

This journal documents the experiments, failures, discoveries and results encountered during the creation of Voidborn Episode Zero. It does not describe the clean final workflow, but the reality behind the scenes, where most attempts fail and every victory requires many iterations.

This project was created entirely by one person and every stage of production required research, experimentation and constant refinement.

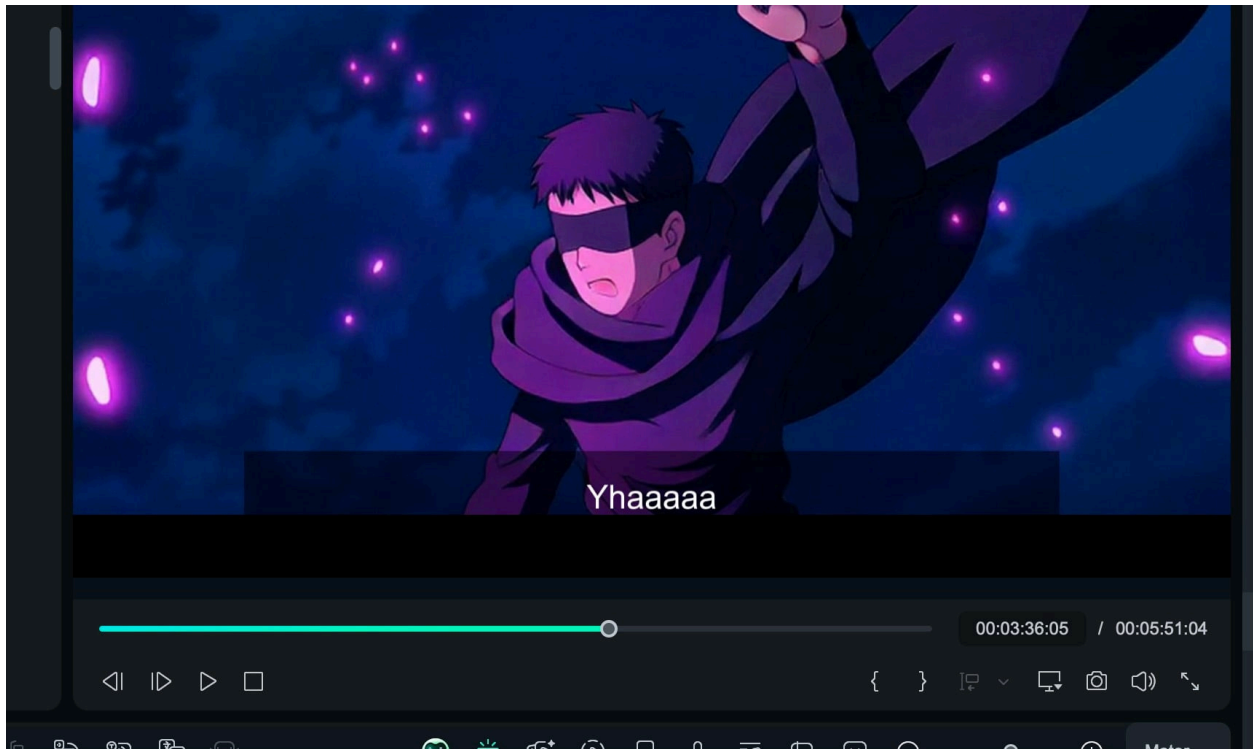
## 1. Origins of the project

I actually started with the idea of creating a webtoon. I even published it. Then video animation evolved so much that I decided to turn it into an anime. For me, sound and music are essential to deliver real emotion.



[https://www.webtoons.com/fr/canvas/imaginarium/10000-ans-aupr%C3%A8s-de-toi/viewer?title\\_no=922563&episode\\_no=1&webtoon-platform-redirect=true](https://www.webtoons.com/fr/canvas/imaginarium/10000-ans-aupr%C3%A8s-de-toi/viewer?title_no=922563&episode_no=1&webtoon-platform-redirect=true)

My journey with artificial intelligence started about two years ago when I discovered the early image generations shared online. I tried to create images myself and immediately failed. Nothing looked good or coherent. This pushed me to learn more. I even started learning how to draw, thinking that if I understood shapes, light and composition better I would be able to guide the models more effectively.



One year ago I started imagining a story. Almost every night before falling asleep I was building scenes in my mind.

Dreams, nightmares and a strange world shaped by an unknown force. When I woke up I remembered everything and kept refining it. This process created the entire Voidborn story, from beginning to end, including the characters who appear, those who disappear, the mysteries, and the main dramatic arcs.



Five months ago I created my first prototypes. I generated about one or two minutes of animation, using the same story but with a completely different visual style. It was very difficult. The tools were slow, inconsistent and unpredictable. But the tests showed that the idea was possible.

Six weeks ago I started real production. I created the visuals, the animation, the sound, the voices and the music. I spent around one hundred twenty two hours building this episode.

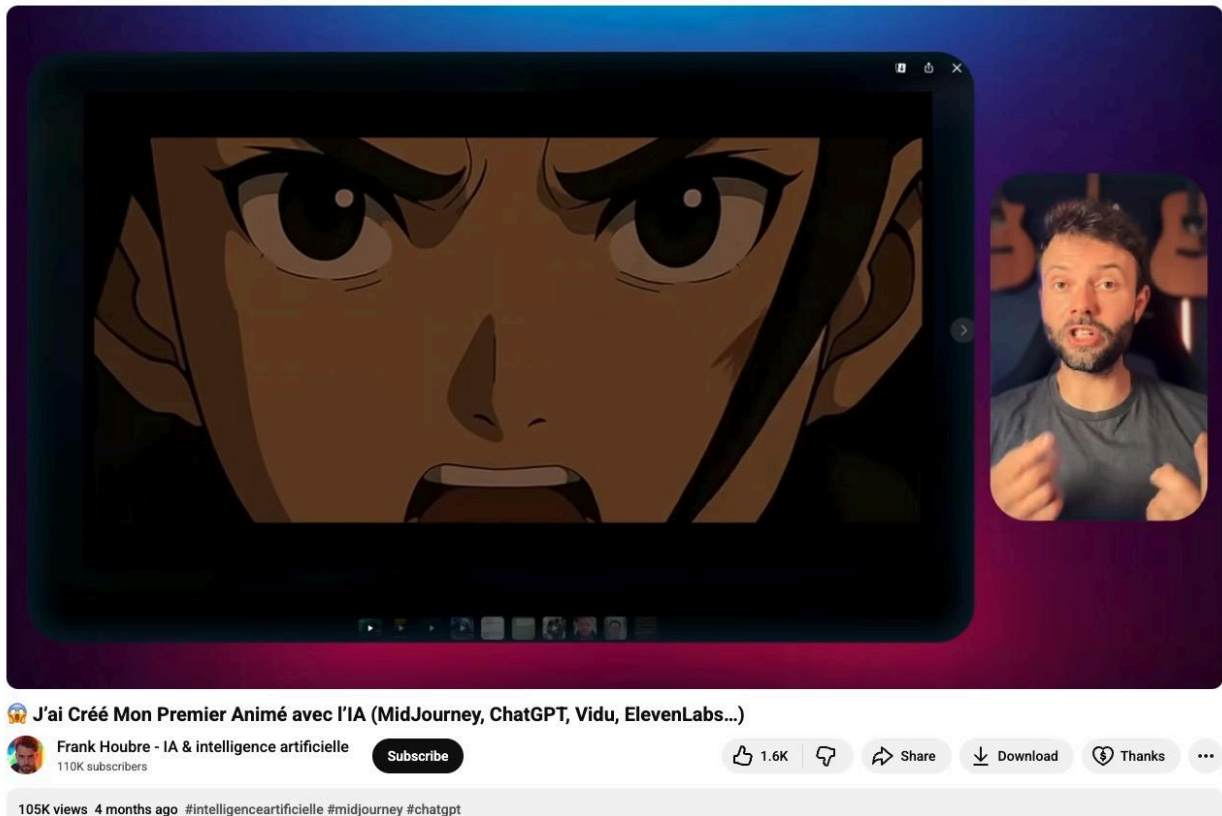


## 2. Early experiments

In the beginning I experimented with many AI tools. I tested different models, prompts and image approaches. Most experiments failed. Characters would change faces, proportions would drift, colors would shift and the style was unstable. I tried adjusting prompts, adjusting lighting, adjusting camera direction and nothing produced a clean enough result.

Here is one of my first tutorial on my YoutubeChannel :

<https://www.youtube.com/watch?v=np4psaXVUj4>



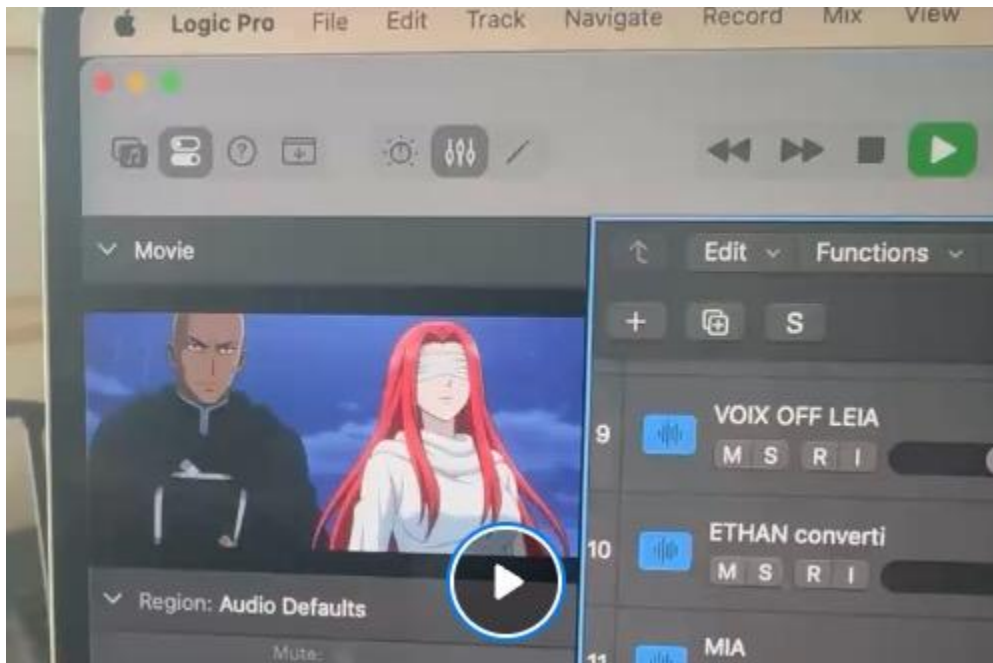
I tested text to video animation. It failed completely. The results were unstable, faces melted, motion was chaotic and character identity was lost.

I tested different ways of describing emotions. Sometimes it worked, sometimes it produced strange distortions. I learned that the models need visual anchors, not only text prompts.

## 3. Breakthrough moments

The first breakthrough was the creation of character sheets. I created clean images of each character on a white background in multiple poses. These sheets allowed Nano Banana and Seedream to generate stable faces, hair, proportions and colors.

The second breakthrough was the discovery that everything must start as a still image. I completely abandoned text to video. Instead, I generated the still image first and then animated it. This produced much more stable scenes. Higgsfield and Kling worked far better when fed a carefully prepared frame.



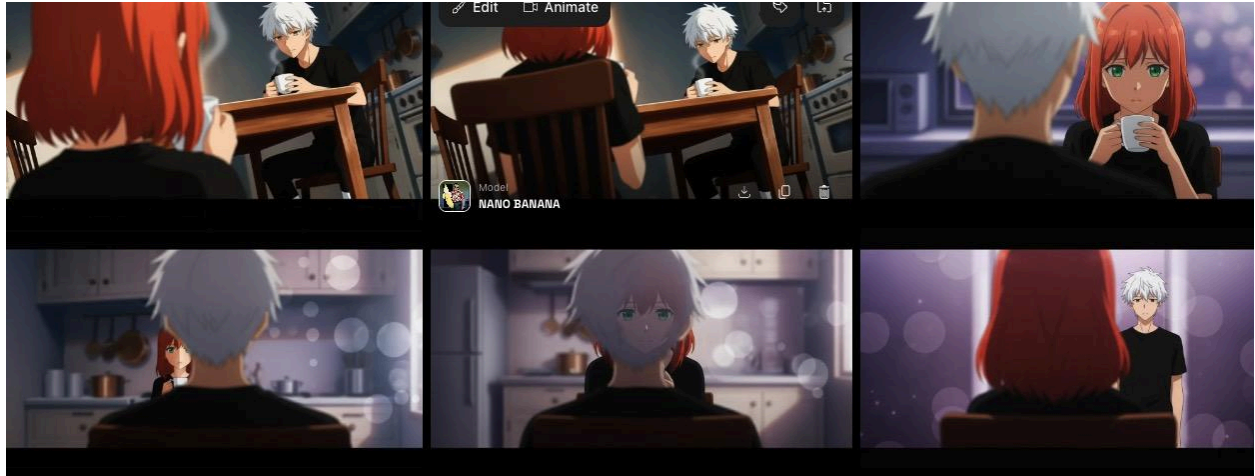
The third breakthrough was emotional control of the voices. At first the voices were flat or inconsistent. I tried dozens of variations. I rewrote lines. I adjusted pauses. I tested breathing, pacing and volume. It was difficult and at times discouraging. But after many attempts I found the correct settings, equalizers and emotional presets. Once the system was configured the process became enjoyable.

## 4. Obstacles during production

### Visual obstacles

Many shots looked simple but were extremely difficult. The coffee scene is the best example. Two characters sitting at a table. The simplest scene in theory. But generating alternating shots from the front and from behind a character was almost impossible. I generated hundreds of

images for a few seconds of animation. The AI sometimes understood the prompt and sometimes ignored it completely.



In contrast, the fight scene, which should have been much more difficult, worked almost immediately. This showed how unpredictable AI work can be.

## Audio obstacles

Voice acting was the most intimidating part for me. I had never recorded voices before. Recording raw takes alone in front of a microphone felt strange. Even though ElevenLabs transforms the voice, my input still shapes the output.

I had to record around twenty versions of each line. Many attempts felt wrong. Some attempts felt embarrassing. This part could have made me give up, but I insisted until I created something coherent and emotional.

## Musical obstacles

Although I have a background as a guitarist, finding the right musical tone took many tries. I had melodies in mind and I recorded ideas. I iterated on Suno prompts dozens of times until the music matched the atmosphere. I wanted something ethereal, emotional, electronic, slightly dark and uniquely connected to the world of Voidborn. Achieving this balance took time.

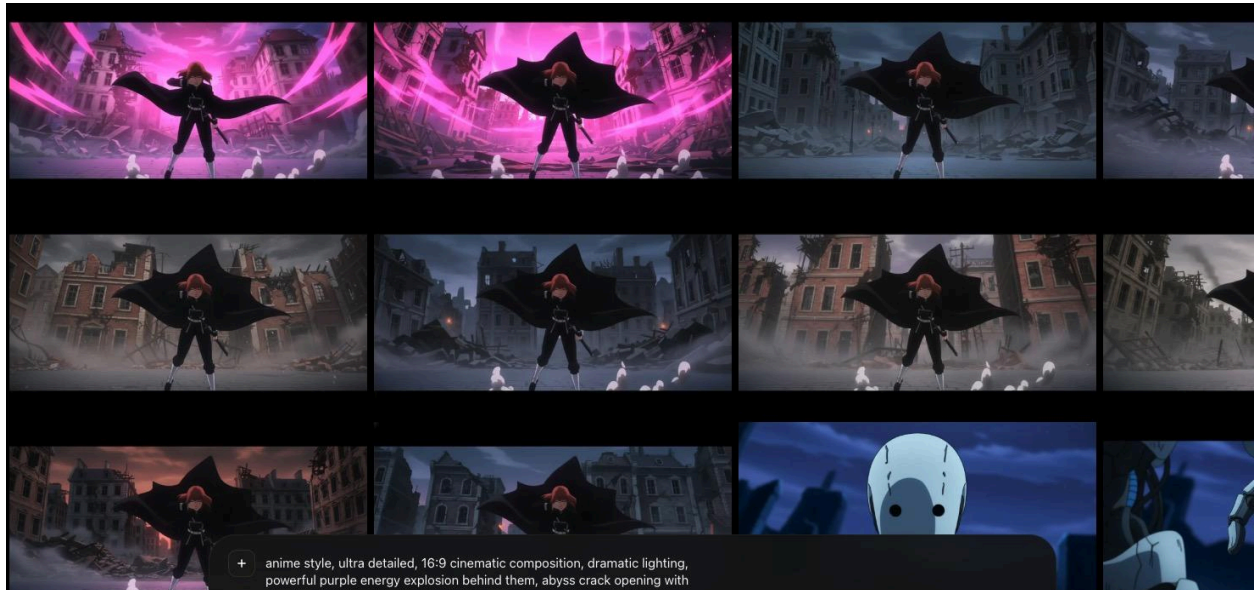
# 5. Iteration, curation and methodology

AI generation means producing far more than what you keep. For this episode I discarded the majority of my generations. I repeated prompts, modified angles, changed lighting, and regenerated scenes until I obtained something usable.

My workflow became clear.

1. Define the emotional intention of the scene
2. Create the still image with strong visual references
3. Animate the image with Higgsfield or Kling
4. Record and generate the voice lines
5. Mix the audio with effects and mastering
6. Assemble everything in the edit
7. Refine and polish until the scene feels natural

This process was repeated dozens of times.



## 6. Final results and lessons learned

After weeks of experimentation I created a workflow that is stable and reliable. Characters stay consistent. Animations look natural. Voices have emotion. The sound is balanced. The world feels coherent.

I learned that patience and iteration are the key elements of AI filmmaking. Creativity alone is not enough. You must accept that many attempts will fail. You must persist and curate carefully. Building an episode like this requires as much discipline as it requires imagination.

## 7. The path forward

The next episode is already fully written. I have the storyboard ready and some of the music completed. I am waiting for the release of Nano Banana Two in December to generate images in 4K, which will greatly improve quality.

Now that the process is understood and every tool is configured, production will be significantly faster.

This journal represents only the first step of a long journey. And I cannot wait to continue creating Voidborn.