Your paragraph text

- Creating the video stream + seamless animations of the character is priority #1 and the first thing we have to test
- **ANGLE**
    - Characters CANNOT look directly at camera the entire time
- **REALISM**
- Character must look ULTRA realistic, NOT like AI
    - NANO BANANA PRO as KEYFRAME
    - Silky smooth transitions
    - REALISTIC background (like in a bedroom not in a studio lmao)

- EXAMPLES:

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  - THE PERFECT EXAMPLE:
    -

SIDE ANGLE IS MOST REALISTIC VERSUS LOOKING DIRECTLY AT CAMERA

CHARACTER LOOKING FORWARD AND AT KEYBOARD, when waving looks at camera etc

CAMERA ANGLE

attempt 3

ai generated

real person

ai

her google meets image if we 'turn off her camera'

recreate with clean bed, new wall art, pig tails/braids, white tank top