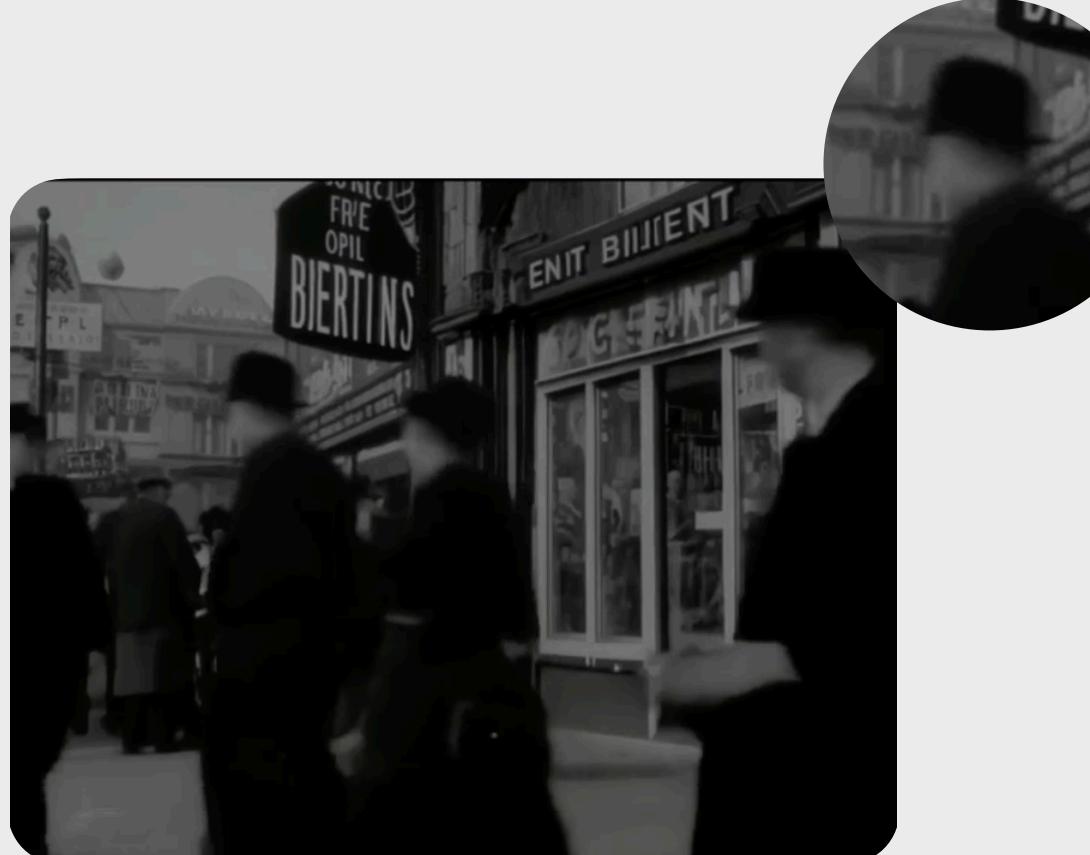
# CHARACTERISTICS OF THE MEDIUM

## Hallucinations

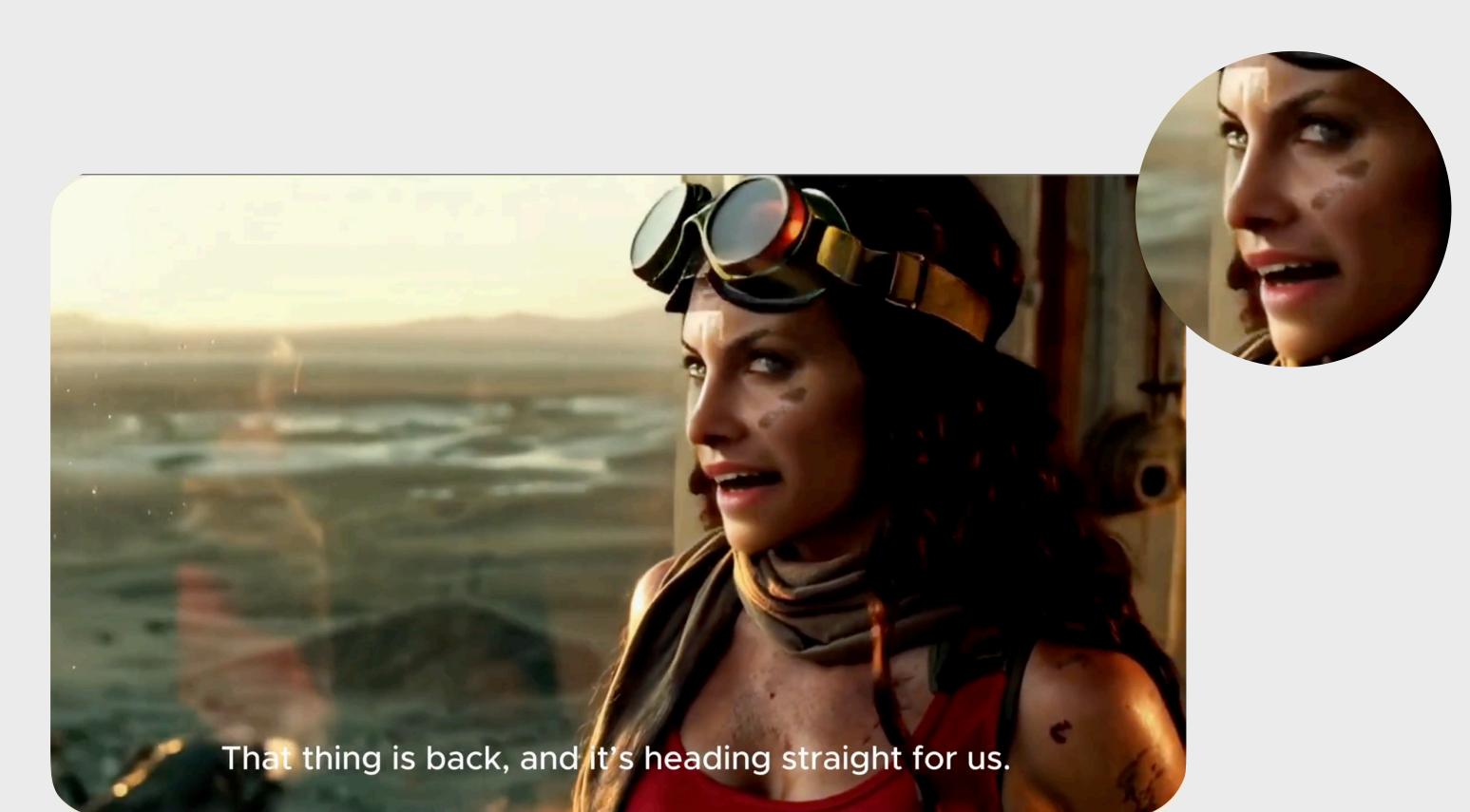
59.5%



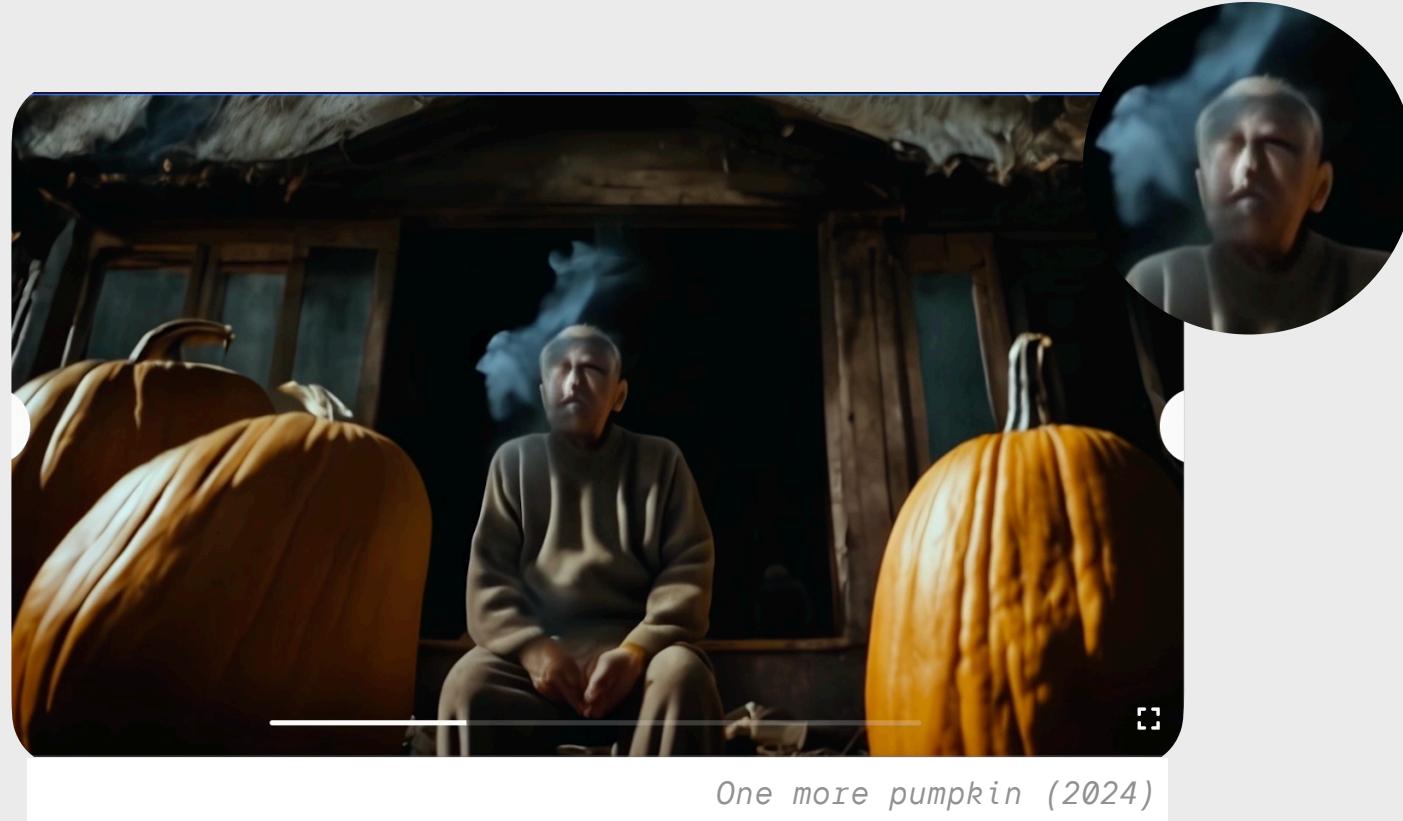
Jinx (2024)



Jinx (2024)



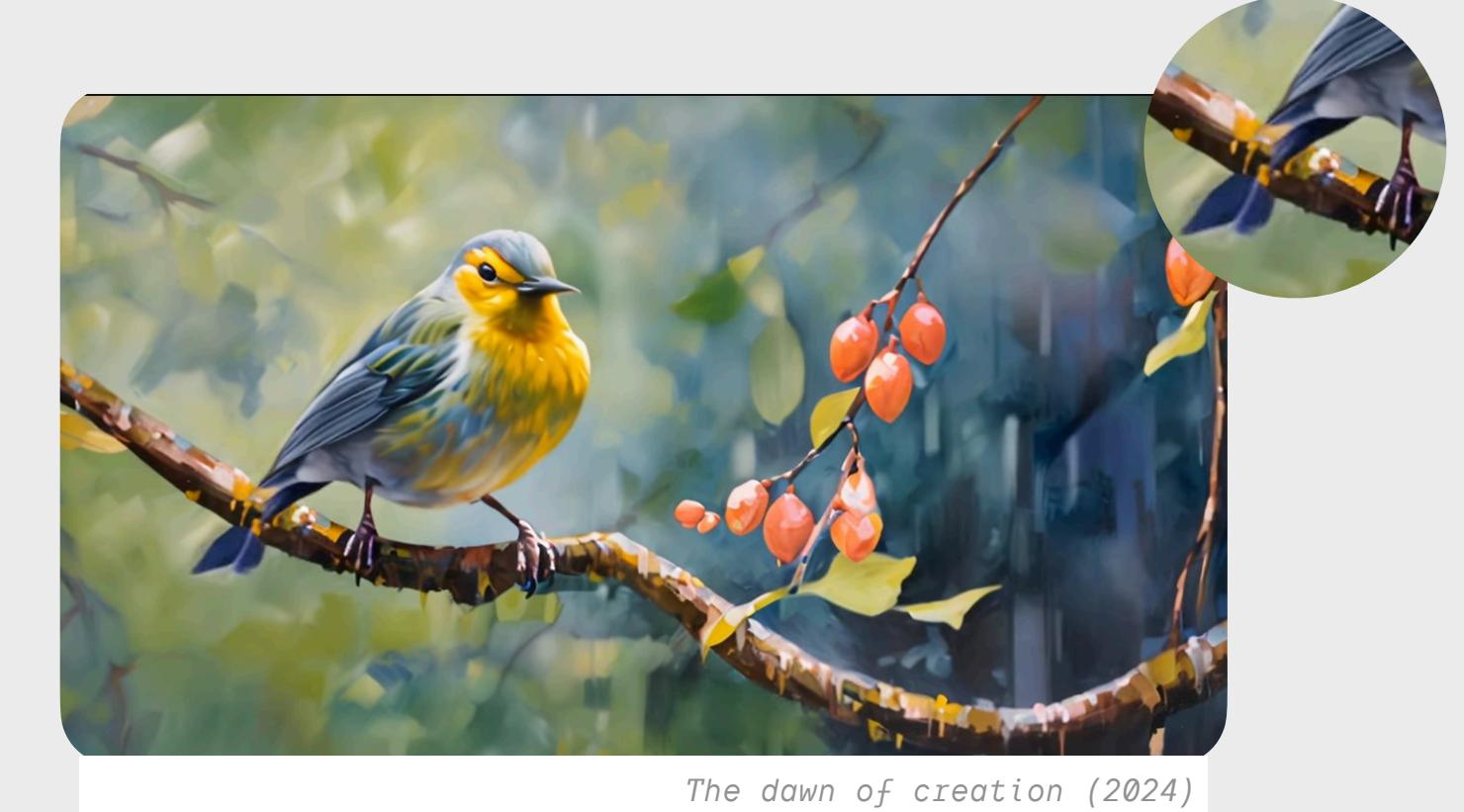
Clockwork city (2024)



One more pumpkin (2024)



Robort (2024)



The dawn of creation (2024)

# CHARACTERISTICS OF THE MEDIUM

---

## Hallucinations

59.5%

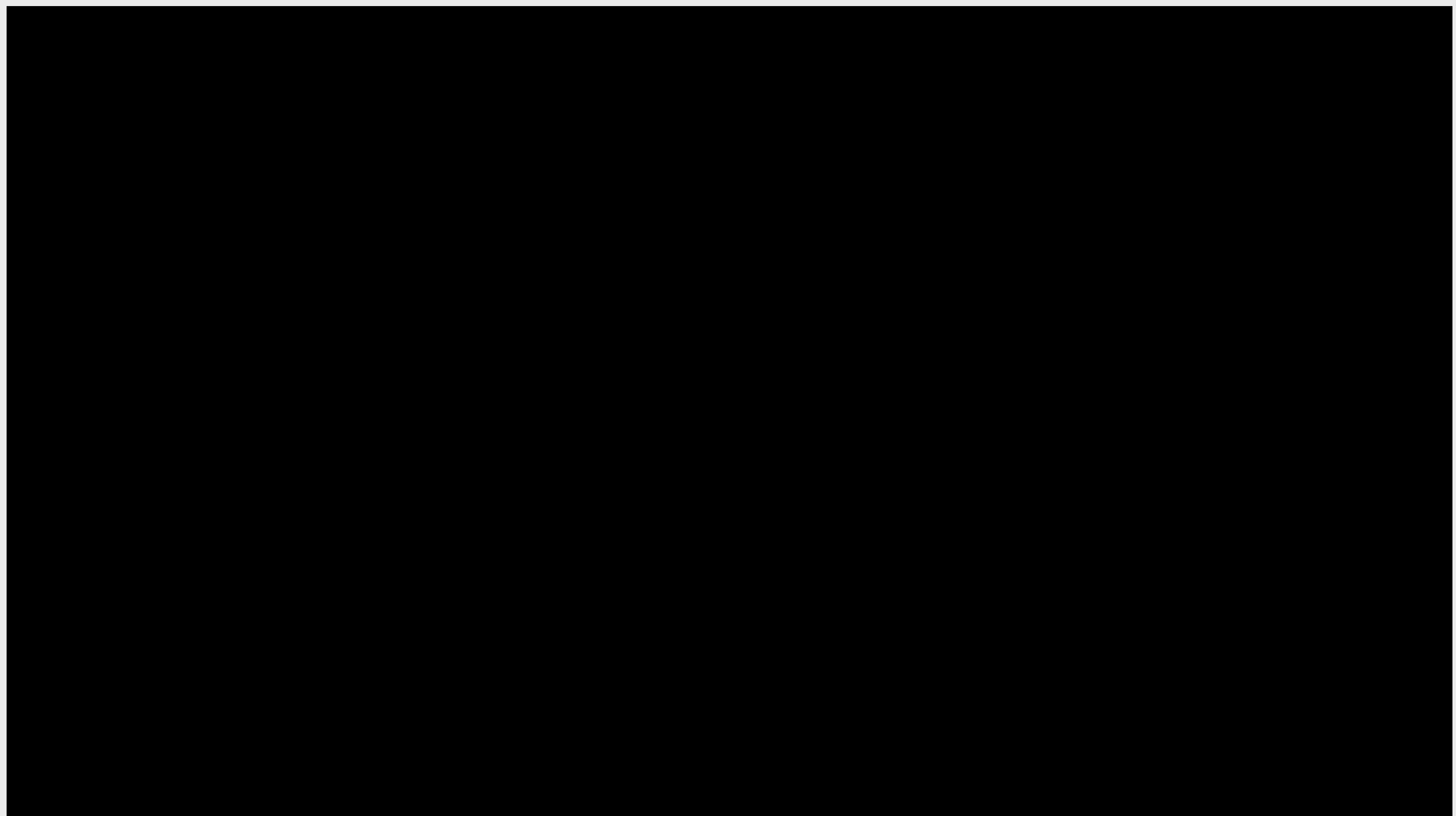
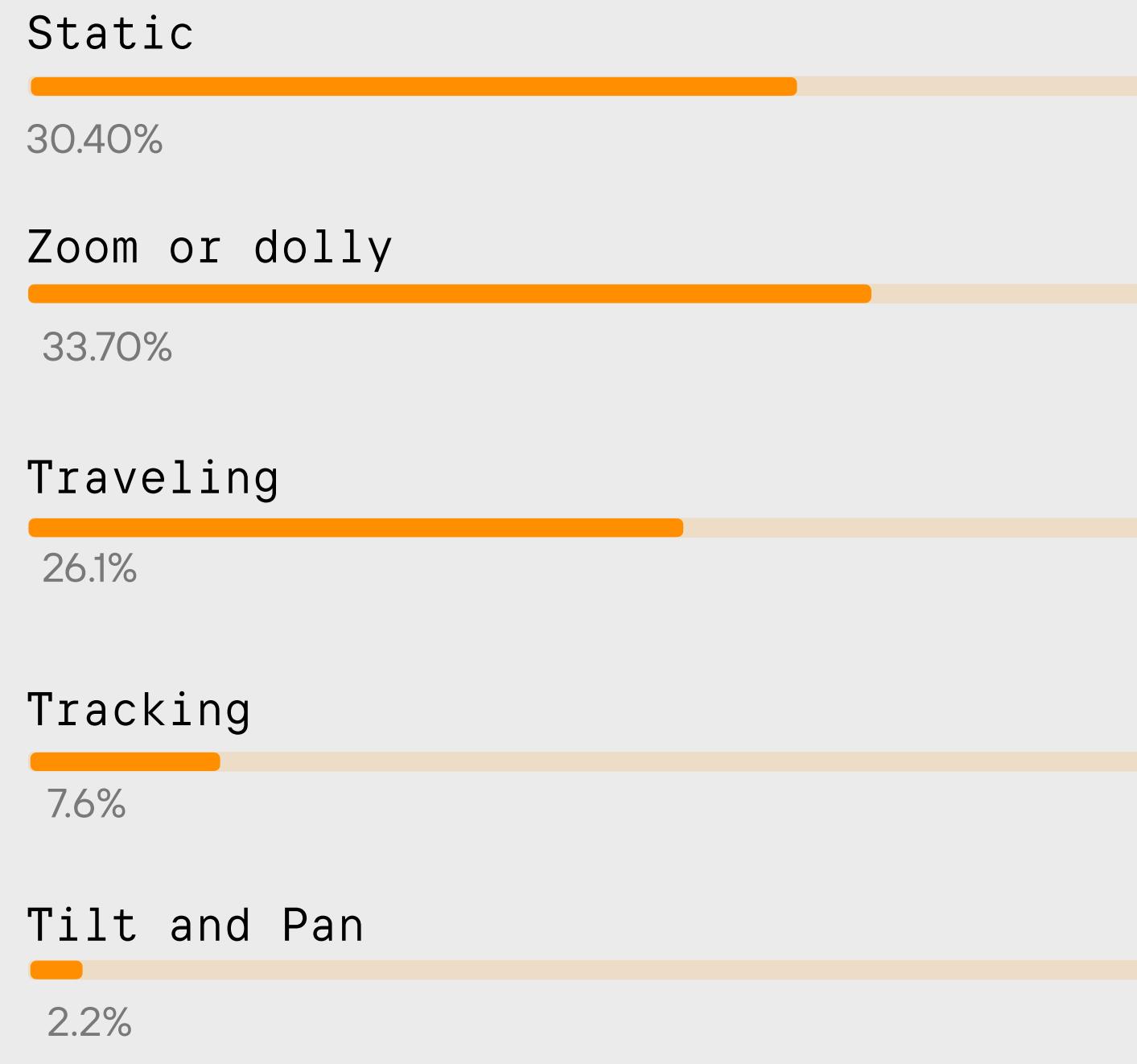


Hallucinations  
(sideways moves)

# SPATIAL ELEMENTS

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## Camera movements



\*Free camera movement

# OPTICAL ELEMENTS

## Lenses



Mnemonade (2024)



Mnemonade (2024)



Mnemonade (2024)

Telephoto



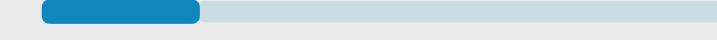
8.2%

Standard



73.5%

Wide



18.4%



You are, unfortunately, an A.I. artist (2024)



You are, unfortunately, an A.I. artist (2024)

# OPTICAL ELEMENTS

## Aberrations

60%

Spherical  
Chromatic  
Coma  
Geometric distortion  
Light Leake  
Vignetting  
Bokeh  
Flare  
Field curvature  
Astigmatism



Nightwatch (2024)



One wau (2024)



The Prometheus expedition (2024)



One wau (2024)



The Prometheus expedition (2024)



I want to go home (2024)



A tree once grew here (2024)



The Prometheus expedition (2024)



Night watch (2024)

# LIGHTING ELEMENTS

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Mother (2024)



Be an elephant (2024)



Treta (2024)

Natural light: Daylight

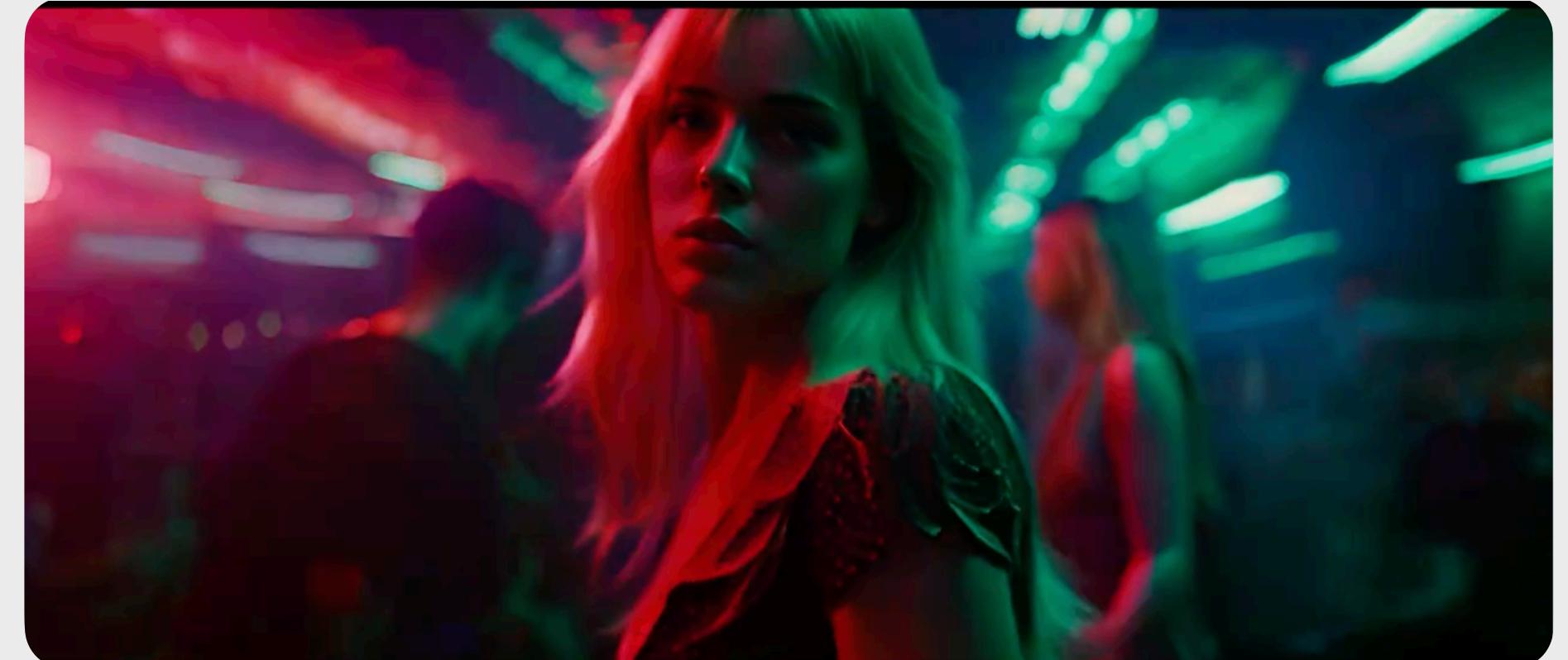
58.2%

Artificial light

41.8%



Rupu-kk: the Loop (2024)



The abyss (2024)

ARE YOU **TRAINING AI** FOR A  
CINEMATOGRAPHIC DISCOURSE OR AI IS  
SHAPING YOUR **CINEMATOGRAPHY**?

The tools, in particular gen AI **dialogue** with  
the way we use the cinematographic  
elements

HOW DOES GEN AI “STYLE” INFLUENCE  
THE CREATIVE POSSIBILITIES OF THE  
CINEMATIC IMAGE?

# Thanks

