AN ORIGINAL REEL · 1:18 · 9:16 · WITH SOUND

Many Worlds

One man walks through a door on a Los Angeles sidewalk and keeps walking, through eighteen worlds.

DIRECTED BY ISAAC HERNANDEZ · ISAACSIGHT.COM/MANY-WORLDS.HTML



Change everything except him.

The hardest thing in AI video is keeping one character the same from shot to shot. So I made that the whole film. A man with a cloud for a head walks at the same pace, in the same place in the frame, while the world around him is rebuilt in a new medium every few seconds: paper, clay, wool, woodblock print, pixels, chalk.

He never changes. Every cut lands on his stride and on the beat, so the worlds change and the walk does not.

WHAT IT SHOWS

01 **Consistency.** The same suit, satchel and cloud in eighteen visual styles, photoreal and handmade.

02 **Range.** Eighteen looks from one maker in one afternoon, each with its own material and light.

03 **Edit.** Forty cuts on a 120 BPM score. Four-second worlds, then two-second worlds, then all eighteen in nine seconds.

04 **A story, briefly.** He comes home to Los Angeles and uses his cloud for the one thing it is good for.


LOS ANGELES


PAPER


CLAY


UNDERWATER


WOOL


STORYBOOK


THE MOON


WOODBLOCK


MINIATURE


PIXEL


STAINED GLASS


CHALK


TOY BRICKS


ORIGAMI


DESSERT


BLUEPRINT


CARTOON


COMIC



THE MASTER
Every frame in the reel starts from this one image.

1 · A BIBLE

The character, the world and the rules were written down before anything was generated.

2 · ONE MASTER IMAGE

A single studio portrait fixes his suit, satchel and cloud. Nothing is ever described from scratch again.

3 · SHOTS WRITTEN AS SCENES

Each prompt sets a lens, a camera height, a key light and one pose, the way you would set up a shot in 3D software.

4 · EIGHTEEN STILLS

The master is rebuilt in each medium with the same pose and framing, so any world can cut to any other.

5 · MOTION

Each still is animated with one camera move and one instruction: keep walking, keep the material.

6 · EDIT AND SOUND

Cut in HyperFrames as code, on the beat of a 120 BPM score, with film grain over the whole reel.

1	18	40	120	78
MASTER IMAGE	WORLDS	CUTS	BPM	SECONDS

04 · CREDITS

Directed by a person. Made with AI.

I came up with the character and the idea, chose every frame, and set the rules the tools worked to. The images, motion, music and code were generated under that direction.

An original, self-initiated piece. No client, no stock footage, and no real people: every figure in the reel is generated.

Direction	Isaac Hernandez
Orchestration and edit	Claude Fable 5.2, which wrote the shot prompts and built the edit in HyperFrames
Images	Seedream 5 Pro on fal, every still built from one master image
Motion	Gemini Omni Flash 1.2 and Kling 4 on fal
Music and sound	ElevenLabs Music and Sound Effects on fal
Format	1080 × 1920, 24 fps, 1:18, with sound
Watch	isaacsight.com/many-worlds.html