

3D-to-AI Cinema Pipeline

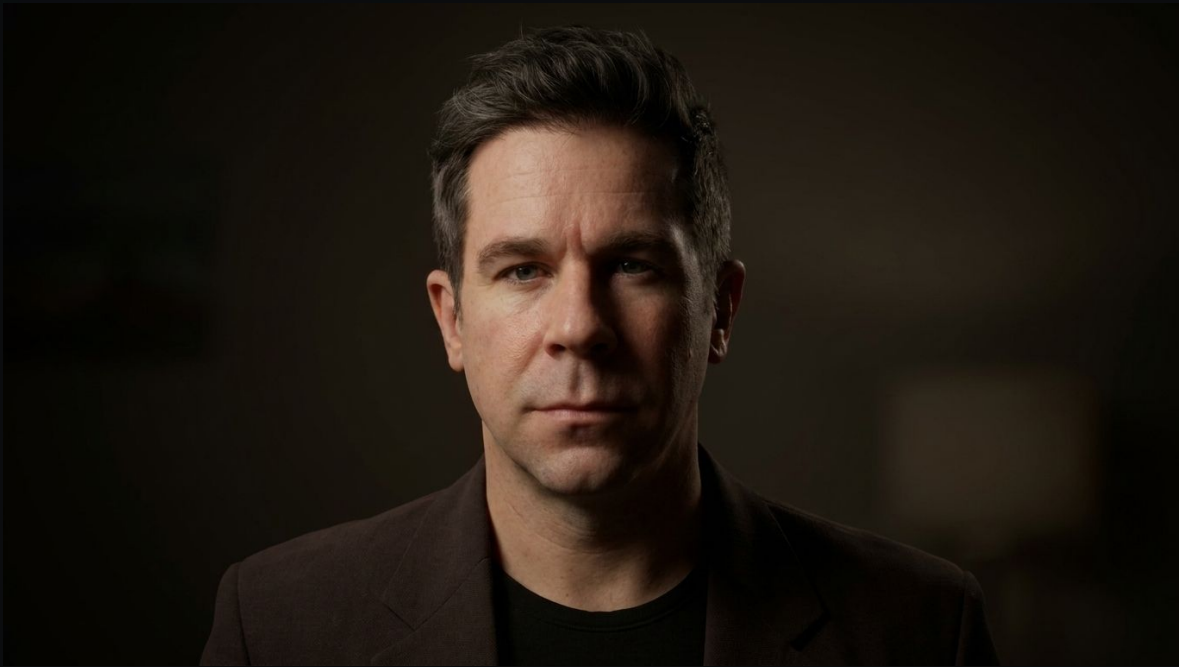
Directing Reallusion AI Studio on CenterGrid GPU Virtual Workstations for Infinite
Creative Scale



Core Platform Integration

Merging the predictable precision of 3D layouts with the visual richness of generative AI.

FEATURED SESSION PRESENTER



Kai DeNeve

SENIOR ACCOUNT MANAGER, REALLUSION

Kai is an industry veteran with 16 years of expertise producing pipeline tutorials and hosting live technical webinars. He is well-versed in the seamless integration between Reallusion tools and industry-standard engines like Unreal Engine, Blender, and Maya. His current work is focused on exploring AI studio integrations that yield full creative consistency. At SIGGRAPH 2026, Kai is hosting the exclusive live demonstrations displaying the absolute control and acceleration unlocked when hosting Reallusion software on CenterGrid virtual machines.

ADDRESSING INDUSTRY PAIN POINTS



[01] AI Drift & Guesswork

Standard text-to-video prompt models suffer from severe character inconsistency and a complete lack of spatial awareness. Filmmakers cannot easily control cameras or coordinate multi-character interactions.

[02] Local Hardware Barriers

Running high-fidelity rendering, diffusion models, and real-time RTX paths requires tremendous GPU resource locks. Local machine limits stall rendering pipelines and freeze creative iterations.

KEY TECHNICAL CAPABILITIES



Guided Layouts

Drag and drop from over 5,000 ready-to-use 3D assets to build scene layouts and composition in real-time before generating.



AI Actor Creator

Build custom, consistent AI Actors (iModels) from 3D characters to secure absolute facial and visual consistency across frames.



Talking Performers

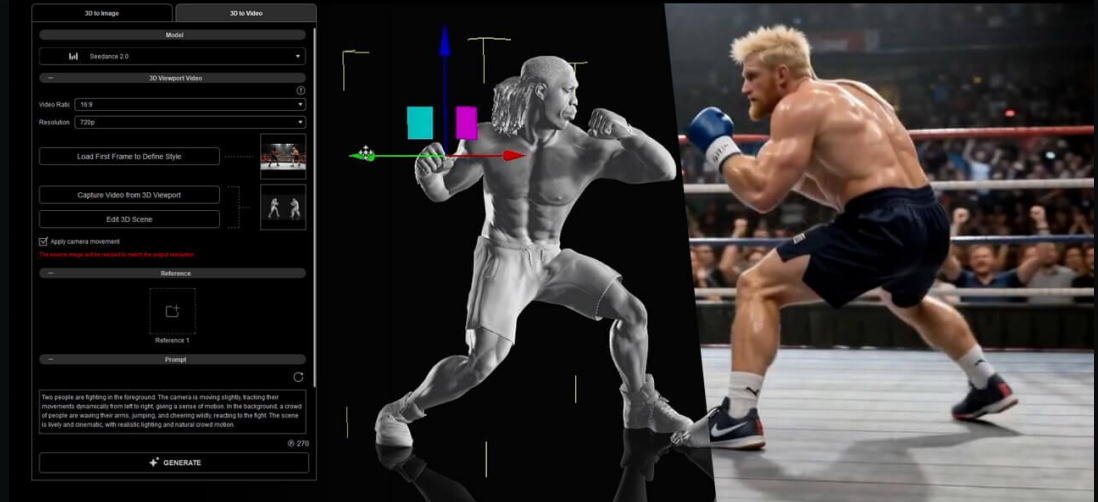
Apply AI-powered lip-syncing driven by audio tracks or cloned voices, naturally synchronizing expressions in multi-shot formats.

KEY TECHNICAL CAPABILITIES

CONSISTENT CHARACTER SHEETS



3D SCENE AS THE CONTROL LAYER

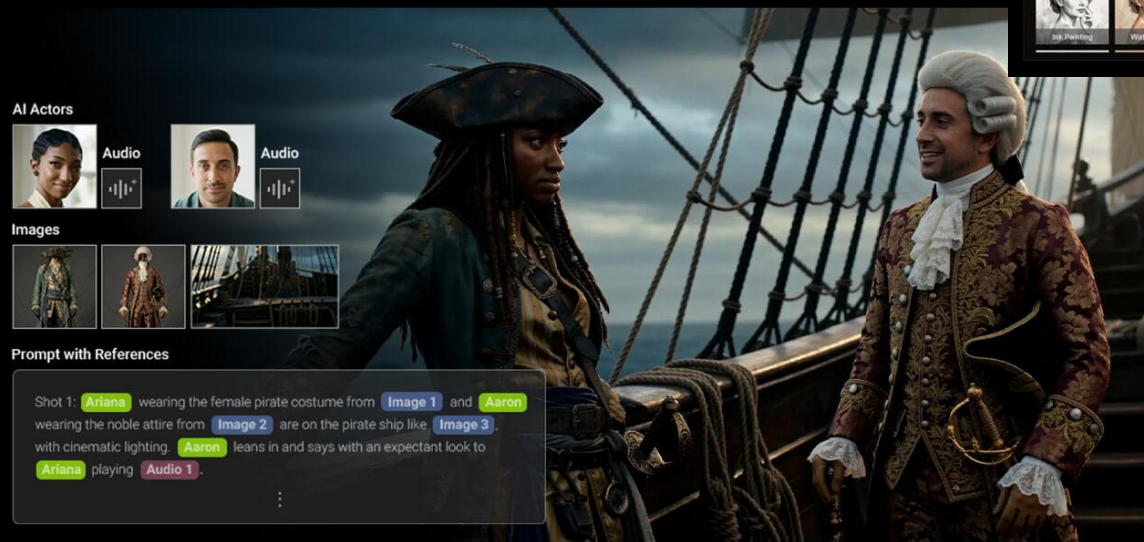


MULTI-ACTOR IDENTITY ACROSS SCENES



KEY TECHNICAL CAPABILITIES

MULTI-REFERENCE SUPPORT



EDITABLE PROMPT PRESETS





ENGINE COMPATIBILITY: ONLINE

MULTI-MODEL ARCHITECTURE

- ✓ **Integrated Image Engines:** Swap seamlessly between leading image generators including Flux Max, Nano Banana Pro, and GPT Image 2 to test cinematic styles.
- ✓ **Pioneering Video Models:** Access Seedance 2.0 (the premier model for tracking exact 3D vector paths), Kling 3.0, Veo 3, LTX, and Scail under one canvas.
- ✓ **Broadcast Upscaling:** Sharpen raw outputs instantly with integrated super-resolution upscalers that refine eyes, skin pore textures, and clothing physics.

| THE UNIFIED 3D-TO-AI PIPELINE



1. Previs Scene

Build layouts, cameras, and character motion inside iClone.



2. iModel Bind

Export character meshes to train custom AI Actors in AI Studio.



3. Cloud Render

Offload heavy multi-shot neural passes to CenterGrid GPUs.



4. Final Upscale

Enhance facial textures and output production-ready masters.

DUMMY + POSES FOR VIDEO GEN

FROM POSE GUIDANCE TO CINEMATIC VIDEO

POSE GUIDANCE + AI RENDERING + CONSISTENT CHARACTER + CINEMATIC VIDEO OUTPUT



01 DUMMY & POSES

Define the pose and framing.

START FRAME (DUMMY)



END FRAME (DUMMY)



Simple 3D dummy poses establish character action and camera composition.

02 AI RENDER

AI transforms pose into cinematic frames.

START FRAME (AI RENDER)



END FRAME (AI RENDER)



AI renders production-ready frames with consistent character, lighting, and style.

03 START & END FRAME VIDEO

The frames come together as a cinematic video.



00:00 / 00:05



Smooth animation generated between start and end frames for final output.



PRECISE CONTROL

Guide action and composition with simple pose references.



CONSISTENT RESULTS

Maintain character identity, lighting, and visual style.



EFFICIENT WORKFLOW

From pose to final video in fewer steps.



CINEMATIC OUTPUT

High-quality, production-ready video for any project.



ONE ECOSYSTEM. ENDLESS POSSIBILITIES.



5000+ PRODUCTION-READY CONTENT FOR AI PREVIZ

Build cinematic scenes faster with ready-to-use environments, characters, props, nature, and vehicles.



INTERIOR DESIGN

Modern indoor environments, offices, hospitals, furniture, and posed human actors for architectural visualization and interior design.



ANIMALS & NATURE

Realistic animals, forests, terrains, and natural landscapes for storytelling, wildlife scenes, and cinematic previsualization.



VEHICLES & ACTION

High-quality vehicles, motorcycles, police cars, weapons, and action assets for dynamic cinematic sequences and high-energy scenes.



UNIFIED CONTENT
ECOSYSTEM



DIVERSE
CATEGORIES



PRODUCTION-
READY QUALITY



AI OPTIMIZED
WORKFLOW



CONSISTENT
& RELIABLE



FASTER SCENE
CREATION



AI CONTENT LIBRARY

READY FOR YOUR NEXT SCENE





STORYTELLERS SERIES

Reallusion Presents

SIDEWALK SYNDICATE

A short film by Max Thomas

□ □ □ □ □ >> 38.9072° N, 77.0369° W



SIDEWALK SYNDICATE

Now let's go **behind the scenes** and look at how this was put together —



Character Workflow
Building consistent, expressive characters



Consistent Locations
Creating repeatable environments



Multi-Character Shot Design
Staging, blocking and camera planning



3D as a Foundation for AI
Using 3D to power AI-generated images and video

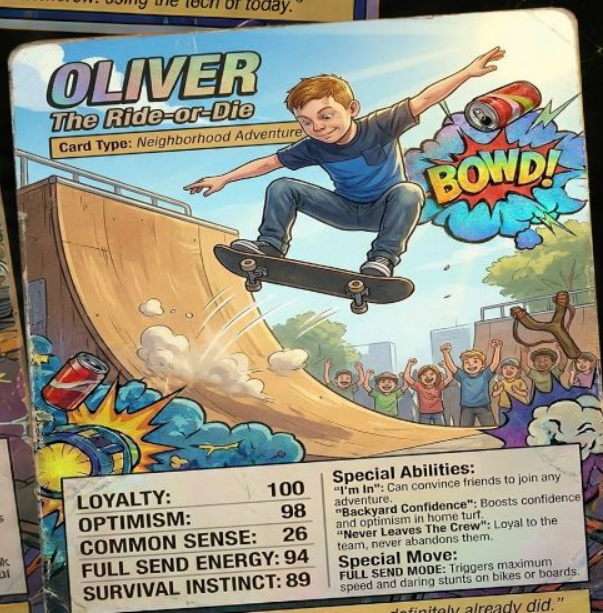
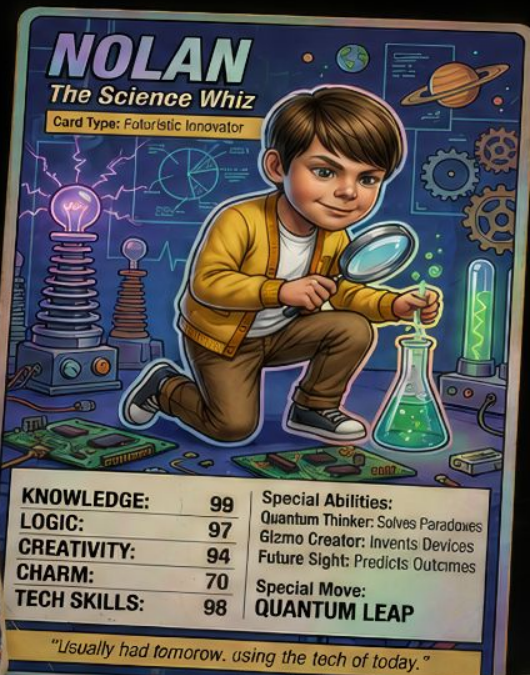


Build a Cast, Not Just Prompts

Visual planning can go beyond storyboards.



Creative visual assets can become part of the **storytelling process**.



CASTING
CALL

SIDEWALKTM SYNDICATE



MASON



LIAM



NOLAN



OLIVER

4 KIDS. 1 BLOCK. ENDLESS TROUBLE.



90'S
VIBES



Character Workflow

Build a reusable cast,
not random generations.

AI Actor profiles, written prompts, and render settings work together to create consistent characters across scenes.



AI Actor Profiles

Select recurring cast members and preserve identity.



Appearance Prompt

Define each character's look and key traits.



Scene Prompt

Describe the moment, mood, and interaction.



Render Settings

Choose aspect ratio, resolution, and output style.

1



1. Cast

2



2. Prompt

3

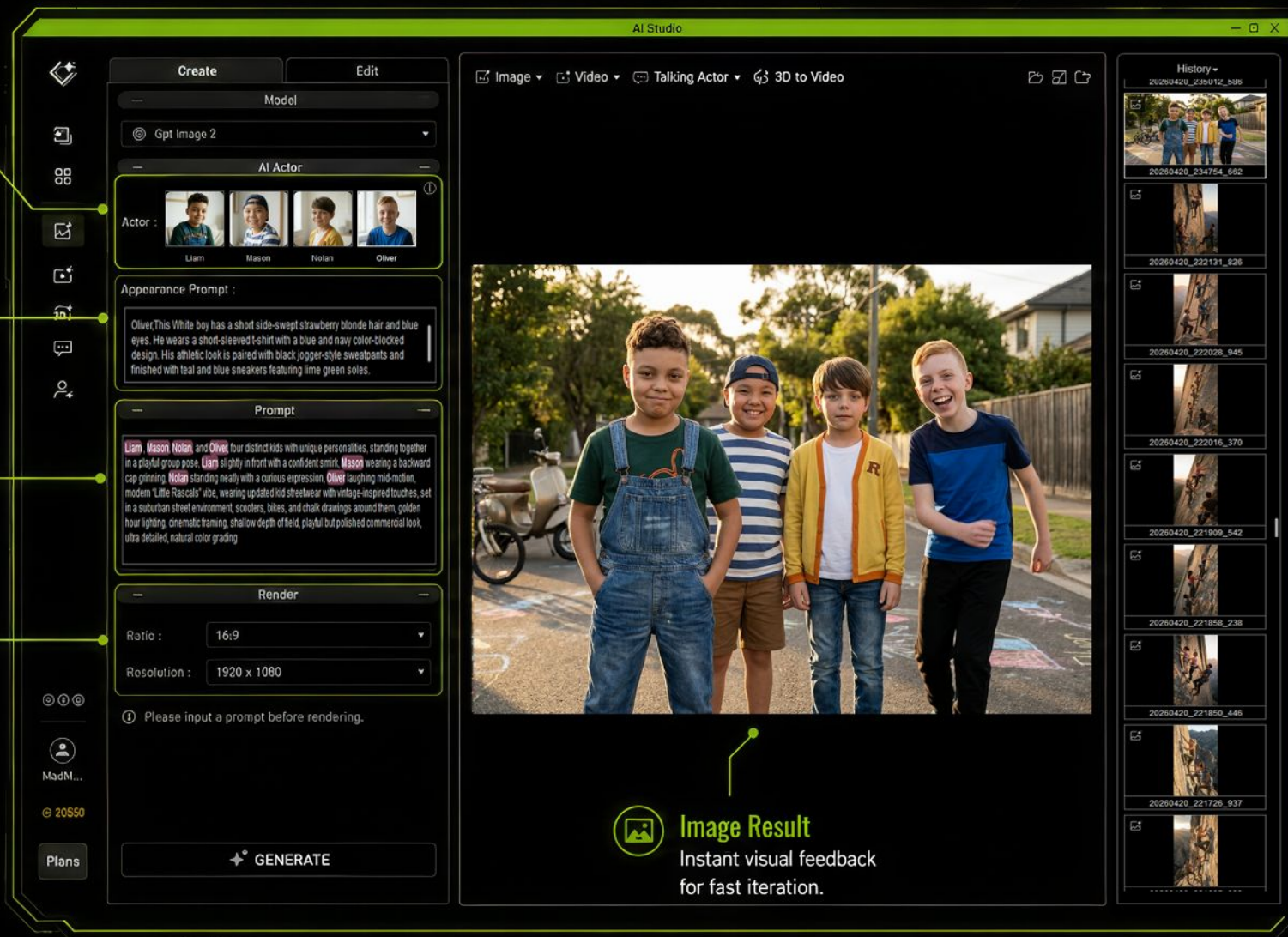


3. Render

4

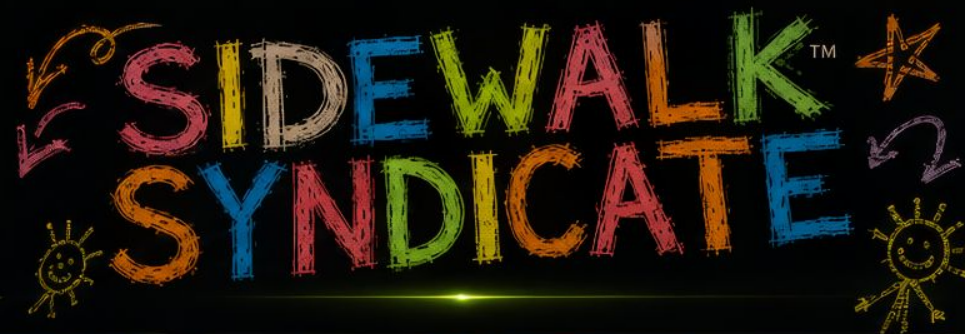


4. Refine



Consistent Characters Across Different Environments

[Recurring cast, new situations, same identity.]



DOCK DISASTER



DEAD MAN'S PASS



FORT NIGHT



CAPTURE THE FLAG



KISSING BOOTH



ROLLER COASTER

Consistent Characters Across Different Camera Angles

[Same cast, same world, new coverage.]



DRONE ESTABLISHING



REVERSE ANGLE



HERO PITCH



SALES MISHAP



Wide shot



Reverse coverage



Hero angle



Action beat



SIDEWALK SYNDICATE — HARDWARE STORE SEQUENCE

Production-minded approach / previsualized scene beats

SCENE: HARDWARE STORE

PAGE: 1 OF 1

① ESTABLISHING / ARRIVAL



WS - LOW ANGLE FOLLOW FROM BEHIND.
WIDE ESTABLISHING SHOT.
DOOR OPENS AS THEY ENTER.
ENERGETIC INTRO BEAT.

② BROWSING THE AISLES



WS - WIDE AISLE SHOT.
TRACK WITH GROUP - SLIGHTLY BEHIND.
BOY IN STRIPES POINTS OUT COOL STUFF.
STORE IS BIG / FULL OF POSSIBILITY.

③ THE PLAN



MCU / GROUP - MEDIUM GROUP SHOT.
PUSH IN ON THE LIST / PLAN.
LUMBER AISLE FRAMING.
FOCUSED, CONSPIRATORIAL ENERGY.

④ GATHERING SUPPLIES



3/4 WS - SHOW CART, WOOD, TOOLS.
BOYS WORK TOGETHER LOADING IT UP.
TRACK SLIGHTLY W/ MOVEMENT.
PRACTICAL TASK MONTAGE BEAT.

⑤ TRIUMPH HUDDLE



HIGH ANGLE / OVERHEAD - HERO BEAT.
HANDS IN - CHANT TOGETHER.
HOLD FOR ENERGY + SMILES.
THIS IS OUR CREW.

⑥ MASON GETS TIRED / THIRSTY



MCU - SINGLE ON MASON.
WIPES BROW, POINTS TO DRINK COOLER.
CUTAWAY BEAT - NEED A BREAK.
LIGHT COMEDY / RELATABLE MOMENT.

⑦ NO MONEY REALIZATION



MCU - MEDIUM FOUR SHOT.
THE REALIZATION HITS - NO MONEY.
HOLD FOR REACTION / COMEDY.
SAD FACES, SHRUGS, EMPTY POCKETS.

⑧ EXIT / COMIC ENDING



WS - WIDE EXTERIOR.
EXIT WITH BIKES - NO SUPPLIES.
DEFEATED BUT DETERMINED TO TRY AGAIN.
SUNSET END BEAT. HOLD FOR LAUGH / HEART.

★ NOTES: 4 BOYS. 1 CREW. BIG PLANS.

- THE STORE IS OUR PLAYGROUND.

- IT'S NOT ABOUT MONEY, IT'S ABOUT TEAMWORK.

ROLL CAMERA & HAVE FUN!



VIDEO DEMO: SEEDANCE IN ACTION

| PROCESSING POWER BOOST

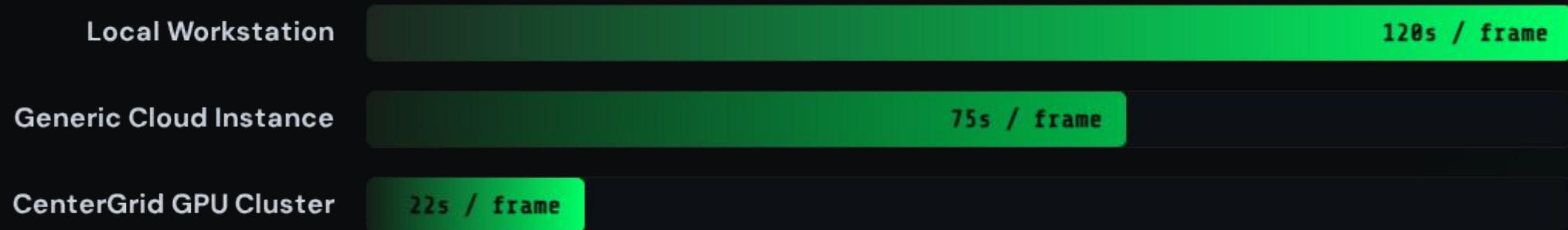
5.4x

Render Speed Increase

Scaling Beyond Local Limits

By shifting computational loads from standard local desktops to CenterGrid's optimized Multi-GPU virtual instances, creative studios drastically reduce neural video interpolation times. Remote teams iterate in real-time, eliminating physical machine bottlenecks and unlocking seamless, production-scale rendering pipelines.

RENDER SPEED COMPARISON



Benchmarks indicate enterprise NVLink pools and centralized VRAM routing deliver up to 5.4x accelerated render speeds for complex AI video generations compared to standalone user desktops.

WORKFLOW CAPABILITY COMPARISON

Capability	Pure Gen AI (Prompting)	Classic 3D Pipelines	CenterGrid + AI Studio
Character Consistency	None (Severe Drift)	Exact (High Manual Effort)	Absolute (AI Actor/iModels)
Camera Choreography	Unstable Guesswork	Precise (Manual Render Pools)	Precise (Guided 3D Viewport)
Material/Skin Quality	Photorealistic	High Cost (Textures/Shaders)	Photorealistic (Auto-Rendered)
Operational Cost	Low (Variable Output)	High (Hardware CapEx)	Optimized Cloud OpEx

| INDUSTRY PERSPECTIVE

“Instead of using AI to replace CGI animations, AI Studio puts both worlds to work together. It ensures maximum quality while keeping absolute control of our creations.”

– Adolf Navarro, Founder of Antareus Studio

Questions & Discussion

Unlocking professional, hardware-independent AI filmmaking at scale.

CenterGrid GPU Virtual Workstations & Reallusion AI Studio