



Artificial Storytelling

Introduction to open-source
AI video generation

Sofia Braga

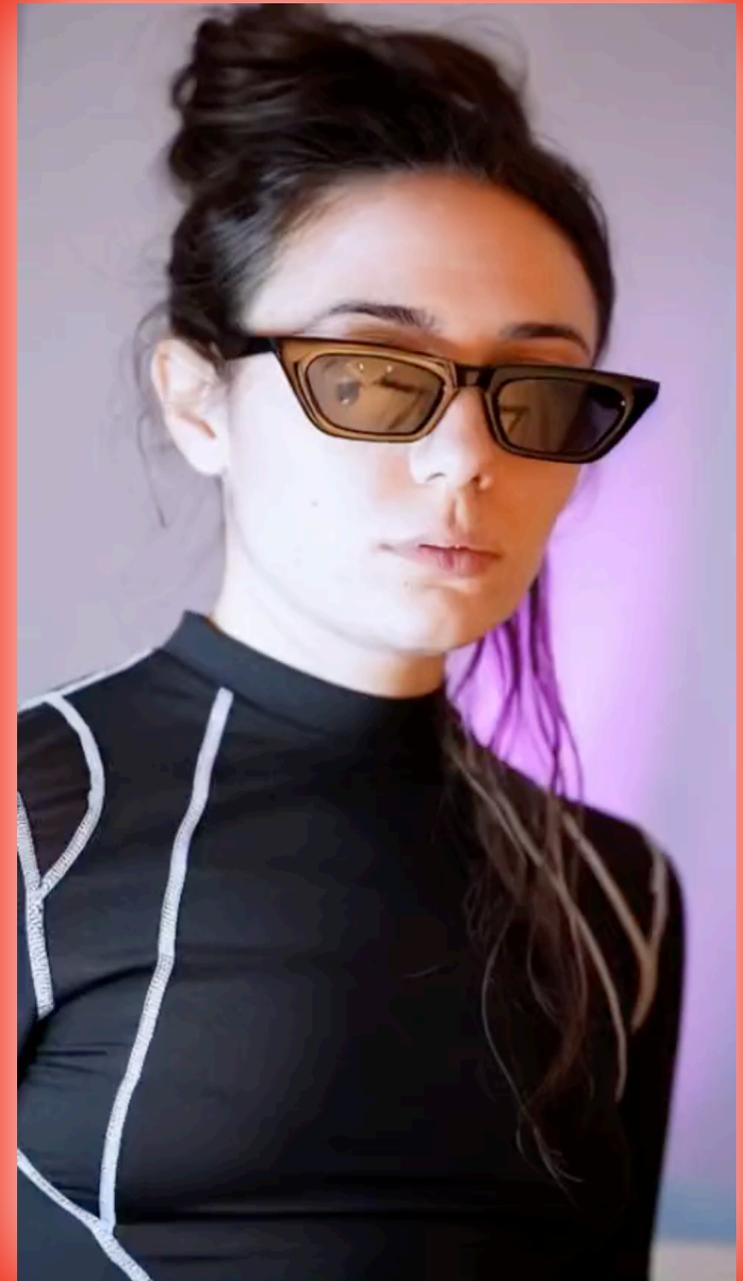
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GenAI

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>

STEP



The screenshot shows a web browser window with the URL <https://program.pinokio.computer/#/?id=install>. The page features a dark theme with a navigation menu on the left and a main content area. The word "INSTALL" is prominently displayed in large, white, block letters. Below it, a list of installation instructions is provided, with the first step highlighted in green. A red-bordered box on the right contains additional instructions in red text.

Pinokio

- Introduction
- Features
- Architecture
- Install**
- Windows
- Mac
- Linux
- Community Help
- X (Twitter)
- Discord
- Quickstart

INSTALL

- 1. [Windows](#)**
2. [Mac](#)
3. [Linux](#)

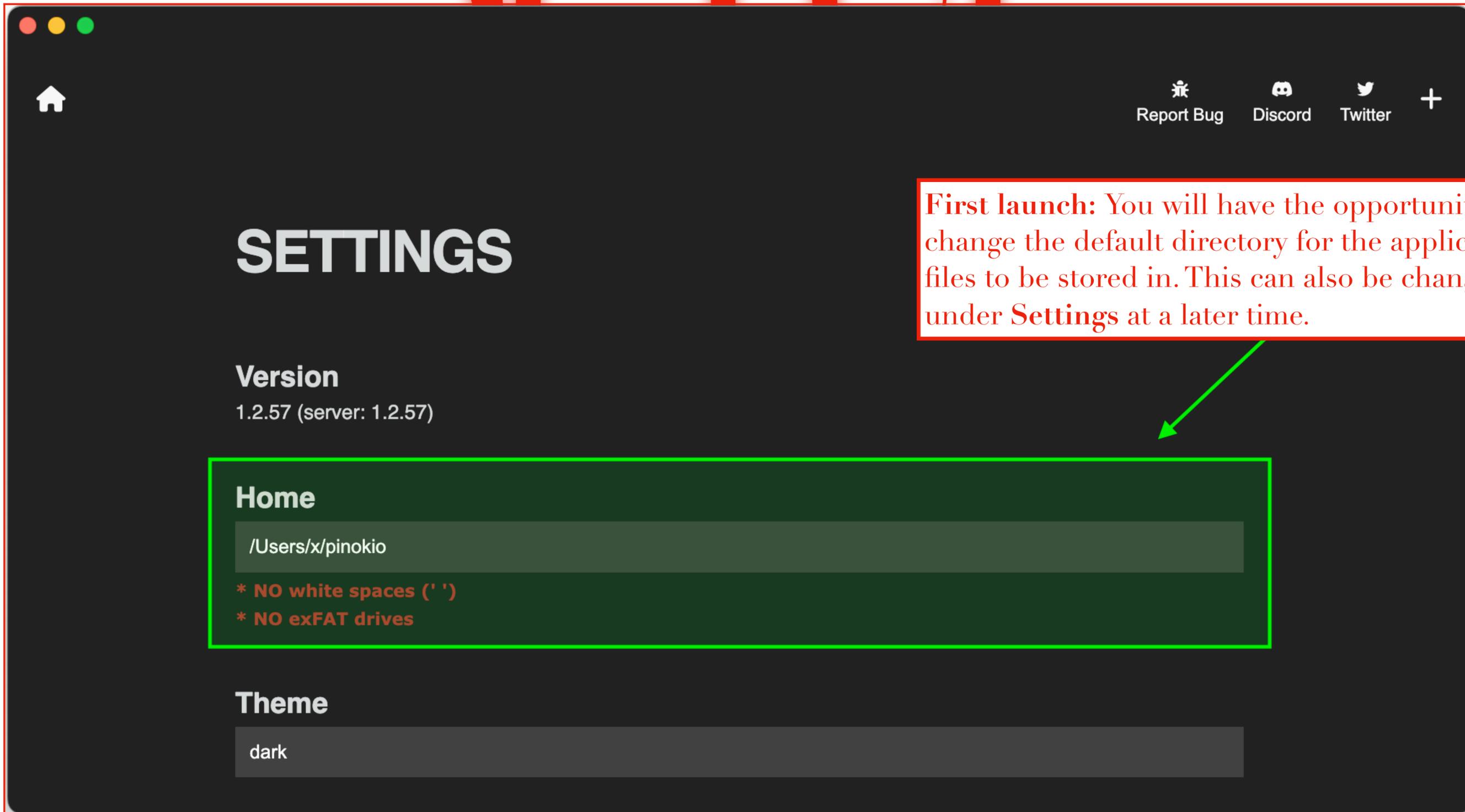
Follow the instructions for the **respective operating system** to install the **Pinokio** browser.

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

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



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.

Version

1.2.57 (server: 1.2.57)

Home

/Users/x/pinokio

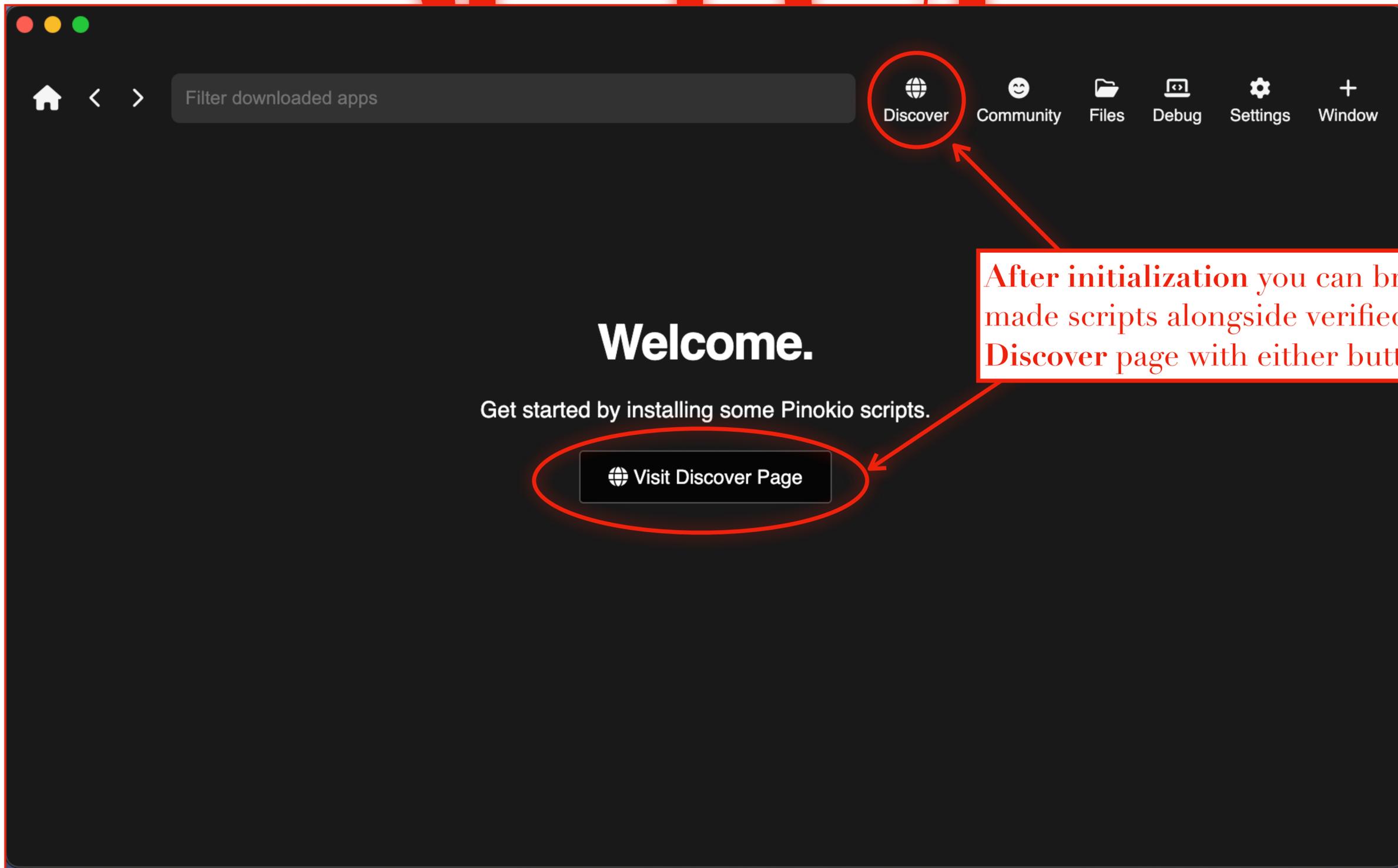
* NO white spaces (' ')

* NO exFAT drives

Theme

dark

STEP



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

STEP

The screenshot shows the Automatic1111 web interface. At the top, there are navigation icons for Discover, Community, Settings, and Window. A prominent green button labeled "Download from URL" is visible. Below this, there are tabs for "Verified scripts" and "Community scripts". A search bar contains the text "automatic1111/stable-diffusion-webui". Below the search bar, a card for "Stable Diffusion web UI" (SCRIPT VERSION 1.1) is displayed, featuring a profile picture of a man with a goatee. A red box highlights the "Download" button on this card.

Use the search bar to filter and find the script for **stable-diffusion-webui**, follow **Download and Install** instructions within the interface.

The "Installation required" dialog box lists the following dependencies and their status:

Dependency	Status
conda	Not Installed
git	Not Installed
zip	Not Installed
conda : nodejs,ffmpeg	Not Installed
brew	Not Installed
py	Not Installed
cloudflared	Not Installed

An "Install" button is located at the bottom of the dialog box.

SETUP

The screenshot shows a web browser window with the URL `http://localhost/api/automatic1111.git/start.js`. The browser's address bar includes navigation icons (back, forward, refresh, popout, clone, tab) and the URL. Below the address bar, there are two buttons: "Stop" and "View File".

The main content area displays terminal output for the "Stable Diffusion web UI". The output includes the following text:

```
se && bash webui.sh -f

#####
Install script for stable-diffusion + Web UI
Tested on Debian 11 (Bullseye), Fedora 34+ and openSUSE Leap 15.4 or newer.
#####

#####
Running on [redacted] user
#####

#####
Repo already cloned, using it as install directory
#####

#####
Create and activate python venv
#####

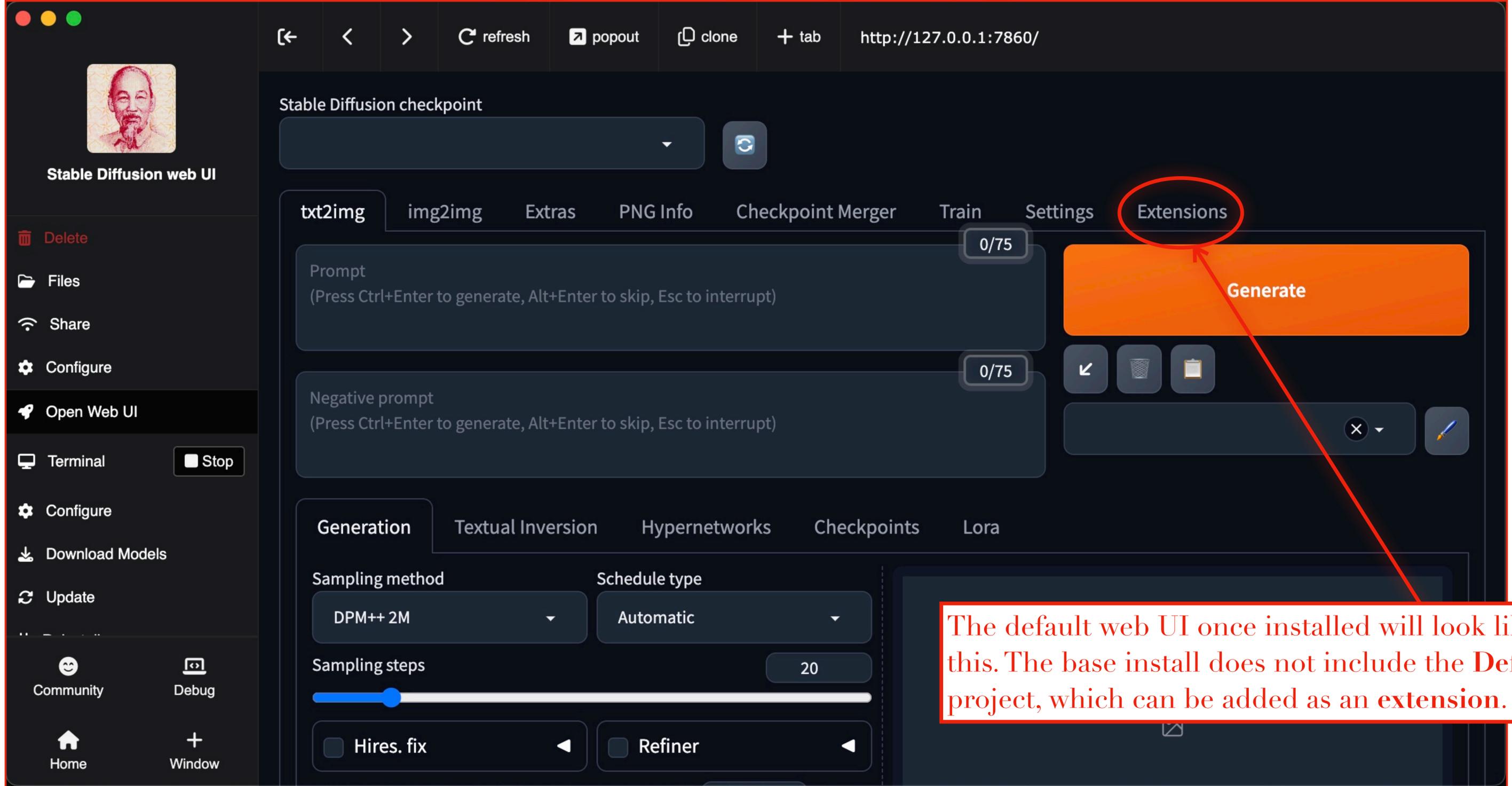
#####
Launching launch.py...
#####
Python 3.10.15 | packaged by conda-forge | (main, Sep 30 2024, 17:48:38) [Clang 17.0.6 ]
Version: v1.10.1
Commit hash: 82a973c04367123ae98bd9abdf80d9eda9b910e2
Launching Web UI with arguments: -f --no-download-sd-model --skip-torch-cuda-test --upcast-sampling --use-cpu interrogate --no-half --api
no module 'xformers'. Processing without...
no module 'xformers'. Processing without...
No module 'xformers'. Proceeding without it.
Warning: caught exception 'Torch not compiled with CUDA enabled', memory monitor disabled
█

(3/5) shell.run {"path":"app","message":"bash webui.sh -f","env":{"SD_WEBUI_RESTARTING":1},"on":[{"event":"/http://[0-9.:]+/", "done":true}]}
```

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.

STEP



The default web UI once installed will look like this. The base install does not include the **Deform** project, which can be added as an **extension**.

STEP

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-extensions/master/index.json>

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.

SD WebUI

Stable Diffusion web UI

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-controlnet/master/index.html>

Extension tags: script localization tab dropdown ads installed training models UI related prompting editing manipulations online animation query science extras

Showing type: hide show

deforum

Extension	Description	stars	Action
Deform tab, animation	The official port of Deform, an extensive script for 2D and 3D animations, supporting keyframe sequences, dynamic math parameters (even inside the prompts), dynamic masking, depth estimation and warping. Update: 2024-05-15 Added: 2022-11-01 Created: 2022-10-15	stars: 2686	Install
sd-webui-controlnet	sd-webui 1.8. Allows users to create video2video and text2video animations using any SD release, make sure that 'sd-webui-controlnet' extension is also installed. 2023-05-06 Created: 2023-03-17	stars: 806	Install
sd-webui-controlnet	sd-webui-controlnet. Note: (WIP), so don't expect seed reproducibility - as updates may change things. 2023-02-18 Created: 2023-02-12	stars: 16925	Install

Extension hidden: 346

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.

STEP

Stable Diffusion web UI

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

Filtering type: or and

sd-webui-controlnet

Extension	Description	stars	Action
SD-CN-Animation tab, animation	Notice: Incompatible with webui 1.8. Allows users to create models as a backbone. Please, make sure that 'sd-webui-controlnet' extension is also installed. Update: 2023-11-21 Added: 2023-05-06 Created: 2023-03-17	806	Install
sd-webui-controlnet manipulations	WebUI extension for ControlNet. Note: (WIP), so don't expect seed reproducibility - as updates may change things. Update: 2024-07-25 Added: 2023-02-18 Created: 2023-02-12	16925	Install

Extension hidden: 345

processing | 6.0/0.1s

API • Github • Gradio • Startup profile

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



STEP

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.

txt2img img2img Extras PNG Info Checkpoint Merger Train Settings **Extensions**

Installed Available Install from URL Backup/Restore

Apply and restart UI Check for updates

Disable all extensions
 none extra
 all Refresh

<input checked="" type="checkbox"/> Extension	URL	Branch	Version	Date	Update
<input checked="" type="checkbox"/> LDSR	built-in	None			
<input checked="" type="checkbox"/> Lora	built-in	None			
<input checked="" type="checkbox"/> ScuNET	built-in	None			
<input checked="" type="checkbox"/> SwinIR	built-in	None			
<input checked="" type="checkbox"/> canvas-zoom-and-pan	built-in	None			
<input checked="" type="checkbox"/> extra-options-section	built-in	None			
<input checked="" type="checkbox"/> hypertile	built-in	None			
<input checked="" type="checkbox"/> mobile	built-in	None			

SDMP

The screenshot shows the Stable Diffusion web UI interface. At the top, there is a navigation bar with buttons for 'refresh', 'popout', 'clone', and '+ tab', along with the URL 'http://127.0.0.1:7860/'. Below this, the main content area is divided into several sections. On the left, there is a sidebar with a profile picture and the text 'Stable Diffusion web UI'. Below this, there are several utility buttons: 'Delete', 'Files', 'Share', 'Configure', 'Open Web UI', 'Terminal' (with a 'Stop' button), 'Configure', 'Download Models', 'Update', 'Reinstall', and 'Reset'. At the bottom of the sidebar, there are icons for 'Community', 'Debug', 'Home', and 'Window'. The main content area has a 'Stable Diffusion checkpoint' dropdown menu. Below this, there is a horizontal navigation bar with tabs: 'txt2img', 'img2img', 'Extras', 'PNG Info', 'Checkpoint Merger', 'Train', 'Deforum' (highlighted with a red circle), 'Settings', and 'Extensions'. The 'Deforum' tab is active, showing a 'Run' button and several sub-tabs: 'Keyframes', 'Prompts', 'Init', and 'ControlNet'. Below these, there are sliders for 'Steps' (set to 25), 'Width' (set to 512), and 'Height' (set to 512). There are also dropdown menus for 'Sampler' (set to 'Euler a') and 'Scheduler' (set to 'Automatic'). A 'Generate' button is visible on the right side of the interface. A red box highlights the 'Deforum' tab and the 'Generate' button.

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

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

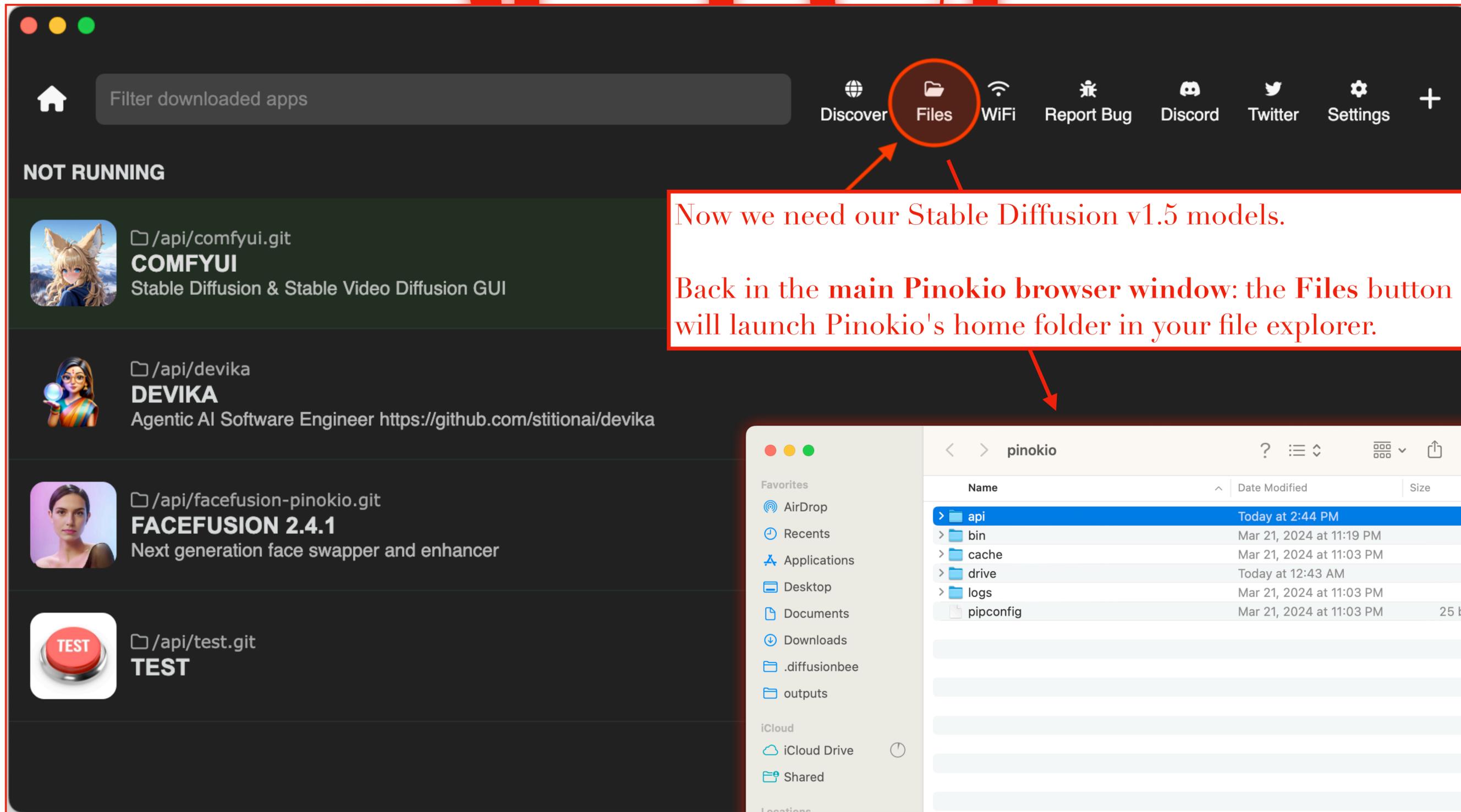
STEP

The screenshot shows the Civitai website interface for the DreamShaper model. At the top, there's a navigation bar with 'Home', 'Models', 'Images', 'Videos', 'Posts', 'Articles', 'Bounties', 'Tools', 'Challenges', 'Events', and 'Shop'. The main header displays 'DreamShaper' with statistics: 52.7K likes, 1.2M downloads, 40.7M shares, 5.7K bookmarks, and 209.1K followers. Below this are category filters like 'BASE MODEL', 'ANIME', 'LANDSCAPES', '3D', 'PHOTOREALISTIC', 'INPAINTING', and '+ 14'. A row of tags includes '8 LCM', '8-inpainting', '8-diffusers', '7 7-inpainting', '7-diffusers', '6.31 baked vae', '6.31-inpainting', '6.31 diffusers', '6 baked vae', and '6.2 bak'. The main content area features two image galleries: one of a woman in armor and another of a robot. On the right, a sidebar contains a 'Create' button, a circled 'Download' button, a 'Verified: 2 years ago' badge, and a 'SafeTensor' logo. Below these are sections for 'Details', 'Type: CHECKPOINT TRAINED', 'Stats: 659,927 downloads, 39,808,350 shares', 'Reviews: Overwhelmingly Positive (12,843)', 'Published: Jul 29, 2023', 'Base Model: SD 1.5', and 'Hash: AUTOV2 879DB523C3'. At the bottom, it shows '1 File', 'About this version', and social media icons for 23.8K followers and 417.2K likes.

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

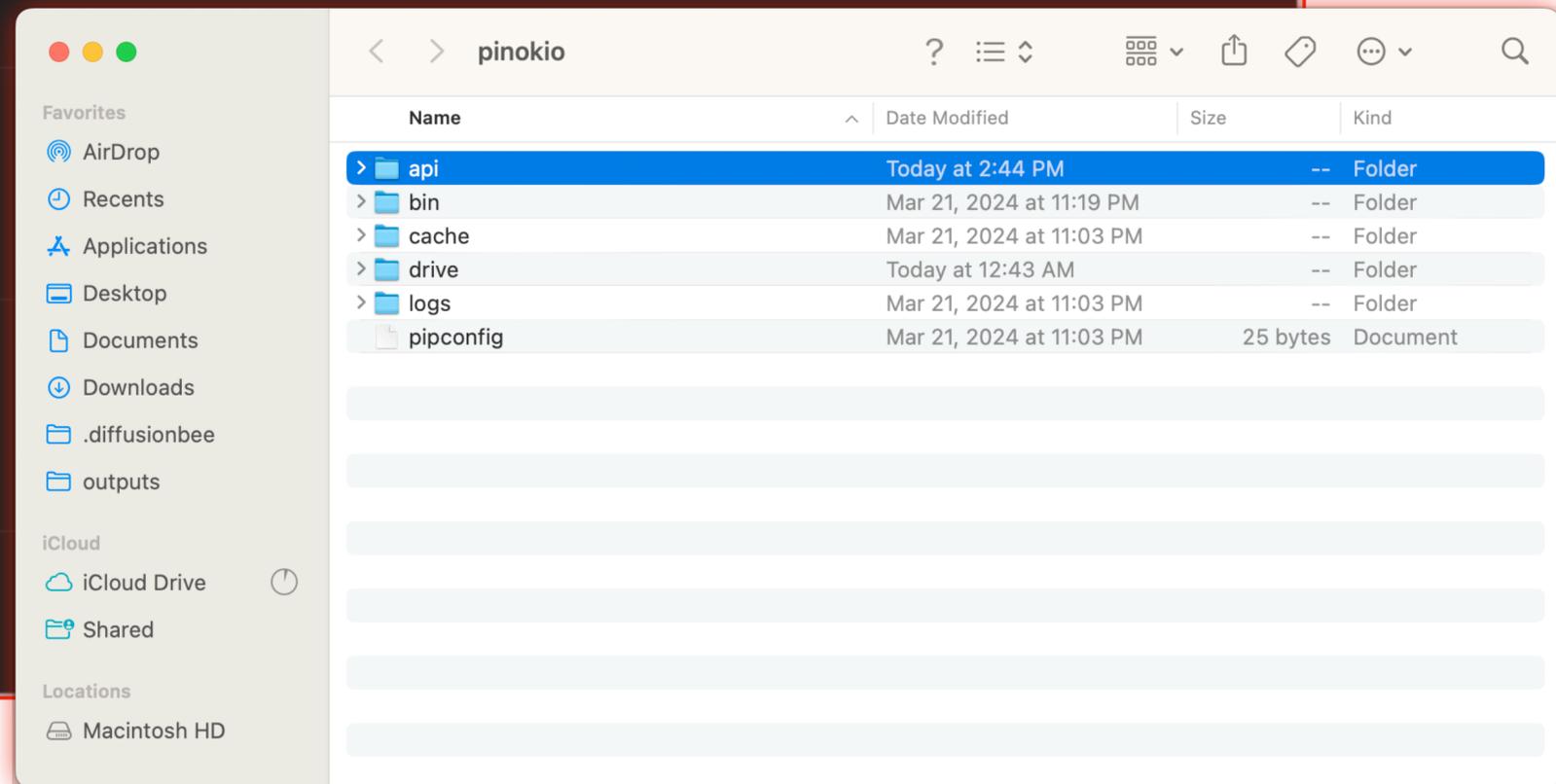
(on civitai.com you can look for more base models SD 1.5 to use with Deform)

STEP

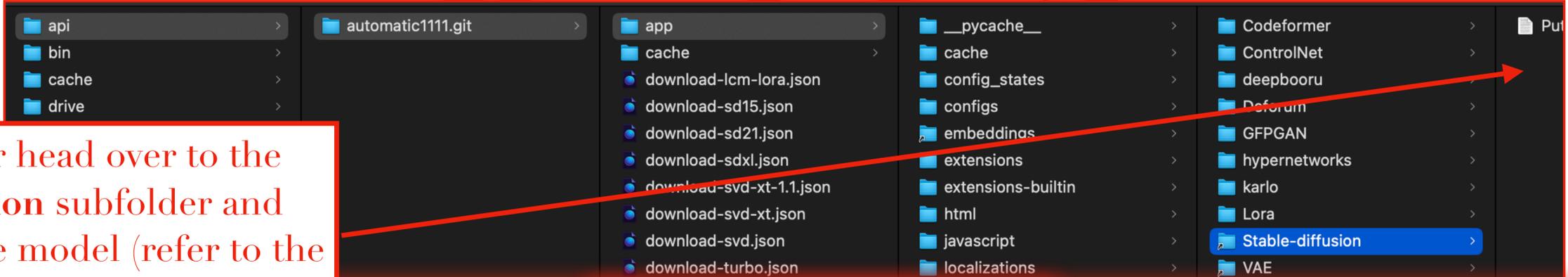


Now we need our Stable Diffusion v1.5 models.

Back in the main Pinokio browser window: the Files button will launch Pinokio's home folder in your file explorer.



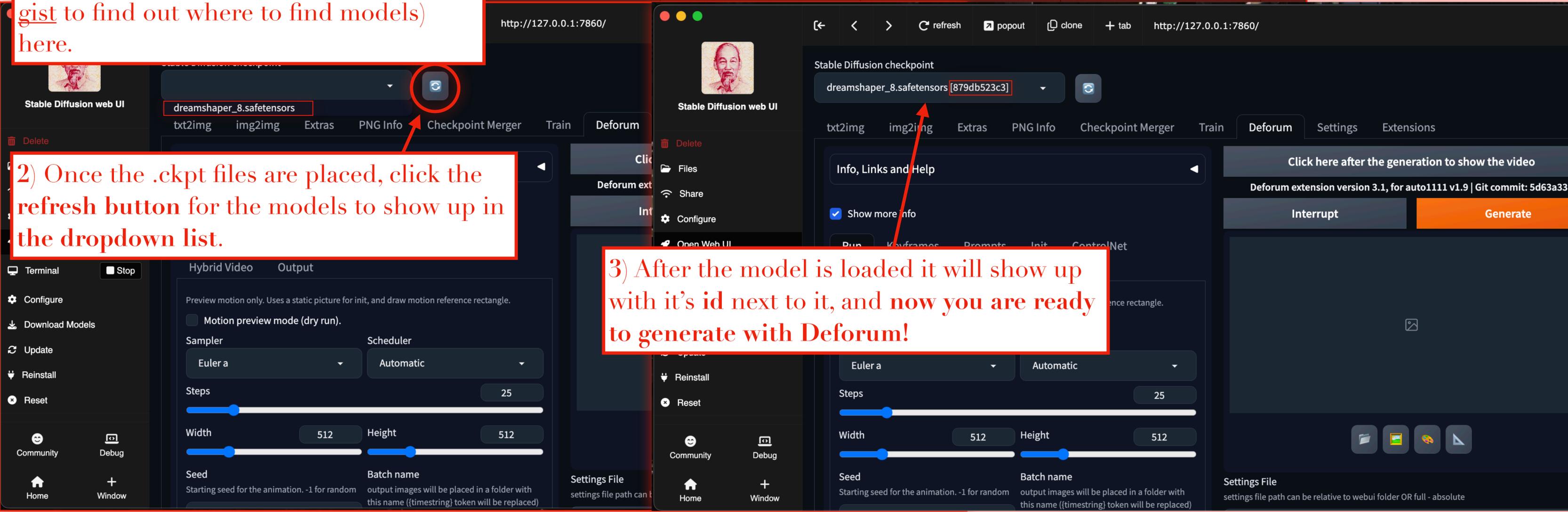
STEP



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 its **id** next to it, and now you are ready to generate with Deform!



DEFORUM

DEFORUM

Stable Diffusion checkpoint

dreamshaper_8.safetensors [879db523 ▾]



txt2img

img2img

Extras

PNG Info

Checkpoint Merger

Train

Deorum

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}

Deorum_{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

Deorum 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

deorum_settings.txt

Save Settings

Load All Settings

Load Video Settings

DEFORUM

Stable Diffusion checkpoint

dreamshaper_8.safetensors [879db523]



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

Different models produce different stylistic outputs.

Info, Links and Help

Show more info

Run

Keyframes

Prompts

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ControlNet

Hybrid Video

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Motion preview mode (dry run).

Sampler

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Scheduler

Automatic

Steps

25

Width

512

Height

512

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Batch Mode, Resume and more

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deorum_settings.txt

Save Settings

Load All Settings

Load Video Settings

DEFORUM

Stable Diffusion checkpoint

dreamshaper_8.safetensors [879db523 ▾]



txt2img

img2img

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Motion preview mode (dry run).

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Scheduler

Automatic

Steps

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Enable Ancestral ETA scheduling

Batch Mode, Resume and more

Click here after the generation to show the video

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

Generate

Sampler: The algorithm used for generating images.

Settings File

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

deorum_settings.txt

Save Settings

Load All Settings

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DEFORUM

Stable Diffusion checkpoint

dreamshaper_8.safetensors [879db523 ▾]



txt2img

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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}

Deform_{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

Deform 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

deform_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 Train **Deorum** 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 Scheduler Steps
Euler a Automatic 25

Width 512 Height 512

Seed Batch name
Starting seed for the animation. -1 for random
-1 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}

Deorum_{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

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

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.

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

deorum_settings.txt

Save Settings Load All Settings Load Video Settings

DEFORUM

Stable Diffusion checkpoint

dreamshaper_8.safetensors [879db523 ▾]



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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}`

Deform_{timestring}

enable to trigger webui's face restoration on each frame during the generation

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

Deform 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

deform_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 Train **Deorum** 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

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.

Settings File

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

deorum_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 Train **Deorum** 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

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

Interrupt

Generate

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.

Save Settings

Load All Settings

Load Video Settings

DEFORUM

Stable Diffusion checkpoint

dreamshaper_8.safetensors [879db523]

txt2img img2img Extras PNG Info Checkpoint Merger Train **Deorum** 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

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



Diffusion Cadence Value



Save Settings

Load All Settings

Load Video Settings

DEFORUM

Stable Diffusion checkpoint

dreamshaper_8.safetensors [879db523]

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- img2img
- Extras
- PNG Info
- Checkpoint Merger
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- Settings
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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

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

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

Interrupt

Generate

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.

Settings File

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

deorum_settings.txt

Save Settings

Load All Settings

Load Video Settings

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

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

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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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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

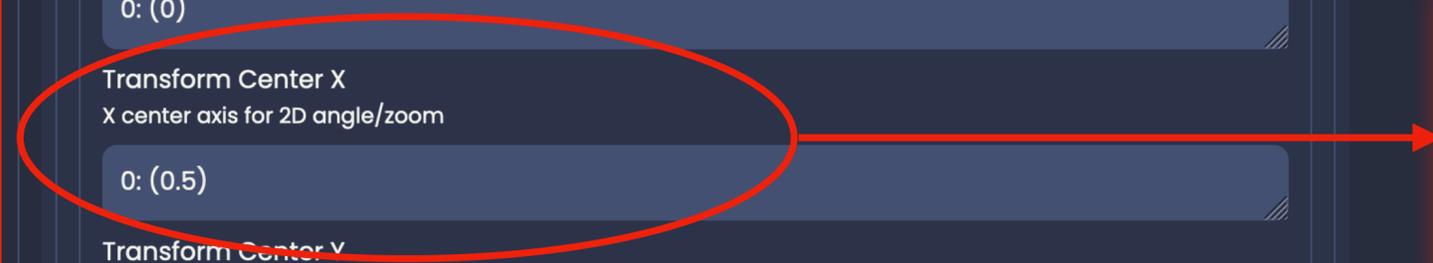
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Sets the X-axis pivot for adjusting zoom or angle. Values from 0 (left side) to 1 (right side) relate to its inside position.

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
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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

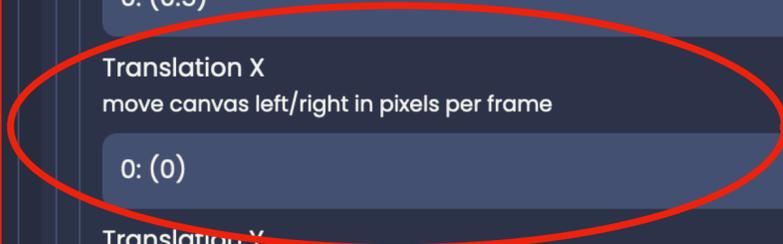
settings file path can be relative to webui folder OR full - absolute

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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

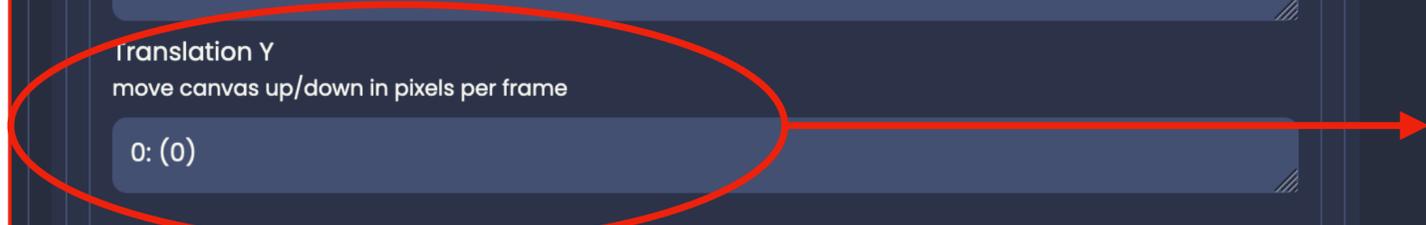
0: (0)

Enable perspective flip

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

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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

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Interrupt

Generate

Prompt Scheduling: A system to change prompts at specific times during an animation, allowing for dynamic evolution of the image over frames.



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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

- Deform 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*”

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Info, Links and Help

Show more info

Run Keyframes Prompts **Init** ControlNet

Image Init Video Init Mask Init Parseq

Use init

Strength 0 no init

Strength

0.8

the inverse of denoise; lower values alter the init image more (high denoise); higher values alter it less (low denoise)

Init image URL

Use web address or local path. Note: if the image box below is used then this field is ignored.

<https://deorum.github.io/a1/11.png>

Init image box

Drop Image Here

- or -

Click to Upload

Click here after the generation to show the video

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pt

Generate

Use Init: Gives you the possibility to upload an image as starting frame for your video.

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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://deorum.github.io/a1/l1.png

Init image box

Drop Image Here
- or -
Click to Upload

Click here after the generation to show the video

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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.

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Info, Links and Help

Show more info

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

Video Output Settings

FPS



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://deorum.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

Click here after the generation to show the video

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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.

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Frame Interpolation Video Upscaling Vid2depth Frames to Video

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.