UNIVERSITÀ DEGLI STUDI FIRENZE | Scuola di Architettura

THEMATIC SEMINAR

2025-26

Exploring AI Environmental Design

[code **B034208** | B076]

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FINAL ASSIGNMENT [file upload @ LINK]

The exam will take place with an in-class screening of the video, and with the evaluation of the Booklet and the other submitted materials. If, for valid reasons, a student is unable to be present on the day of the exam, the presence of at least one group representative acting as a delegate will be permitted. videos.

To be admitted to the exam (code **B034208)** , registration in the University's electronic system is required , along with uploading the *Production Pipeline* file as described below.
For final validation of the grade, after the exam has taken place, all other deliverables produced – as specified below – must be uploaded to the same link.

DOCUMENTATION required for the final exam

Booklet — to be uploaded by June 30

The booklet is intended to illustrate the design experience and its outcome, and it must be produced by completing what was already created in the first teaching module, including photos of the physical model, the storyboard, and the folded Production Pipeline panel with its supplementary images (see below).The Booklet must be paginated and printed in a format with a maximum size not exceeding the UNI A4 vertical format. The editorial and graphic design of the booklet is up to you but for a reference and editorial standards the format at the LINK indicated below can be used

https://www.mailab.biz/wp-content/uploads/ASSIGNMENT%20GUIDE/R-SMALL_FORMATO%20E%20NORME_EDITORIALI.zip

Its resolution must be no lower than 300 dpi, in .pdf format.

Video — to be uploaded by June 30

It is required to make a fully generated video with use of Artificial Intelligence and post production software no shorter than 2 minutes, in 16:9 format or another cinematic format but the square and the 4:3 formats. Videos must be produced in three versions with a minimum resolution of 1920x1080:

- full-resolution master without subtitles
- full-resolution master with subtitles
- a compressed copy for YouTube without subtitles.

4K-resolution masters are appreciated. In that case, the compressed file for YouTube must also be in 4K. The video frame rate may be freely chosen among 24, 25, 30, 60 fps taking into account the characteristics of each setting as explained in the *Deep Frames* seminar manual (see).

Video header should be conformed to the template to be downloaded at this LINK
Credits must be located at the end of the video using the same fonts of the header and size at your choice and including tools used, music tracks,... and any other useful information. End credits can be realize with rolling technique, static,..or any other solution useful to include all the references.

Generative Workflow — to be uploaded by June 30

The .json files (or similar) used when working with generation platforms such as ComfyUI, RunChat, Raven, etc., each with an explanatory title describing the function performed. The inclusion of videos showing the workflows in operation is strongly encouraged, as they will contribute very positively to the evaluation.

Production Pipeline — to be uploaded by June 24

This document must be produced in horizontal A3 format (to later be folded and bound into the Booklet for the final submission). Its resolution must be no lower than 300 dpi. In a highly schematic, graphic/ideogram-based form, the panel must illustrate the process used, from the initial phases through to the final production of the video.

To this end, the following phases must be clearly identifiable within its structure:

- Film script
- Image generation
- 3D transformation
- Storyboard
- Video generation
- Video post-production

Film script. Very concisely, the title and the philosophically foundational motto of the story, with an image of the story's main character and/or the site.

Image generation. Generation processes worth noting, with explanatory images — for example, the use of specific tools and techniques such as ControlNet, or image training, LoRA, etc.

3D Transformation. The techniques and results obtained for the transition to the 3D model, which should be allocated a more prominent space. Including reduced-size images of the final model and/or of any intermediate models used in its creation is optional.

Video Production. A description of an exemplary shot showing how the storyboard was prepared.
The generation techniques used that are worth highlighting, and/or identification of the types of video generation used, including any pre- and/or post-production phases — for example, the use of Photoshop or similar tools.
The techniques used for adding sound and audio effects.
The video post-production techniques used, such as color grading, any upscaling, subtitling, etc.

As mentioned above, the description of the *Production Pipeline* board should be predominantly graphic, using ideograms and reference images paired with brief explanatory captions. The aim is to highlight the most effective tools and techniques, the problems encountered, and any alternative solutions used to address them.

Those who used node-based scripting tools (ComfyUI, RunChat, etc.) should also include a few significant and legible screenshots.

The *Production Pipeline* must also include A4 sheets extracted from the Booklet being developed, which — through appropriate cross-references — will help clarify and supplement the schematic information laid out on the A3 panel, which must therefore serve as a synoptic "navigation" overview. These images will later become an integral part of the Booklet, just as the A3 panel itself, once properly folded, will be.