

AI-ASSISTED ANIMATION · MAKING-OF

The Making of Memento Mori

Problems I found in AI video, how I solved them,
and what comes next

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THE FILM

A robot that decides which memories stay

- 01 When people die, their memories are saved as data.
- 02 Storage is limited, so a machine chooses what to keep.
- 03 Seven, a small robot, must decide: delete a painful memory, or keep it?



THE CHARACTER

Meet Seven: simple on purpose



96 cm tall, round, ceramic

No fingers, legs or mouth

Feelings shown **only by the eyes**: arcs
= smile, X = no

Cute on purpose, so viewers can stay with a sad story about death.

HOW I MADE IT

Five steps from story to screen

01

Story

Plan the archive, the memories and one hard choice

02

Character sheet

Fix how Seven looks before making any image

03

Start frames

One still image to begin every shot

04

Video

Claude writes the prompts; Kling 3.0 turns images into clips

05

Edit and sound

Put clips in story order and add sound

I wrote down every error with **its cause and the fix that worked.**

PROBLEMS 1-4 OF 7

Problems with the scene

Problem	What went wrong	What I did
Repeating sets	Pillars and cube grids changed between frames	Still camera and shorter clips
Flow inside an object	The camera moved instead of the light inside a cable	Added the particles separately
Reflections	The reflected figure would not move on its own	Kept it still; changed only its brightness
Start + end frames	The clip got stuck on the start frame	Kept size change under about 3×; subject in both frames

PROBLEMS 5–7 OF 7

Problems with bodies and movement

Problem	What went wrong	What I did
Human body	The dead body seemed to breathe	Showed it for only about 2 seconds; asked for stillness
Hands	Seven's round hands turned into human hands	Kept the hands still and joined as one shape
Walking	Legs suddenly appeared, or the path drifted	Moved in place, or cut to a new shot

The pattern: when a stronger prompt didn't help, I changed the shot itself.

MAIN FINDING

Simple design protects still shots.
Movement needs direction.

Removing fingers, legs and a mouth saved more time than any other choice. But once Seven moved, the AI added human body parts back.

WHAT I LEARNED

Three lessons

1

A prompt is a request, not a command

If the AI can't do something, more words won't help. Change the request.

2

Limits can become a style

With no full editing tool, I finished each idea inside the frame.

3

Choose tools before planning shots

Planning for editing I didn't have cost me one big rollback.

FUTURE WORK

What I want to improve

NOW

Continuity is still the big problem

The story is clear, but cuts between action shots are not smooth.



NEXT

- Make the joins between clips smooth
- Let Seven move more freely
- Tell bigger stories with the same character

THE FILM'S LAST LINE

“And that’s what makes you who you are.”

Painful memories are part of who we are. In the same way, the limits of AI shaped how I made this film.

Thank you

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