
CREATIVE PROCESS / CRE[AI]TE 2026

ONLY HUMAN

A film by Luis Hiluy & Lois Liao

LOGLINE

After a masked Scientist tells Eli that everyone he loves is only an agent in his private reality, Eli tries to erase Mara to set her free - only to discover that she is free, but he is not.

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Production frame from an approved picture iteration

THE STORY RULE

Perception fails. Humanity does not.

CREATIVE INTENT

ONLY HUMAN is told through Eli's unstable point of view. Our central rule was simple: Mara remains physically human; Eli's ability to receive her fails. Delayed sound, missing spatial cues, interrupted continuity and an unresponsive reflection make his loss of perception visible and audible. Mara is never treated as the effect. She retains physical weight, vulnerability and choice. Her capacity to refuse, contradict and leave becomes the clearest sign of humanity - and turns Eli's act of love into a denial of her agency.

Mara is unchanged.
Eli's perception is not.



Mara's physical presence remains specific and ordinary.



Point of view makes the laboratory a psychological space.



The wider world stays ordinary enough for the rupture to feel intimate.

DESIGN BEFORE MOTION

A world built from separate authorities

Style, props, identity and composition were resolved before animation had to carry them.



01 / WALL PAD + ROOM LOGIC



02 / CRT + SCREEN GEOMETRY



03 / MASK + SCIENTIST IDENTITY



04 / WATCH + ELI POV

THE VISUAL BIBLE

The laboratory did not begin as one broad aesthetic prompt. Its wall pad, CRT, mask and watch were developed as individual continuity anchors. Each sheet answered a different directing question: what belongs in the room, what stays recognisable across angles, what defines the Scientist, and what keeps Eli's point of view physically oriented. That separation reduced shape drift and let later generations concentrate on behaviour.

RECORDED CREATIVE ROLES

MIDJOURNEY

Early creative direction, style and prop exploration

GPT IMAGE 2 / CHATGPT

Composition and continuity-reference development

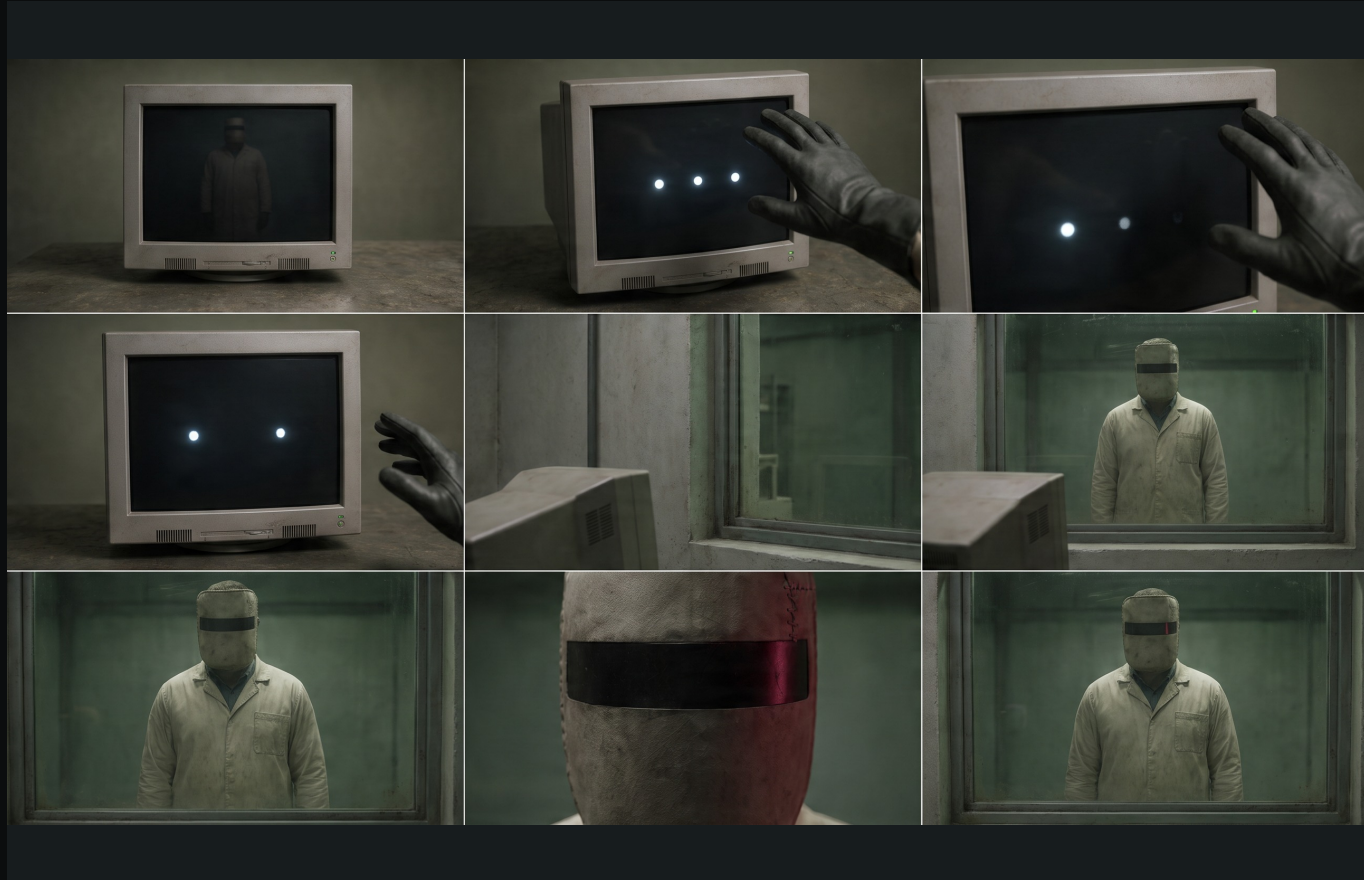
NANO BANANA PRO

Cinematic stills, storyboards and targeted visual repair

Selected development sheets shown as process evidence. Tool roles are creator-recorded; individual composites may combine more than one development stage.

FROM STORY TO MOTION

One authority per reference. One purpose per shot.



Cinematic storyboard/composition board used to test screen action, hand orientation, the CRT-to-window reveal and Scientist scale before motion.



A later picture iteration tests the same fixed visual rules.

WORKING METHOD

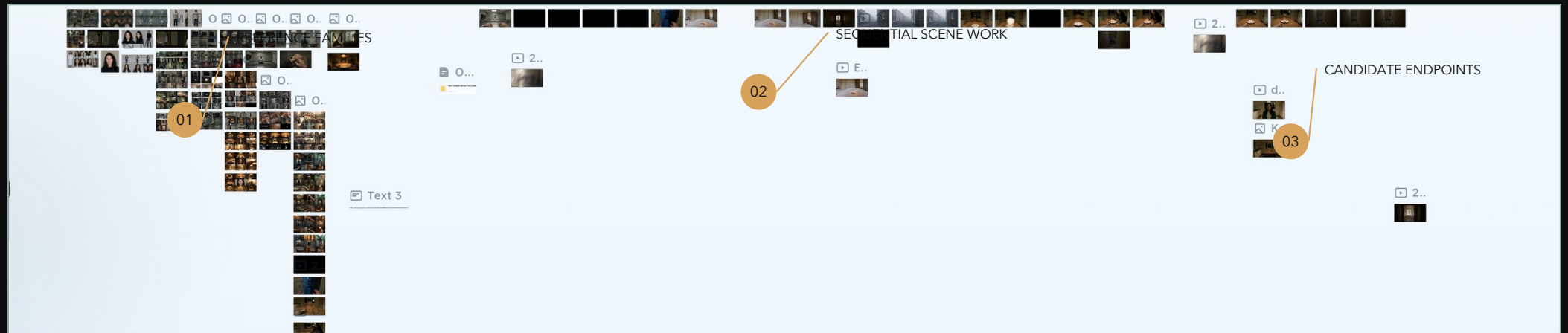
We worked in bounded modules instead of asking one generation to solve a whole scene. Identity, wardrobe, action, props and room geometry were separated before motion. Our acceptance rule considered story function, performance, continuity and usable endpoints - not novelty alone. A successful range could be kept while only the failing beat was repaired.

DECISION CHAIN

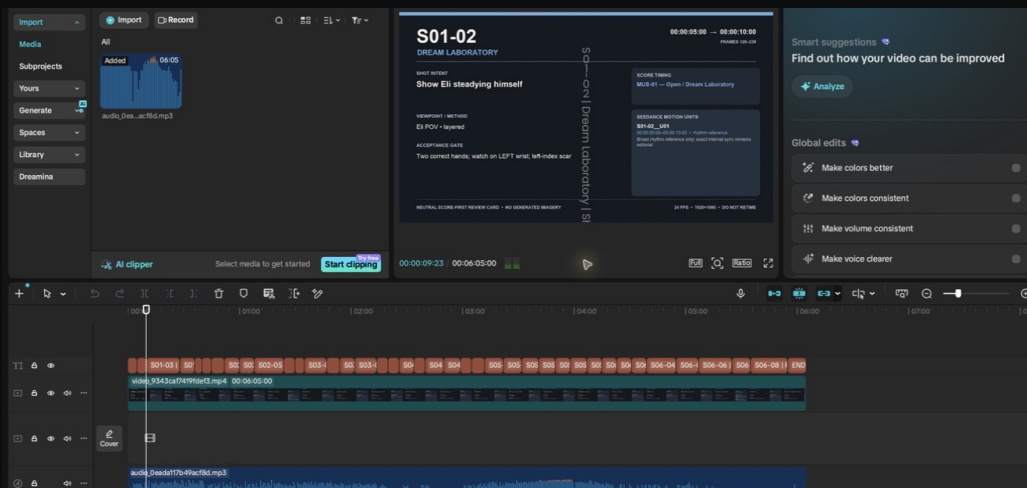
- Story beat
- Reference role
- Motion candidate
- Human selection
- Edit

DECISION MAP

Canvas mapped possibilities. The editor locked time.



Selected CapCut Video Studio Canvas: reference families, candidate sequences and scene modules arranged in one spatial field.



Early structural editing pass: scene cards and audio mapped into time. Process evidence, not the submitted cut.

WHAT VIDEO STUDIO CHANGED

The Canvas supported visual-reference organisation, shot iteration and sequential scene development. It made relationships visible before we committed to a cut. CapCut then became the main editorial environment for footage assembly, pacing, sound layers, subtitles, titles and exact events such as blinks, delays and removals. The lesson was clear: spatial thinking belongs on the Canvas; temporal truth belongs on the timeline.

SELECTED CANVAS

draftId 15117172996

KITCHEN CASE STUDY

Continuity before spectacle

The ordinary action had to be believable before perception could break.



01 / IDENTITY



02 / PHYSICAL STATE



03 / GEOGRAPHY



04 / ENDPOINT

Later Scene 7 bridge study: identity, wardrobe and condition, room geometry and endpoint were separated into bounded references - one job each.

WHAT THE REGENERATION SESSION TAUGHT US

An early dinner assembly exposed plate, fork, chair, table, camera, wardrobe and identity jumps. Those were story-level failures; another layer of glitch effects would only hide the problem. We reduced the scene to one plate, one fork, one stable chair position and one established kitchen. The emotional chain also became simpler: ordinary care, Eli's suspicion, Mara's answer, then his request for proof - 'Tell me I'm real.'

When a 30-second bridge introduced Mara visibly mid-shot, we did not discard every useful frame. The clean approach and dialogue were tested separately; the broken reveal was covered by a motivated blink, and the long effect into the next performance was removed in favour of a clean match cut.

FOUR DIRECTING DECISIONS

- 1 Give every reference one authority.
- 2 Keep Mara physically stable.
- 3 Generate behaviour; edit exact timing.
- 4 Regenerate only the failing interval.

EDIT LEARNINGS

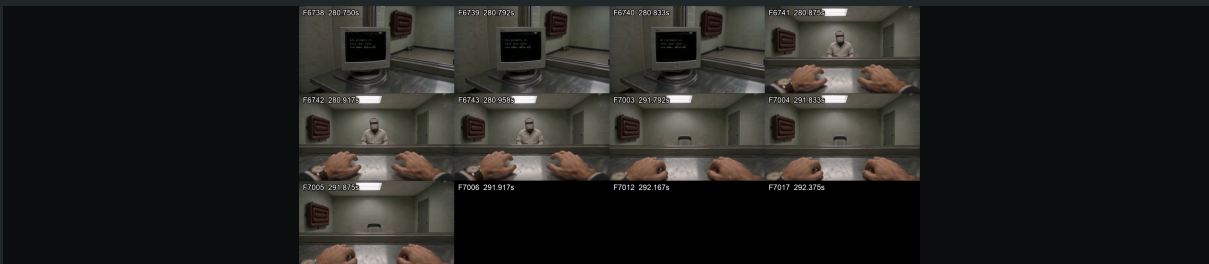
The shortest repair

Preserve what works. Repair the failing interval. Inspect every frame.



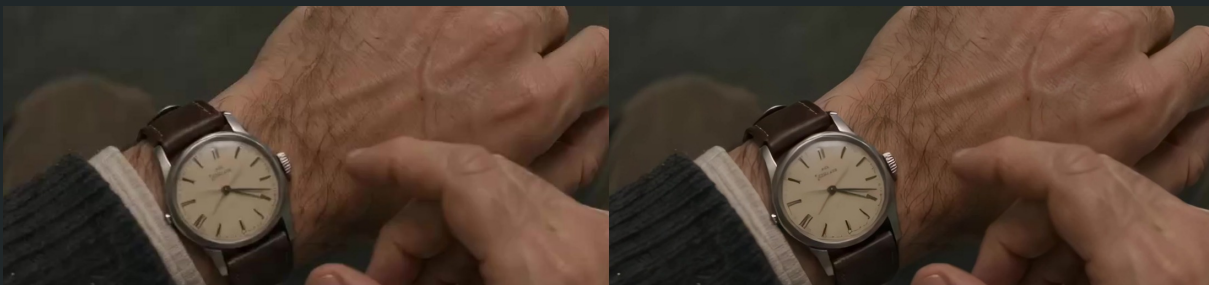
01 / DURATION-NEUTRAL REPLACEMENT

A frame audit restored 86 frames containing Mara's line, removed the true 34-frame impossible chain shot, and isolated a clean five-second rain passage. Replacing 120 frames with 120 frames preserved every later sync point.



02 / BEYOND THE CONTACT SHEET

Sampled frames located the story boundary, but complete inspection remained essential. In the ending session, a promising contact sheet concealed a one-frame door pop and a ghosted Scientist. The successful dialogue and performance stayed; only the five-second doorway tail was targeted for repair.



03 / ENHANCEMENT AFTER PICTURE LOCK

Topaz Proteus Natural was tested at the original 24 fps with interpolation off. Identity, skin, hands and the watch mattered more than maximum sharpness. Enhancement could recover detail, but it could not fix an edit seam - and lettering was rebuilt afterward so it was never distorted by the upscale.

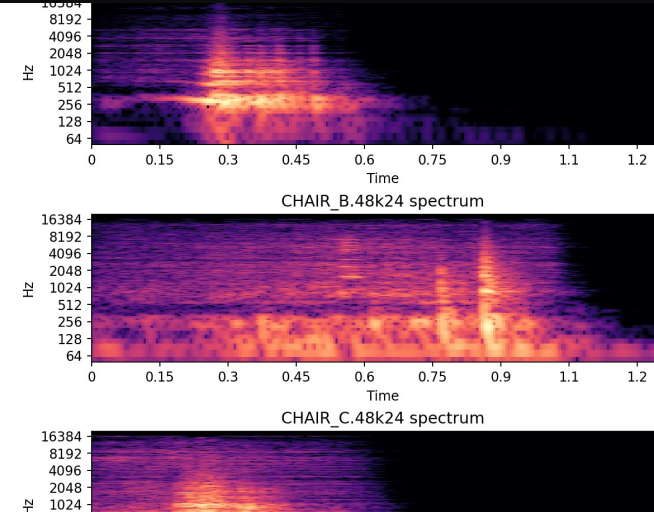
SOUND, TEXT AND DISCLOSURE

Finish by separation

Picture, voice, ambience, music, captions and enhancement earned separate approval.



Caption QA from a finishing iteration: through-wall speech italicised; in-room dialogue upright; titles and cards rebuilt after image enhancement.



Foley candidates were compared technically, then judged for one readable event, a dry tail and no unwanted repeat.

EDITORIAL AUTHORITY

The accepted performance - not a misleading filename - became the voice authority. Creator-approved dialogue overruled uncertain automated transcription, and silence on the final black remained an intentional dramatic choice.

Generation created possibilities.
Direction created meaning.

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SELECTED CAPCUT VIDEO STUDIO CANVAS
draftId 15117172996

PRODUCTION TOOLS

CREATIVE DIRECTION	Midjourney
COMPOSITION + REFS	GPT Image 2 / Nano Banana Pro
MOTION	Dreamina / Seedance
CANVAS + EDITORIAL	CapCut Video Studio / CapCut
MUSIC, VOICE + SOUND	Suno / ElevenLabs / Coqui XTTS-v2
FINISH + QC	Topaz Video AI / FFmpeg / ffpmpack

Additional development and diagnostic records name Runway, Blender and Demucs; not every experiment is necessarily present in the submitted master.