



A SHORT HORROR FILM MADE WITH AI

Let's Play with Dolls!

인형과 놀아요!

JinJu Park

THE PROBLEM

AI video forgets what it made

01

A face changes a little

02

A room looks
different

03

More movement,
more mistakes

So what if I don't fight this problem — and use it instead?

IDEA 1 · DOLLS

Almost human. Never alive.

Real eyes, human joints

Ball-jointed dolls look a lot like people.

“Almost” feels wrong

This uneasy feeling is called the “uncanny valley.”

Still things shouldn’t move

If a doll moves even a little, it’s creepy.

Bonus for AI: dolls don’t need to move much — so fewer mistakes.

IDEA 2 · SOUND

Sound you can't see



You hear a noise in the next room. You can't see what made it. Your mind fills in the rest.

What you imagine is scarier than anything I can show.

THE STORY

An old, empty house

01

A snap in the dark. A broken doll.

02

The other dolls try to leave.

03 · Past

Memories of children playing.

04

A sound. They turn. Nothing.

05

One by one, the dolls are gone.

06

The last doll. The door. Fire.



DIRECTING

Four simple rules

1. Keep it still

Close-ups of faces and hands. "Did it just move?"

2. Hide the sound

Footsteps and creaking doors. The source never appears.

3. Skip the scary moment

A snap in the dark, then a broken doll. You imagine the rest.

4. Warm past, cold present

The past looks like old film. The present is dark and gray.

HOW I MADE IT

Four steps, three minutes

Step 1

Plan

Short cuts of 5 to 10 seconds each.

Step 2

Make images

Same face, hair, clothes, and body every time.

Step 3

Animate

Very small movement. Weird clips made again.

Step 4

Edit

Mix past and present. Time the sound and silence.

THE MAIN POINT

Less motion. More fear.

Keeping things still was a creative choice — and it also kept the dolls looking the same.

Email

iiid@cu.ac.kr

Thank you.