Limitations in Video Generation Models

Cinematic realism for water, fire, explosions

Purely AI-generated films often struggle to achieve physically accurate realism and consistency in handling VFX scenes like explosions. This is precisely where AI enhanced with 3D can make a difference.

AI generated

3D Physics argumented

In purely AI-generated rock-crumbling animations, the result often resembles an explosion rather than a realistic fracture, and the sense of the rocks' mass and weight is also missing.

Limitations in Video Generation Models

3D world to AI video

Generated Image

Img to 3D model

3D Model Frame

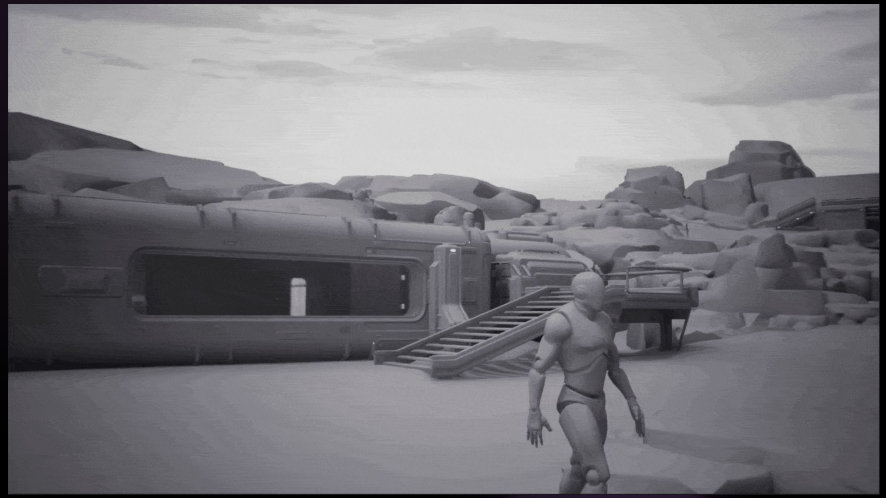
Stylization Upscaling

This is an exercise to achieve a workflow that takes us from a prompt or an image to a 3D scenario where we can establish a camera, lighting, some extra 3D models, create a video, and stylize that video to achieve a realistic cinematic result.

Cybever

Previz to Video

Through Cybever's self-developed 3D-AI workflow, we can convert Previz animations—commonly used in the film industry with Unreal Engine—into stylistically consistent, cinematic-quality video clips.



Previz in Unreal Engine

AI Stylization Video