

# IBC Accelerator Programme 2025

Where innovation has no limits



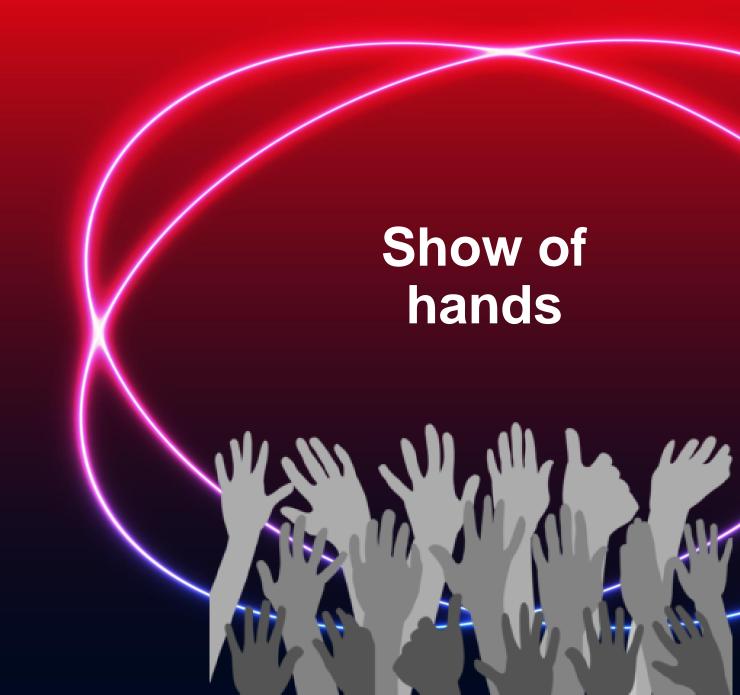
Google Cloud







How many of you in the audience have scaled their Gen Al workflows into production?



Google Cloud







On stage today

Felipe Correia / Globo
Jouni Frilander / Yle
Roberto Iacoviello / RAI
Yaara Marchiano / Cool Hunter
Muki Kulhan / IBC Accelerator lead

**#IBCAccelerators2025** 



#### A Framework for Generative Al

#### Champions:

















#### Participants:







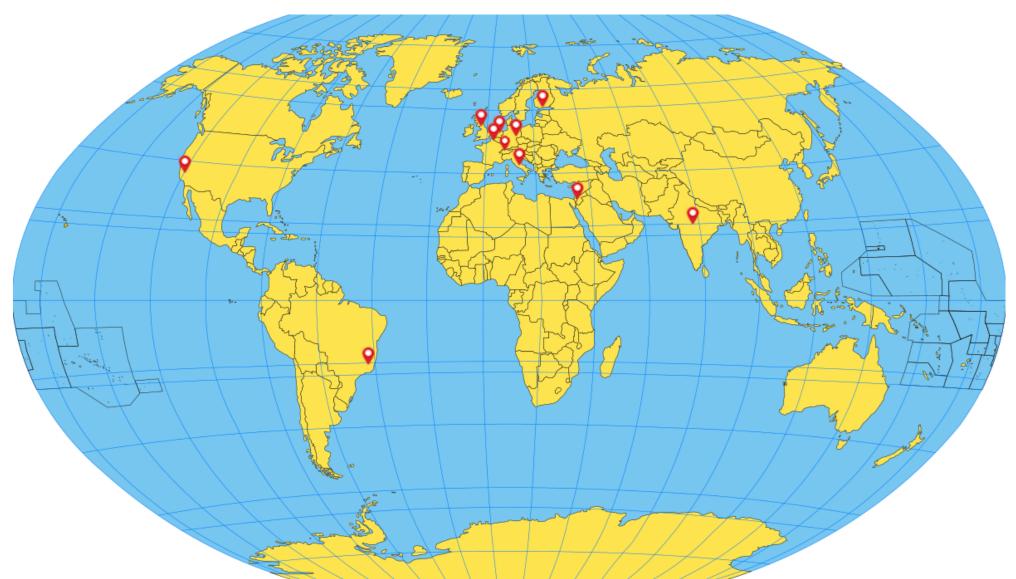




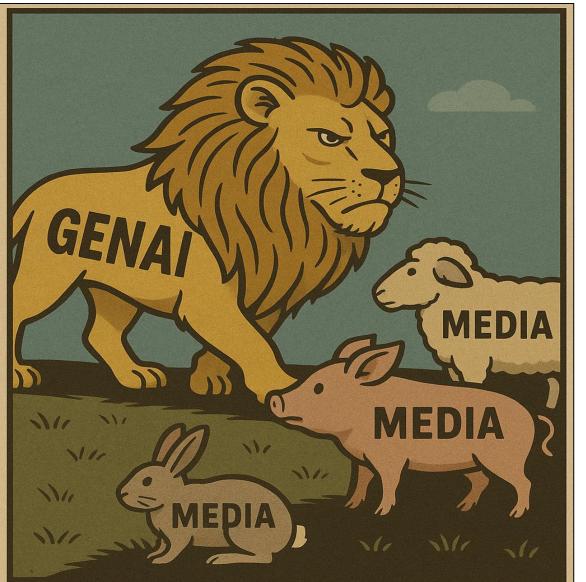




## International Super Group (of Humans) #IBCAccelerators2025







## **GenAl** is disrupting many industries...

Ethics and regulation are uncertain

Technology is changing

Skills are changing

What are the specific media industry specific challenges?





Too many models and tools and every tool has its own way of working

## Wider challenges within the Media Industry

## Production team learning

Still in learning phase and understanding of the implications on legacy workflows



#### High Effort-to-Result Ratio

Achieving quality is laborintensive



Difficult to combine strengths of different tools in coherent workflows



## Lack of Customisation

Difficulty personalizing (e.g. poses, camera movements, etc.) generated assets



Mapping the requirements of the creative sector still in progress (not fully implemented)



## Wider challenges within the Media Industry



Skill gap



Production team learning



How can we make it simpler to use?



High Effort-to-Result Ratio



Fragmentation



**Industry Lag** 



How can we make it flexible and interchangeable?



Lack of Customisation



How can we reduce time to value and achieve right level of control?





## **Creative logline: Echoes of Rome**

In Modern Rome, a brilliant scientist built a hyperrealistic gladiator game, but when her creation starts blurring history, reality, and her sanity, she's pulled into a battle for truth against a world that wants her to bleed.

This story tackled many of the creative challenges



## Diving into the Framework, Al Tools and Creativity



## We have addressed these areas within the framework

#### The framework

A modular framework based on API and Comfy

#### Al tools

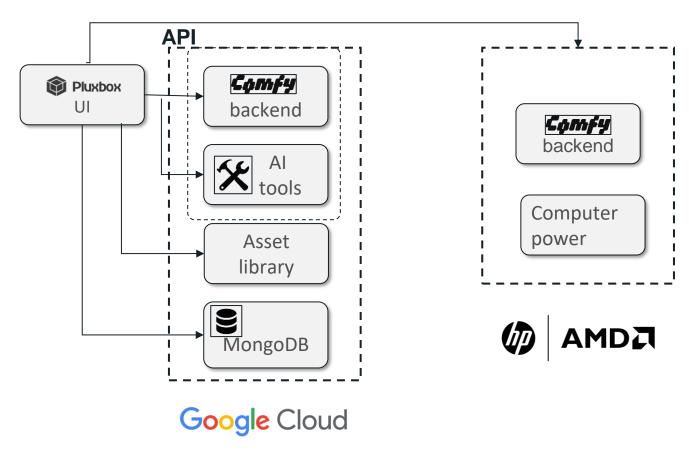
Interchangeable technologies as soon as they become available

#### The creative

Use of a single, user friendly UI built taking into account the creator's requirements



### **System Architecture**



It is a hybrid architecture that allows the user to balance costs and quality.



#### The framework backend

- API implementation: A conceptual design to standardize how metadata is structured, stored, and exchanged in generative AI workflows
- Modularity: The framework is modular to address future necessity
- Creative-centric desig: It is designed to address the creative people

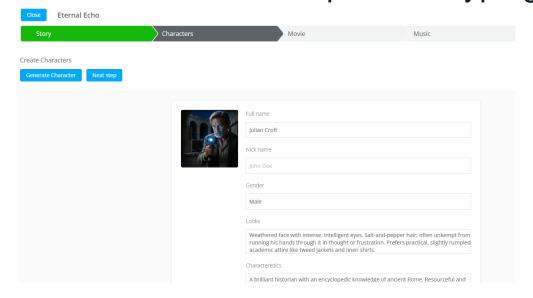
#### POC results:

- 2 workflows
  - Rapid Prototyping (more automation)
  - Generative Movie Maker (more control)
- Regenerate assets
- Download assets, modify offline and upload
- A comparing view panel



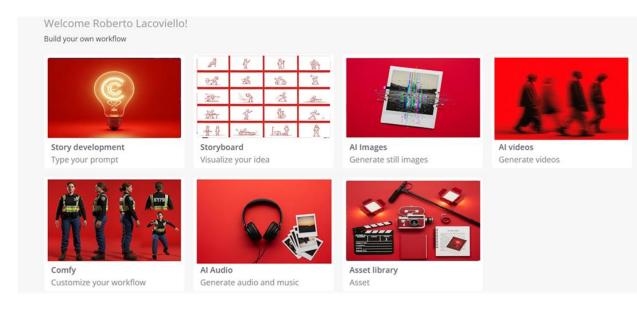
#### The two workflows UI

#### Workflow 1: Rapid Prototyping



This workflow is built for speed and ideation

#### Workflow 2: Generative Movie Maker



This workflow is built for precision and control



## Data flow diagram (showing both workflows) #IBCAccelerators2025

Al tools UI - Gemini Script Writing - ChatGPT Image - Runway **API** Generator - Image 4 +16 Al tools Video - Kling Generator - VEO3 Sound - Udio Generator - Act One



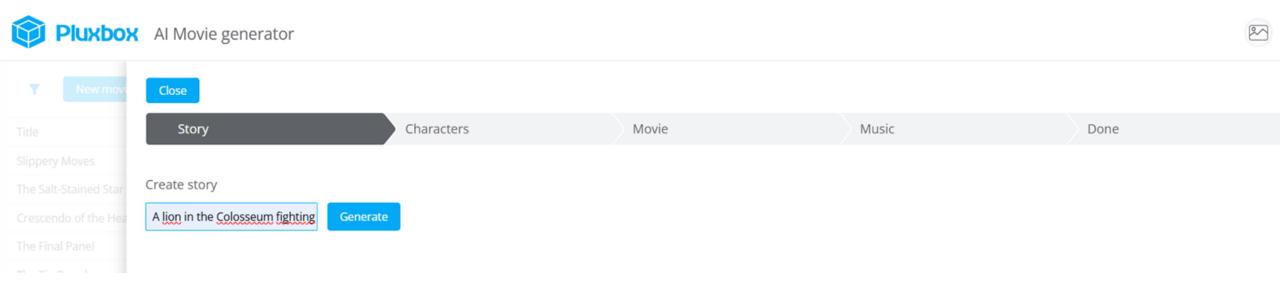
## **Rapid Prototyping**

New movie			
Title	Prompt	Started at	Process status
Slippery Moves	dancing bananas with sunglasses	15/09/2025 14:54	$( \  \  ) \  \  ) \  \  )$
The Salt-Stained Star	Western	14/09/2025 16:35	$\qquad \qquad \qquad \rangle \qquad \rangle \qquad \rangle$
Crescendo of the Heart	A musician that is a church organist who falls in love with the choir girl. He exrpesses	14/09/2025 16:28	$( \  \  ) \  \  ) \  \  )$
The Final Panel	a newspaper cartoon about a relevant news theme	14/09/2025 15:53	$( \  \  ) \  \  ) \  \  )$
The Tin Parade	A pubet play of tin soldiers demonstrating for peace.	14/09/2025 14:23	$\qquad \qquad \rangle \qquad \rangle \qquad \rangle$
The Silent Peak	Mountain	14/09/2025 13:17	

Rapid prototyping: helps the creative to get the prototype of the final movie following a step by step procedure and in few clicks



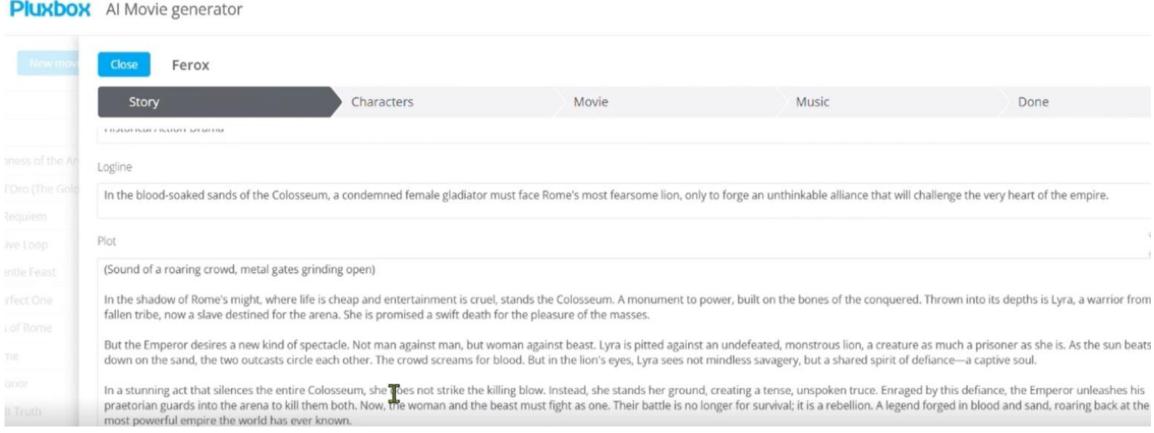
## Rapid Prototyping: Step 1 logline input



The creative inserts the logline and the workflow automatically generates all the assets and the final prototype of the movie.



## Rapid Prototyping: Step 2 plot generation #IBCAccelerators2025

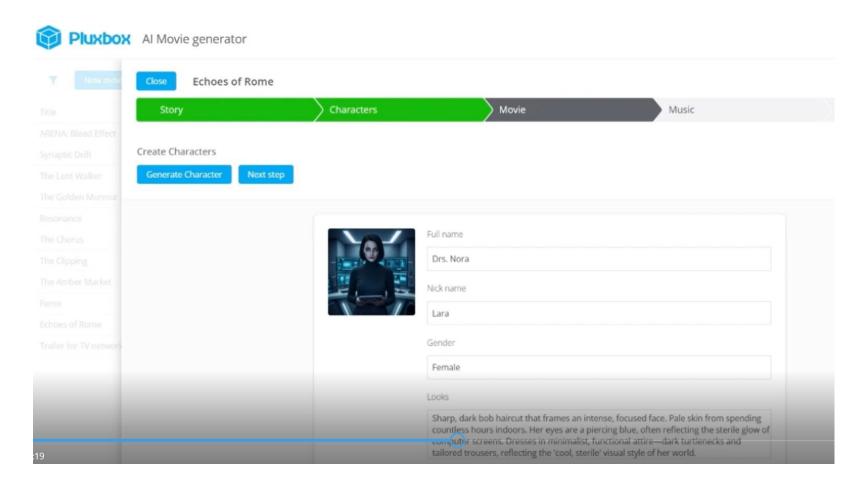


Automatic generation of the plot





## Rapid Prototyping: Step 3 characters generation

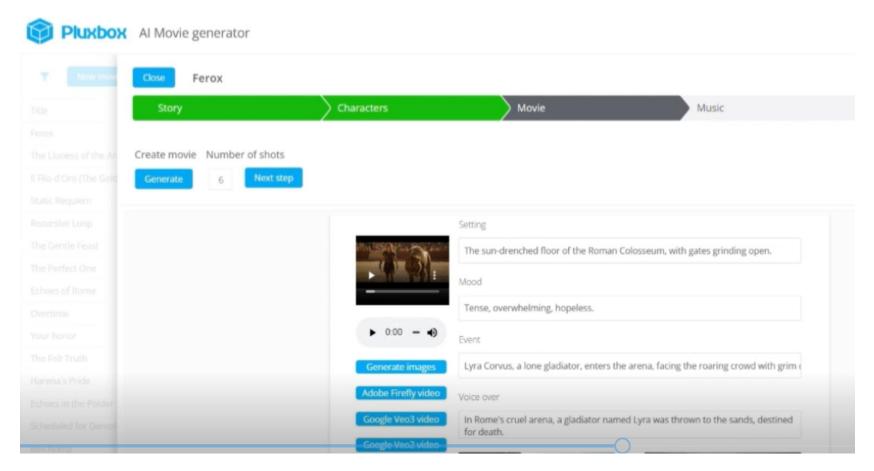


Automatic generation of the characters





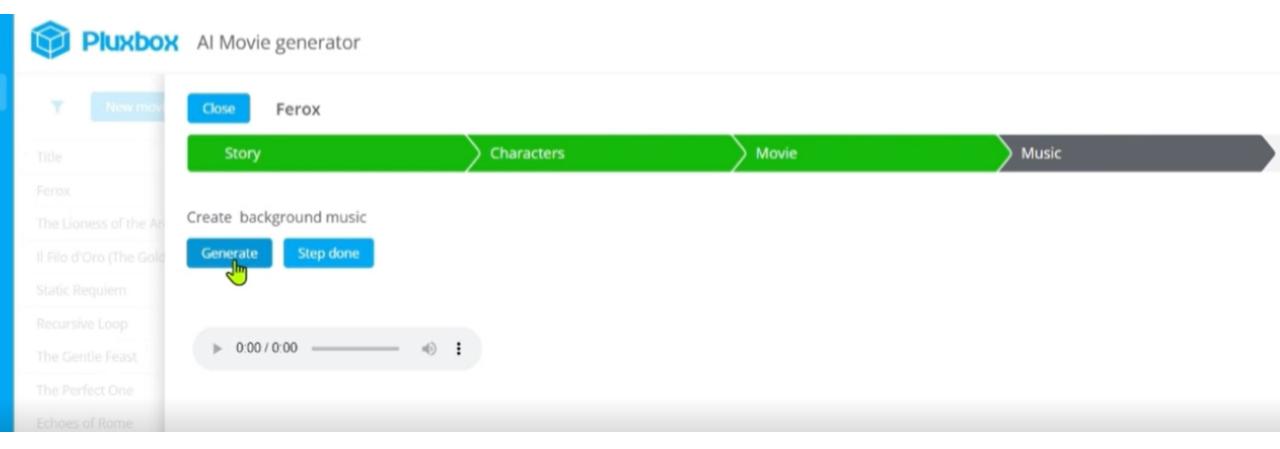
## Rapid Prototyping: Step 4 shot generation



Automatic generation of shots using to the tools that we have integrated into the workflow



## Rapid Prototyping: Step 5 soundtrack generation #IBCAccelerators2025

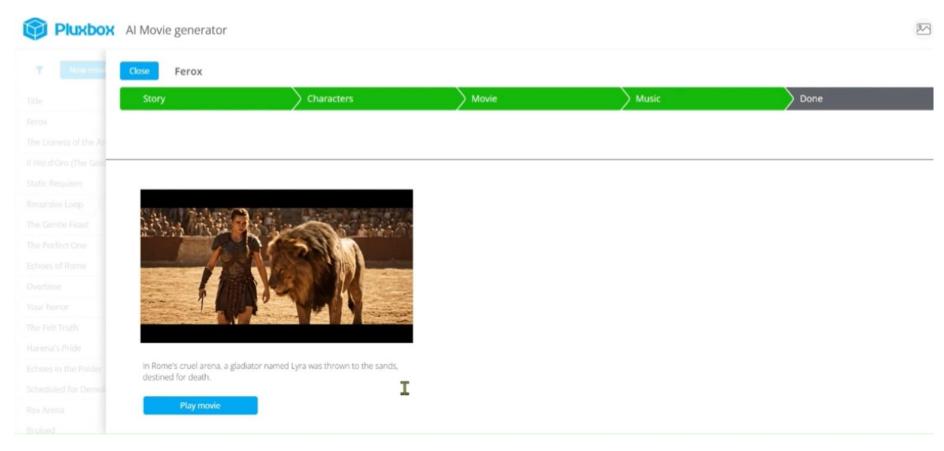


Automatic generation of the soundtrack





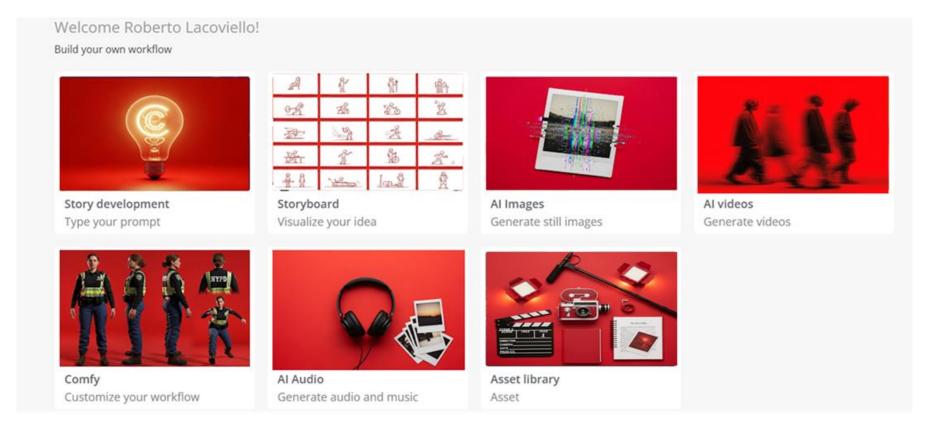
### Rapid Prototyping: Step 6 movie prototype



Automatic generation of the prototype of the movie



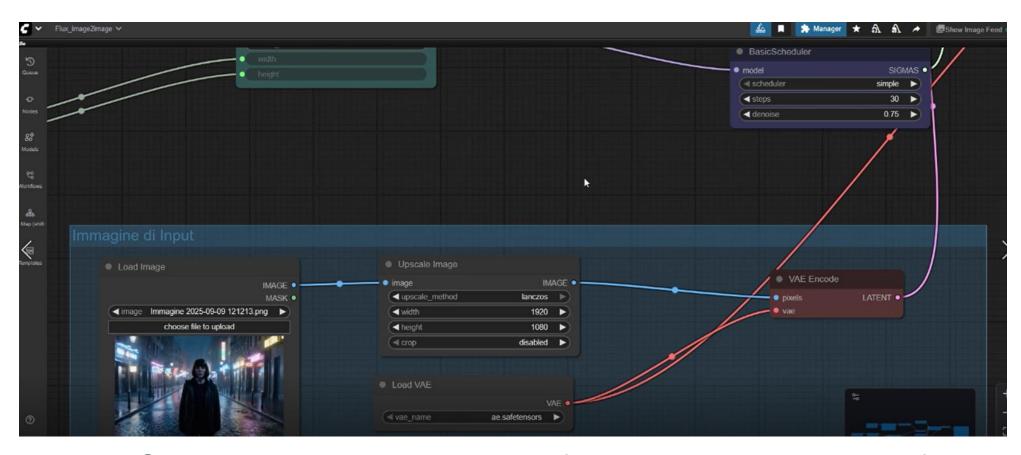
#### **Generative Movie Maker**



Standalone tools that enable creative professionals to generate scripts, images, videos, and music



### **Comfy backend**



The Generative Movie Maker workflow also connects many free tools implemented through a node base framework called ComfyUI



### **Comfy backend**

#### We have doubled the backend on:

- Google Virtual Machine
- HP hardware
- AMD (CPU/GPU/NPU)

#### To build

- Additional Workflows:
  - Depth Image
  - Poses and expressions to generate a custom LoRA (for Flux model)
  - Lipsync based on Sonic
- · Help to balance cost during prompt prototyping



## We have addressed these areas within the framework

#### The framework

A modular framework based on API and Comfy

#### Al tools

Interchangeable technologies as soon as they become available

#### The creative

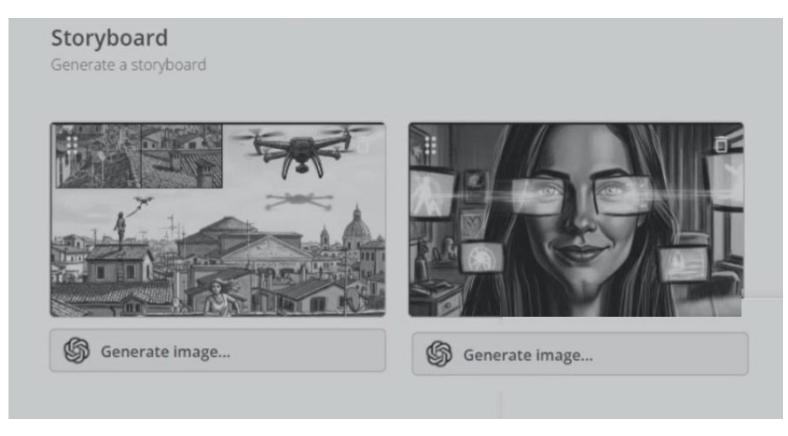
Use of a single, user friendly UI built taking into account their requirements



## Creative challenges and work : how did we make it?

- 1. Whiteboard to Workflow
- 2. Beyond Brainstorming, Al can build Worlds
- 3. Testing Creative Limits, Finding Balance

And the most important learning - Creatives are still very much needed in the process!



From storyboard generated to trailer shots

## Timelines of the narrative

- Background of the characters
- Present-Day Rome: The world of ARENA the tech startup developing the simulation
- Simulated Ancient Rome: Gladiators, lions, and emperors rendered through AI



## The characters

Dr. Nora Halaby (38) — ARENA's chief scientist and Al architect. Sharp, passionate, secretly working to "undermine Western values" with her "corrupted" Al.

Marco Vanzetti (42) — Charismatic CEO, torn between loyalty to Nora (love story with Nora) and fear of failure.

Oliver Gould (55) — The bad guy. A Cocaine Crypto Mogul CCM who becomes obsessed with ARENA after witnessing its glitched demo. Gould represents Silicon Valley's worst impulses.

Kaeso (Digital female Gladiator) — The evolving conscience inside the simulation. Each new iteration brings her closer to peace and love

Lion: from gladiator killer to big cat



amenti

### **Creative iterative process**

A Framework for Generative AI

IBC 2025 Accelerator















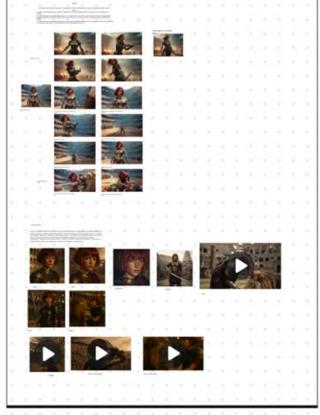




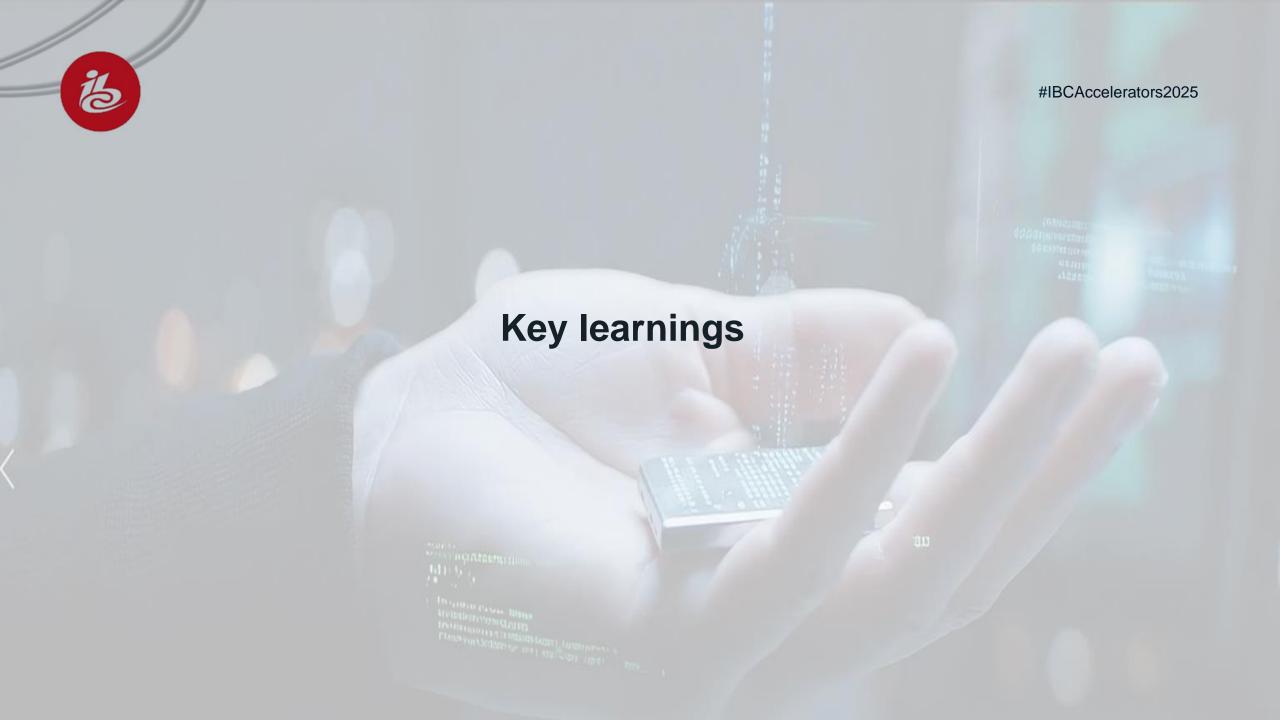








Behind the scenes of the creative process: remote collaboration within the global team





Area	The wall of learnings	
Script Generation Story ideas Full Scripted episode	<ul> <li>Restrictions</li> <li>Running into stereotype / Using creativity to overcome</li> <li>Artistic freedom (ethical and moral blocks) "TCS reference"</li> <li>Consistency (Dramaturgical / Character Personality)</li> <li>Need a creative guidance</li> </ul>	<ul> <li>Advantages</li> <li>Productivity (Multiple Scrip Drafts)</li> <li>Infinite Brainstorming</li> <li>Helps structure complex narratives</li> <li>Extremely big cultural and historical database</li> </ul>



Area	The wall of learnings	
Image Generation Concept art Character design Storyboard	<ul> <li>Restrictions</li> <li>Inappropriate images (Ex.: nudity, drugs and explicit violence)</li> <li>Lack of creative control</li> <li>Artistic freedom (ethical and moral blocks)</li> <li>Protection over copyright IPs</li> <li>Consistency over objects, location and character</li> <li>Realism consistency (Ex.: shadows and proportions)</li> <li>Phisics limitations</li> <li>Complex lighting control, lens specs and camera movement (Lack of technical terminology)</li> <li>Lack of originality (generated over existing image database)</li> <li>Geographical consistency (Stronger database of the northern hemisphere)</li> <li>Data BIAs "TCS reference"</li> </ul>	<ul> <li>Advantages</li> <li>Render speed (Accelerates artistic concept)</li> <li>Infinite possibilities of styles, worlds and characters</li> <li>Productivity (Generation of multiple scenes)</li> <li>Previs (Prototyping, shot blocking)</li> <li>Amplifies skills</li> </ul>



Area	The wall of learnings	
Video Generation	<ul> <li>Content policy restriction;</li> <li>Not possible to upload a reference picture</li> <li>No API available means no integration</li> <li>Images are in 8-bits format, whereas in cinema it's much higher, at least 10 or 12 bits.</li> <li>Raw material not available</li> </ul>	<ul> <li>Restrictions</li> <li>Difficulty maintaining consistency in the elements in the video</li> <li>Fragmented scenes (Max 10 sec)</li> <li>Difficulty defining camera movement</li> </ul>



Area	The wall of learnings	
Sound Generation Voice design and generation	<ul> <li>Restrictions</li> <li>Lipsync needs adjustments</li> <li>May generate sounds or music similar to copyright IPs</li> <li>Privacy and security, voices trained to improve the model can be stored and used in public database</li> </ul>	Advantages - More consistency than image and video - Full customization (tone, timbre, accent and voice emotion)



## **Key takeaways: Highlights**

## Technical and process

- No API means no integration
- Professional media format constraints
- Realism (e.g., shadows, proportions, lighting control, physics, etc.)
- Audio lipsync addressed by Veo3
- Human in the creative guidance is a must

- Training data bias
- Consistency (Picture and Timber)
- Control (camera movements, lightnings)
- Gen Al creates scenes, it doesn't edit yet
- An asset and data management is needed



## **Key takeaways: Highlights**



## Ethics, Risk and Policy













Copyright Concerns

Compensation & Credit

Ethical & Creative concerns

Fake & Malicious intent

Sustainability

Impact on People,
Jobs and Society

Datasets training

– potential
copyright
violations

IPR (Gen Al output) regulation unclear

Content policy restriction (creative freedom)

Data bias

Al usage implications

Union concerns across the spectrum



## How the framework tackled the challenges





Skill gap

Production team learning

How can we make it simpler to use?

**Mapping the creative** process using the creative's requirements isn't straightforward





Fragmentation

Industry Lag

How can we reduce time to value and achieve right level of control?

Fast prototyping: Al generated content can become source of inspiration to develop further the initial concept



Result Ratio

High Effort-to-

Lack of Customisation How can we reduce time to value and achieve right level of control?

You might need different workflows depending from your needs (quality, budget, time)



### Need to know more?



#### **IBC** Website

**POC Results** 

Ethics & Responsibility paper

Architecture/Workflows