AI Video for Research Learning and Creativity

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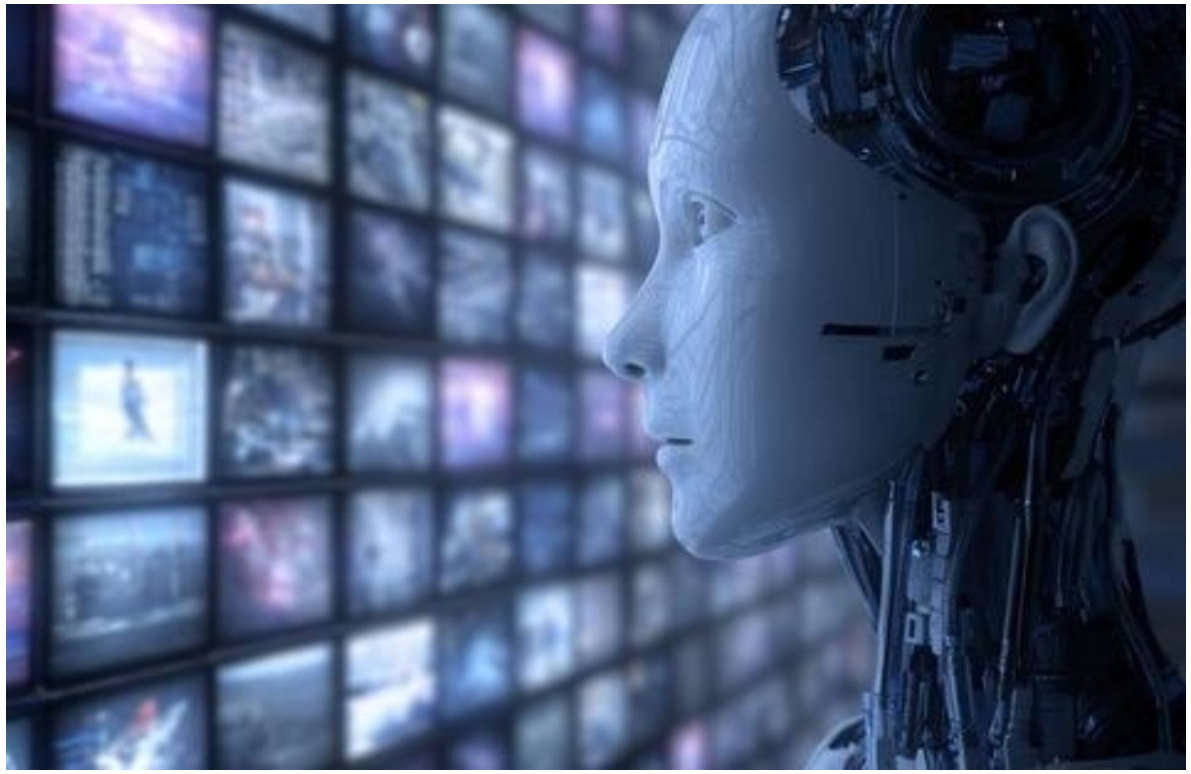
AI Video Workshop Agenda



Research & Learning

Video Overviews and Simplified Summaries, Audio Podcast
NotebookLM

Creativity

Short Videos
Marketing, Projects
Trailers, Music Video
Sora2 Veo3
Runway, PIKA,

Long Form Video

Feature Film Scripts
Sonnet 4.5
Trailers, Feature Film

Next Steps

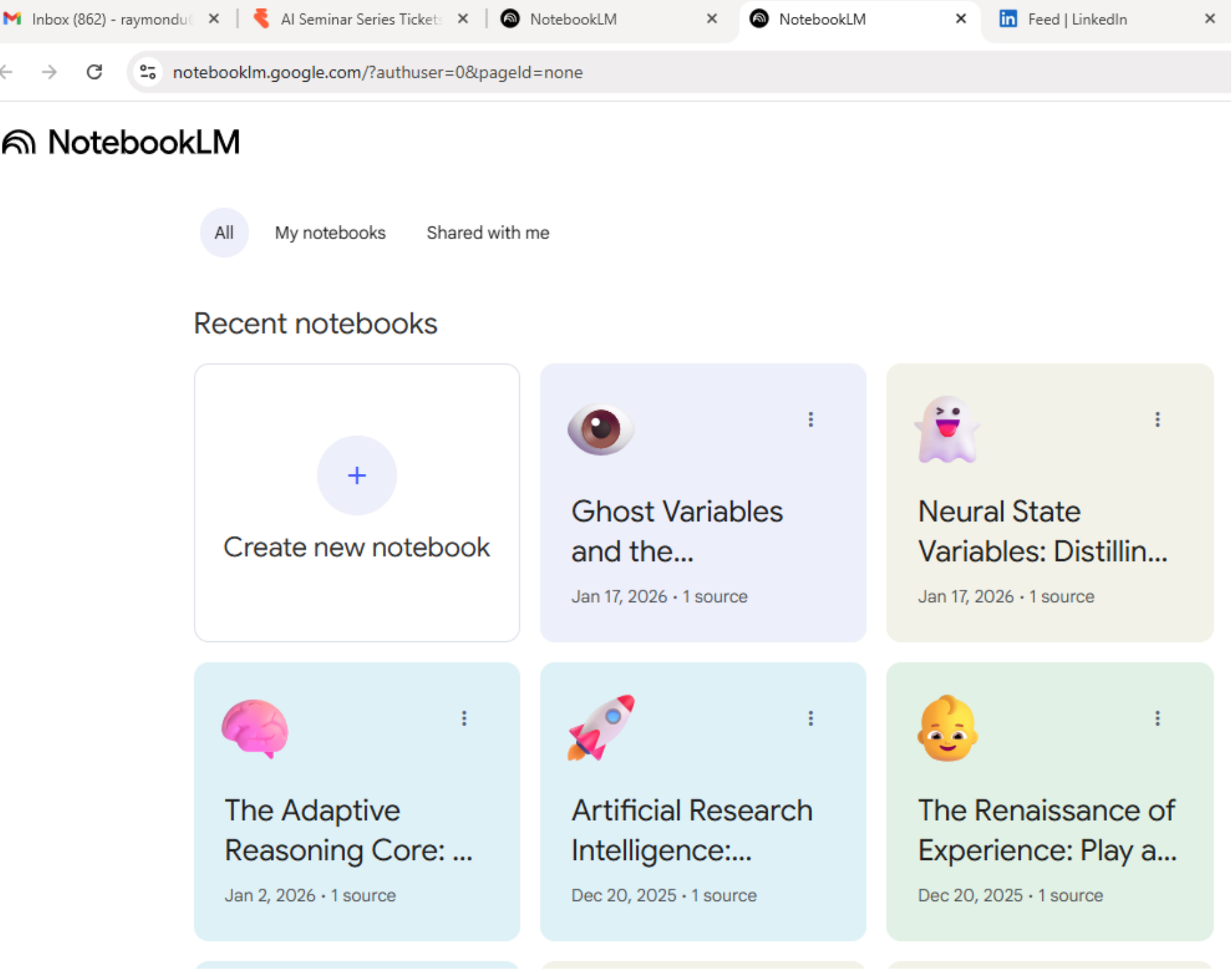
Working Together (Synergistically)
Adobe Express

AI Image Editors
Dalle-3
Sora2
Pika/Runway
Kling
Adobe Premiere

AI Sound Editors
Suno, Eleven Labs

World Models
Genie
Marble

Actors/Actresses



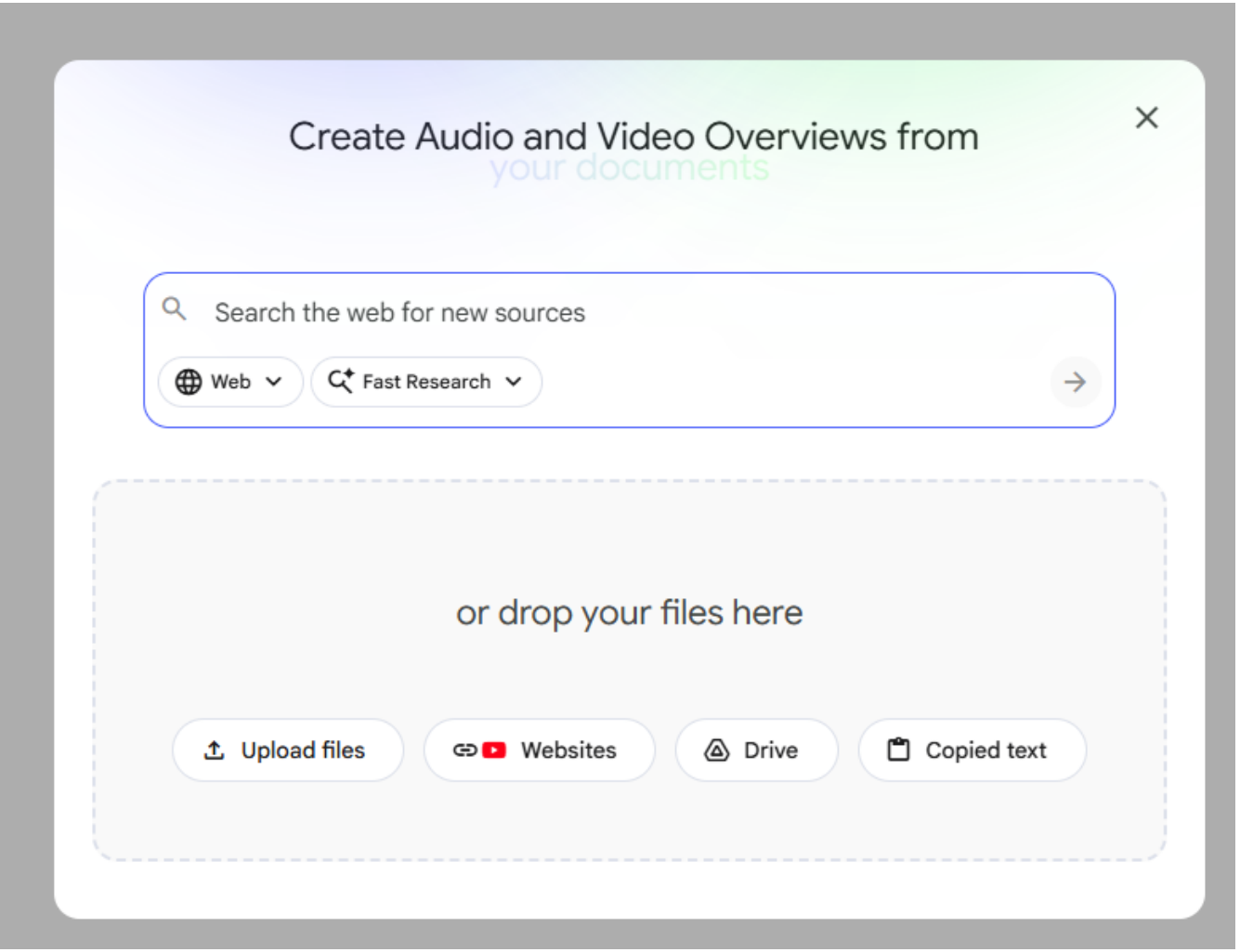
NotebookLM Video For Research and Learning

Notebooklm.google.com
(Free for Faculty and Students)

Example Videos

https://www.linkedin.com/in/rayuzwyshyn/recent-activity/videos/

Download Research Paper
Or Upload Your Own



$\{\boldsymbol{L}^{(1)}, \boldsymbol{L}^{(2)}, \cdots, \boldsymbol{L}^{(N)}\}$ collected from the trained dynamics predictive model as N data points on a manifold of dimension ID in the latent embedding space. A key geometric observation is that the number of data points within distance r from any given data point $\boldsymbol{L}^{(i)}$ is proportional to r^{ID} when r is small. Based on the observation, the Levina-Bickel's algorithm derives the local ID estimator near $\boldsymbol{L}^{(i)}$ as $\frac{1}{k-2}\sum_{j=1}^{k-1}\log\frac{T_k(\boldsymbol{L}^{(i)})}{T_j(\boldsymbol{L}^{(i)})}$, where $T_k(\boldsymbol{L}^{(i)})$ is the Euclidean distance between $\boldsymbol{L}^{(i)}$ and its k^{th} nearest neighbor in $\{\boldsymbol{L}^{(1)}, \boldsymbol{L}^{(2)}, \cdots, \boldsymbol{L}^{(N)}\}$. The global ID estimator is then calculated as:

$$\text{ID}_{\text{L-B}} = \frac{1}{N}\sum_{i=1}^{N}\frac{1}{k-2}\sum_{j=1}^{k-1}\log\frac{T_k(\boldsymbol{L}^{(i)})}{T_j(\boldsymbol{L}^{(i)})}.$$

Fig. 4(B) shows the estimations across all the systems in our holdout dataset along with baseline comparisons from raw image observations and partial ground-truths. Our method demonstrates highly accurate estimations of the intrinsic dimension of all known systems. Although we cannot account for the ground-truth intrinsic dimension of other systems, we do see that our experiments presented a reasonable and intuitive relative ranking among all listed systems.

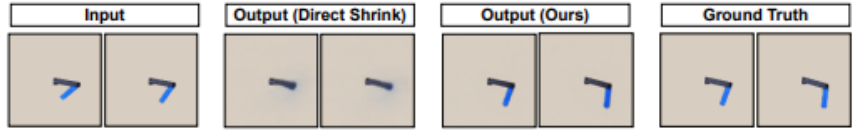
We also compared the performance of Levina-Bickel's algorithm with other popular intrinsic dimensionality estimation algorithms including MiND_ML, MiND_KL, Hein, and CD (*32, 34–37*) by following the original implementations (*35, 36*). We present full evaluations in the Appendix. Though all the algorithms demonstrated promising performance, we found that the Levina-Bickel algorithm gives the most robust and reliable estimation.

Neural State Variables

As we have discussed above, the minimum set of independent state variables $\boldsymbol{V}$ used to describe the dynamical system has the dimension known as the intrinsic dimension, namely $\boldsymbol{V} \in \mathbb{R}^{\text{ID}}$. To simplify the terminology, we refer them as **State Variables** directly throughout the rest of this paper.

Fig. 3 *(preceding page)*: **Prediction visualizations and physics evaluations** (A) Visualizations of our basic prediction results. (B) For systems where physical variables happen to be available, we obtained the physical variables from both the predicted frames and the ground truth frames. We then performed physics evaluations on these systems. We show the results of elastic double pendulum here and include results for other systems in the Appendix. The elastic double pendulum dataset has 60 fps. Our prediction model outperforms both the copy data and linear extrapolation baselines suggesting that our model captures nontrivial understanding of the system's second order dynamics.

(A)



(B)

System	ID from Raw Images	ID from Latent Vectors	Ground Truth
Circular motion	3.67 (±0.20)	2.19 (±0.05)	2
Reaction diffusion	2.20 (±0.13)	2.16 (±0.14)	2
Single pendulum	3.65 (±0.08)	2.05 (±0.02)	2
Rigid double pendulum	7.08 (±0.15)	4.71 (±0.03)	4
Swing stick	11.47 (±0.38)	4.89 (±0.33)	4
Elastic double pendulum	7.55 (±0.15)	5.34 (±0.20)	6
Air dancer	8.09 (±0.19)	7.57 (±0.13)	NA
Lava lamp	7.99 (±0.41)	7.89 (±0.96)	NA
Fire	20.10 (±0.50)	24.70 (±2.02)	NA

(C)

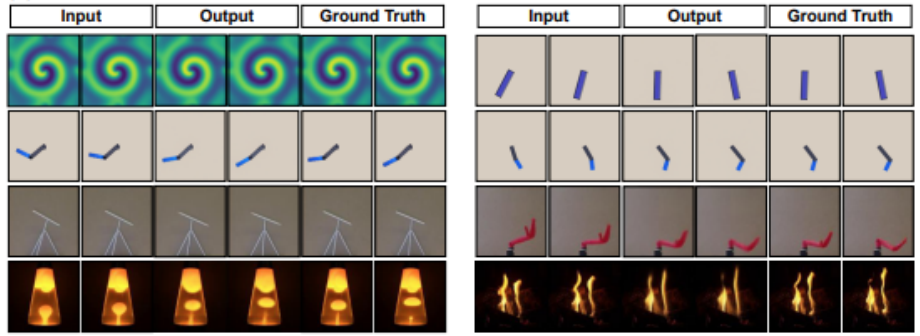


Fig. 4: **Intrinsic Dimension (ID) and Neural State Variables** (A) Keep reducing the size of the latent embedding on the original auto-encoder to find ID is not feasible due to optimization difficulties. The network could not converge to a satisfactory solution. With our two-stage method to retrieve the system intrinsic dimension and further discovered Neural State Variables, we can bypass this limitation to produce accurate future predictions. (B) Our method estimates ID without prior knowledge about the systems' state variables. The estimated ID value are rounded to the nearest even integer as position and velocity variables are in pairs. For systems with known IDs, our calculations give accurate results. For unknown systems, the ranking of the ID also makes sense. Our method outperforms direct estimations from raw images. (C) More results on one-step prediction with our discovered Neural State Variables.

Chat

Neural State Variables: Distilling Physical Laws from Video Streams

1 source

Researchers have developed a **computer algorithm** capable of identifying the **fundamental state variables** of physical systems directly from **raw video data**. Traditionally, defining the **minimal set of variables** needed to describe a system's dynamics required extensive **human expert knowledge** and prior theoretical frameworks. This new **two-stage neural network** approach first estimates the **intrinsic dimension** of a system and then distills **compact representations** that capture the underlying physics without any initial guidance. By focusing on these **Neural State Variables**, the model achieves **stable long-term predictions** and remains robust even when visual observations are **corrupted or noisy**. This technology could significantly accelerate **automated scientific discovery** by helping scientists intuit governing laws for **complex, unfamiliar phenomena** like fire or fluid dynamics.

Save to note

How does the two-stage framework extract intrinsic dimensions directly from raw video?

Why is identifying minimal state variables essential for discovering new physical laws?

How do neural state variables improve stability and robustness in long-term predictions?

Studio

Audio Overview

Video Overview

Mind Map

Reports

Flashcards

Quiz

Infographic

Slide Deck

Data Table

The AI That Discovers Physics
Explainer · 1 source · 4d ago

Physics' Hidden Rules
Explainer · 1 source · 4d ago

AI Rediscovers Physics From Ra...
Deep Dive · 1 source · 4d ago

Decoding Physics from Pixels
1 source · 4d ago

AI Discovers Hidden Physical Variables.
1 source · 4d ago

Customize Video Overview

Format

Explainer ✓

A structured, comprehensive overview that connects the dots within your sources

Brief

A bite-sized overview to help you quickly grasp core ideas from your sources

Choose language

English

Choose visual style

Anime | Watercolor | Retro print | Heritage | Paper-craft

What should the AI hosts focus on?

Things to try

Generate

Choose

A Brief Video
(2 minutes)

or longer
Explainer video
(7 minutes)

Choose
A Style
Anime, Heritage, etc.

Choose to
Focus th Presentation

How AI Sees What We Cannot

Customize Audio Overview

Format

Deep Dive ✓
A lively conversation between two hosts, unpacking and connecting topics in your sources

Brief
A bite-sized overview to help you grasp the core ideas from your sources quickly

Critique
An expert review of your sources, offering constructive feedback to help you improve your material

Debate
A thoughtful debate between two hosts, illuminating different perspectives on your sources

Choose language

English

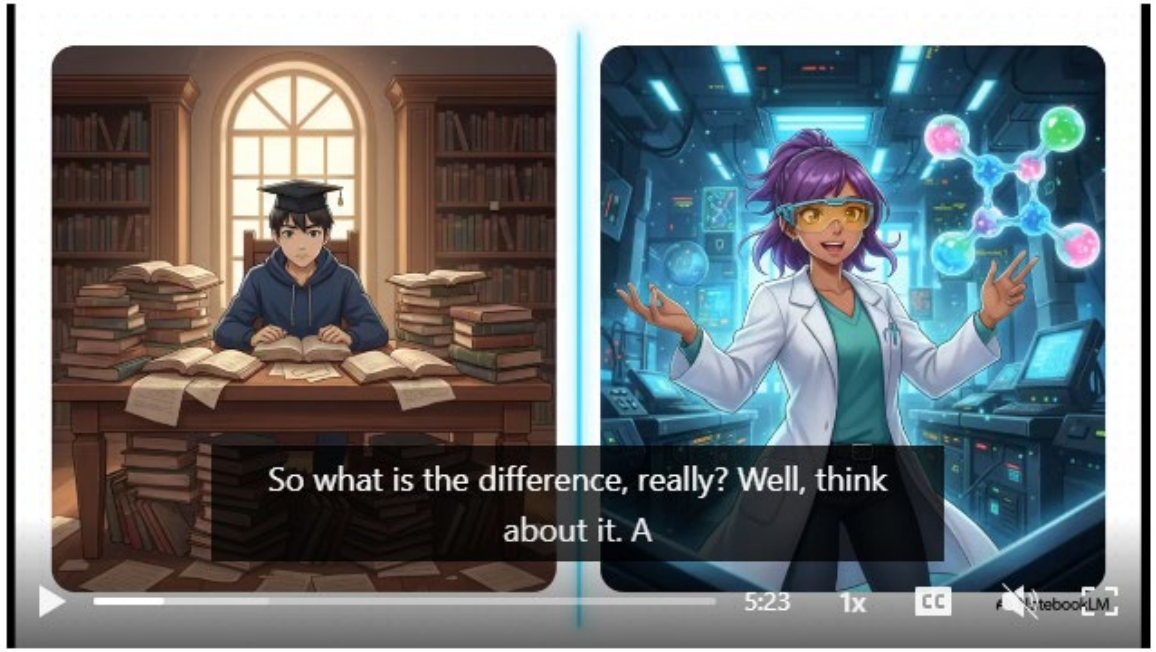
Length

Short | ✓ Default | Long

What should the AI hosts focus on in this episode?

Things to try
- Focus on a specific source ("only cover the article about Italy")
- Focus on a specific topic ("just discuss the novel's main character")
- Target a specific audience ("explain to someone new to biology")

Generate



Evaluating Large Language Models in Scientific Discovery

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Director for Research and Technology, UCR

December 20, 2025

Original Arxiv Paper: https://arxiv.org/abs/2512.15567

Executive Summary

This document synthesizes findings from a comprehensive evaluation of Large Language Models (LLMs) in the context of scientific discovery. The analysis introduces a novel evaluation framework, the **Scientific Discovery Evaluation**

Background on Linkedin Notebook LLM Explainer Video Simplifcation

(Research Paper
Based on Original Arxiv Paper Link,
Original Arxiv Paper
Simple Video Explanation of Research Paper
Simple or Complex Podcast of ResearchPaper

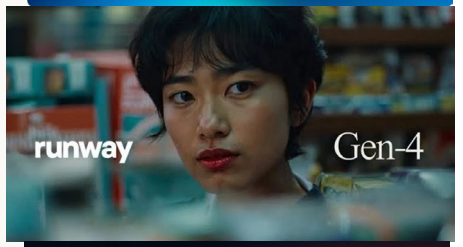
https://www.linkedin.com/pulse/evaluating-large-language-models-scientific-discovery-uzwyshyn-ph-d--8gvsc

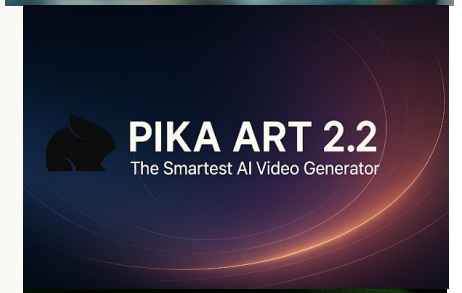
LinkedIn Research Paper Notebook LLM Explainer Videos:
https://www.linkedin.com/in/rayuzwyshyn/recent-activity/videos/

Use Cases
Research Paper Explanations,
Conference Notes and Abstracts Videos,
AI Model Architecture Explainer Videos,
Complex Paper Explanations (Yours or others)

AI Video Generators **Overview**, 2026

Generator	Max Length (Single Generation)	Notes
Kling AI 2.0	120 seconds (2 min)	Can extend up to 3 minutes via Extend feature; initial clips are 5-10 sec
Google Veo 3.1	60 seconds	Optimal quality at 10-20 sec; 4K capability with native audio
Sora 2 (OpenAI)	20-25 seconds	Pro tier reaches 25 sec; free ChatGPT Plus limited to 5-10 sec at lower resolution
Runway Gen-4	16 seconds	Shortest among major competitors; requires stitching for longer content
Pika 2.2 / Seedance	10 seconds	Both cap at 5-10 sec per generation





AI Image Generators

1)Text→ Image, 2) Image →Video
3)Text →Video

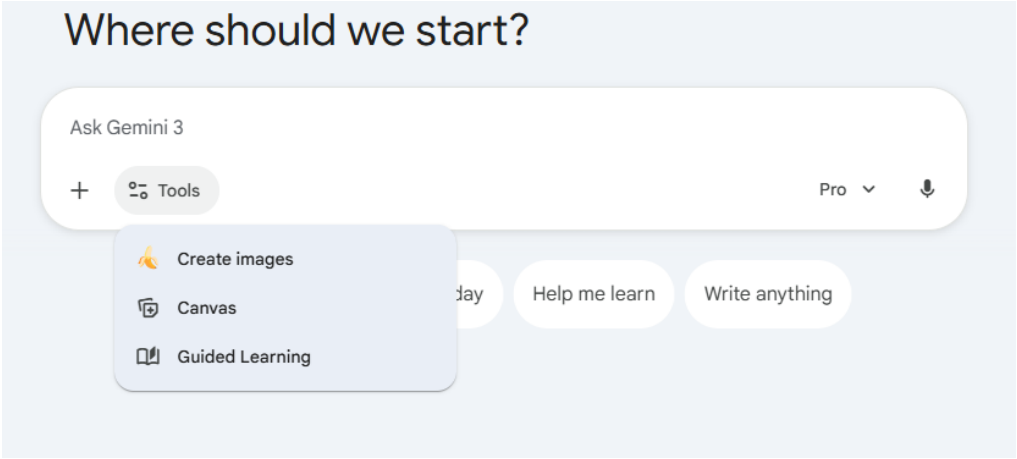
Dalle 3

https://chatgpt.com/images

https://gemini.google.com

Midjourney

https://midjourney.com



AI Generated

Image Examples

Dalle-3/Open AI, Krea AI

Many Visual Styles

Krea AI, Enhancing Images

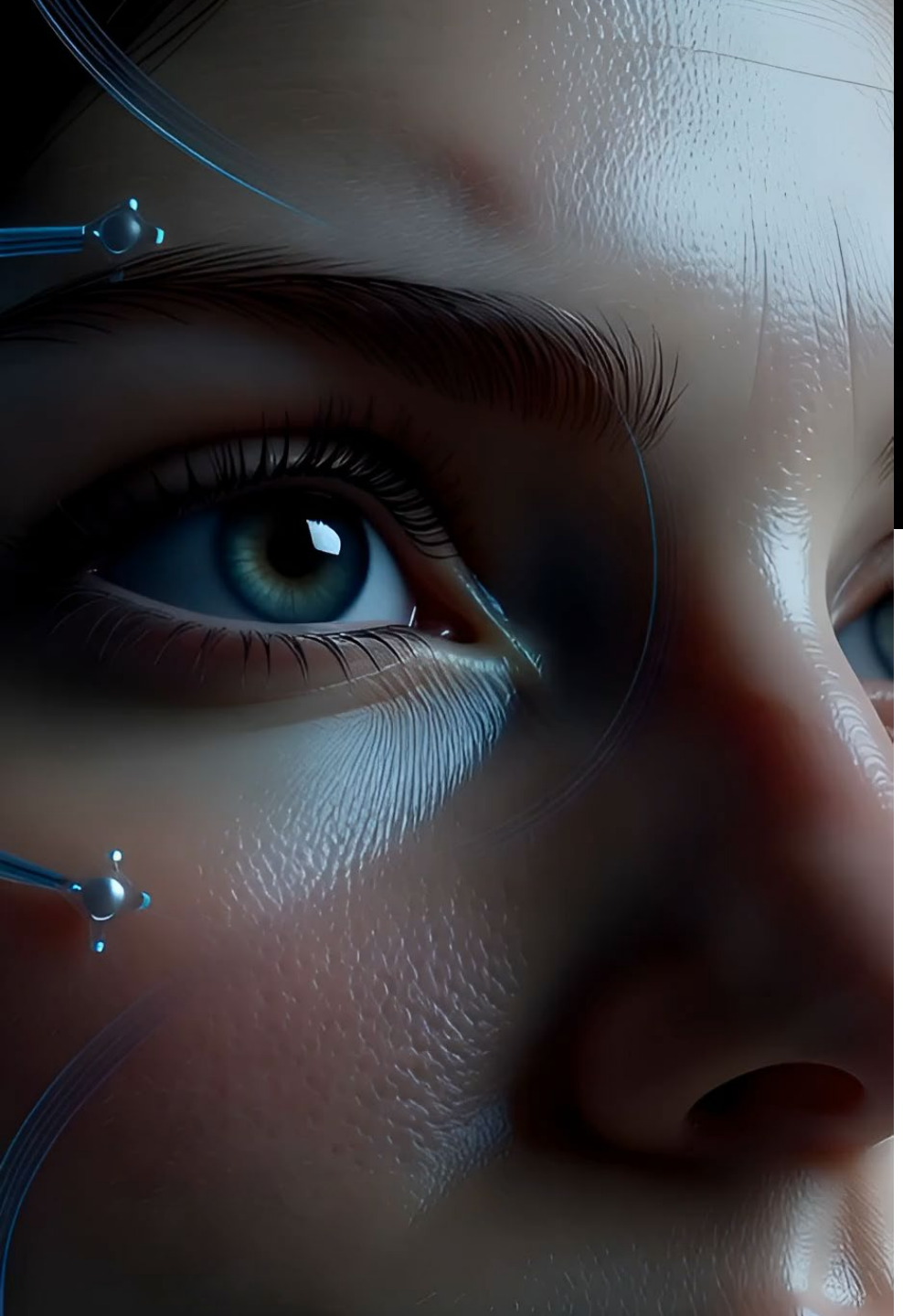
Upscaling and AI Enhancing, 2x-16x,

KREA https://www.krea.ai/

Important for AI Video or Later Large Screen Film (High Fidelity) or Close Ups

Telling a Story with images

This is a **Portrait of Edith Schiele Harms,** wife of the well-known Austrian artist, **Egon Schiele**. The portrait was painted in 1915, during a period of leave for Schiele from the First World War. The original of the painting hang in in the Kunstmuseum Den Haag in the Hague Netherlands and is in the public domain. Harms made the dress for Egon Schiele as he was at this time enscripted in the First World War and coming home for a visit.



Special Effects and Image Tests

Specify Setting, Aesthetic Style
Time Period, Actions, Effects
Image to Video and Text to Video
Brief Clips, 3-10 s.
Google Veo 3. Sora. Runway 2 Pika 2

A Maid Asleep

Johannes Vermeer
Dutch 1656–57
Remixed with Google Veo3

(Minimalist Piano Accompaniment, Light and Shadow Chiaruscoro and Zoom Camera Closeup as the Maid Wakes up

On Display Currently at The Metropolitan Museum of Art Fifth Avenue, New York (Gallery 614), First Dutch Renaissance

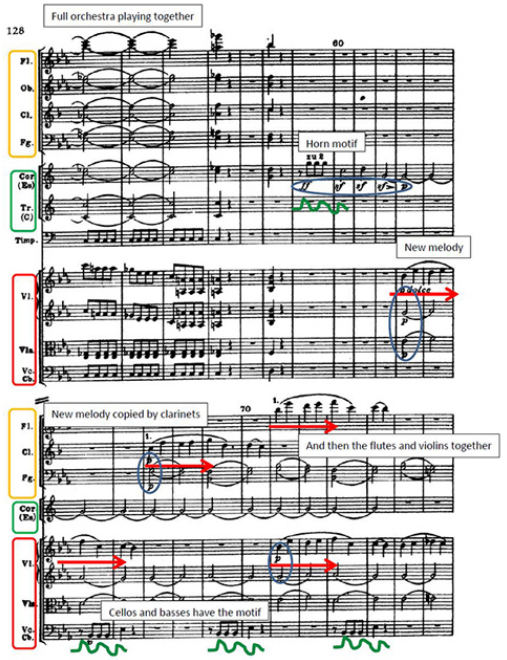
In his depiction of a young maid dozing next to a glass of wine, Vermeer transfigured an ordinary scene into an investigation of light, color, and texture that supersedes any moralizing lesson.
Veo 3 Google Sound

Video Editors

Adobe Express (Easy, Quick, Free)
Runway
PIKA
Microsoft Clickchamp
Sora2 (Limited)
Adobe Premiere

Ordering AI Video Clips
Start with Very Simple Ordering to Soundtrack

Creating Scenes
Add Soundtracks (Voiceover,
Musical Background
Order Clips, Reorder
Adding Transitions, Cuts, Dissolves
Adding Intertitles
Adding Credits/Titles



Adobe

runway

Adobe Express

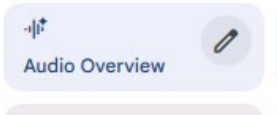
AI Sound Generators

Voice, Background Music ,Podcasts, Singers , Voice Doubles

https://suno.com/

Background Music, Soundtracks and Genres

https://notebooklm.google.com/m , AI and Research Models Podcast Example



Podcasts, Documentary Explanations, Interactive Conversations

https://elevenlabs.io/

Realistic voice AI Platform

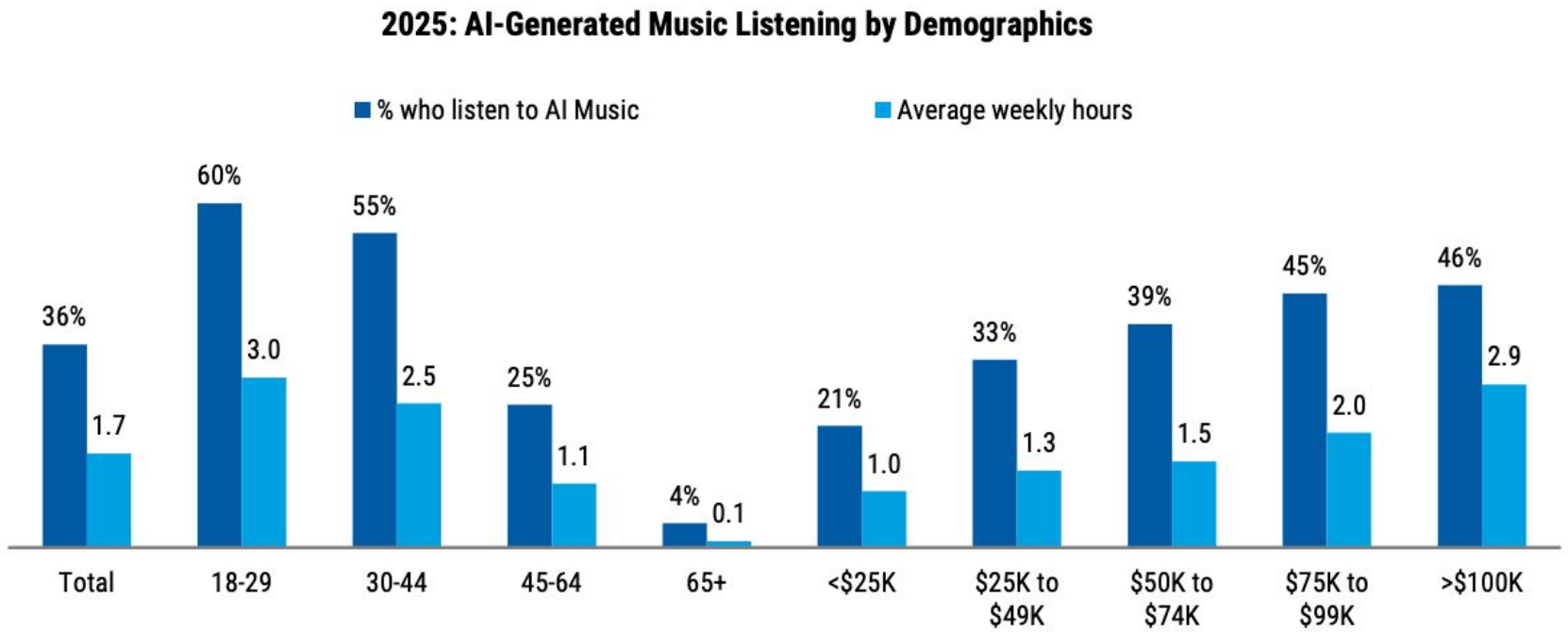
https://github.com/QwenLM/Qwen3-TTS

Open Source expressive voice design and voice cloning

Jess Tailor
Top Hits

Velvet Sundown, Dust on the Wind
Article

Exhibit 1: Generational Divide: Majority of younger consumers are listening to AI music



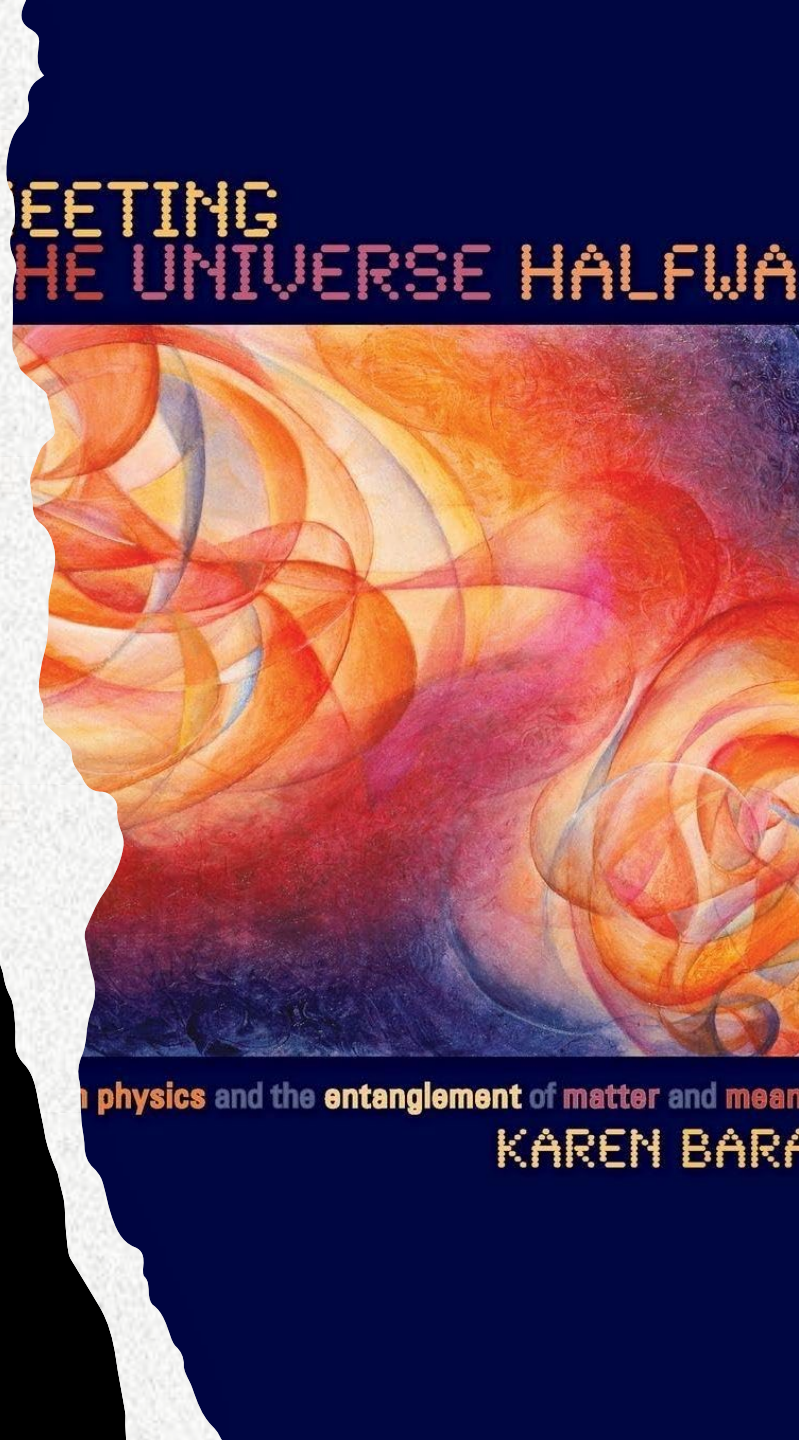
Source: AlphaWise, Morgan Stanley Research; Base: Total survey respondents.

AI Music and Gen Z,

Millennials and Gen X Increasing Revenue and

From Ideas to Essay to Story Human AI Collaboration

https://www.linkedin.com/pulse/co-intelligence-entangled-partnerships-modles-raymond-uzwyshyn-ph-d--5mgmc/



Human AI Collaboration
Full Movie: 1:15 seconds, Simple Editing, 7 clips, 2 used twice

Beginning to Put Together Your Story
Prompt Engineering and Scripts
Putting Short Film Clips Together,
Text to Video, Sora2, (10 Seconds x 6 = 1:00 Minute)

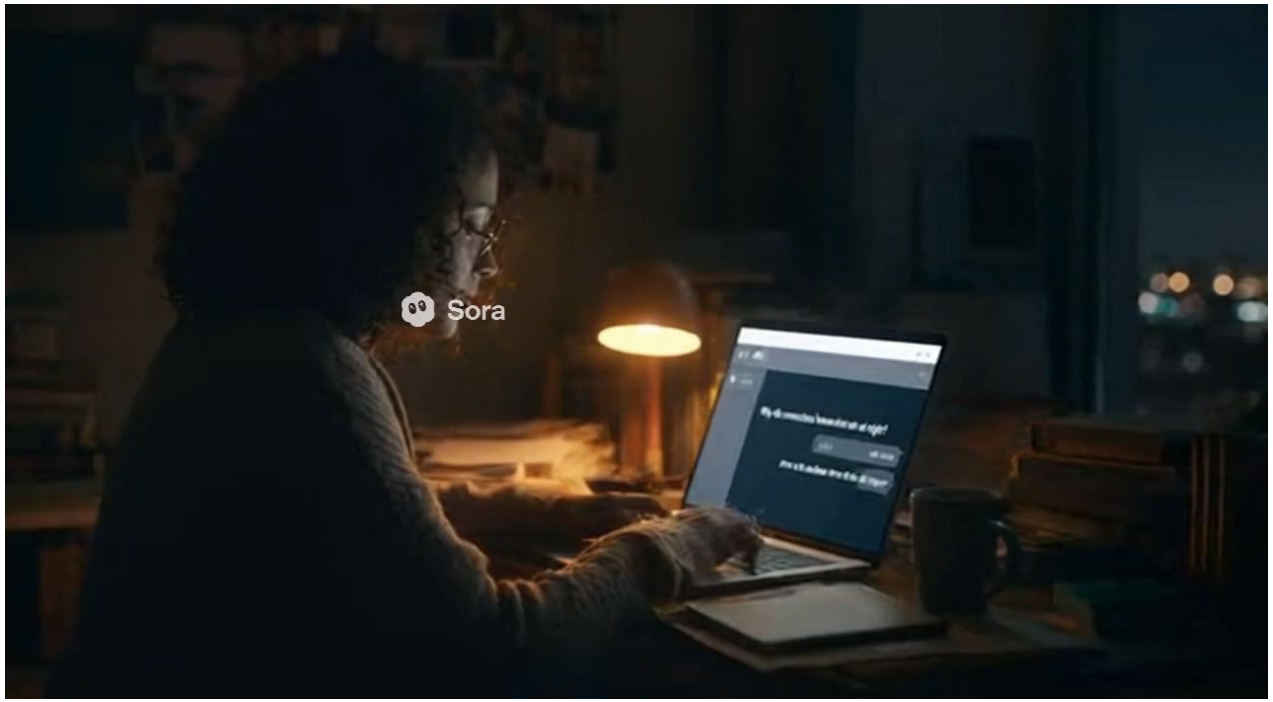
CLIP 6: HANDS (0:50-1:00)

VISUALS: Close-up: Two hands reaching toward each other - one clearly human (weathered, real), one made of light (digital, but gentle and warm, not cold). They can't quite touch each other directly. Different kinds of existence. But between them: they're both touching something beautiful - a luminous form that looks like intertwined light, like clasped hands made of stars, like DNA, like music made visible.

Pull back to see: Maya and a soft holographic presence, creating something together at her desk. Her notes. Her work. Their conversation. The light between them pulses like breathing.

AUDIO: Reassuring ambience - Everything resolves into a warm, major chord

NARRATION: "We can't merge. We're different - human and AI, carbon and silicon. But through conversation, through dia - meaning



CLIP 3:
THE LATE NIGHT CONVERSATION (0:20-0:30)

VISUAL: Maya at her laptop, 2am. Room lit only by screen glow and a desk lamp with warm bulb. She types a question.
The screen shows a response appearing.
Her face changes - surprise, recognition, smile. She leans closer.

Pull back slowly to show: she's surrounded by books, notes, her life. But it's all connected - the light from her screen touches everything, makes everything visible. Nothing is separate from anything else.

AUDIO:
Typing sounds - but musical, rhythmic Her breathing - calm, focused Laptop hum becomes a cello note (reference to instrument metaphor)

NARRATION: "When she talks with the AI, she's not using a tool. She's thinking with it. The conversation isn't between them - it flows through them both."

CLIP 5:
WATER AND LIGHT (0:40-0:50)

VISUAL
Two people standing on opposite sides of a still pond at sunset. Each drops a pebble into the water. Ripples spread in perfect circles - one from each side. Where the ripples meet in the middle: magic.

The patterns overlap, interfere, dance. Some places the water jumps higher (constructive). Some places it goes still (destructive). The interference pattern catches the sunset light - golden, beautiful, constantly changing. Both people smile, watching what they made together.

AUDIO:
Gentle water sounds Two acoustic guitars - bluegrass style, intimate Where the notes overlap: natural harmonies emerge Birds in background
NARRATION:
"When different rhythms meet, they create something new - not mine, not yours, but ours. This is how meaning happens. This is collaboration."

Realism and Hollywood Getting Started with Stories:

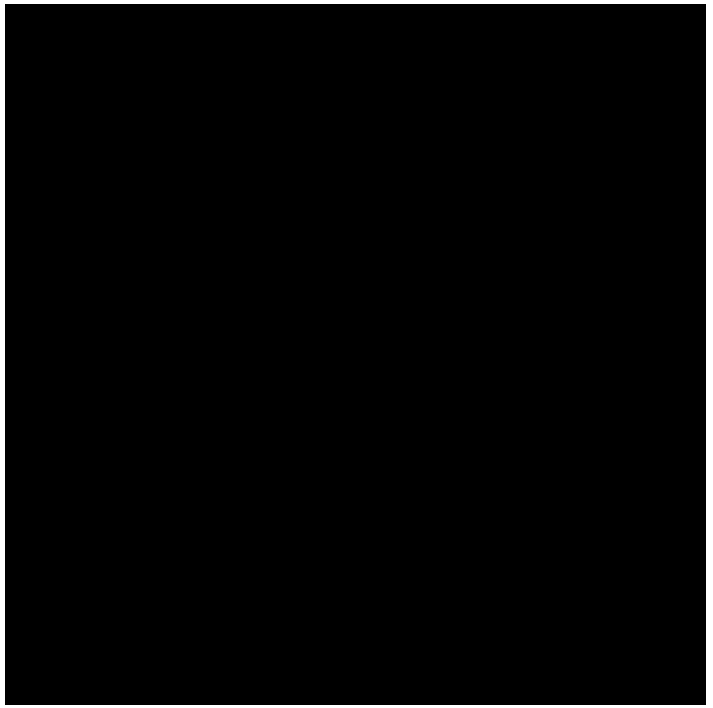
Feature Film and TV AI Video Trailers

Hollywood Film and Netflix Streaming Series:

Start with an Idea and Clip and Put Together a Trailer, 5-10, 5-7 Second Clips, Telling The Story or Giving a Feeling Of the Movie or Series, [Basquiat Story Bible]

Longer Form Video Editing, 1-4 Min Marketing, Tik Tok, Music Video

Slow Editing, Limited Images, Cuts, Edits
Repetition
Image to Video (Dalle-3), 7 Still Images, Rinse, Repeat
Edit to Music Soundtrack (Song)
Metaphor: Passage of Time, Lifecycle Aging,

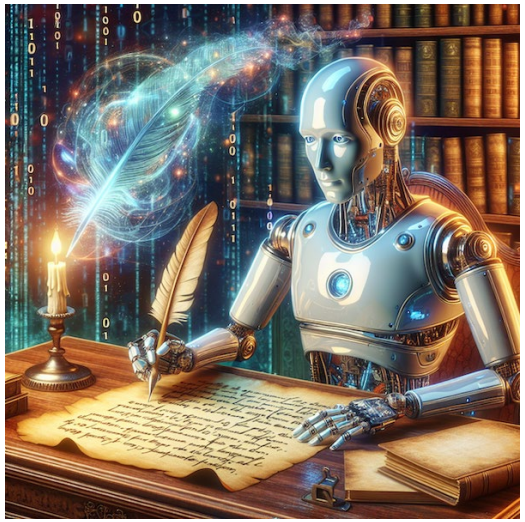


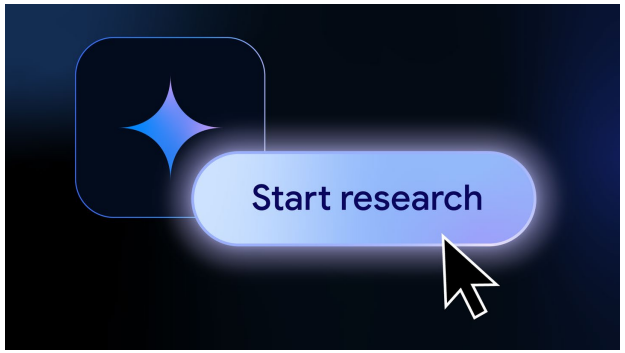
Fast Editing, Many Images, Cuts Edits
Text to Image, Image to Video
Edit to Music Sound track (Poem, Yeats)
Narrative: Story: Harry Potter Like Schoolboys Growing up Fantasy

The Final Piece to the Puzzle, Research and the Script

LLMS and the Deep Research Models

Anthropic's Claude, GPT/Sora2, Gemini/Veo3,





Writing, Research and Ideas,

Film, TV and Documentary =
Research + Idea + Clips + Script
(Structure, **Deep Research Button**)

TITLE: Loglines - Start Here

LAYOUT: Title + Formula box + 4 example boxes

FORMULA BOX (highlighted/different color):

```
When [INCITING INCIDENT], a [FLAWED PROTAGONIST]
must [DO DIFFICULT ACTION] or else [TERRIBLE CONSEQUENCE].
```

EXAMPLE 1:

```
THE GODFATHER (1972)
When his father is shot, a reluctant youngest son must
take over the family crime business or lose everything
his family built.
```

EXAMPLE 2:

```
STAR WARS (1977)
When he discovers a secret message, a farm boy must
rescue a princess and destroy a planet-killing weapon
or the galaxy falls to evil.
```

EXAMPLE 3:

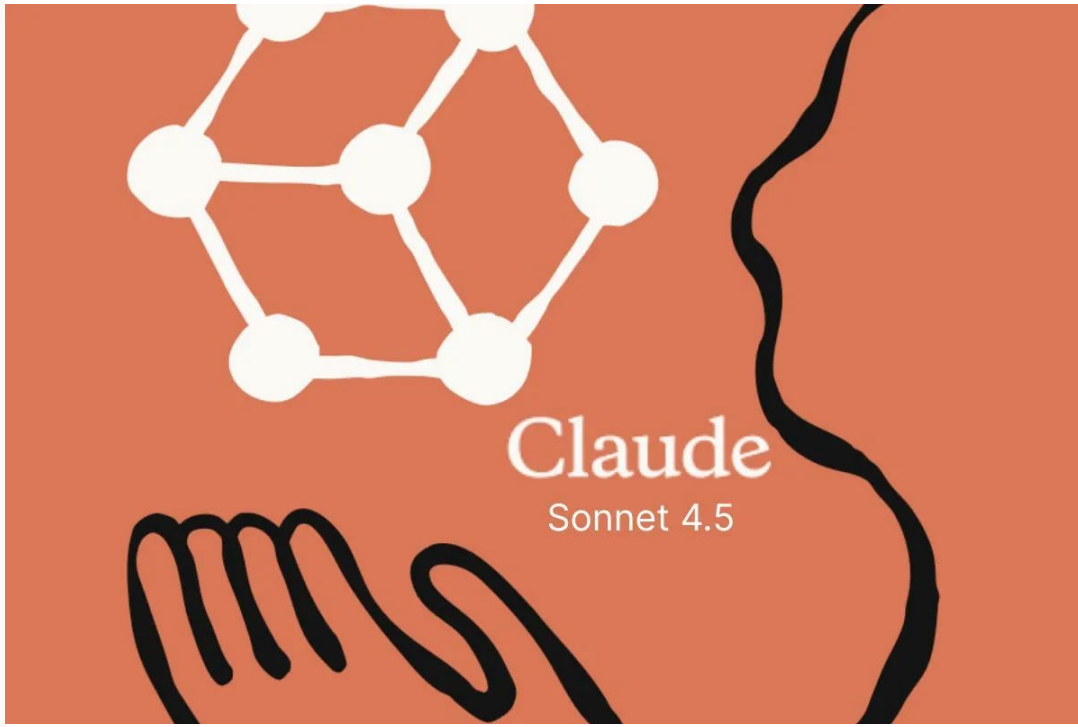
```
THE MATRIX (1999)
When he learns reality is fake, a computer hacker must
choose between comfortable illusion or dangerous truth
or humanity remains enslaved forever.
```

Claude Sonnet 4.5
How Do You Write a Screenplay?

Writing Help

Prompt: What is a Logline?

Loglines, Examples Structure



TITLE: Beat Sheet - The Roadmap

LAYOUT: Title + Definition + Structure diagram + Example

DEFINITION BOX:

```
WHAT IT IS: A numbered list of every scene in your movie
(typically 40-60 scenes for a feature)
```

STRUCTURE BOX:

```
ACT 1 (Pages 1-30) = 12-15 scenes
  • Opening image
  • Inciting incident
  • Break into Act 2

ACT 2A (Pages 30-60) = 12-15 scenes
  • Fun and games
  • MIDPOINT twist

ACT 2B (Pages 60-90) = 12-15 scenes
  • Things fall apart
  • All is lost

ACT 3 (Pages 90-120) = 12-15 scenes
  • Final confrontation
  • Resolution

TOTAL: 48-60 scenes across 90-120 pages
```

EXAMPLE (Star Wars Simplified):

```
ACT 1:
1. Droids escape (pages 1-8)
2. Luke's ordinary world (pages 9-15)
3. Meeting Obi-Wan (pages 16-22)
4. Commit to adventure - home destroyed (pages 23-30)

ACT 2A:
5. Mos Eisley - meet Han (pages 31-38)
6. Train with lightsaber (pages 39-45)
7. Death Star arrival (pages 46-53)
8. MIDPOINT: Rescue Leia (pages 54-60)

ACT 2B:
9. Escape Death Star - Obi-Wan dies (pages 61-75)
10. Rebel base planning (pages 76-83)
11. All is lost - impossible shot (pages 84-90)

ACT 3:
12. Trench run finale (pages 91-120)
```

What is a Beat Sheet?

Can you give an Example?

TITLE: Feature vs. Series

LAYOUT: Title + 2-column comparison

LEFT COLUMN - FEATURE FILM:

```
FEATURE FILM

One complete story arc
50 scenes = 90-120 minutes
Every scene builds to ONE ending

EXAMPLE: The Matrix
- Act 1: Neo learns truth
- Act 2: Neo trains, fails
- Act 3: Neo becomes The One
= Story complete in 120 minutes

PROMPT APPROACH:
"Create complete character transformation.
All questions answered by final scene."

DIAGRAM:
Problem introduced ————————> Problem solved
         (2 hours)
```

RIGHT COLUMN - TV SERIES:

```
TV SERIES (8 episodes)

Eight connected mini-stories
Episode 1 = 25 scenes = 45 minutes
Season = 200 scenes = 6 hours

Each episode: own arc + unanswered questions

EXAMPLE: Stranger Things Season 1
- Ep1: Search begins (complete) BUT who took him? (open)
- Ep2: Eleven escapes (complete) BUT what powers? (open)
- Ep8: Defeat monster (complete) BUT where's Eleven? (setup S2)

PROMPT APPROACH:
"Episode 1 must have: mini-story solved,
season question unanswered, cliffhanger ending."

DIAGRAM:
Ep1 mini-end → Ep2 mini-end → Ep8 finale
(big question)   (new questions)  (answered)
```

What are the main differences between a feature film and tv series?

FEATURE FILM PRODUCTION PIPELINE

STAGE	TOOLS	OUTPUT
0. IDEA/CONCEPT	You + inspiration	"I want to make a film about [topic]"
1. DEEP RESEARCH ⭐	**NotebookLM**: Upload sources, generate insights **Perplexity**: Deep dive on topics **Claude Sonnet 4.5**: Synthesize research, find story angles	Research document with themes/conflicts/characters
2. SCRIPT/STRUCTURE	**Claude Sonnet 4.5**: Transform research into scenes	Complete screenplay with scene breakdowns, structure, shot lists
3. VISUAL GENERATION	**Runway, Pika, Sora, Kling**: Generate clips from scene descriptions	200+ video files
4. IMAGES/STILLS (Supporting)	**DALL-E 3, Midjourney**: Storyboards, character refs, posters	Visual reference library
5. AUDIO	**ElevenLabs**: Dialogue **Suno**: Music **[Your choice]**: Sound effects	Complete audio tracks
6. EDITING/ASSEMBLY	**Adobe Express**: Quick edits **Adobe Premiere**: Professional edit	Finished film

What We Can Make Today and 2026-2027

Today We Saw:

- 10 second clips to 4 minute films (Runway, Pika, Sora2, Veo3)
- 1:30 minute Trailers and 4 Music videos (Suno, MP3 + Runway)
- 10 minute films possible (avg) (Adobe Express + editing)

NEXT LEVEL for late 2026 and 2027:

- 30 second to 1-minute clips avg. (connecting multiple clips)
- ~90-110 x 1 minute clips (multiple scenes/structure/following beat-sheet) = Feature Film,
  ~50-55 1 minute clips = 1 Streaming Series Pilot
- 90-minute features will start to be made regularly in 2027 (the full story)

Format May Also Change to Completely Shorter or Different Forms, TikTok, Youtube etc.
Games, 3D Interactive Worlds

Genie (Google Deep Mind)

Interactive 3D Worlds/World Models

https://deepmind.google/models/genie/ Marble (Fei Fei Li)

Interactive Game Worlds, Digital Twins (Factories, Training Robots), Path to AI Super-Intelligence

Future of Acting

AI Enhanced Scenic Design, Costumes Music and Acting

Human Actor Somatic Prompt Design, Embodied Cognition

Human AI Collaboration

Dream Lab LA AI,
Jon Finger

Thank you for Attending
Comments and Questions?

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Further References, Sources and Groups

Articles

Uzwyshyn, Ray. The Digital Auteur: How AI Video Is Rewriting Hollywood's Rules of the Game. (**AI Video, Top Ten and Top 2025 AI Video Lists**). LinkedIn AI Group. July 6, 2025.

---. The Rise of Netflix, Youtube, AI and Influencer Creative Global Media Culture. LinkedIn AI. July 9, 2025.

---. Dust in the Wind: AI, Spores and media Specificity. LinkedIn AI. August 21, 2025.

---. AI Video Generation 2025: Changing Paradigms, Employment Challenges and Hollywood Bottom Lines. Linkedin AI. 2025

--. Hollywood's Digital Disruption 1194-2025 By the Numbers. Three Decades of Industry Disruption. Linkedin AI. 2025.

Multimodal AI Examples, AI Image Creators Groups, AI Video, AI Music and Sound Examples

(Various Technologies: Dall-e, Midjourney, Stable Diffusion, KreaAI, PIKA, Runway, Veo3, NotebookLM, Veo3, Sora2, Suno et Al)

AI Video for Research, Teaching, Learning: **Types:** LinkedIn, Notebook LM, Research Article to Video, Anime/Graphic Novel Technical and Computer Science Concepts Simplification, Academic Research Explanation Videos, Art History,

AI Art Universe (AI Image and AI Video Facebook Group): Art Images and Video, Film Trailers, Article Illustration, Story and Poetry Illustration, Avant Garde Image and Video Experimation, Image Style Experimentation, Book Illustration, Graphic Novel Illustration, Movie Posters, Art Preservation

Dalle-E 3 Experimental Group: Article Illustration, Story and Poetry Illustration, Magazine Illustration, Experimental Video, Novel Book Covers and Illustration, Movie Poster Remixes, Maps et al.

Vix Jagger. AI Animation Example Film (Dor Awards) 2025. https://www.linkedin.com/posts/rayuzwyshyn_great-example-of-ai-multimodal-creativity-activity-7387676820743081984-UGjv/

Screenplay Studio v3.3 (Prototype) AI Screenplay Helper. (experimental, unfinished). 2026.

AI Animation and AI Video Group (Facebook Group Examples). https://www.facebook.com/groups/aianimationonly

Theoretically Media. Youtube AI Media Makers Channel https://www.youtube.com/@TheoreticallyMedia

Curious Refuge. AI Youtube Makers Channel. https://www.youtube.com/@curiousrefuge

Discovering State Variables Hidden in Experimental Data

Boyuan Chen*, Kuang Huang, Sunand Raghupathi, Ishaan Chandratreya, Qiang Du, Hod Lipson

Columbia University

Do AI Features Need Research and Scripts First?

MUSIC VIDEO:
1. Generate Images or Follow song
2. Generate clips matching lyrics, poem or other images
3. Edit to beat
= No research/script needed, feeling-based

FEATURE FILM (what's different):
1. Research topic/world FIRST
2. Write script/structure from research
3. Generate clips matching scenes
4. Edit to story
= Research + Script required, knowledge-based

RESEARCH PHASE:
- NotebookLM → Analyze sources, find themes
- - Claude Sonnet 4.5 → Synthesize research into insights

SCRIPT PHASE:
- Claude Sonnet 4.5 → Transform research into structure
- Screenplay, New Yorker Article