AI FIELD GUIDES SERIES • CREATIVE MEDIA EDITION

Interactive Worlds & AI Cinema

The complete 12-page visual handbook to playable 3D world generation, director-grade camera control, facial performance capture, and 4K finishing across Google Project Genie, Runway Gen-4.5, and Kling AI.

- Project Genie 3D Worlds
- Runway Gen-4.5 & Act-One
- Multi-Motion & Camera Paths
- Kling Elements & Keyframes
- 5 Copy-Paste Cinema Recipes
- 4K Upscale & IP Hygiene



Playable World Sketching
Turn prompts, sketches, or Street View pins into audio-live 720p/24fps 3D worlds inside Google Project Genie.

Director-Level Control
Command camera trajectories, Multi-Motion Brush masks, Act-One acting, and Kling Elements identity locks.

Studio-Ready Finishing
Conform mixed clips at 24fps in DaVinci Resolve, upscale cleanly to 4K, and preserve SynthID + C2PA provenance.

Inside This Guide: Playable Worlds vs. AI Cinema

Modern visual AI splits into two distinct superpowers: **real-time playable world models** (Google Project Genie) that let you walk inside a living set, and **deterministic cinema engines** (Runway & Kling) that render locked shots for an editing timeline.

Quick Navigation

1. Playable Worlds vs. Cinema p. 2
2. Access, Tiers & Credit Math p. 3
3. Annotated Director Viewport p. 4
4. Project Genie World-Building p. 5
5. Runway Gen-4.5 & Act-One p. 6
6. Motion Brush & Camera Paths p. 7
7. Kling Elements & 4K Finishing p. 8
8. 5 Copy-Paste Cinema Recipes p. 9
9. Team Pre-Viz, IP & Provenance p. 10
10. Cross-Tool Synergy Pipeline p. 11
11. Troubleshooting & Checklist p. 12

Core Mental Model: One Concept, Two Complementary Engines

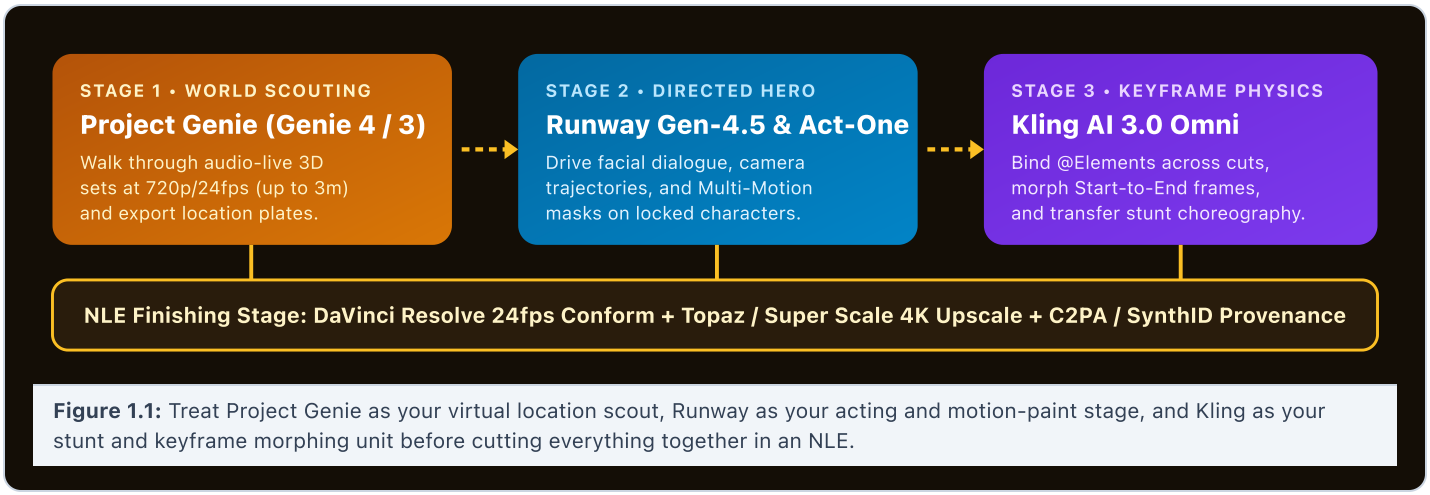


Figure 1.1: Treat Project Genie as your virtual location scout, Runway as your acting and motion-paint stage, and Kling as your stunt and keyframe morphing unit before cutting everything together in an NLE.

When to Use Interactive World Models vs. Shot-Based Video Engines

W Interactive World Models (Project Genie)

- **Live Camera Ownership:** Steer with `WASD`, jump with Spacebar, and pan with Arrow keys in real time.
- **Spatial Memory & Audio:** Genie 4 adds native audio & live text steering; Genie 3 stretches runs up to 3m.
- **Best Use:** Level blockouts, architectural walkthroughs, and harvesting exact angle stills for downstream shots.

C Directed AI Cinema (Runway & Kling)

- **Frame-Exact Anchoring:** Lock `first_frame` and `end_frame` compositions, character sheets, and 12-bit HDR color.
- **Acting & Physics Precision:** Transfer real human facial nuance via Act-One or full-body motion via Kling.
- **Best Use:** Scripted commercials, narrative short films, music videos, and client-ready 4K masters.

Access Tiers, Credits & Engine Decision Matrix

Every platform prices compute differently. Knowing per-second credit rates before pressing Generate lets you explore freely in cheap draft modes and save premium credits for locked final takes.

2026 Platform Tiers, Technical Ceilings & Credit Rates

Engine / Studio	Access & Pricing Tiers	Output & Credit Cost	Sweet Spot & Watch-Outs
Google Project Genie Genie 4 & Genie 3 World Models	Google Labs web portal (`labs.google/fx/projectgenie`); Google AI Ultra tier immediate (Pro waitlist).	**720p at 24fps** live stream; Genie 4 native audio + mid-session steering; Genie 3 up to 3m + chaining.	Best for interactive scouting, Street View world remixing, and angle discovery; physics can drift in extended runs.
Runway Gen-4.5 & Turbo Cinema Physics Engine	Free (125 one-time cr) • Standard $15/mo (625 cr) • Pro $35/mo (2,250 cr) • Max $95/mo (9,500 cr).	5–10s clips; **Gen-4.5: 12 cr/sec** (~120 cr/10s); **Gen-4 Turbo: 5 cr/sec**; 12-bit / HDR mastering.	Best for fluid/fabric physics, Multi-Motion Brush layers, and Gen-4 References. No native voice track; pair with Act-One or NLE audio.
Runway Act-One / Act-Two Performance Capture	Built inside Runway Standard, Pro, Max, and Team plans (no separate add-on fee).	**5 credits/sec** (3-second minimum) driving a target character image from webcam/phone video.	Best for nuanced dialogue, eye-lines, and stylized avatar acting. Needs clear front lighting and unobstructed mouth/eyes.
Kling AI 3.0 Omni Elements & Keyframes	Standard ~$7–$10/mo (~660 cr) • Pro ~$25–$37/mo (~3,000 cr) • Premier 8,000+ cr.	Up to 15s multi-shot or 30s Motion Control; **6–8 cr/sec** (1080p) vs. **~30 cr/sec** (native 4K/60fps).	Best for `@Element` locking, Start/End keyframe morphs, and athletic stunts. Native 4K burns 4x credits; upscale 1080p when prototyping.

Three-Step First-Day Studio Setup

1 Standardize Frame Spec

Pick one project ratio (`16:9` widescreen or `9:16` vertical) and lock frame rate to **24fps** across every engine before creating your first reference frame.

2 Build a Visual Bible

Generate neutral 3-angle character sheets and clean location plates first. Reusing one master portrait across Runway and Kling eliminates identity drift.

3 Draft Low, Master High

Scout lighting in Project Genie, iterate motion timing on **Gen-4 Turbo** (5 cr/s) or **Kling 1080p**, and promote only winning seeds to Gen-4.5 or 4K.

Credit Math Example: 30-Second Commercial

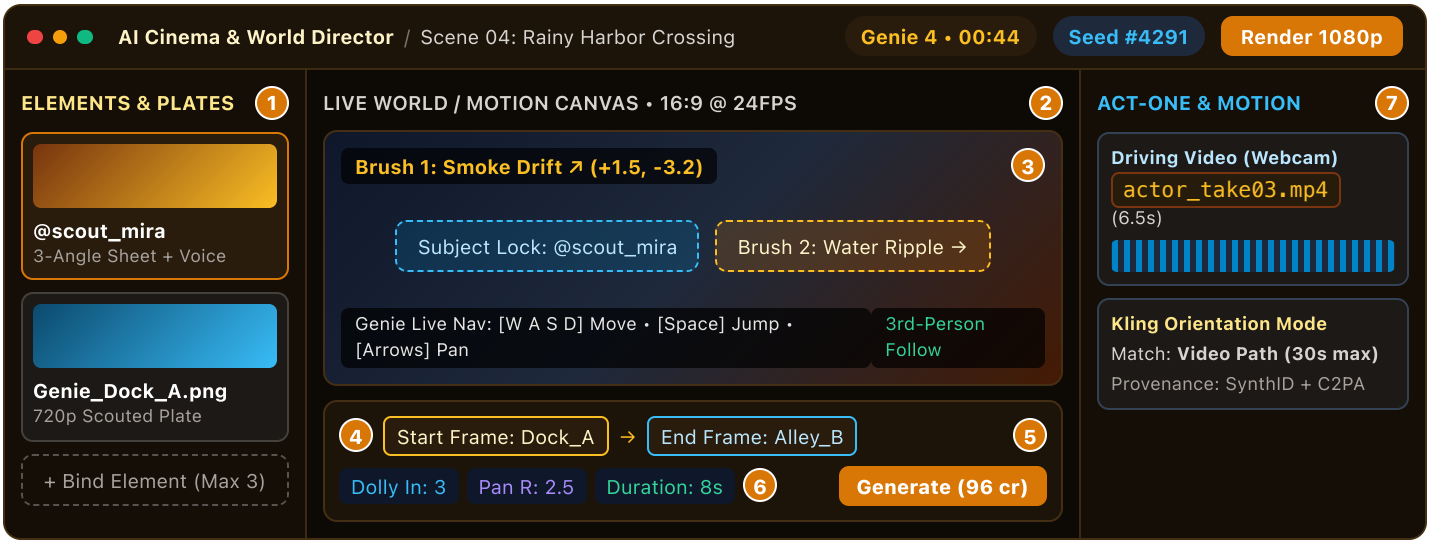
A smart 6-shot commercial burns ~350–500 credits total: scout 4 sets in Project Genie (included in Ultra), test 6 motion drafts in Gen-4 Turbo (6 × 5s × 5 cr = 150 cr), and render 3 hero finishes in Gen-4.5 (3 × 8s × 12 cr = 288 cr).

Safety Note: Official Web Portals Only

Project Genie runs strictly inside Google Labs in your browser. There is no offline desktop installer or open-weight Genie 3/4 binary; avoid third-party sites offering downloadable Genie executables.

Annotated Workspace UI: World & Shot Director HUD

Although Project Genie, Runway, and Kling organize menus differently, every production workflow centers on the same seven spatial controls. Learn this unified cockpit map to direct across all three engines.



Seven Core Viewport Controls Explained

1 **Element & Plate Bin:** Store multi-angle character sheets (`@scout_mira`), Kling voice profiles, and exported Project Genie still frames for reuse across scenes.

2 **Live World / Preview Canvas:** Explore Project Genie sets via `WASD` + Spacebar + Arrows, or preview Runway/Kling motion trajectories in `16:9` / `9:16`.

3 **Multi-Motion Brush Masks:** Paint isolated zones (smoke, water, hair) with independent `[x, y]` directional vectors while pinning buildings stationary.

4 **Start & End Keyframe Slots:** Anchor `first_frame` and `end_frame` stills in Kling or Runway to control exact opening framing and closing composition.

5 **Camera Curve & Duration Controls:** Dial physical dolly, pan, tilt, and roll velocity alongside clip duration (`5s`, `8s`, or `10s`) and locked random seed.

6 **Model Tier & Credit Estimator:** Switch between rapid Turbo/1080p drafting and high-cost Gen-4.5 or native 4K mastering with upfront credit cost feedback.

7 **Performance & Motion Transfer Rack:** Attach an Act-One actor video for micro-expression lip-sync, or choose Kling Motion Control orientation (`image` vs. `video`) for stunt choreography.

Playable 3D Worlds in Project Genie (Genie 4 & 3)

Powered by Google DeepMind's **Genie 4** (native audio + mid-session text steering) and **Genie 3** (extended 3-minute runs & world chaining), Project Genie renders navigable **720p / 24fps** spaces with persistent spatial memory.

1 World Sketching

Describe your terrain, upload a photo/sketch, or pick a **Google Street View** map pin. Preview the opening frame with Nano Banana Pro and refine elements before compiling.

2 Live Exploration & Steering

Pick **First-Person** or **Third-Person** perspective, move with `WASD`, jump with `Spacebar`, pan with `Arrow` keys, or inject live Genie 4 text events mid-run.

3 Remix & Export Plates

Download your walkthrough MP4 or click **Remix** on any seed world to swap the character, weather, or physics mood while preserving spatial layout.

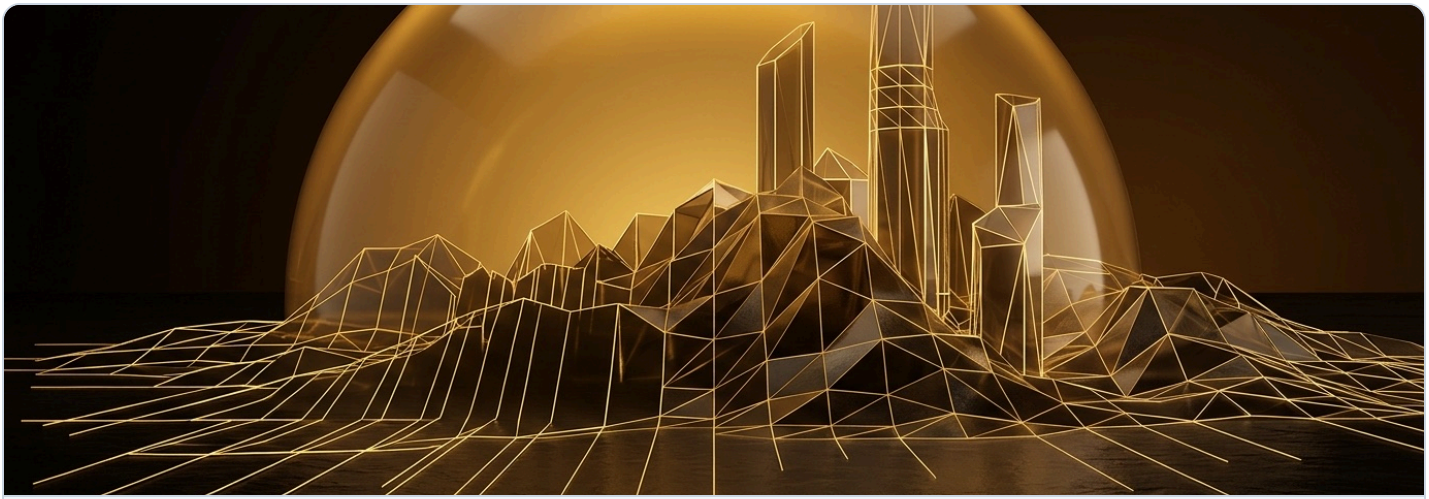


Figure 4.1 • Project Genie World Scouting: Use a single World Sketch to test camera angles dynamically inside an interactive run, then grab crisp frames for Runway and Kling.

Structured World-Sketch & Plate-Harvesting Blueprint

```
# PROJECT GENIE WORLD SKETCH TEMPLATE (Copy & Adapt inside labs.google/fx/projectgenie)
ENVIRONMENT : Mist-drenched floating lantern harbor at twilight, wet basalt piers, wooden footbridges
GROUNDING   : Optional Street View coordinates OR uploaded concept sketch (16:9 widescreen)
CHARACTER   : Agile third-person explorer wearing an amber waxed canvas raincoat and satchel
PHYSICS     : Grounded walking pace, buoyant water reflections, gentle cloth sway, soft jump arc
PREVIEW EDIT: Use Nano Banana Pro preview -> [Add] distant lighthouse beam; [Remove] foreground crates
SCOUT LOOP  : Walk forward 15s (Shot A wide) -> turn 90 deg left to bridge (Shot B) -> export MP4
```

Filmmaker Secret: Turning Genie Walkthroughs into Cinema Storyboards

Instead of begging a text-to-video generator to guess an unusual low-angle alleyway shot, build the street in Project Genie, walk to the exact corner you want with `WASD`, export the 720p MP4, and pause on your favorite frames. Those geometrically consistent plates become flawless **Start Frames** for Runway and Kling.

Runway Gen-4.5 Director Controls & Act-One

When your scene requires physical weight—fabric billowing in wind, water splashing against glass, or an actor delivering subtle heartbreak—pair **Runway Gen-4.5** with **Gen-4 References** and **Act-One / Act-Two**.

A Gen-4.5 Physics & Gen-4 References

Gen-4.5 models cause-and-effect momentum across 5–10 second takes and exports up to 12-bit HDR (`hdr10` / `hlg`). Attach clean portrait and prop cards in **Gen-4 References** so your hero's face and jacket stay identical from wide shots to tight inserts without custom LoRA training.

B Act-One & Act-Two Performance Capture

Record a 5–15 second driving clip on your phone or webcam. **Act-One** maps your micro-expressions, eye-lines, blinks, and lip-sync onto any stylized or photoreal character image at **5 credits/sec**, while **Act-Two** extends performance capture to hand and upper-body gestures.

Color-Coded Runway Gen-4.5 Shot-List Formula

1. Lens & Look | 2. Locked Subject | 3. Cause & Physics | 4. Camera Trajectory | 5. Lighting & Atmosphere | 6. Hold & Constraints

35mm anamorphic cinema, tactile rain droplets on glass. Character reference @scout_mira stands on a wet timber pier. She raises a heavy brass flare, wind whips her waxed coat hem violently left while harbor swells rock nearby buoys. Slow dolly-in from waist-up to medium close-up, subtle handheld micro-drift, then hold 2 seconds. Warm amber flare reflections cutting through cold slate fog. Natural skin texture, realistic gravity, no text overlays.

Programmatic Runway Gen-4.5 Inference Payload (With Seed Lock)

```
{
  "model": "runway-gen-4.5",
  "taskType": "videoInference",
  "input": {
    "prompt": "Slow dolly-in on @scout_mira raising brass flare on rainy pier, heavy coat fabric physics.",
    "image_url": "https://cdn.example.com/plates/Genie_Dock_A.png",
    "duration": 8,
    "ratio": "16:9",
    "resolution": "1080p",
    "fps": 24,
    "seed": 4291
  }
}
```

Act-One Directing Tip: Shoot Your Driving Video Cleanly

Sit facing a soft window or ring light, keep your chin level, and avoid waving hands in front of your mouth when using Act-One. Pause half a beat before and after speaking so you have clean editing handles in your NLE.

Multi-Motion Brush & Precision Camera Paths

Text prompts alone often swirl static walls or freeze hair that should blow in the breeze. Combining **Multi-Motion Brush** masks with explicit camera path trajectories separates environmental motion from camera movement.

1 Isolate Motion Zones

Paint independent brush regions onto your start frame—assigning **Brush 1** to rising steam, **Brush 2** to flowing river water, and **Brush 3** to swaying tree branches.

2 Pin Static Anchors

Keep brushes strictly inside moving silhouettes and avoid feathering onto brick walls or horizons. Unpainted or zero-vector regions stay anchored like real set walls.

3 Script Camera Arcs

In Gen-4/4.5, replace legacy sliders with crisp shot-list verbs (*slow dolly in, hold, orbit 90 degrees*) or structured `camera` axis vectors via the API.

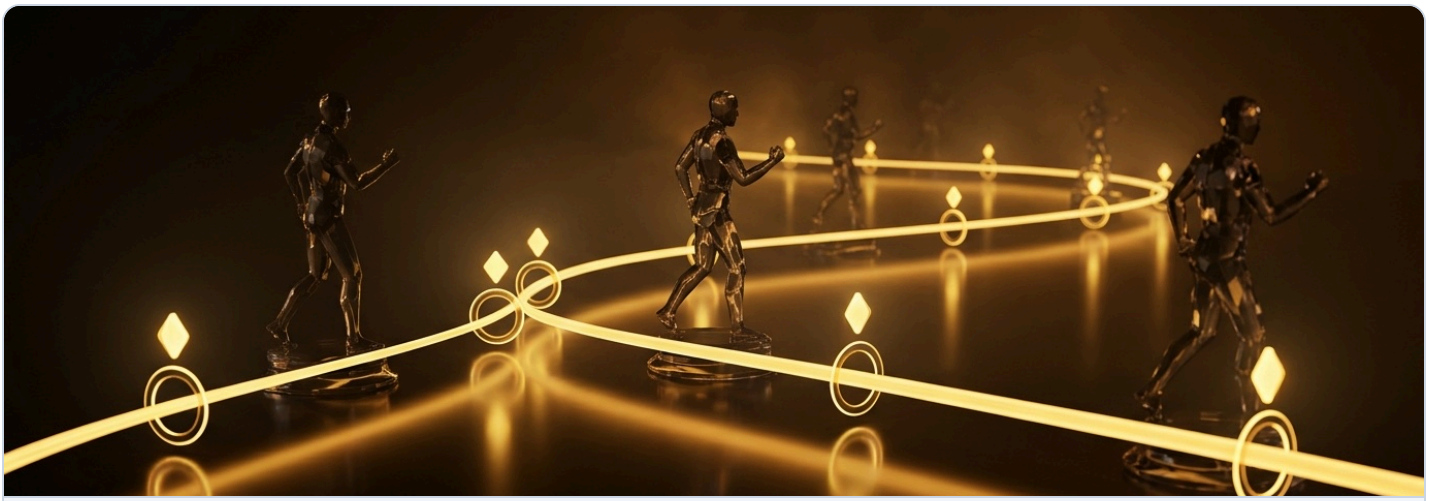


Figure 6.1 • Separating Camera Path from Subject Motion: Keep text prompts focused on texture and emotion while assigning directional vectors cleanly to camera and painted brush zones.

Multi-Motion Brush & Compound Camera Trajectory JSON

```
"camera": {
  "movement": "pan_right",
  "speed": 3,
  "zoom": "in",
  "horizontal": 2.5,
  "vertical": -0.8,
  "roll": 0.0
},
"multi_motion_brush": [
  { "id": 1, "mask_coordinates": [120, 440, 310, 620], "vector": [1.5, -3.2], "trajectory": "linear", "intensity": 7 },
  { "id": 2, "mask_coordinates": [520, 190, 780, 410], "vector": [-2.0, 1.0],  "trajectory": "orbit",  "intensity": 5 }
]
```

Rule of Thumb: Never Fight Your Camera Block in Text

When sending structured `camera` and `multi_motion_brush` arrays via API, keep your text prompt concise and free of conflicting camera directions (do not write *fast whip pan left* in text if your JSON sets `pan_right`).

Kling Elements, Keyframes & 4K NLE Finishing

Kling AI 3.0 Omni shines when characters sprint, fight, dance, or transform smoothly between two exact still frames. Pair Kling's consistency tools with DaVinci Resolve or Premiere Pro to finish a broadcast-grade cut.

1 Kling Elements & Voice

Register multi-angle portraits and hero props inside the **Element Library**, bind a matching voice signature, and attach up to **3 Elements** (`@element_1`) to lock outfits and faces across head turns.

2 Start & End Keyframes

Supply `first_frame` and `end_frame` (`image_tail`) to morph cleanly between two compositions—or pin up to 10 timeline milestones in Kling 4.0 for multi-beat transitions.

3 Motion Control Transfer

Upload a character portrait plus a reference stunt/dance clip. Set `character_orientation` to `image` (max 10s) or `video` (up to 30s) to transfer exact body mechanics.

Kling API Start-to-End Keyframe + Element Lock Payload

```
{
  "model_name": "kling-v3",
  "prompt": "Continuous tracking push-in as @element_1 steps from sunlit pier into neon fog.",
  "negative_prompt": "blurry, warped fingers, flickering clothing, watermark",
  "duration": 5,
  "mode": "pro",
  "cfg_scale": 0.5,
  "first_frame": "https://cdn.example.com/plates/day_pier_start.jpg",
  "end_frame": "https://cdn.example.com/plates/neon_alley_end.jpg",
  "elements": [
    { "element_id": "elem_scout_mira", "weight": 0.85, "position": { "region": [0.2, 0.1, 0.8, 0.9] } }
  ]
}
```

NLE Assembly & 4K Upscaling Workflow

A DaVinci Resolve / Premiere Pro Conform

- Drop Genie (720p), Runway (1080p), and Kling clips onto a single **24fps Rec.709** timeline.
- Trim the first and last 8–12 frames of AI clips to cut cleanly on physical motion.
- Unify disparate renders using one subtle Kodak film print LUT and 35mm grain overlay, plus layered Foley stems.

B Smart 4K Upscaling (Save 75% Credits)

- Instead of paying **~30 cr/sec** for native 4K in Kling during exploration, master locked takes at crisp **1080p** (6–8 cr/sec).
- Upscale final locked timeline exports with **DaVinci Resolve Studio Super Scale (2x/4x)** or **Topaz Video AI** (Proteus / Rhea models) to sharpen fabric weave and eye highlights.

5 Real-World Copy-Paste Cinema & World Recipes

Stop reinventing settings for every new scene. Copy these five battle-tested recipes directly into Project Genie, Runway, Kling, and your finishing terminal.

Recipe & Engine	Exact Inputs & Prompt / Parameter Formula	Pro Execution Notes
1. Playable Game Level Scout **Project Genie**	Prompt: *Ancient sunken observatory overgrown with moss, third-person explorer with lantern, warm dust motes, realistic stone gravity.*	Walk 20s with `WASD` to test vertical scale; pause and save 3 still frames (wide, corner reveal, hero balcony) for Runway/Kling.
2. Hero Product Orbit **Runway Gen-4.5**	Input: Studio packshot + Brush 1 rising mist (`[0.0, -2.5]`) + Prompt: *Slow 90-deg orbital arc around matte espresso brewer, 85mm macro rim light.*	Keep intensity at `6` so steam swirls naturally while stainless steel edges remain razor-sharp across the orbit.
3. Dialogue Close-Up **Runway Act-One**	Input: Locked character portrait + 8s front-lit webcam clip delivering 12 words cleanly with subtle eyebrow raise and glance left.	Costs just **5 cr/s** (40 credits). Export ProRes/MP4 and sweeten dialogue in DaVinci Fairlight with room-tone noise bed.
4. Day-to-Night Location Morph **Kling Start/End**	Inputs: `first_frame` (noon cafe) + `end_frame` (rainy neon midnight) + `@element_1` + 5s Pro mode, `cfg_scale: 0.5`.	Match horizon height and camera distance in both stills so buildings transform seamlessly rather than melting sideways.
5. Action Stunt Transfer **Kling Motion Ctrl**	Inputs: Character portrait + 12s parkour vault video; `character_orientation: "video"`, `keep_original_sound: "no"`, Pro 1080p.	Always set orientation to `"video"` for clips over 10s or turns exceeding 90 degrees so limbs do not snap backward.

Recipe 5B • Conforming Mixed Renders for DaVinci Resolve (FFmpeg)

Before dropping 720p Project Genie walkthrough grabs, Runway H.264/ProRes renders, and Kling MP4s into one timeline, normalize frame rates and scale everything cleanly into an edit-friendly 4K ProRes 422 HQ intermediate:

```
# Normalize mixed 720p/1080p clips to unified 24fps 4K ProRes 422 HQ plates (zero re-compression stutter)
for f in raw_renders/*.mp4; do
  base=$(basename "$f" .mp4)
  ffmpeg -i "$f" -vf "fps=24,scale=3840:2160:flags=lanczos" \
    -c:v prores_ks -profile:v 3 -pix_fmt yuv422p10le -c:a pcm_s24le "conform/${base}_4k24.mov"
done
```

Always Lock Your Seed Before Final Polish

When a draft render nails body posture but misses minor texture detail, copy the exact integer `seed` into your upgraded Gen-4.5 or Kling Pro call so you refine the composition instead of rolling the dice again.

Team Pre-Viz, IP Hygiene & Frame Provenance

Shipping AI-assisted films for clients, festivals, or studios requires clean rights hygiene, reproducible pre-viz packets, and verifiable provenance credentials under 2026 disclosure standards.

1 Portable Team Pre-Viz Packets

Share lightweight creative packets before rendering expensive masters: bundle your **Project Genie MP4 scout**, seed prompt text, 3-angle Element sheets, and a rough 24fps animatic cut so directors approve blocking upfront.

2 Commercial IP Hygiene

Generate client deliverables strictly on **paid commercial tiers** (which exclude inputs from model training and remove watermarks). Never upload copyrighted characters, celebrity faces, or client competitor logos into Elements.

3 Dual-Layer Provenance: SynthID + C2PA

Google embeds **SynthID** watermarks directly inside pixels and audio—resilient to cropping and compression—while **C2PA Content Credentials** attach signed metadata manifests. Always re-sign final NLE renders after editing.

4 Two-Bucket Credit Governance

Split team monthly credits into an **80% R&D / Draft Pool** (Genie scouting, Turbo 5 cr/s, Kling 1080p) and a locked **20% Master Finishing Pool** (Gen-4.5 12 cr/s & Kling 4K) gated by creative-director sign-off.

Re-Signing Edited AI Masters with C2PA Content Credentials

Exporting from DaVinci Resolve or Premiere Pro strips upstream generation manifests unless you append an updated C2PA assertion documenting both AI source ingredients and human editorial finishing:

```
// manifest.json — Declare hybrid AI source lineage + human NLE assembly before delivery
{
  "claim_generator": "Studio_Post_Pipeline/1.0",
  "title": "Neon_Harbor_Director_Cut_4K.mp4",
  "assertions": [
    { "label": "c2pa.actions", "data": { "actions": [
      { "action": "c2pa.created", "digitalSourceType":
"http://cv.iptc.org/newscodes/digitalsourcetype/trainedAlgorithmicMedia" },
      { "action": "c2pa.edited",  "parameters": { "software": "DaVinci Resolve 20 + Topaz 4K" } }
    ] } }
  ]
}
// Sign final MP4: c2patool input_master.mp4 -m manifest.json -o final_signed_4k.mp4
```

Human Authorship & Copyright Defensibility

Raw, unedited AI clips generally cannot be registered for standalone copyright. Documenting human storyboards, custom webcam Act-One performances, NLE pacing cuts, color grading, and original sound design establishes meaningful human authorship across the finished piece.

The Cross-Tool World-to-Cinema Synergy Pipeline

No single engine dominates every film task. Use this five-stage handoff pipeline to pair Project Genie's navigable worlds with Kling's action physics, Runway's acting polish, and studio 4K finishing.

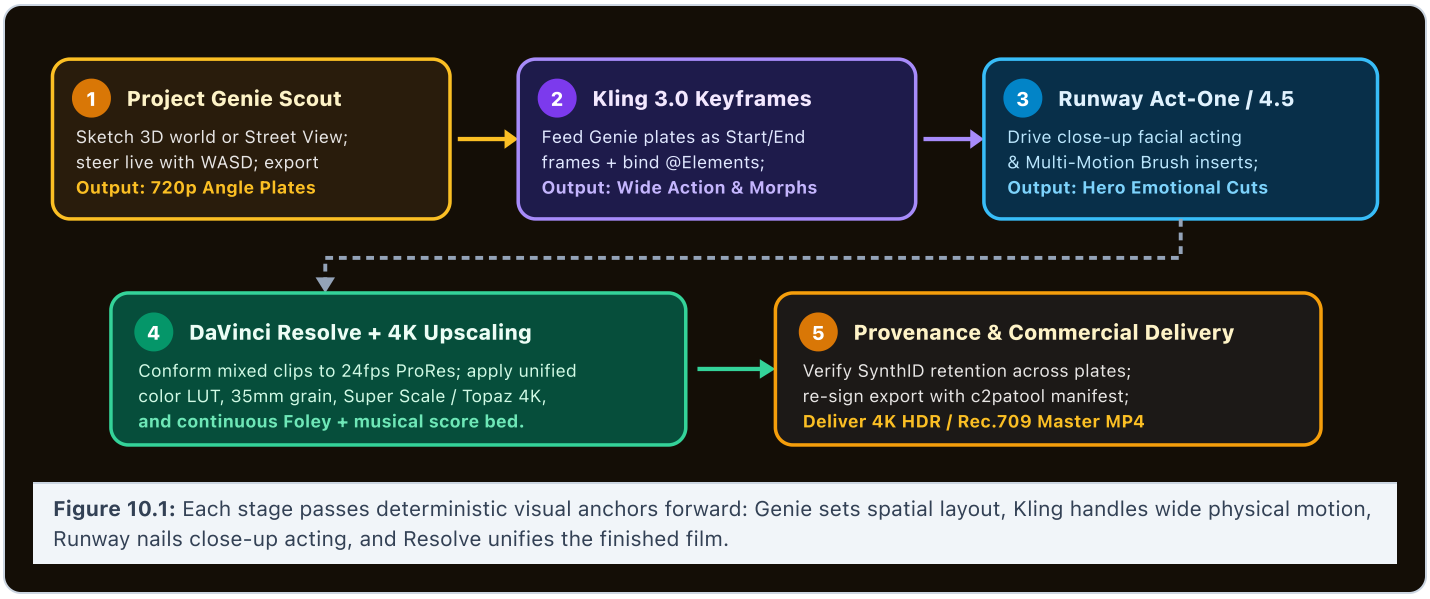


Figure 10.1: Each stage passes deterministic visual anchors forward: Genie sets spatial layout, Kling handles wide physical motion, Runway nails close-up acting, and Resolve unifies the finished film.

Three Critical Handoff Rules Between Engines

1 Match Aspect & Horizon

Keep Project Genie still exports and downstream Runway/Kling keyframes at identical aspect ratios (`16:9` or `9:16`) with matching horizon lines.

2 Lock Lighting Words

Carry identical time-of-day and color temperature descriptors (e.g., *overcast cyan fog, warm tungsten lantern*) across every tool's prompt.

3 Strip Auto-Music Early

Mute per-clip AI music during generation or strip audio tracks in Resolve so a single continuous score and Foley stem bridges every cut.

Why Cross-Tool Pipelines Outperform Single-Tool Prompts

Trying to force one generator to invent a complex 3D architectural layout, deliver nuanced lip-synced grief, and execute an athletic parkour vault usually wastes hundreds of credits. Routing each beat to the specialized engine built for it drops re-roll waste dramatically while giving editors consistent, gradeable footage.

Troubleshooting Clinic & Pre-Flight Checklist

Keep this final page next to your keyboard while directing. Every recurring world-drift, mask-bleed, lip-sync, or keyframe-warp snag has an immediate 10-second fix.

Top 7 World & AI Cinema Problems & Instant Fixes

Symptom / Failure Mode	Root Cause & Exact 10-Second Fix
Project Genie forgets geometry after turning around	Exceeded the world model's spatial memory window or walked too far afield. Keep scouting loops tight inside the core set, grab angle stills early, or chain/Remix a fresh seed.
Runway Motion Brush moves walls or bleeds silhouettes	Feathered brush spilled past object edges. Paint tighter masks strictly inside the moving element and leave surrounding architecture untouched as static anchors.
Act-One facial expressions look stiff or miss eye-lines	Dim or side-lit driving video confused landmark tracking. Re-record your phone clip facing even soft light at eye level, remove glasses, and keep hands away from your mouth.
Kling Start-to-End morph twists or melts mid-transition	Camera horizon or subject orientation jumped too far between `first_frame` and `end_frame`. Align horizon lines across both stills or shorten duration to 5 seconds.
Hero face or jacket drifts during fast turns	Single front portrait lacks side-profile cues. Upload a 3-angle sheet to Kling Elements (`@element_1`) or Runway Gen-4 References and drop repetitive clothing text.
Cuts between Genie, Runway, and Kling feel disjointed	Mixed frame rates, resolutions, and contrasting digital sheen. Conform all clips to `24fps` in Resolve, apply one unified color LUT + 35mm grain, and upscale to 4K together.
Monthly credits disappear before final cut lock	Rendering 10s Gen-4.5 (12 cr/s) or Kling 4K (30 cr/s) on unverified prompts. Draft in Genie, Gen-4 Turbo (5 cr/s), and Kling 1080p, then upscale locked winners.

Pre-Flight Checklist: Verify These 6 Boxes Before Rendering Hero Takes

- ☐ **1. Format Locked?** Same ratio (`16:9` / `9:16`) & `24fps` set everywhere.
- ☐ **2. Plates Scouted?** Clean Genie or reference stills saved before rendering video.
- ☐ **3. Identity Bound?** Character sheet attached via `@Element` or Gen-4 Ref.
- ☐ **4. Motion Separated?** Brush masks & `camera` path do not contradict text.
- ☐ **5. Drafted Cheaply?** Timing verified in Turbo / 1080p before 4K / Gen-4.5 spend.
- ☐ **6. Provenance Ready?** Paid tier active; NLE export queued for `c2patool` signing.

Ready to Direct Your First World-to-Cinema Scene?

Open `labs.google/fx/projectgenie` to scout an interactive location plate, bring your best frame into **Runway Gen-4.5** or **Kling 3.0 Omni** with a locked character reference, and cut your first 24fps sequence in DaVinci Resolve today.