



CRON — WALDLEVEL

Example board

A slice of a working project. Every frame in here was generated in NUVAR, shot by shot.

20

SHOTS

5

ACTS

1:26 min

TOTAL

Generated 4.8.2026

AI-GENERATED CONTENT NOTICE

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RITUAL FIRES

ACT 1 — Landing / Establishing · A · 5s

5 Ritualfeuer, kein Charakter



LANDING MED

ACT 1 — Landing / Establishing · A · 4.5s

Krito medium shot, Feuerumgebung



BOOT CU

ACT 1 — Landing / Establishing · A · 5s

Rüstungstiefel auf verbranntem Boden



GAUNTLET CU

ACT 1 — Landing / Establishing · A · 2.4s

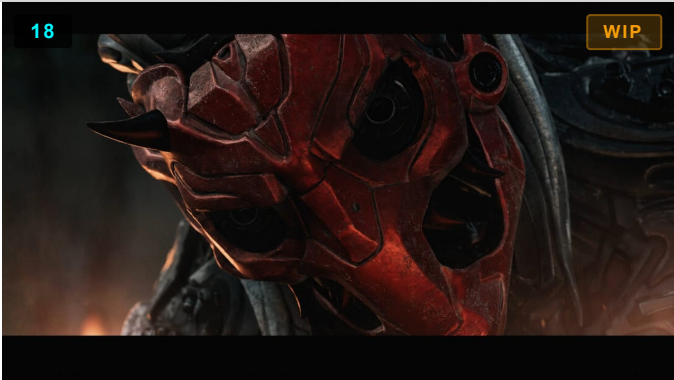
Gepanzerter Handschuh trifft Boden, XCU



HELMET BACK CU

ACT 1 — Landing / Establishing · A · 10.1s

Helm + Schulter von hinten, XCU



MASK OFFLINE

ACT 1 — Landing / Establishing · A · 5s

ONI Maske, Augen OFFLINE, dunkel



MASK ACTIVE

ACT 1 — Landing / Establishing · A · 5s

ONI Maske, Augen CYAN ACTIVE



POV HUD CYAN

ACT 1 — Landing / Establishing · A · 5s

POV: HUD CYAN — System normal



HUD LANDSCAPE

ACT 1 — Landing / Establishing · A · 10.1s

HUD POV auf Landschaft — ANGLE:0



FACE NO MASK

ACT 1 — Landing / Establishing · A · 3.5s

Krito Gesicht CU, weiße blinde Augen



CEMETERY ARRIVAL

ACT 2 — Friedhof / Cemetery · A · 3s

Old warm-tone arrival — rebuild target



WEAPON CHECK POV

ACT 2 — Friedhof / Cemetery · A · 3s

Krito standing, weapon on thigh, POV



WEAPON ON STONE

ACT 2 — Friedhof / Cemetery · A · 3s

Weapon on cobblestone, teal ambient CU



HAND GRABS WEAPON

ACT 2 — Friedhof / Cemetery · A · 3s

Armored hand grabbing rifle off ground



DOORWAY THRESHOLD

ACT 4 — Cabin / Professor Encounter · A · 3s

Krito enters cabin doorway



KRITO REACTION

ACT 4 — Cabin / Professor Encounter · A · 3s

Krito profile watching professor



BATTLE GODSHOT

ACT 5 — Forest Combat · A · 3s

Top-down, Krito tiny, surrounded by hundreds



COMBAT BRUTES WIDE

ACT 5 — Forest Combat · A · 3s

Krito vs multiple brutes, wide



TEMPLE PATH COMBAT

ACT 6 — Temple / Cave · A · 3s

Krito on stone temple path, lanterns, bodies



CAVE GODSHOT

ACT 6 — Temple / Cave · A · 3s

Cave top-down, cyan crystal lights