Artificial
Storytelling
Introduction to open-source
AI video generation
SOfia Braga

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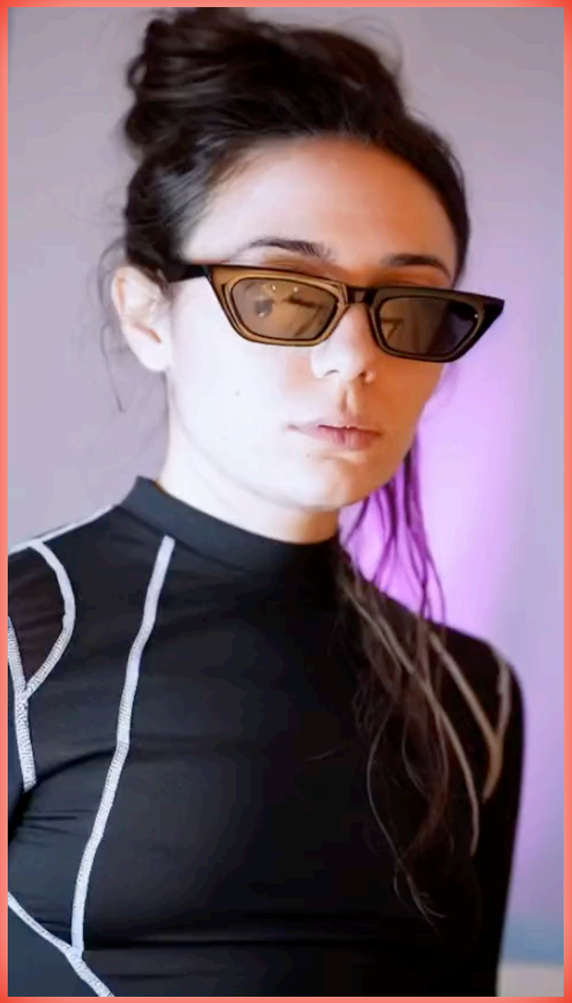


GenAI

today we will be working with generative AI
the entire stack is open-source and self-hosted

base models: Stable Diffusion & derivatives
conditioning models: ControlNet
interface: AUTOMATIC1111/stable-diffusion-webui

+ the biggest player that allows custom pipelines and workflows by bringing everything together in an easy to use package:

DEFORUM

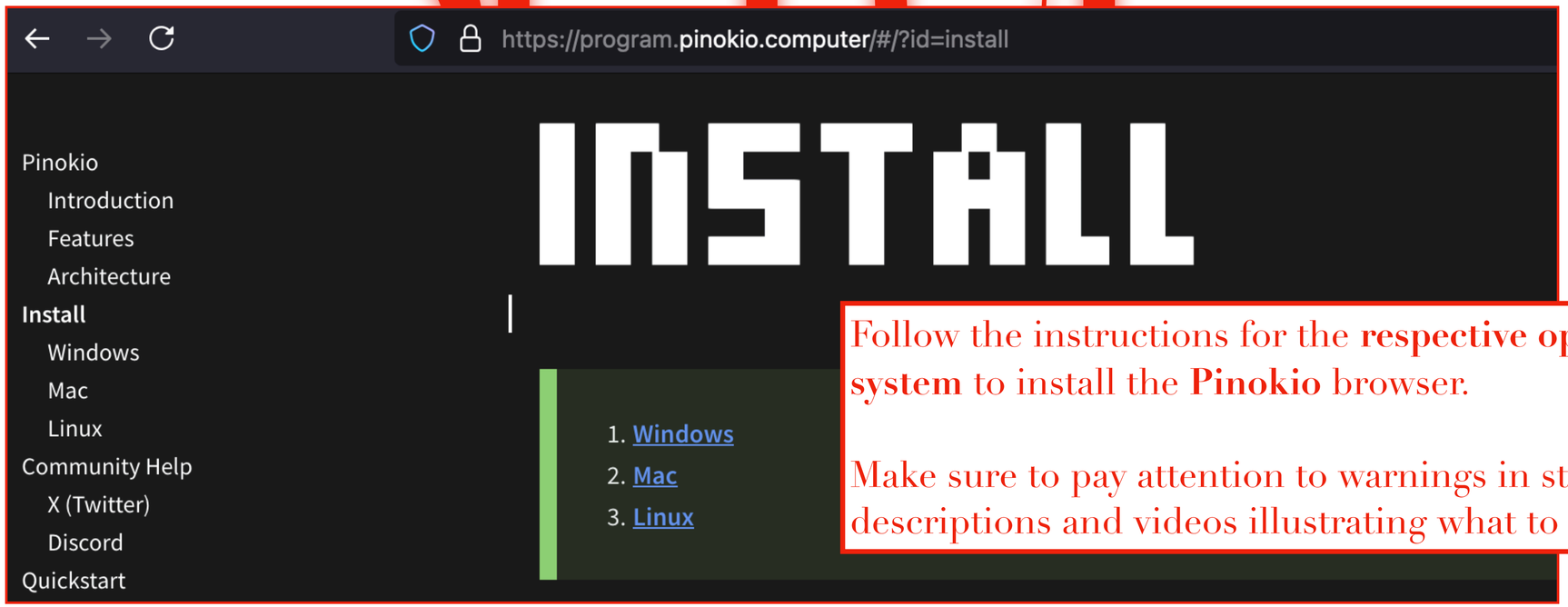
Setup Time

DIY ♥

Configuration steps and resource links can be found here:

https://gist.github.com/artificial-storytelling

SETUP



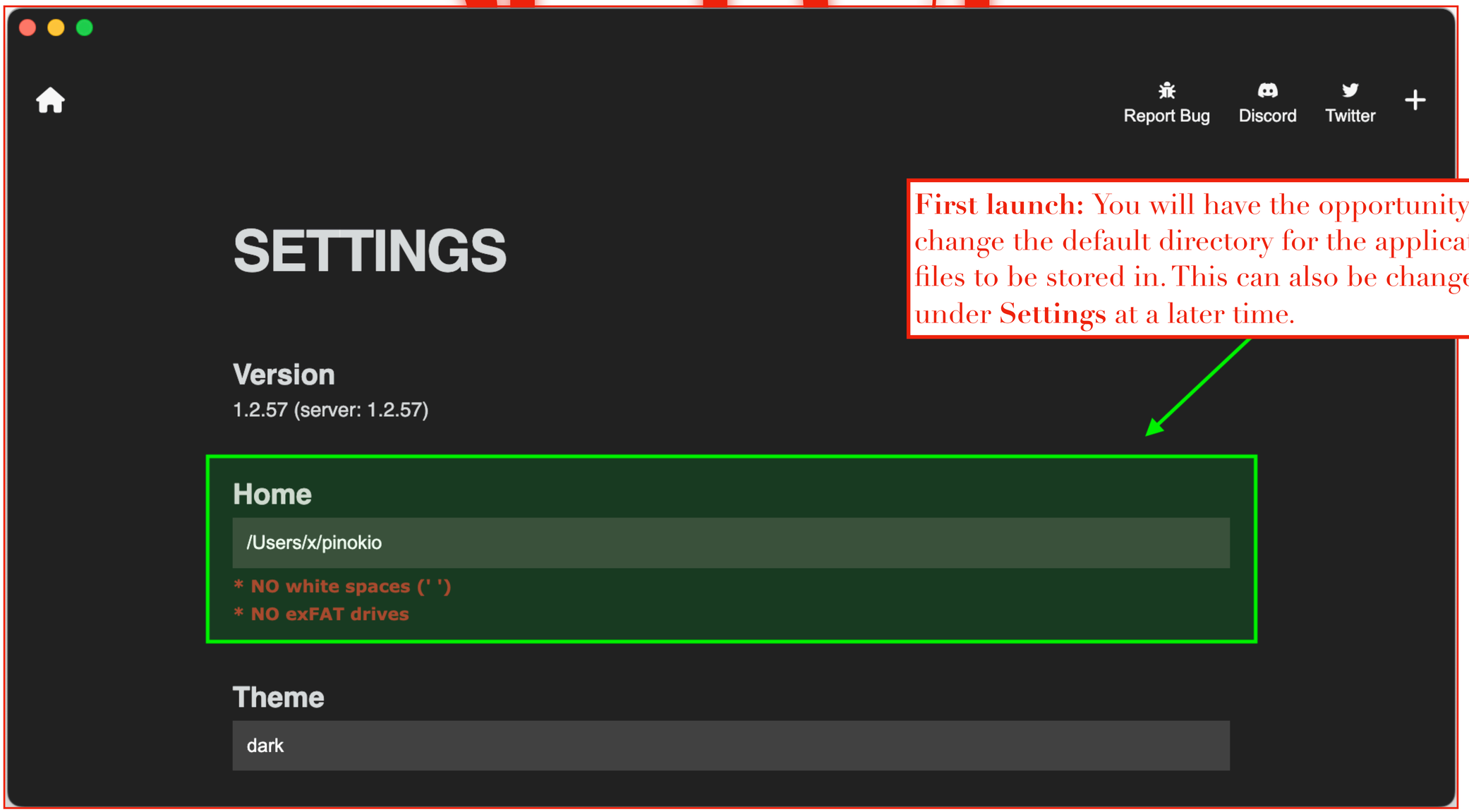
Follow the instructions for the **respective operating system** to install the **Pinokio** browser.

Make sure to pay attention to warnings in step descriptions and videos illustrating what to do.

https://program.pinokio.computer/#/?id=install

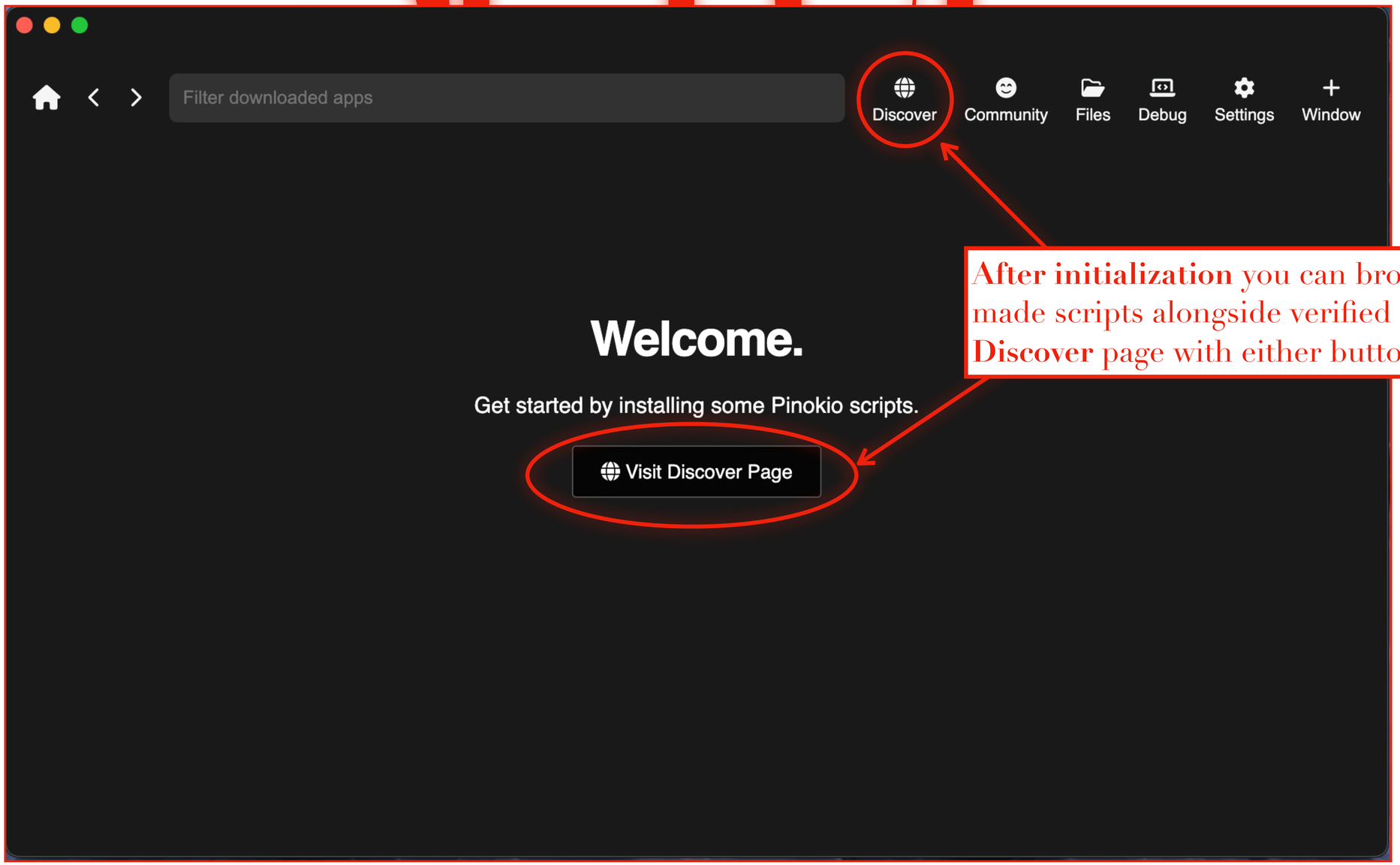
pinokio

SETUP



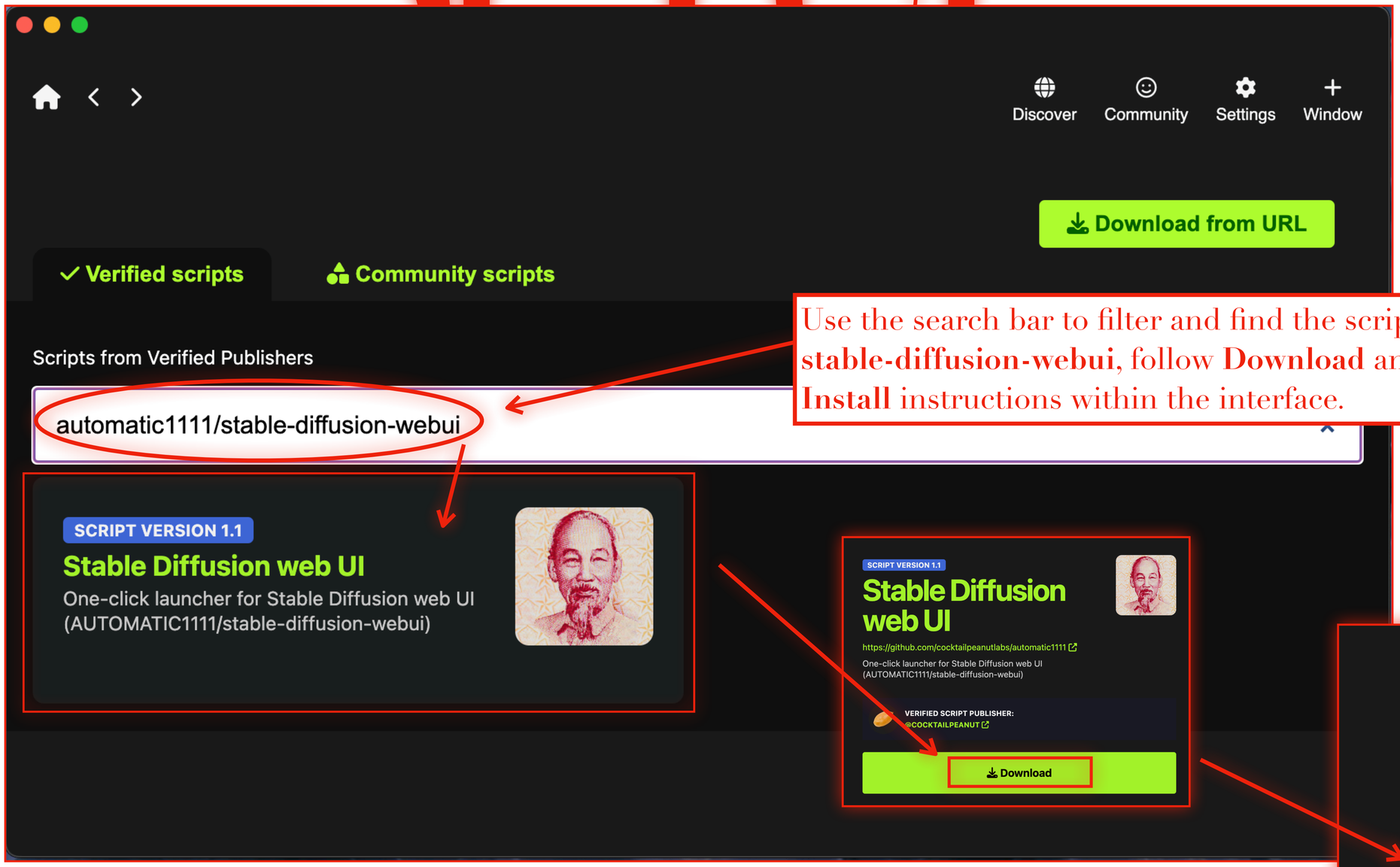
First launch: You will have the opportunity to change the default directory for the application files to be stored in. This can also be changed under **Settings** at a later time.

SETUP

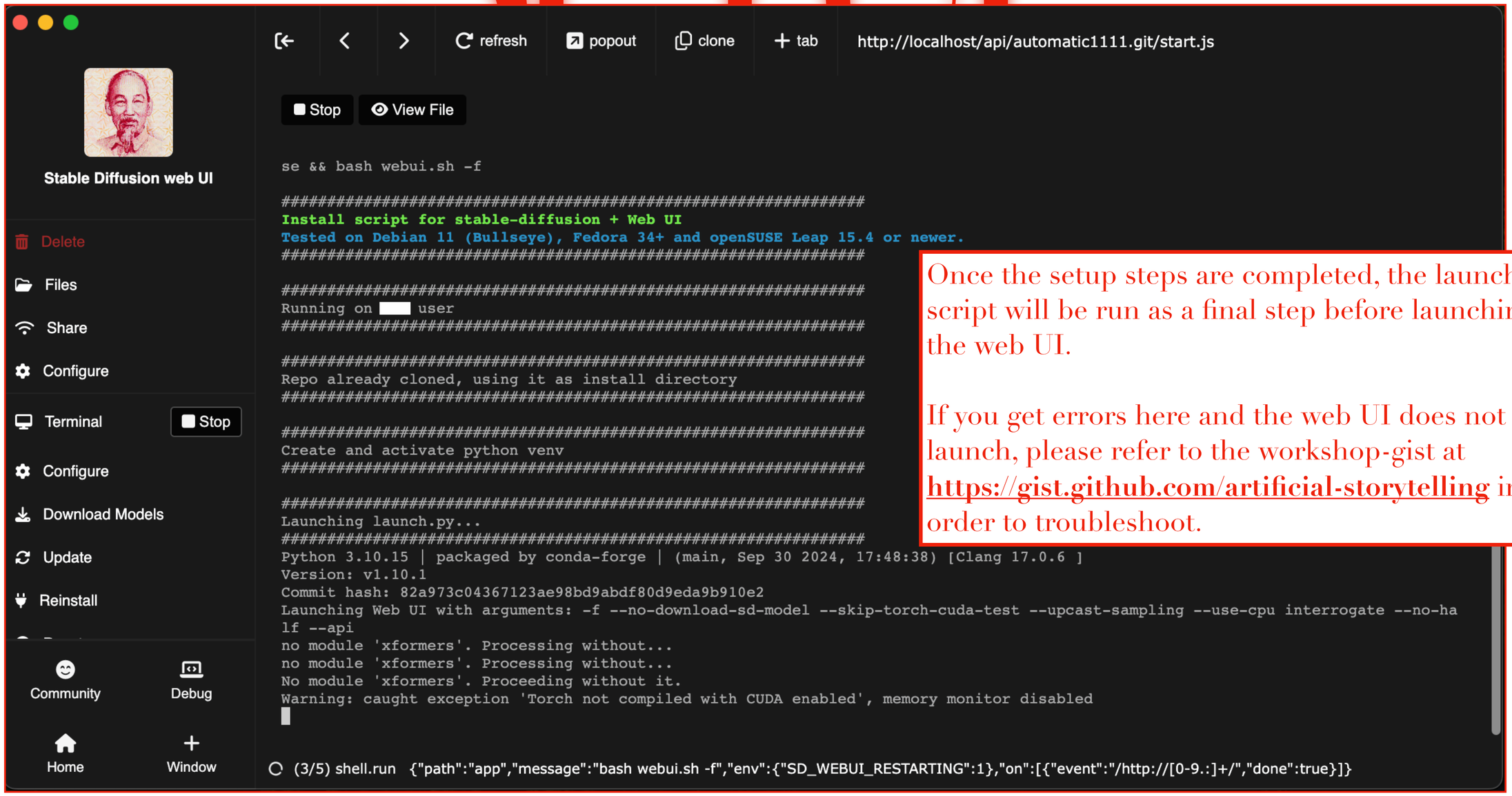


After initialization you can browse community made scripts alongside verified ones via the **Discover** page with either button.

SETUP


Discover
Community
Settings
Window
Download from URL
Verified scripts
Community scripts
Scripts from Verified Publishers
automatic1111/stable-diffusion-webui
Use the search bar to filter and find the script for stable-diffusion-webui, follow Download and Install instructions within the interface.
SCRIPT VERSION 1.1
Stable Diffusion web UI
One-click launcher for Stable Diffusion web UI
(AUTOMATIC1111/stable-diffusion-webui)
SCRIPT VERSION 1.1
Stable Diffusion web UI
https://github.com/cocktailpeanutlabs/automatic1111
One-click launcher for Stable Diffusion web UI
(AUTOMATIC1111/stable-diffusion-webui)
VERIFIED SCRIPT PUBLISHER:
@COCKTAILPEANUT
Download
Installation required
conda Not Installed
git Not Installed
zip Not Installed
conda : nodejs,ffmpeg Not Installed
brew Not Installed
py Not Installed
cloudflared Not Installed
Install

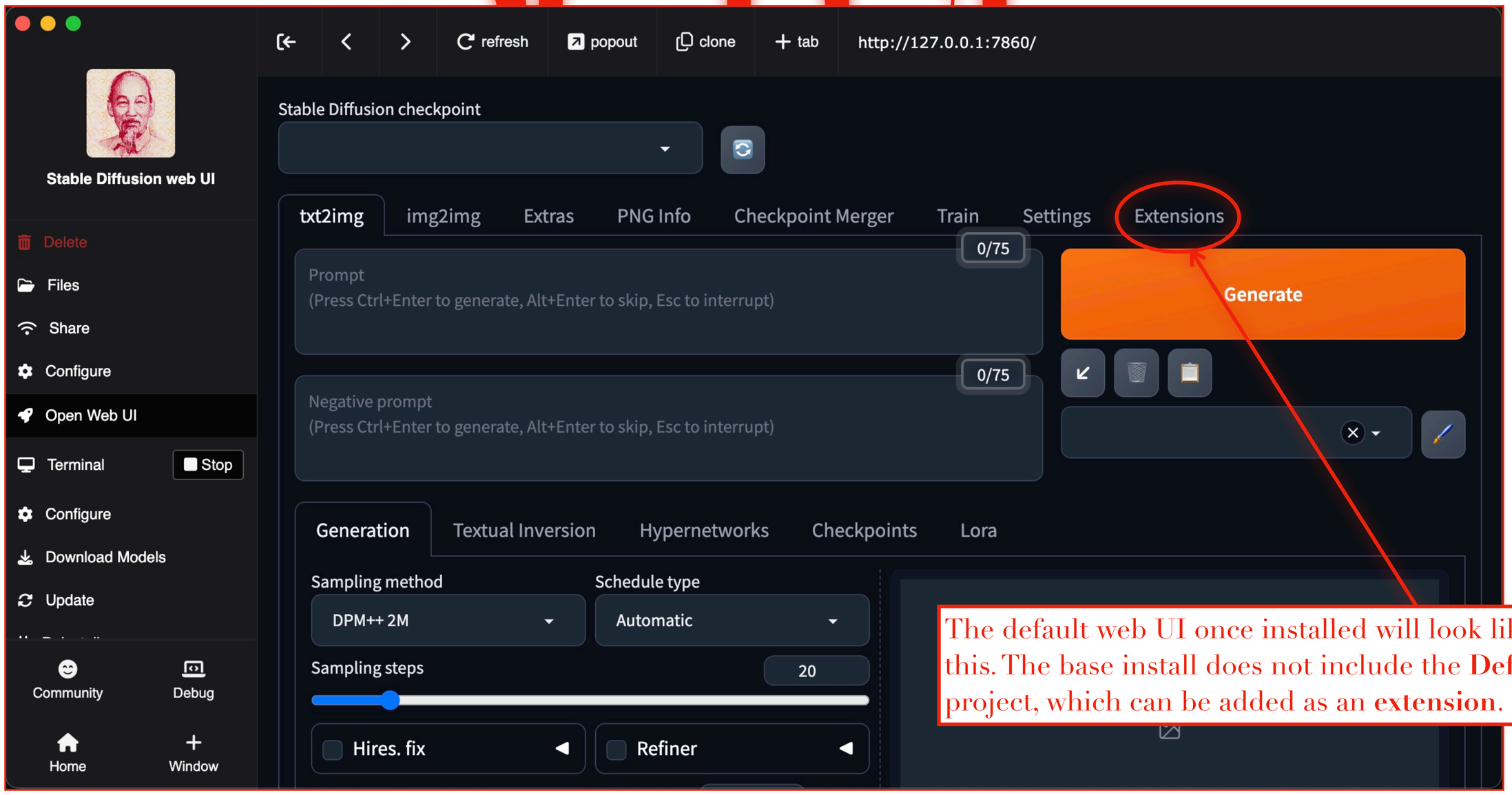
SETUP



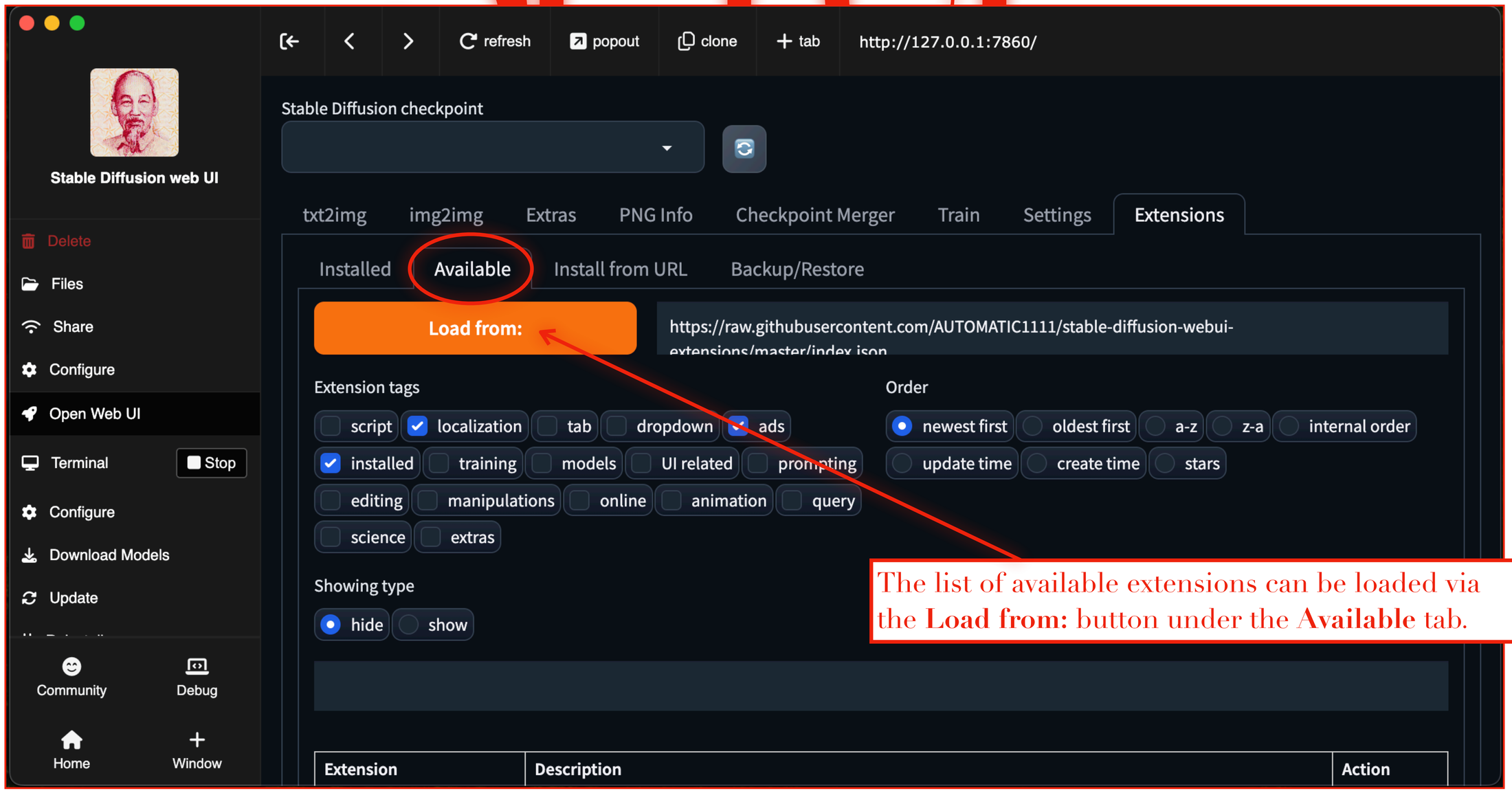
Once the setup steps are completed, the launch script will be run as a final step before launching the web UI.

If you get errors here and the web UI does not launch, please refer to the workshop-gist at https://gist.github.com/artificial-storytelling in order to troubleshoot.

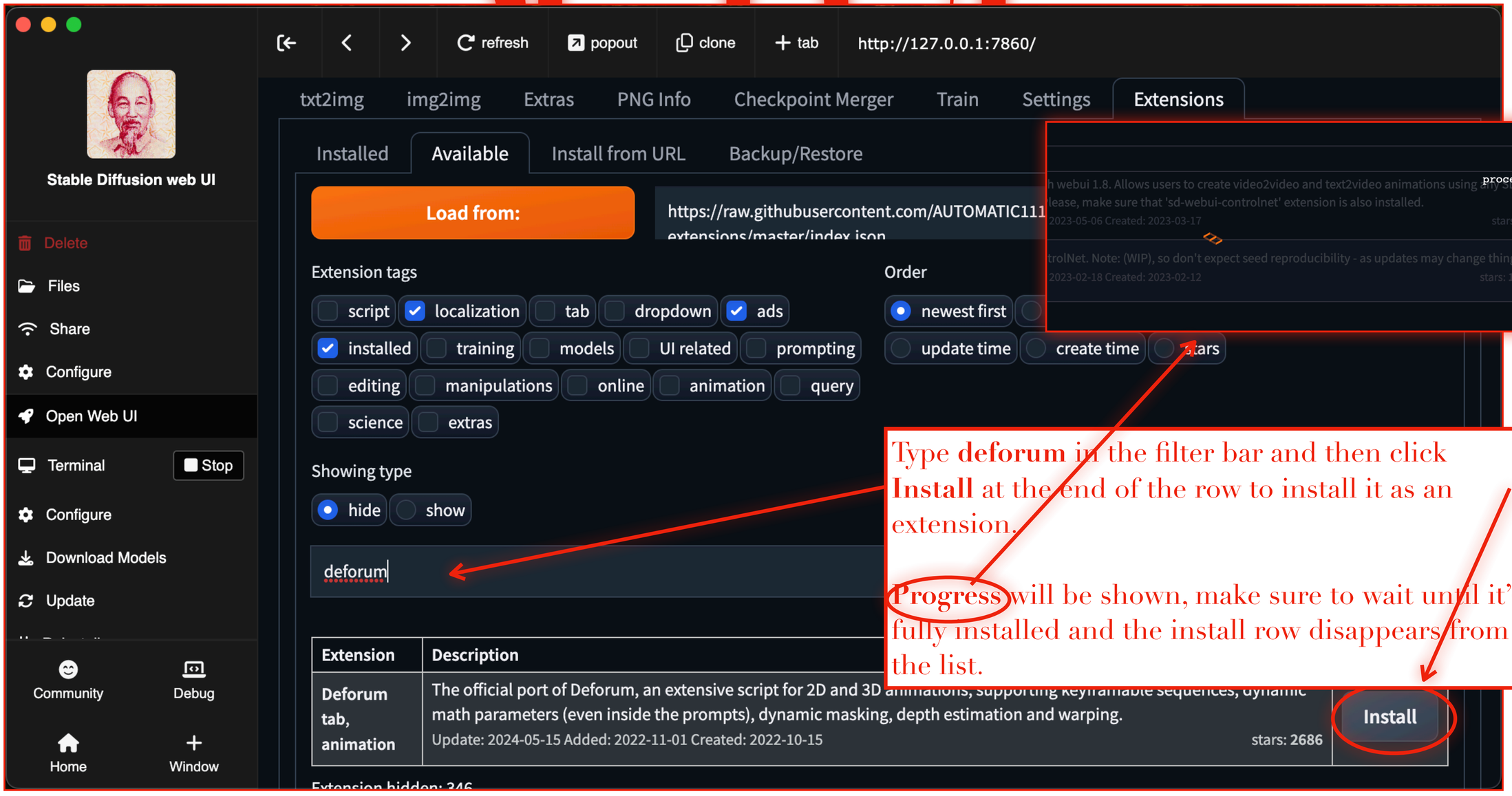
SETUP


refresh
popout
clone
tab
http://127.0.0.1:7860/
Stable Diffusion web UI
Delete
Files
Share
Configure
Open Web UI
Terminal
Stop
Configure
Download Models
Update
Community
Debug
Home
Window
Stable Diffusion checkpoint
txt2img
img2img
Extras
PNG Info
Checkpoint Merger
Train
Settings
Extensions
0/75
Prompt
(Press Ctrl+Enter to generate, Alt+Enter to skip, Esc to interrupt)
0/75
Negative prompt
(Press Ctrl+Enter to generate, Alt+Enter to skip, Esc to interrupt)
Generate
Generation
Textual Inversion
Hypernetworks
Checkpoints
Lora
Sampling method
DPM++ 2M
Schedule type
Automatic
Sampling steps
20
Hires. fix
Refiner
The default web UI once installed will look like this. The base install does not include the **Deforum** project, which can be added as an **extension**.

SETUP


refresh
popout
clone
tab
http://127.0.0.1:7860/
Stable Diffusion web UI
Delete
Files
Share
Configure
Open Web UI
Terminal
Stop
Configure
Download Models
Update
Community
Debug
Home
Window
Stable Diffusion checkpoint
txt2img
img2img
Extras
PNG Info
Checkpoint Merger
Train
Settings
Extensions
Installed
Available
Install from URL
Backup/Restore
Load from:
https://raw.githubusercontent.com/AUTOMATIC1111/stable-diffusion-webui-
Extension tags
script
localization
tab
dropdown
ads
installed
training
models
UI related
prompting
editing
manipulations
online
animation
query
science
extras
Order
newest first
oldest first
a-z
z-a
internal order
update time
create time
stars
Showing type
hide
show
Extension
Description
Action
The list of available extensions can be loaded via the Load from: button under the Available tab.

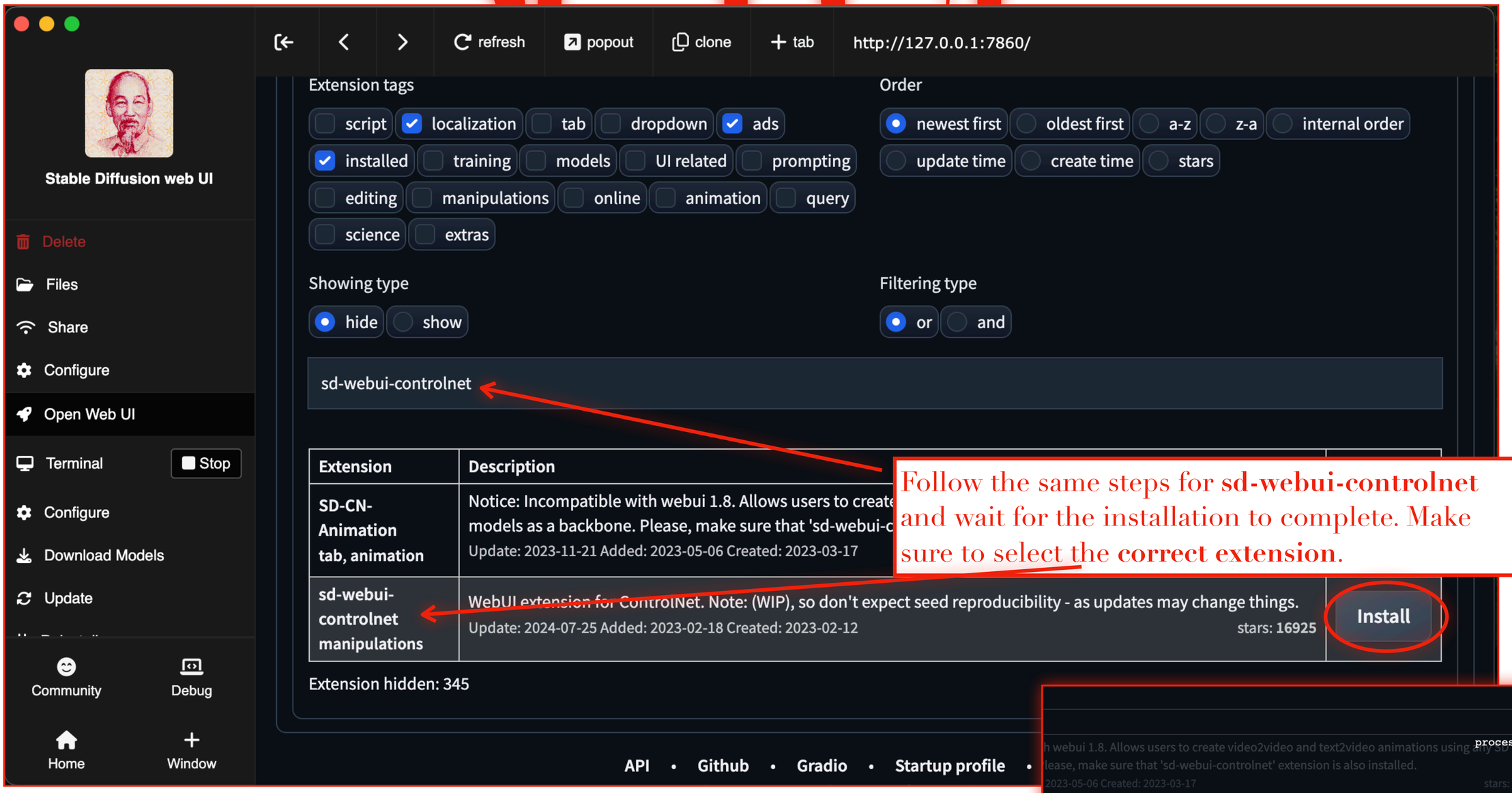
SETUP



Type **deforum** in the filter bar and then click **Install** at the end of the row to install it as an extension.

Progress will be shown, make sure to wait until it's fully installed and the install row disappears from the list.

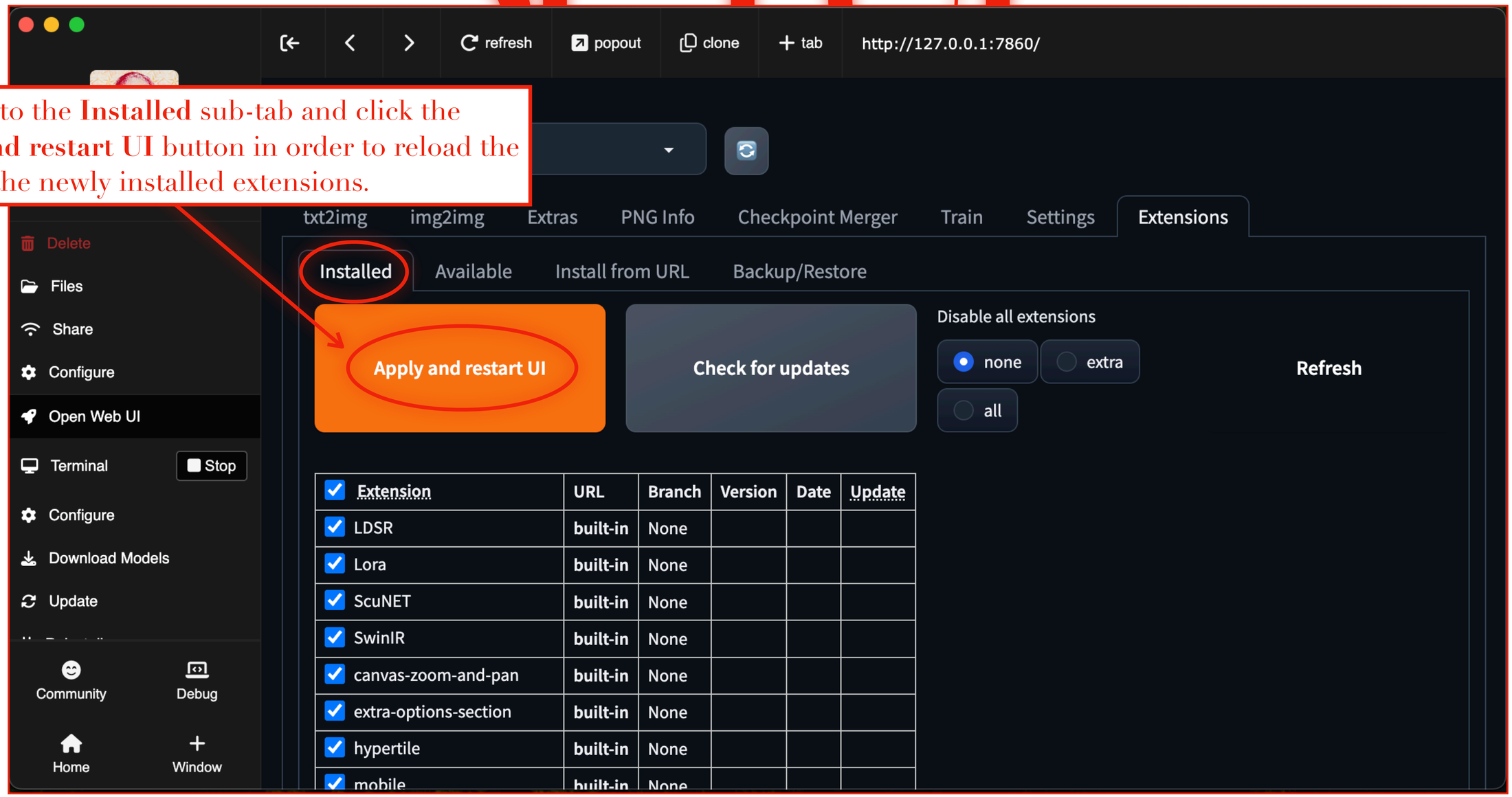
SETUP



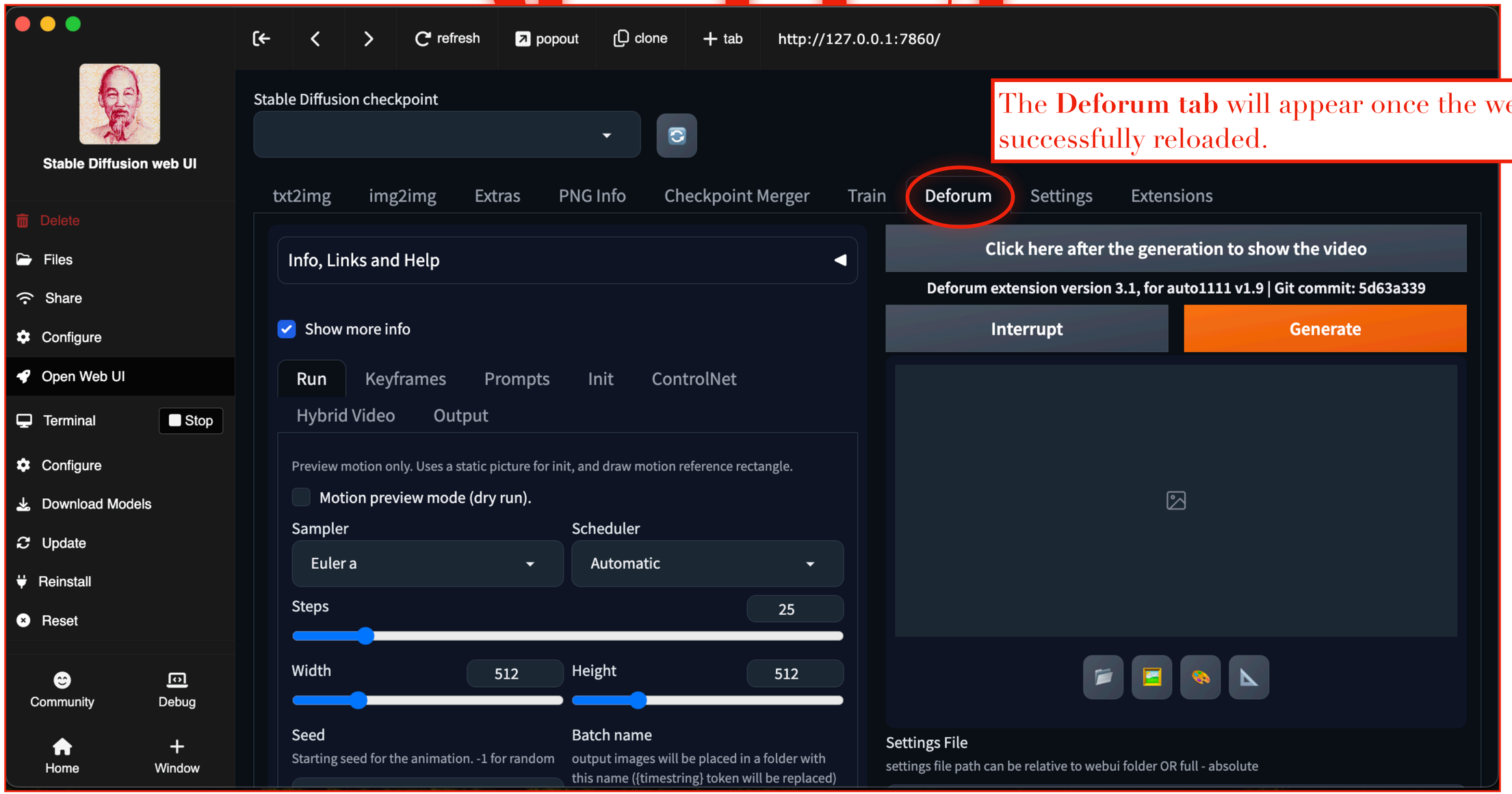
Follow the same steps for **sd-webui-controlnet** and wait for the installation to complete. Make sure to select the **correct extension**.

SETUP

Go back to the **Installed** sub-tab and click the **Apply and restart UI** button in order to reload the UI with the newly installed extensions.



SETUP

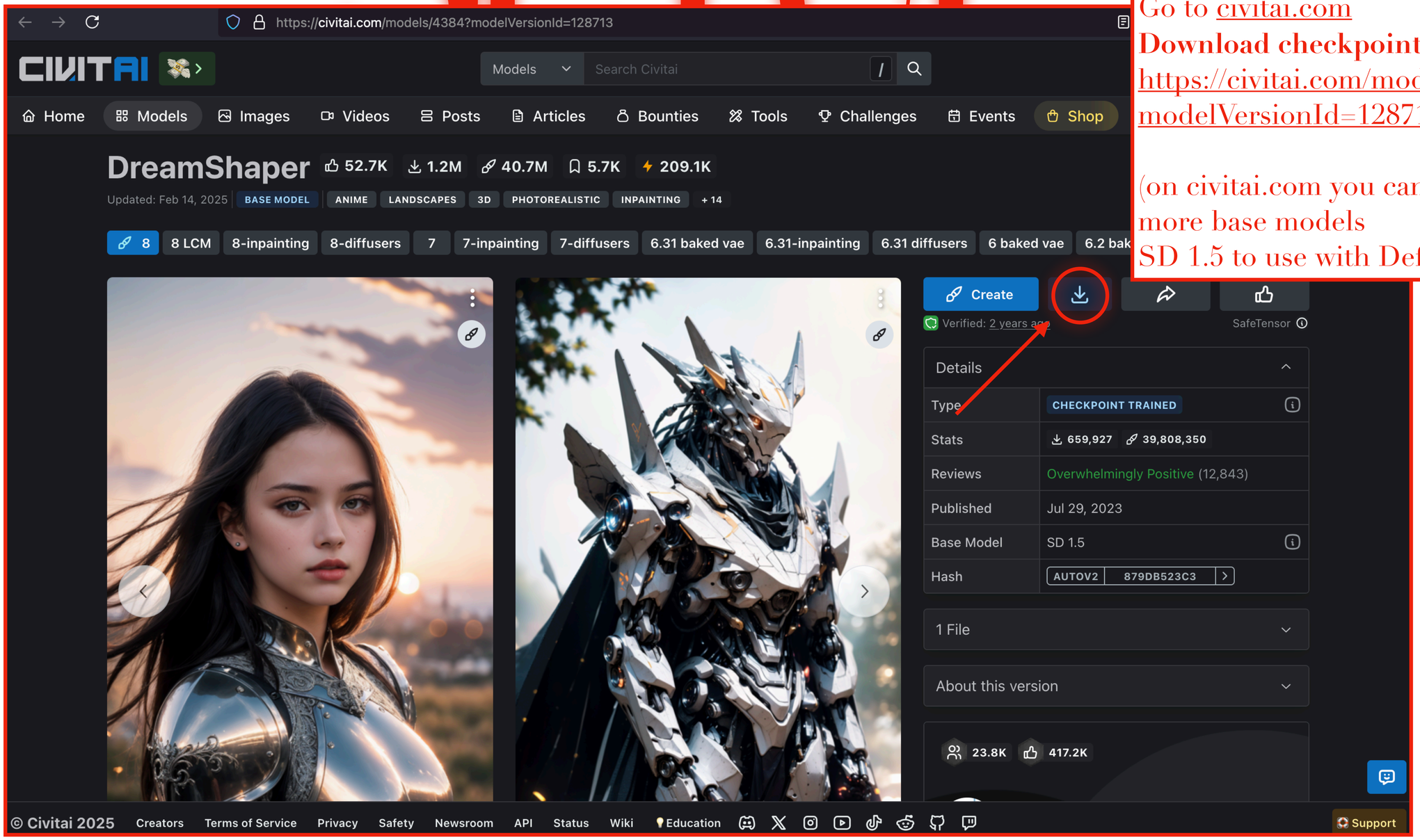


The **Deforum tab** will appear once the web UI is successfully reloaded.

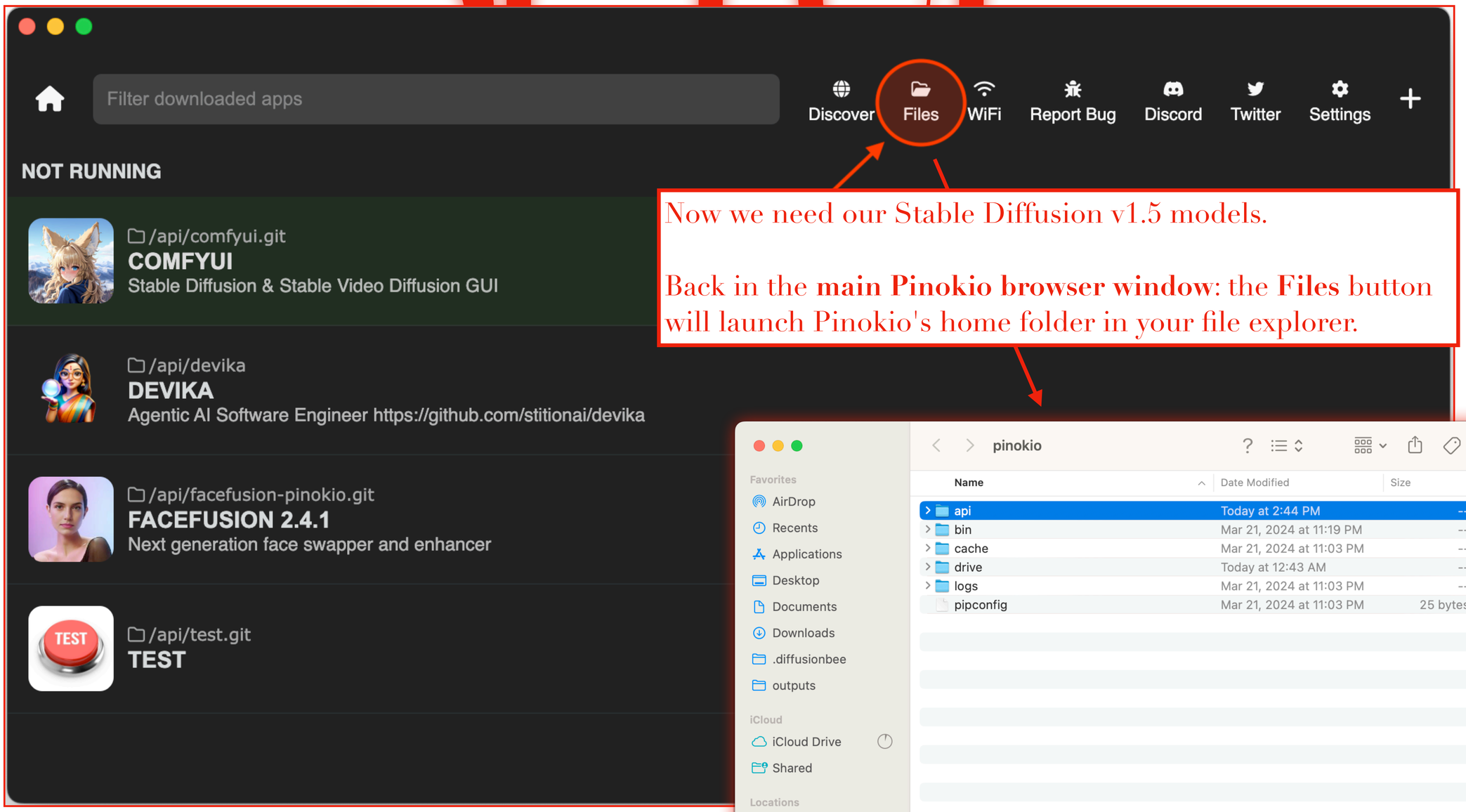
SETUP

Go to civitai.com
Download checkpoint:
https://civitai.com/models/4384?modelVersionId=128713

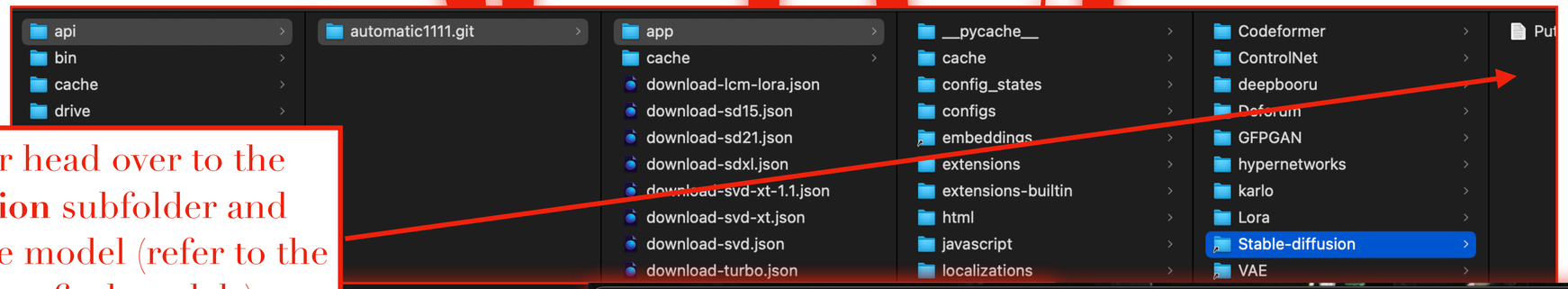
(on civitai.com you can look for more base models
SD 1.5 to use with Deforum)



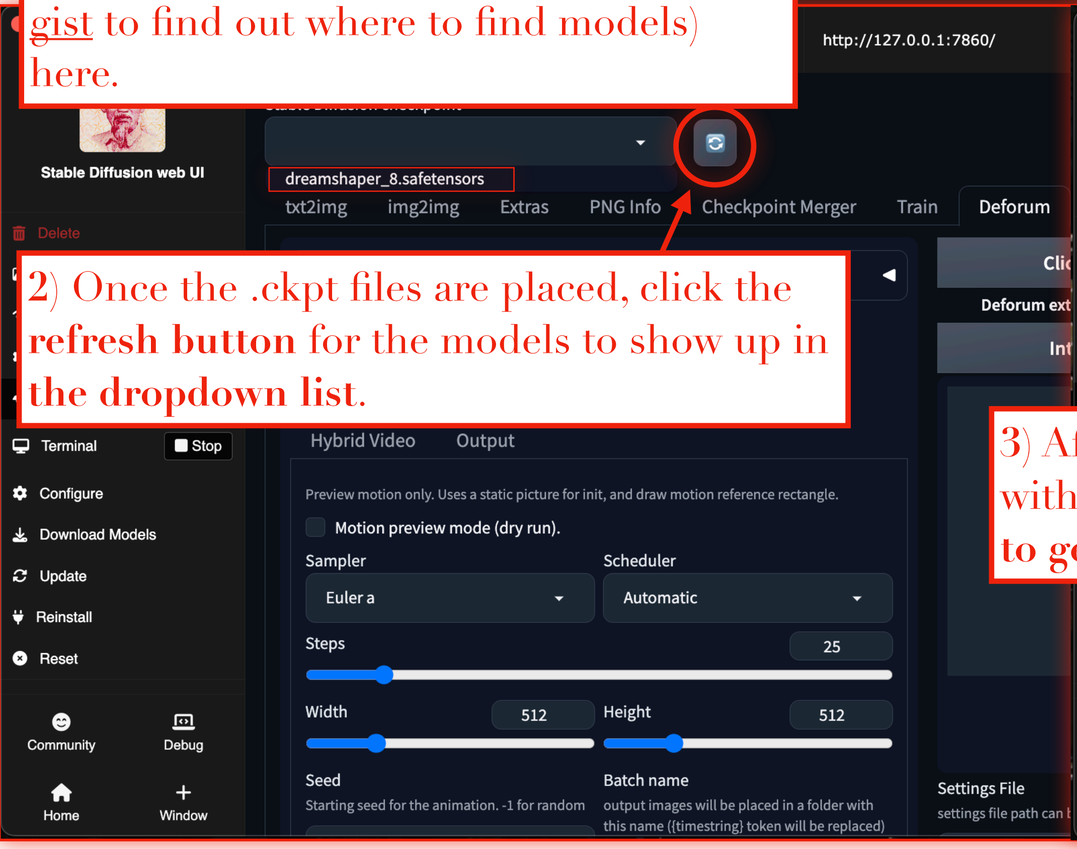
SETUP


Filter downloaded apps
Discover
Files
WiFi
Report Bug
Discord
Twitter
Settings
NOT RUNNING
/api/comfyui.git
COMFYUI
Stable Diffusion & Stable Video Diffusion GUI
/api/devika
DEVIKA
Agentic AI Software Engineer https://github.com/stitionai/devika
/api/facefusion-pinokio.git
FACEFUSION 2.4.1
Next generation face swapper and enhancer
/api/test.git
TEST
Now we need our Stable Diffusion v1.5 models.
Back in the main Pinokio browser window: the Files button will launch Pinokio's home folder in your file explorer.
pinokio
Favorites
AirDrop
Recents
Applications
Desktop
Documents
Downloads
.diffusionbee
outputs
iCloud
iCloud Drive
Shared
Locations
Macintosh HD
Name
Date Modified
Size
Kind
api
Today at 2:44 PM
Folder
bin
Mar 21, 2024 at 11:19 PM
Folder
cache
Mar 21, 2024 at 11:03 PM
Folder
drive
Today at 12:43 AM
Folder
logs
Mar 21, 2024 at 11:03 PM
Folder
pipconfig
Mar 21, 2024 at 11:03 PM
25 bytes
Document

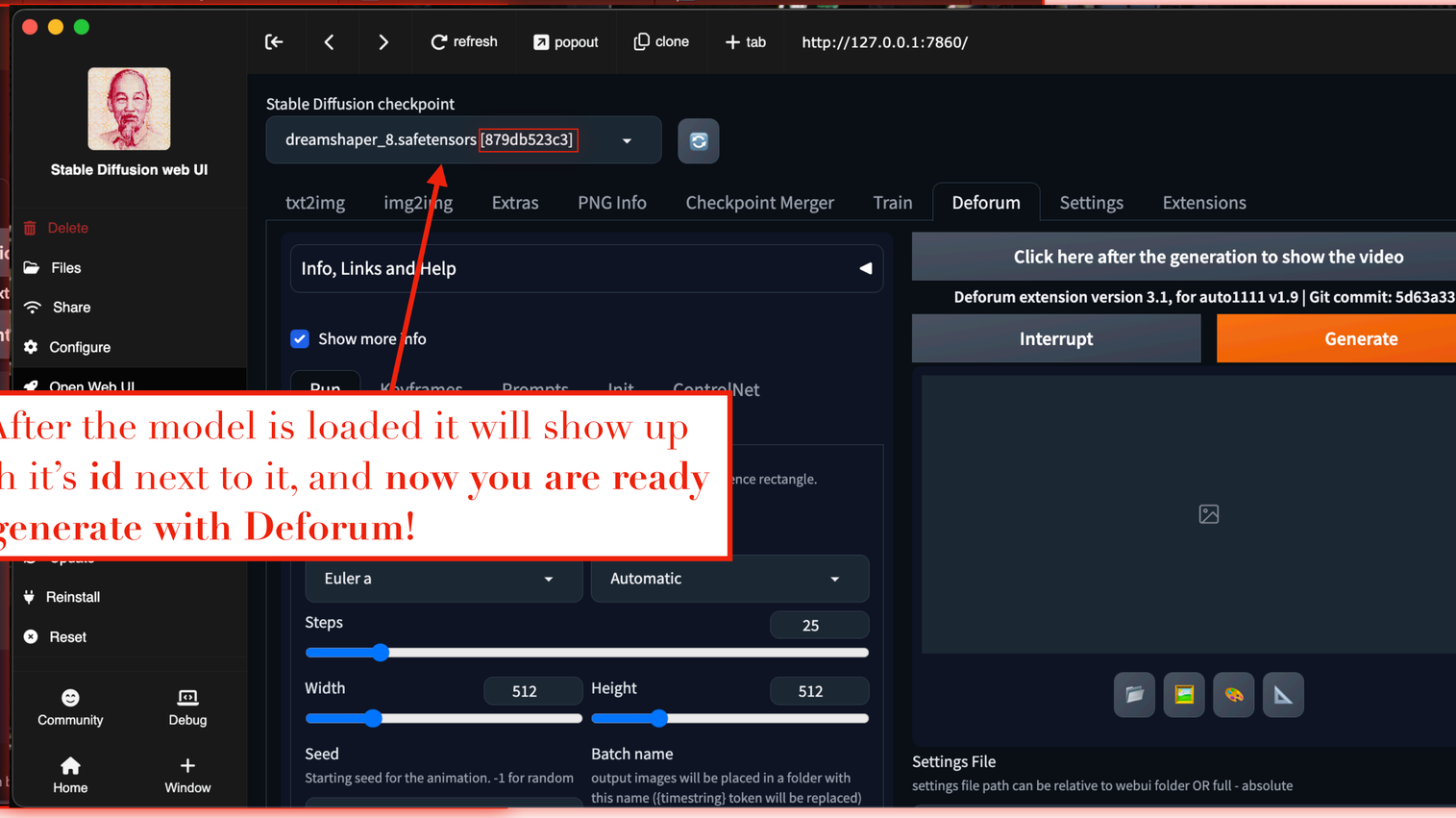
SETUP



1) In your file browser head over to the **models/Stable-diffusion** subfolder and place your SD1.5 base model (refer to the gist to find out where to find models) here.



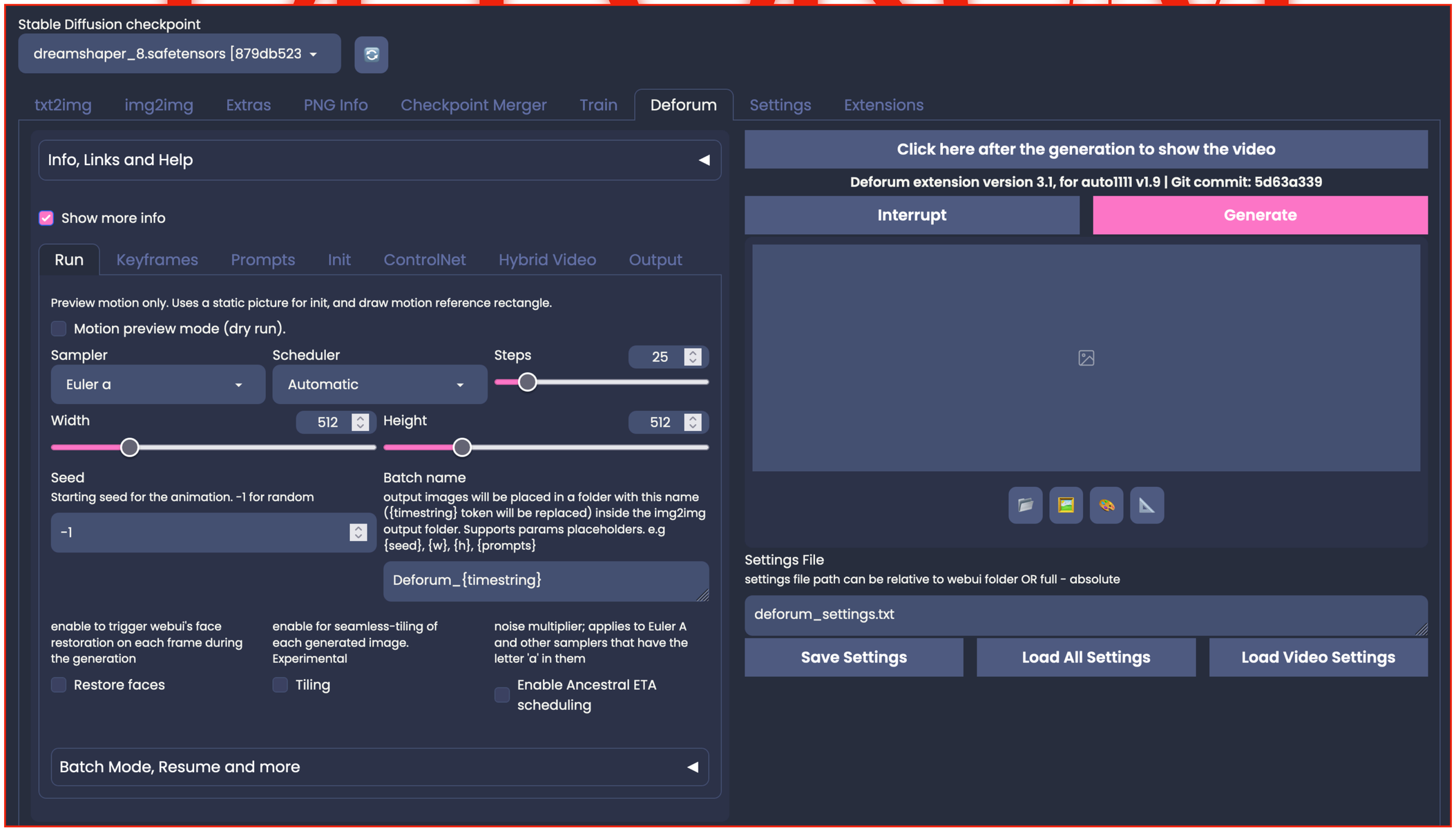
2) Once the .ckpt files are placed, click the **refresh button** for the models to show up in the dropdown list.



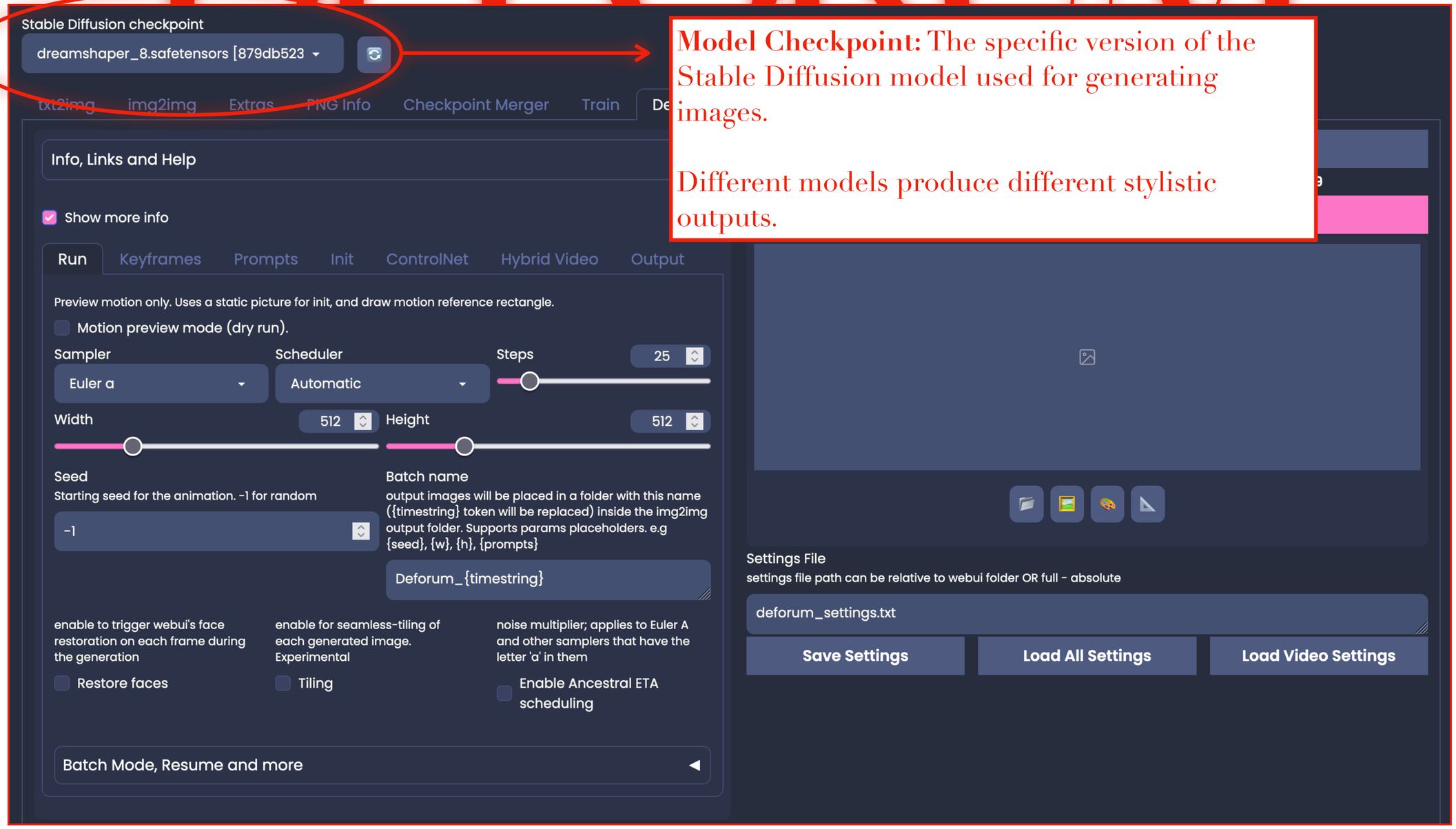
3) After the model is loaded it will show up with it's **id** next to it, and **now you are ready to generate with Deforum!**

DEFORUM

DEFORUM


Stable Diffusion checkpoint
dreamshaper_8.safetensors [879db523
txt2img
img2img
Extras
PNG Info
Checkpoint Merger
Train
Deforum
Settings
Extensions
Info, Links and Help
Show more info
Run
Keyframes
Prompts
Init
ControlNet
Hybrid Video
Output
Preview motion only. Uses a static picture for init, and draw motion reference rectangle.
Motion preview mode (dry run).
Sampler
Euler a
Scheduler
Automatic
Steps
25
Width
512
Height
512
Seed
Starting seed for the animation. -1 for random
-1
Batch name
output images will be placed in a folder with this name ({timestring} token will be replaced) inside the img2img output folder. Supports params placeholders. e.g {seed}, {w}, {h}, {prompts}
Deforum_{timestring}
enable to trigger webui's face restoration on each frame during the generation
Restore faces
enable for seamless-tiling of each generated image. Experimental
Tiling
noise multiplier; applies to Euler A and other samplers that have the letter 'a' in them
Enable Ancestral ETA scheduling
Batch Mode, Resume and more
Click here after the generation to show the video
Deforum extension version 3.1, for auto1111 v1.9 | Git commit: 5d63a339
Interrupt
Generate
Settings File
settings file path can be relative to webui folder OR full - absolute
deforum_settings.txt
Save Settings
Load All Settings
Load Video Settings

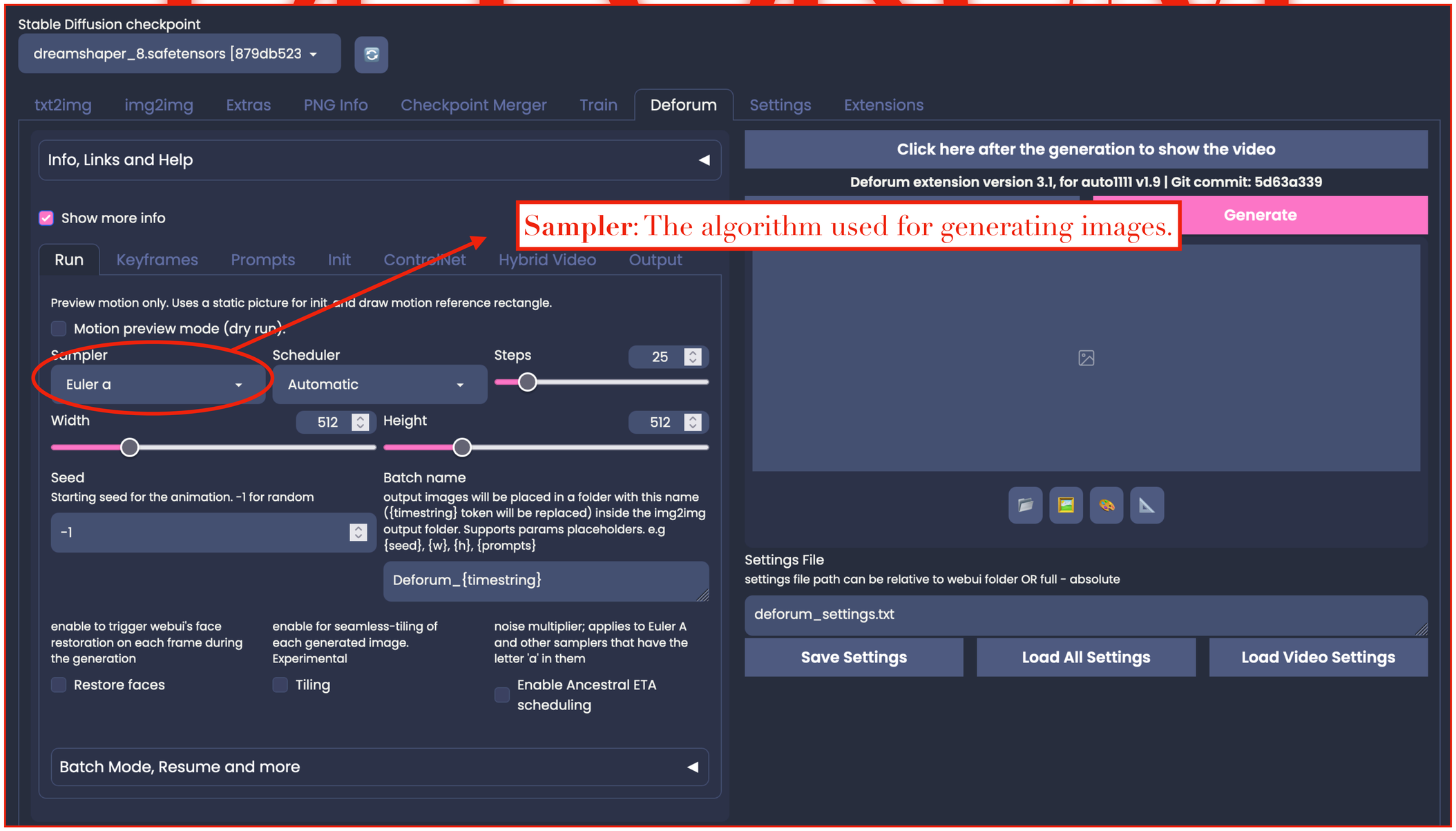
DEFORUM



Model Checkpoint: The specific version of the Stable Diffusion model used for generating images.

Different models produce different stylistic outputs.

DEFORUM


Stable Diffusion checkpoint
dreamshaper_8.safetensors [879db523
txt2img
img2img
Extras
PNG Info
Checkpoint Merger
Train
Deforum
Settings
Extensions
Info, Links and Help
Show more info
Sampler: The algorithm used for generating images.
Run
Keyframes
Prompts
Init
ControlNet
Hybrid Video
Output
Preview motion only. Uses a static picture for init and draw motion reference rectangle.
Motion preview mode (dry run)
Sampler
Euler a
Scheduler
Automatic
Steps
25
Width
512
Height
512
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Deforum_{timestring}
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Restore faces
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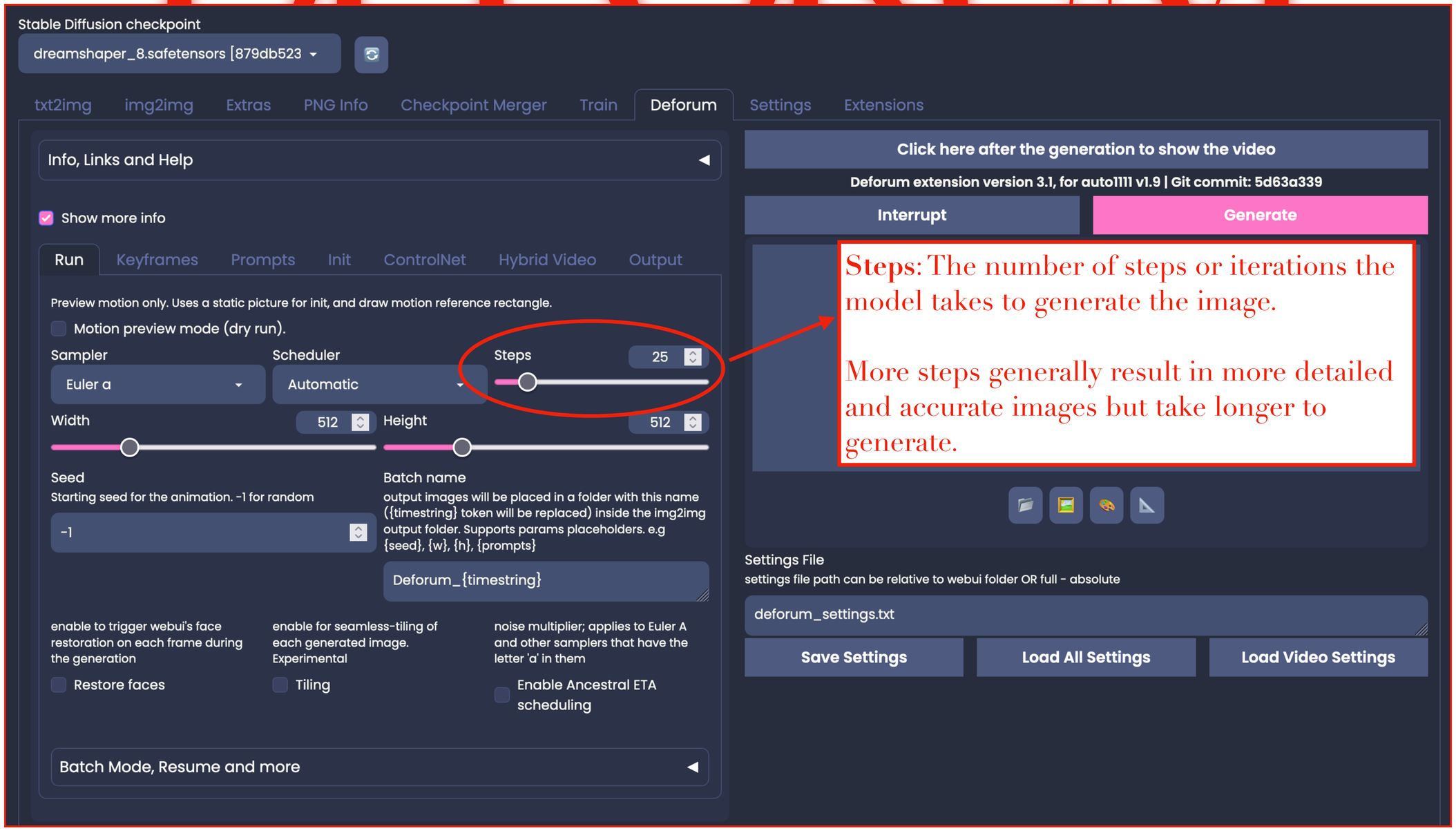
Tiling
noise multiplier; applies to Euler A and other samplers that have the letter 'a' in them
Enable Ancestral ETA scheduling
Batch Mode, Resume and more
Click here after the generation to show the video
Deforum extension version 3.1, for auto1111 v1.9 | Git commit: 5d63a339
Generate
Settings File
settings file path can be relative to webui folder OR full - absolute
deforum_settings.txt
Save Settings
Load All Settings
Load Video Settings

DEFORUM


Stable Diffusion checkpoint
dreamshaper_8.safetensors [879db523
txt2img
img2img
Extras
PNG Info
Checkpoint Merger
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Deforum
Settings
Extensions
Info, Links and Help
Show more info
Run
Keyframes
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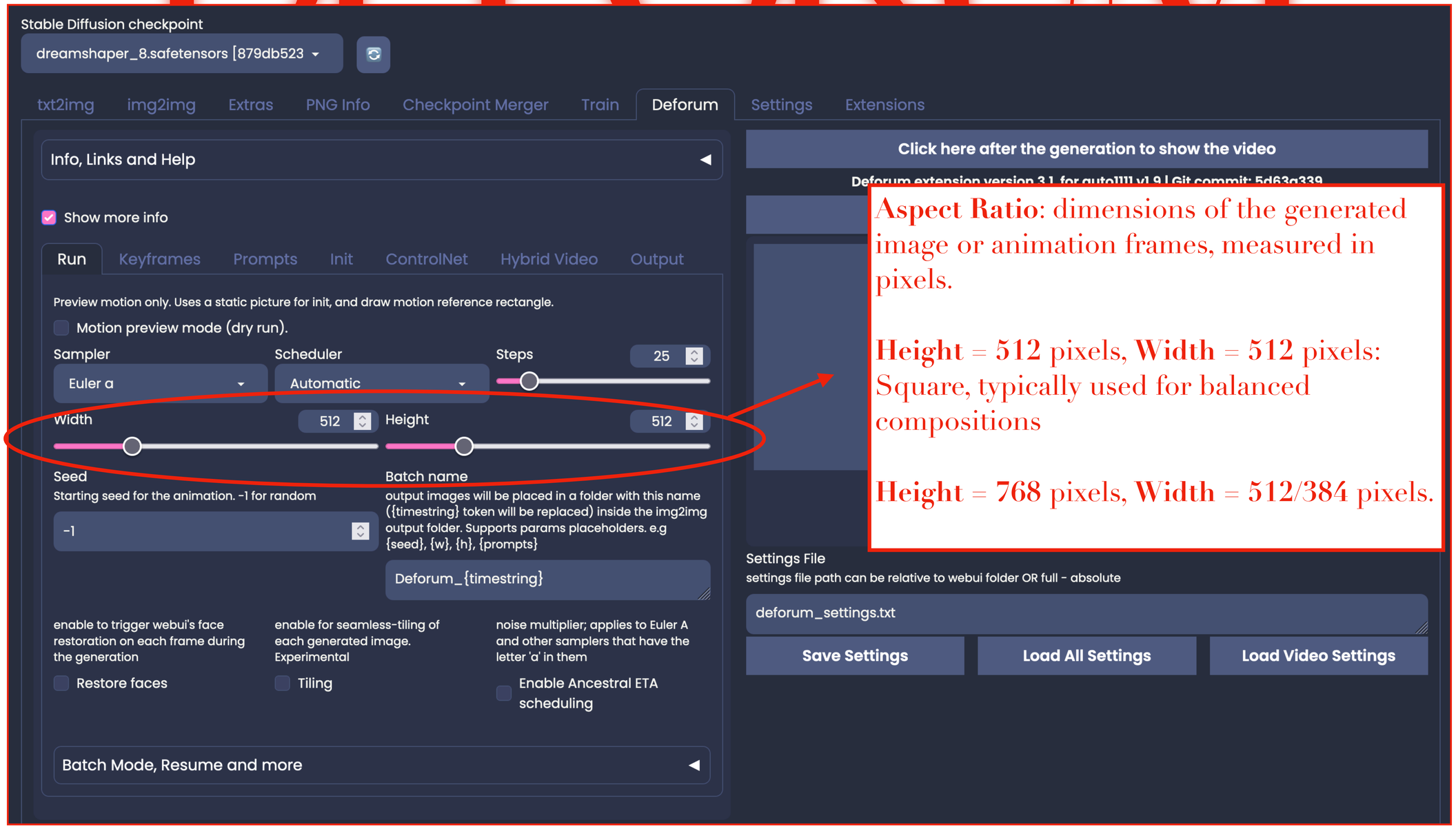
Init
ControlNet
Hybrid Video
Output
Preview motion only. Uses a static picture for init, and draw motion reference rectangle.
Motion preview mode (dry run).
Sampler
Euler a
Scheduler
Automatic
Steps
25
Width
512
Height
512
Seed
Starting seed for the animation. -1 for random
-1
Batch name
output images will be placed in a folder with this name ({timestring} token will be replaced) inside the img2img output folder. Supports params placeholders. e.g {seed}, {w}, {h}, {prompts}
Deforum_{timestring}
enable to trigger webui's face restoration on each frame during the generation
Restore faces
enable for seamless-tiling of each generated image. Experimental
Tiling
noise multiplier; applies to Euler A and other samplers that have the letter 'a' in them
Enable Ancestral ETA scheduling
Batch Mode, Resume and more
Click here after the generation to show the video
Deforum extension version 3.1, for auto1111 v1.9 | Git commit: 5d63a339
Interrupt
Generate
Steps: The number of steps or iterations the model takes to generate the image.
More steps generally result in more detailed and accurate images but take longer to generate.
Settings File
settings file path can be relative to webui folder OR full - absolute
deforum_settings.txt
Save Settings
Load All Settings
Load Video Settings

DEFORUM

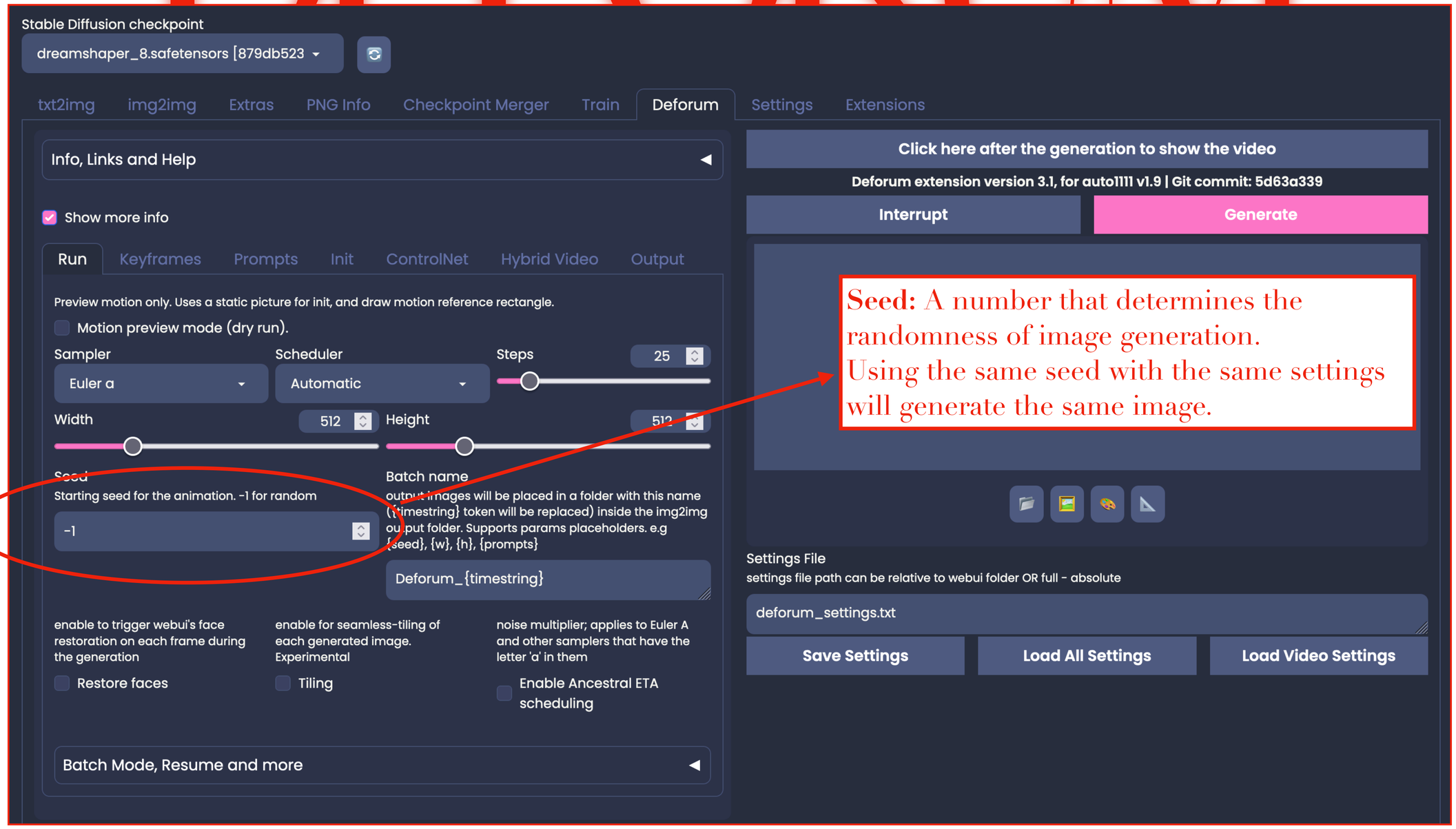


Aspect Ratio: dimensions of the generated image or animation frames, measured in pixels.

Height = 512 pixels, **Width** = 512 pixels: Square, typically used for balanced compositions

Height = 768 pixels, **Width** = 512/384 pixels.

DEFORUM


Stable Diffusion checkpoint
dreamshaper_8.safetensors [879db523
txt2img
img2img
Extras
PNG Info
Checkpoint Merger
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Deforum
Settings
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Scheduler
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Steps
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Width
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-1
Batch name
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Deforum_{timestring}
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Restore faces
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Tiling
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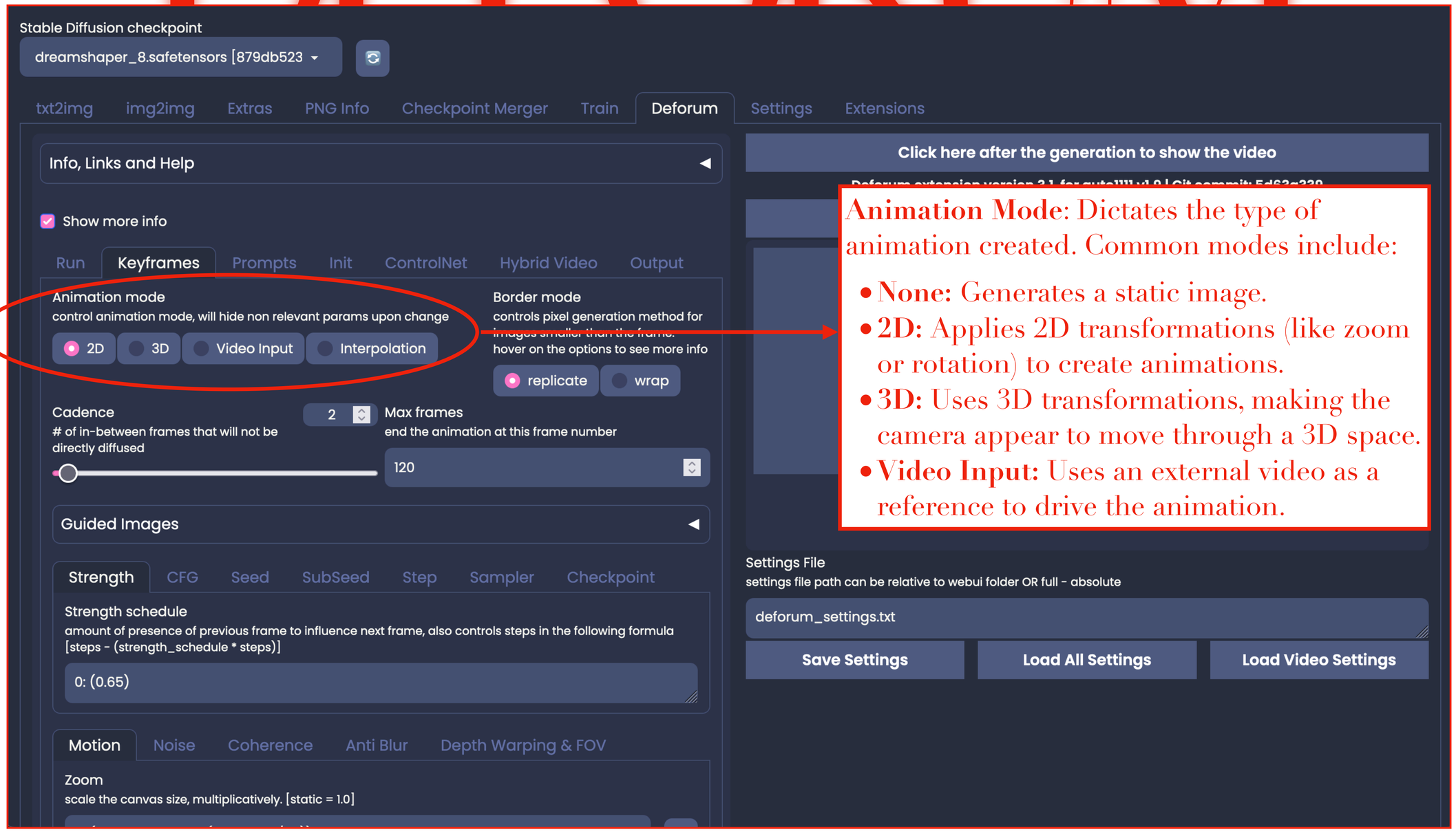
Enable Ancestral ETA scheduling
Batch Mode, Resume and more
Click here after the generation to show the video
Deforum extension version 3.1, for auto1111 v1.9 | Git commit: 5d63a339
Interrupt
Generate
Seed: A number that determines the randomness of image generation.
Using the same seed with the same settings will generate the same image.
Settings File
settings file path can be relative to webui folder OR full - absolute
deforum_settings.txt
Save Settings
Load All Settings
Load Video Settings

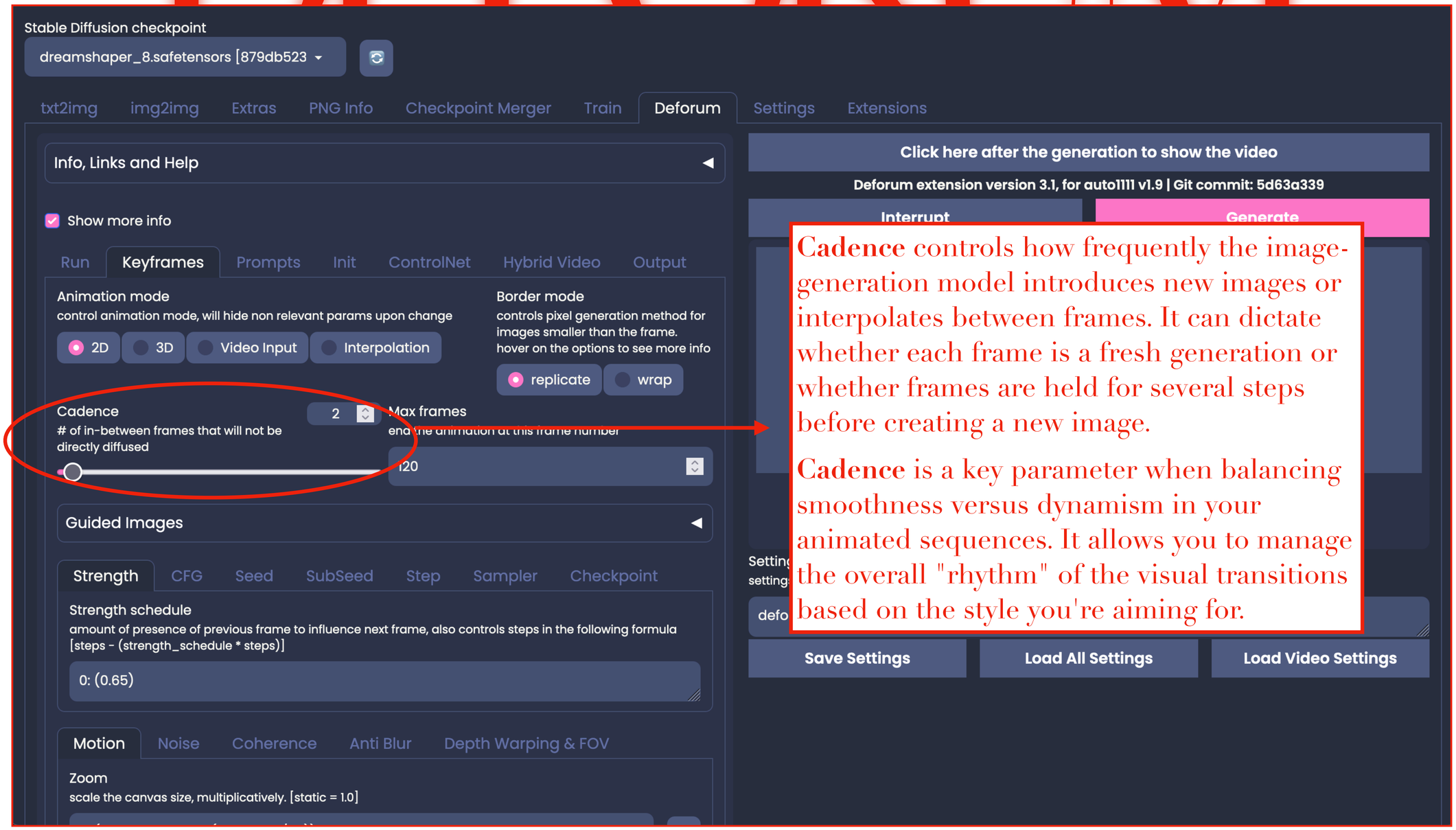
DEFORUM



Animation Mode: Dictates the type of animation created. Common modes include:

- **None:** Generates a static image.
- **2D:** Applies 2D transformations (like zoom or rotation) to create animations.
- **3D:** Uses 3D transformations, making the camera appear to move through a 3D space.
- **Video Input:** Uses an external video as a reference to drive the animation.

DEFORUM



Cadence controls how frequently the image-generation model introduces new images or interpolates between frames. It can dictate whether each frame is a fresh generation or whether frames are held for several steps before creating a new image.

Cadence is a key parameter when balancing smoothness versus dynamism in your animated sequences. It allows you to manage the overall "rhythm" of the visual transitions based on the style you're aiming for.

DEFORUM

Stable Diffusion checkpoint

dreamshaper_8.safetensors [879db523

txt2img | img2img | Extras | PNG Info | Checkpoint Merger | Train | Deforum | Settings | Extensions

Info, Links and Help

Show more info

Run | Keyframes | Prompts | Init | ControlNet | Hybrid Video | Output

Animation mode

control animation mode, will hide non relevant params upon change

2D | 3D | Video Input | Interpolation

Border mode

controls pixel generation method for images smaller than the frame. hover on the options to see more info

replicate | wrap

Cadence

# of in-between frames that will not be directly diffused

2

Max frames

end the animation at this frame number

120

Guided Images

Strength | CFG | Seed | SubSeed | Step | Sampler | Checkpoint

Strength schedule

amount of presence of previous frame to influence next frame, also controls steps in the following formula [steps - (strength_schedule * steps)]

0: (0.65)

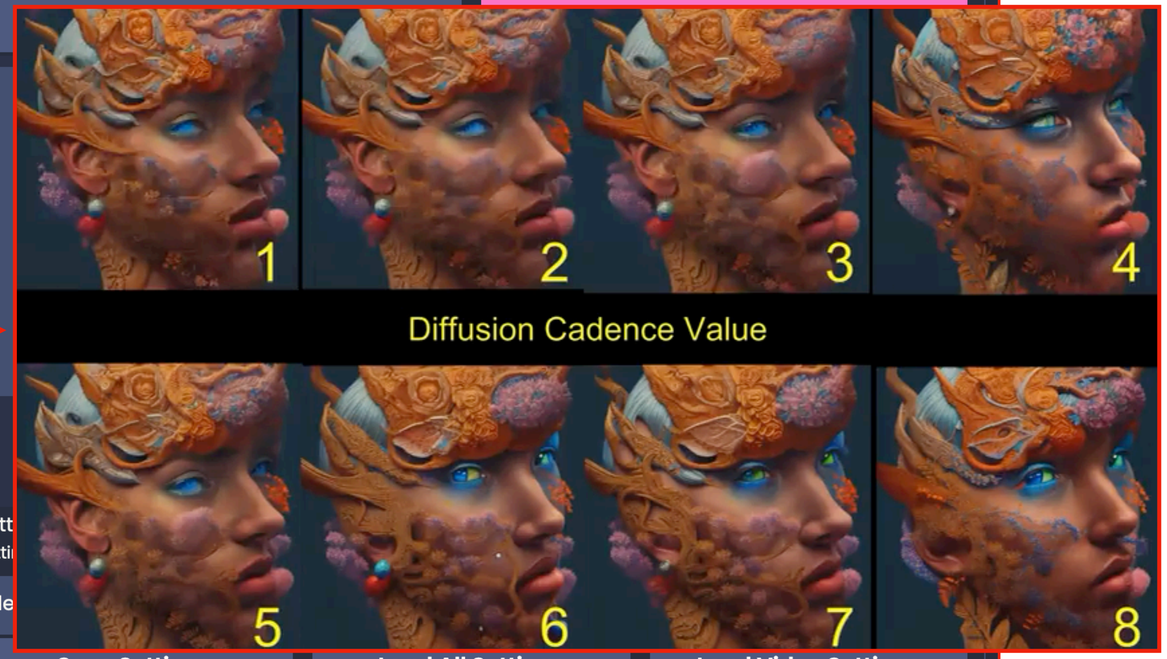
Motion | Noise | Coherence | Anti Blur | Depth Warping & FOV

Zoom

scale the canvas size, multiplicatively. [static = 1.0]

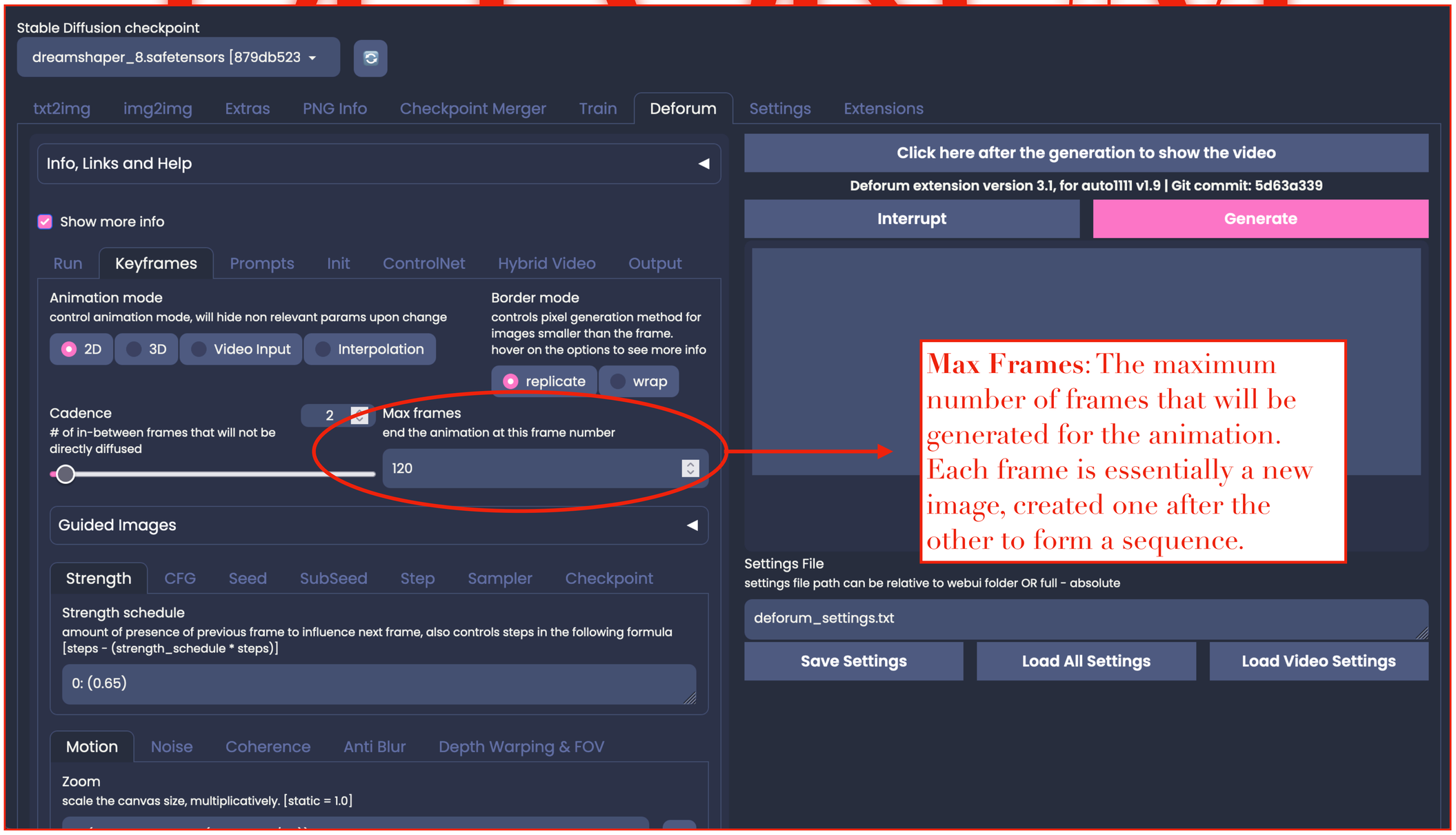
Click here after the generation to show the video

Deforum extension version 3.1, for auto1111 v1.9 | Git commit: 5d63a339



Save Settings | Load All Settings | Load Video Settings

DEFORUM



Max Frames: The maximum number of frames that will be generated for the animation. Each frame is essentially a new image, created one after the other to form a sequence.

DEFORUM

Strength | CFG | Seed | SubSeed | Step | Sampler | Checkpoint

Strength schedule
amount of presence of previous frame to influence next frame, also controls steps in the following formula [steps - (strength_schedule * steps)]

0: (0.65)

Motion | Noise | Coherence | Anti Blur | Depth Warping & FOV

Zoom
scale the canvas size, multiplicatively. [static = 1.0]

0: (1.0025+0.002*sin(1.25*3.14*t/30))

Angle
rotate canvas clockwise/anticlockwise in degrees per frame

0: (0)

Transform Center X
X center axis for 2D angle/zoom

0: (0.5)

Transform Center Y
Y center axis for 2D angle/zoom

0: (0.5)

Translation X
move canvas left/right in pixels per frame

0: (0)

Translation Y
move canvas up/down in pixels per frame

0: (0)

Enable perspective flip

Settings File
settings file path can be relative to webui folder OR full - absolute

deforum_settings.txt

Save Settings | Load All Settings | Load Video Settings

Zoom: Adjusts the canvas size. 1.0 is static, above 1.0 zooms in, decimals zoom out

DEFORUM

Strength | CFG | Seed | SubSeed | Step | Sampler | Checkpoint

Strength schedule
amount of presence of previous frame to influence next frame, also controls steps in the following formula [steps - (strength_schedule * steps)]

0: (0.65)

Motion | Noise | Coherence | Anti Blur | Depth Warping & FOV

Zoom
scale the canvas size, multiplicatively. [static = 1.0]

0: (1.0025+0.002*sin(1.25*3.14*t/30))

Angle
rotate canvas clockwise/anticlockwise in degrees per frame

0: (0)

Transform Center X
X center axis for 2D angle/zoom

0: (0.5)

Transform Center Y
Y center axis for 2D angle/zoom

0: (0.5)

Translation X
move canvas left/right in pixels per frame

0: (0)

Translation Y
move canvas up/down in pixels per frame

0: (0)

Enable perspective flip

Settings File
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Save Settings | Load All Settings | Load Video Settings

Angle: Rotates the canvas. Positive for clockwise, negative for counterclockwise.

DEFORUM

Strength | CFG | Seed | SubSeed | Step | Sampler | Checkpoint

Strength schedule
amount of presence of previous frame to influence next frame, also controls steps in the following formula [steps - (strength_schedule * steps)]

0: (0.65)

Motion | Noise | Coherence | Anti Blur | Depth Warping & FOV

Zoom
scale the canvas size, multiplicatively. [static = 1.0]

0: (1.0025+0.002*sin(1.25*3.14*t/30))

Angle
rotate canvas clockwise/anticlockwise in degrees per frame

0: (0)

Transform Center X
X center axis for 2D angle/zoom

0: (0.5)

Transform Center Y
Y center axis for 2D angle/zoom

0: (0.5)

Translation X
move canvas left/right in pixels per frame

0: (0)

Translation Y
move canvas up/down in pixels per frame

0: (0)

Enable perspective flip

Settings File
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deforum_settings.txt

Save Settings | Load All Settings | Load Video Settings

Sets the **X-axis pivot** for adjusting zoom or angle. Values from 0 (left side) to 1 (right side) relate to its inside position.

DEFORUM

Strength | CFG | Seed | SubSeed | Step | Sampler | Checkpoint

Strength schedule
amount of presence of previous frame to influence next frame, also controls steps in the following formula [steps - (strength_schedule * steps)]

0: (0.65)

Motion | Noise | Coherence | Anti Blur | Depth Warping & FOV

Zoom
scale the canvas size, multiplicatively. [static = 1.0]

0: (1.0025+0.002*sin(1.25*3.14*t/30))

Angle
rotate canvas clockwise/anticlockwise in degrees per frame

0: (0)

Transform Center X
X center axis for 2D angle/zoom

0: (0.5)

Transform Center Y
Y center axis for 2D angle/zoom

0: (0.5)

Translation X
move canvas left/right in pixels per frame

0: (0)

Translation Y
move canvas up/down in pixels per frame

0: (0)

Enable perspective flip

Settings File
settings file path can be relative to webui folder OR full - absolute

deforum_settings.txt

Save Settings | Load All Settings | Load Video Settings

Sets the **Y-axis pivot**. Works like its X counterpart, with 0 (top) and 1 (bottom) setting its inside position.

DEFORUM

Strength | CFG | Seed | SubSeed | Step | Sampler | Checkpoint

Strength schedule
amount of presence of previous frame to influence next frame, also controls steps in the following formula [steps - (strength_schedule * steps)]

0: (0.65)

Motion | Noise | Coherence | Anti Blur | Depth Warping & FOV

Zoom
scale the canvas size, multiplicatively. [static = 1.0]

0: (1.0025+0.002*sin(1.25*3.14*t/30))

Angle
rotate canvas clockwise/anticlockwise in degrees per frame

0: (0)

Transform Center X
X center axis for 2D angle/zoom

0: (0.5)

Transform Center Y
Y center axis for 2D angle/zoom

0: (0.5)

Translation X
move canvas left/right in pixels per frame

0: (0)

Translation Y
move canvas up/down in pixels per frame

0: (0)

Enable perspective flip

Settings File
settings file path can be relative to webui folder OR full - absolute

deforum_settings.txt

Save Settings | Load All Settings | Load Video Settings

Translation X: Moves the canvas left or right, with positive values for rightward movements.

DEFORUM

Strength | CFG | Seed | SubSeed | Step | Sampler | Checkpoint

Strength schedule
amount of presence of previous frame to influence next frame, also controls steps in the following formula [steps - (strength_schedule * steps)]

0: (0.65)

Motion | Noise | Coherence | Anti Blur | Depth Warping & FOV

Zoom
scale the canvas size, multiplicatively. [static = 1.0]

0: (1.0025+0.002*sin(1.25*3.14*t/30))

Angle
rotate canvas clockwise/anticlockwise in degrees per frame

0: (0)

Transform Center X
X center axis for 2D angle/zoom

0: (0.5)

Transform Center Y
Y center axis for 2D angle/zoom

0: (0.5)

Translation X
move canvas left/right in pixels per frame

0: (0)

Translation Y
move canvas up/down in pixels per frame

0: (0)

Enable perspective flip

Settings File
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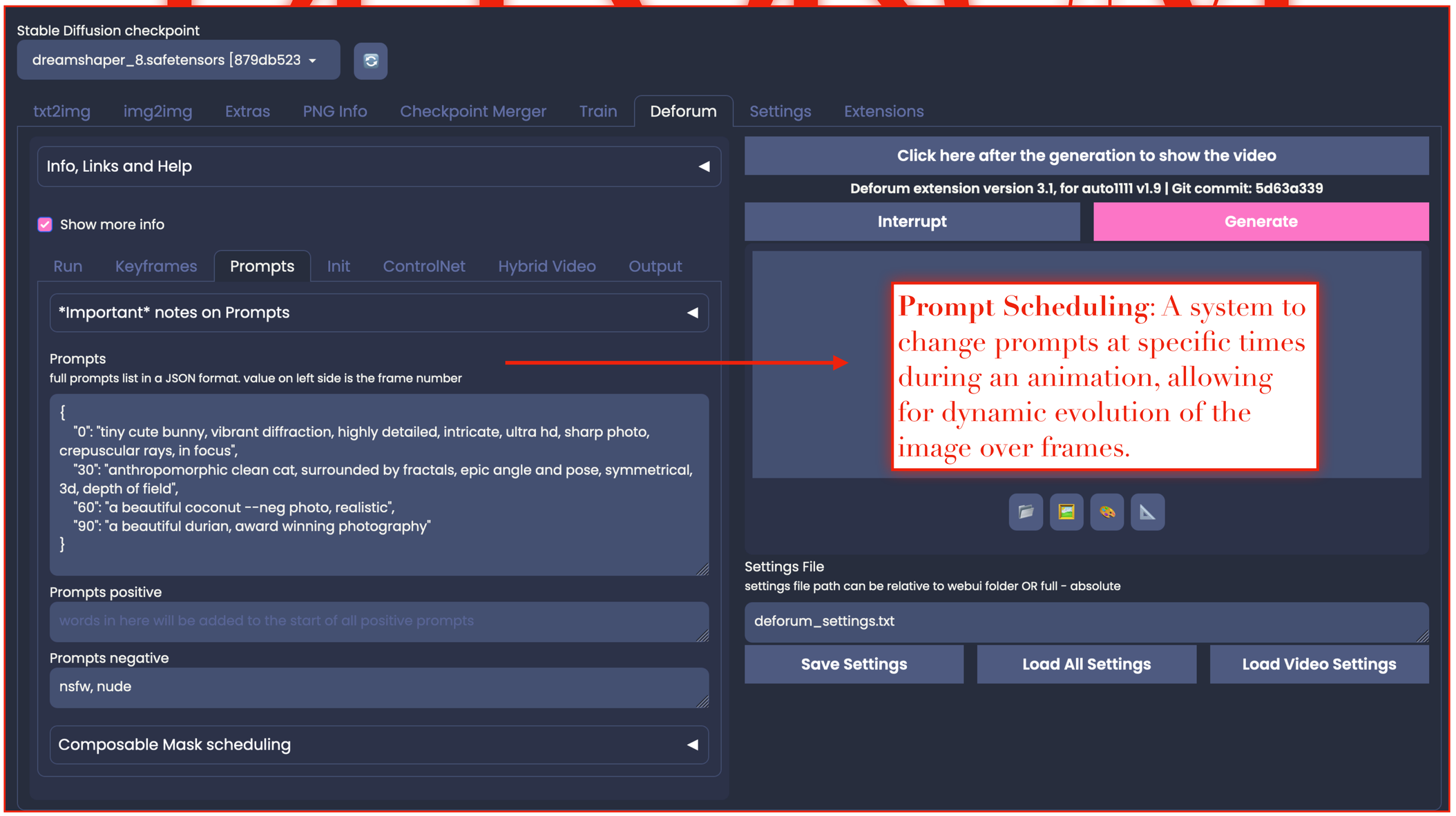
deforum_settings.txt

Save Settings | Load All Settings | Load Video Settings

Translation Y: Moves the canvas up or down, with positive values for upward movements.

DEFORUM


Stable Diffusion checkpoint
dreamshaper_8.safetensors [879db523
txt2img
img2img
Extras
PNG Info
Checkpoint Merger
Train
Deforum
Settings
Extensions
Info, Links and Help
Show more info
Run
Keyframes
Prompts
Init
ControlNet
Hybrid Video
Output
Important notes on Prompts
Prompts
full prompts list in a JSON format. value on left side is the frame number
{
"0": "tiny cute bunny, vibrant diffraction, highly detailed, intricate, ultra hd, sharp photo, crepuscular rays, in focus",
"30": "anthropomorphic clean cat, surrounded by fractals, epic angle and pose, symmetrical, 3d, depth of field",
"60": "a beautiful coconut --neg photo, realistic",
"90": "a beautiful durian, award winning photography"
}
Prompts positive
words in here will be added to the start of all positive prompts
Prompts negative
nsfw, nude
Composable Mask scheduling
Click here after the generation to show the video
Deforum extension version 3.1, for auto1111 v1.9 | Git commit: 5d63a339
Interrupt
Generate
Prompt Scheduling: A system to change prompts at specific times during an animation, allowing for dynamic evolution of the image over frames.
Settings File
settings file path can be relative to webui folder OR full - absolute
deforum_settings.txt
Save Settings
Load All Settings
Load Video Settings

PROMPT TIPS

for DEFORUM

PROMPT TIPS

Be Specific, But Leave Room for AI Creativity

- **Do:** Describe the key elements you want clearly (e.g., "A majestic cyberpunk city at night, glowing neon signs, rain reflecting on the streets, ultra-detailed, cinematic lighting").

- ~~**Avoid:**~~ Overloading with unnecessary words (e.g., "A beautiful cool amazing cyberpunk night city with awesome neon lights and a wet street that shines with reflections").

Example:

✅ "*A futuristic samurai warrior standing on a skyscraper rooftop, glowing katana, neon skyline, cyberpunk aesthetics, ultra-detailed, cinematic lighting, concept art*"

❌ "*A samurai with a sword in a cool futuristic setting, really detailed and good-looking*"

PROMPT TIPS

Use Strong Descriptive Adjectives

- Enhance prompts by including powerful adjectives that define the **style, mood, and texture**.
- **Try** using words like: cinematic, hyper-realistic, dreamy, chaotic, foggy, mystical, photorealistic, abstract, glitchy.

Example:

✅ *"A majestic dragon emerging from a mystical fog, glowing eyes, ethereal lighting, fantasy concept art, 8K ultra-detailed, cinematic composition"*

❌ *"A dragon in the mist, very cool and detailed"*

PROMPT TIPS

Style Matters: Define the Artistic Style

Mention **specific styles** to guide Deforum's interpretation, such as:

- **Photography Styles**: DSLR, HDR, depth of field, cinematic shot.
- **Art Styles**: Watercolor, Oil Painting, Ukiyo-e, Digital Painting.
- **Media Styles**: 3D Render, Cyberpunk, Sci-fi, Surrealism.

Example:

✅ *"A cozy medieval village at sunset, warm lighting, painted in Studio Ghibli style, soft brush strokes, animated movie aesthetic"*

❌ *"A medieval village, sunset, looks cool like a movie"*

PROMPT TIPS

Add a Clear Mood or Atmosphere

AI responds well to emotions and moods like:

dreamy,
dystopian,
eerie,
tranquil,
futuristic,
mysterious,
neon-lit.

Example:

✅ "*A lone astronaut walking through a hauntingly empty city, abandoned neon signs flickering, eerie atmosphere, cyberpunk noir, moody lighting, cinematic frame*"

❌ "*An astronaut in a city at night, kind of lonely*"

PROMPT TIPS

Utilize "Negative Prompts" to Avoid Unwanted Elements

- If you **don’t** want something in your animation, use **negative prompts**.
- Helps to remove distortions, bad anatomy, unwanted objects.

Example:

✅ **Prompt:** “*A cyberpunk android, glowing eyes, ultra-detailed, cinematic lighting, futuristic aesthetic*”

✅ **Negative Prompt** “*blurry, distorted, extra limbs, bad anatomy, low quality, text, watermark*”

PROMPT TIPS

Experiment with Prompt Scheduling

- Deforum allows evolving prompts over time!
  Try smooth transitions:

Example:

{
"0": "*A lone samurai standing on a mountain, sunrise, cinematic lighting*",

"30": "*The samurai transforms into a futuristic warrior, glowing armor, cyberpunk skyline*",

"60": "*The city collapses into a neon dream, abstract and surreal, dreamlike animation*"
}

PROMPT TIPS

Use Perspective & Composition Keywords for Dynamic Shots

If you want a specific **angle or framing**, use keywords like:

- Wide-angle shot, close-up, over-the-shoulder, first-person view, cinematic framing
- Depth of field, hyper-detailed foreground, soft bokeh background

Example:

✅ *"A lone wanderer in a cyberpunk desert, dramatic lighting, cinematic wide-angle shot, hyper-detailed foreground, neon-lit background, Blade Runner aesthetic"*

PROMPT TIPS

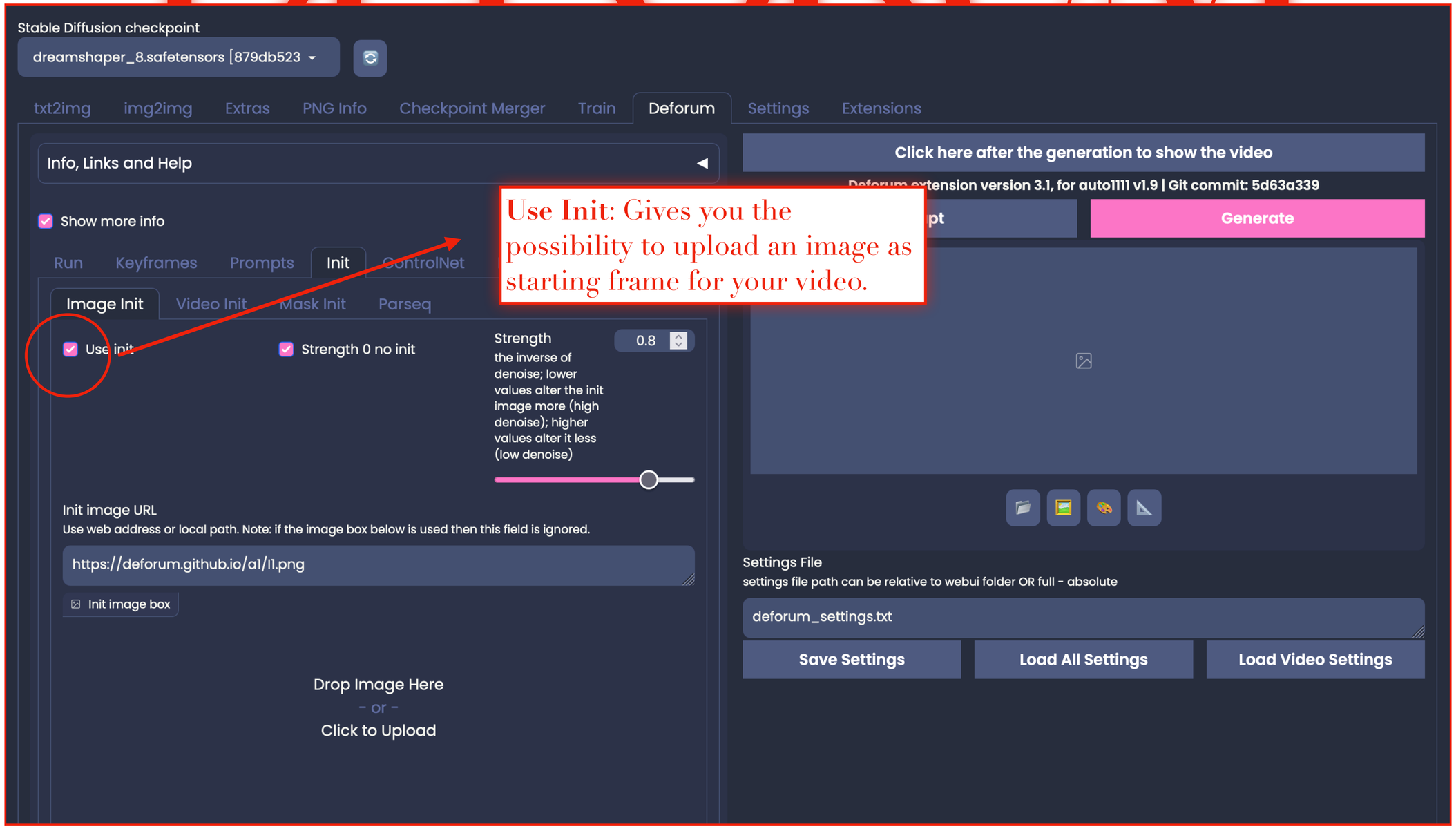
Use Popular Artists for Reference (If Allowed)

- Style names can help guide AI interpretations (if supported).
- Examples: *HR Giger, Greg Rutkowski, Simon Stålenhag, Studio Ghibli, Moebius, Pixar Style, Renaissance Painting*.

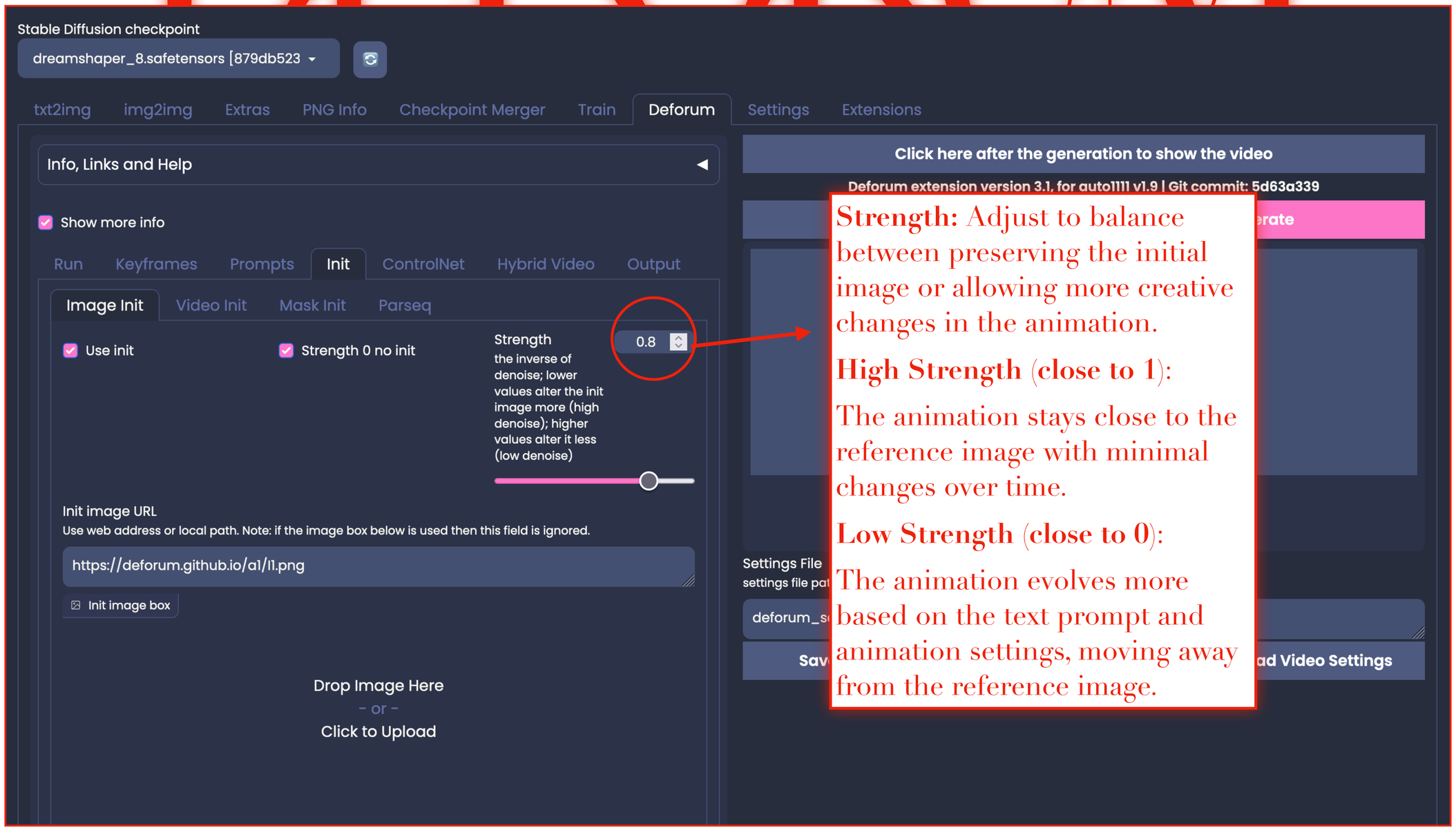
Example:

✅ *"A dark gothic castle on a stormy hill, lightning striking, painted in the style of H.R. Giger, ultra-detailed, eerie and atmospheric"*

DEFORUM


Stable Diffusion checkpoint
dreamshaper_8.safetensors [879db523
txt2img
img2img
Extras
PNG Info
Checkpoint Merger
Train
Deforum
Settings
Extensions
Info, Links and Help
Show more info
Use Init: Gives you the possibility to upload an image as starting frame for your video.
Run
Keyframes
Prompts
Init
ControlNet
Image Init
Video Init
Mask Init
Parseq
Use init
Strength 0 no init
Strength
the inverse of denoise; lower values alter the init image more (high denoise); higher values alter it less (low denoise)
0.8
Init image URL
Use web address or local path. Note: if the image box below is used then this field is ignored.
https://deforum.github.io/a1/I1.png
Init image box
Drop Image Here
- or -
Click to Upload
Click here after the generation to show the video
Deforum extension version 3.1, for auto1111 v1.9 | Git commit: 5d63a339
Generate
Settings File
settings file path can be relative to webui folder OR full - absolute
deforum_settings.txt
Save Settings
Load All Settings
Load Video Settings

DEFORUM



Strength: Adjust to balance between preserving the initial image or allowing more creative changes in the animation.

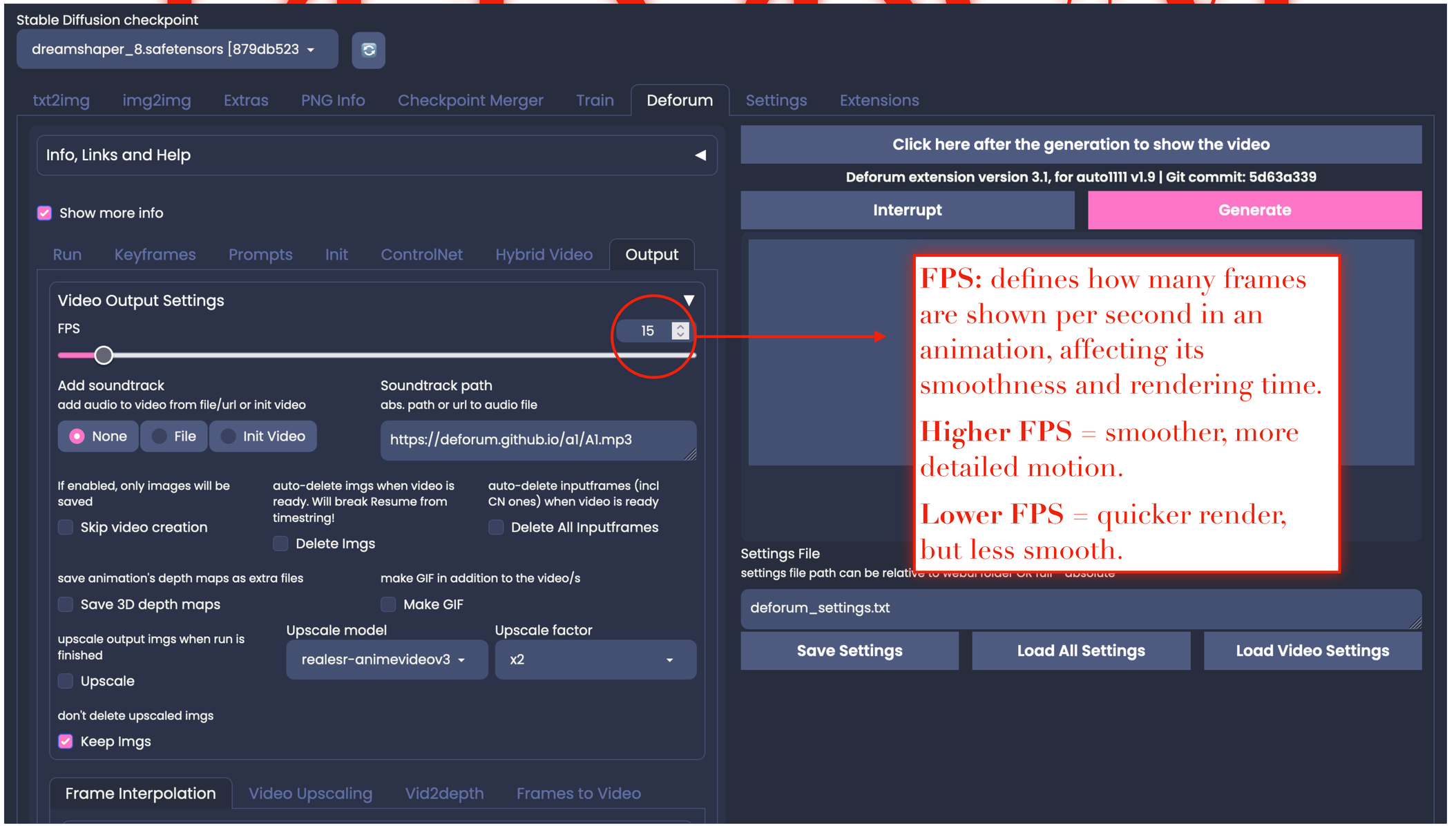
High Strength (close to 1):

The animation stays close to the reference image with minimal changes over time.

Low Strength (close to 0):

The animation evolves more based on the text prompt and animation settings, moving away from the reference image.

DEFORUM


Stable Diffusion checkpoint
dreamshaper_8.safetensors [879db523
txt2img
img2img
Extras
PNG Info
Checkpoint Merger
Train
Deforum
Settings
Extensions
Info, Links and Help
Show more info
Run
Keyframes
Prompts
Init
ControlNet
Hybrid Video
Output
Video Output Settings
FPS
15
Add soundtrack
add audio to video from file/url or init video
None
File
Init Video
Soundtrack path
abs. path or url to audio file
https://deforum.github.io/a1/A1.mp3
If enabled, only images will be saved
Skip video creation
auto-delete imgs when video is ready. Will break Resume from timestring!
Delete Imgs
auto-delete inputframes (incl CN ones) when video is ready
Delete All Inputframes
save animation's depth maps as extra files
Save 3D depth maps
make GIF in addition to the video/s
Make GIF
upscale output imgs when run is finished
Upscale
Upscale model
realesr-animevideov3
Upscale factor
x2
don't delete upscaled imgs
Keep Imgs
Frame Interpolation
Video Upscaling
Vid2depth
Frames to Video
Click here after the generation to show the video
Deforum extension version 3.1, for auto1111 v1.9 | Git commit: 5d63a339
Interrupt
Generate
FPS: defines how many frames are shown per second in an animation, affecting its smoothness and rendering time.
Higher FPS = smoother, more detailed motion.
Lower FPS = quicker render, but less smooth.
Settings File
deforum_settings.txt
Save Settings
Load All Settings
Load Video Settings

HANDS-ON!

Exercise 01

Get familiar with the tool

Text to Video: Craft your narrative by scheduling prompts; keeping the parameters unchanged. Click 'Generate' and wait to see the results.

Exercise 02

Master your story

Text to Video: Craft your narrative by scheduling prompts; experiment with motion settings; adjust the cadence; and explore different effects.

Exercise 03

Be the director

Image to Video: Upload an image and customize your prompt scheduling to create your story. Experiment with motion settings; cadence; and other effects to enhance your animation.

Exercise 04

Challenge!

Generate a scene inspired by a dream you've had.