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Sora：第一印象 | 最新艺术家系列作品


【Zho】OpenAI 发布了一系列艺术家、电影制作人利用 Sora 制作的精彩作品!!! 太惊艳了!!!!!! <https://openai.com/blog/sora-first-impressions> 更多视频可以看 [📖案例大全](#)

 报道：

赛博禅心：《Sora 凌晨发布：与艺术家一起，解锁奇幻纪元》


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自从上个月我们向世界介绍Sora以来，我们一直在与视觉艺术家、设计师、创意总监和电影制片人合作，了解Sora如何帮助他们的创作过程。

 Sora is at its most powerful when you’ re not replicating the old but bringing to life new and impossible ideas we would have otherwise never had the opportunity to see. Sora是最强大的，当你不复制旧的，而是把新的、不可能的想法变成现实，否则我们将永远没有机会看到。

- Paul Trillo, Director 保罗·特里洛，导演


虽然我们对Sora有许多改进要做，但我们已经看到了这个模型如何帮助创意人员将想法变为现实。

 As great as Sora is at generating things that appear real - what excites us is its ability to make things that are totally surreal.

尽管Sora擅长创造看起来真实的东西——但让我们兴奋的是它创造完全超现实的东西的能力。

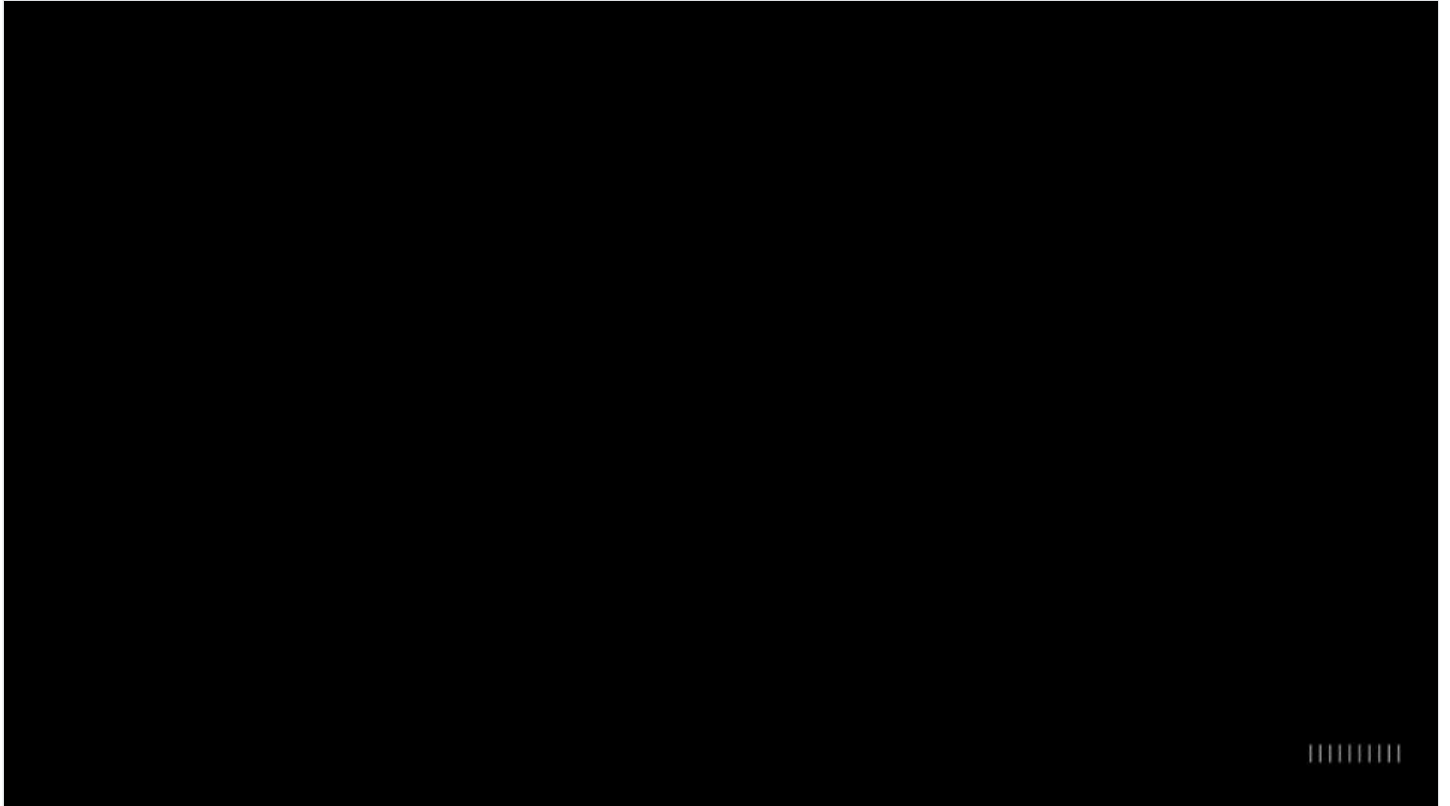
- shy kids 害羞的孩子

以下是艺术家作品的几个例子，以及他们对如何将Sora融入他们的工作流程和业务的早期想法。

感谢  猫叔(魏申) 提供下载好的视频

「强烈推荐看完」 shy kids – “Air Head”

害羞的孩子们- “空气头”



Based in Toronto, [shy kids](#) are a multimedia production company who utilized Sora for their short film about a balloon man. “We now have the ability to expand on stories we once thought impossible,” shares the trio made up of Walter Woodman, Sidney Leeder and Patrick Cederberg. Walter, who directed *Air Head*, remarks that “as great as Sora is at generating things that appear real, what excites us is its ability to make things that are totally surreal. A new era of abstract expressionism.” Speaking to the wider industry, “people from all over the world with stories ready to burst out of their chests finally have the opportunity to show the world what’s inside.”

总部设在多伦多的[害羞孩子](#)是一家多媒体制作公司，他们利用Sora制作了一部关于气球人的短片。“我们现在有能力扩展我们曾经认为不可能的故事，”由沃尔特·伍德曼、西德尼·利德和帕特里克·塞德伯格组成的三人组分享道。导演《空气头》的沃尔特说，“尽管Sora擅长制作看起来真实的东西，但让我们兴奋的是它制作完全超现实的东西的能力。抽象表现主义的新时代。”对更广泛的行业说，“来自世界各地的人们，他们的故事准备从胸发出来，终于有机会向世界展示里面的东西。”

Paul Trillo, Director

保罗·特里洛，导演



[Paul Trillo](#) is a multi-disciplinary artist, writer, and director whose work has earned accolades from outlets like the Rolling Stone and the New Yorker. Paul has garnered 19 Vimeo Staff Picks, an honor given to the best short films hosted on Vimeo. “Working with Sora is the first time I’ve felt unchained as a filmmaker,” he states. “Not restricted by time, money, other people’s permission, I can ideate and experiment in bold and exciting ways.” His experimental videos reflect this approach. “Sora is at its most powerful when you’re not replicating the old but bringing to life new and impossible ideas we would have otherwise never had the opportunity to see.”

[保罗·特里洛](#)是一位跨学科的艺术、作家和导演，他的作品赢得了《滚石》和《纽约客》等媒体的赞誉。保罗获得了19部Vimeo员工精选，这是授予Vimeo主办的最佳短片的荣誉。他说：“与Sora合作是我作为一名电影制片人第一次感到不受束缚。不受时间、金钱或他人许可的限制，我可以大胆而令人兴奋地构思和实验。”他的实验视频反映了这种方法。“当你不复制旧的，而是将我们否则永远没有机会看到的新的、不可能的想法变为现实时，Sora是最有力量的。”

Nik Kleverov, Creative Director / Native Foreign

尼克·克里莫夫，创意总监/外籍人士

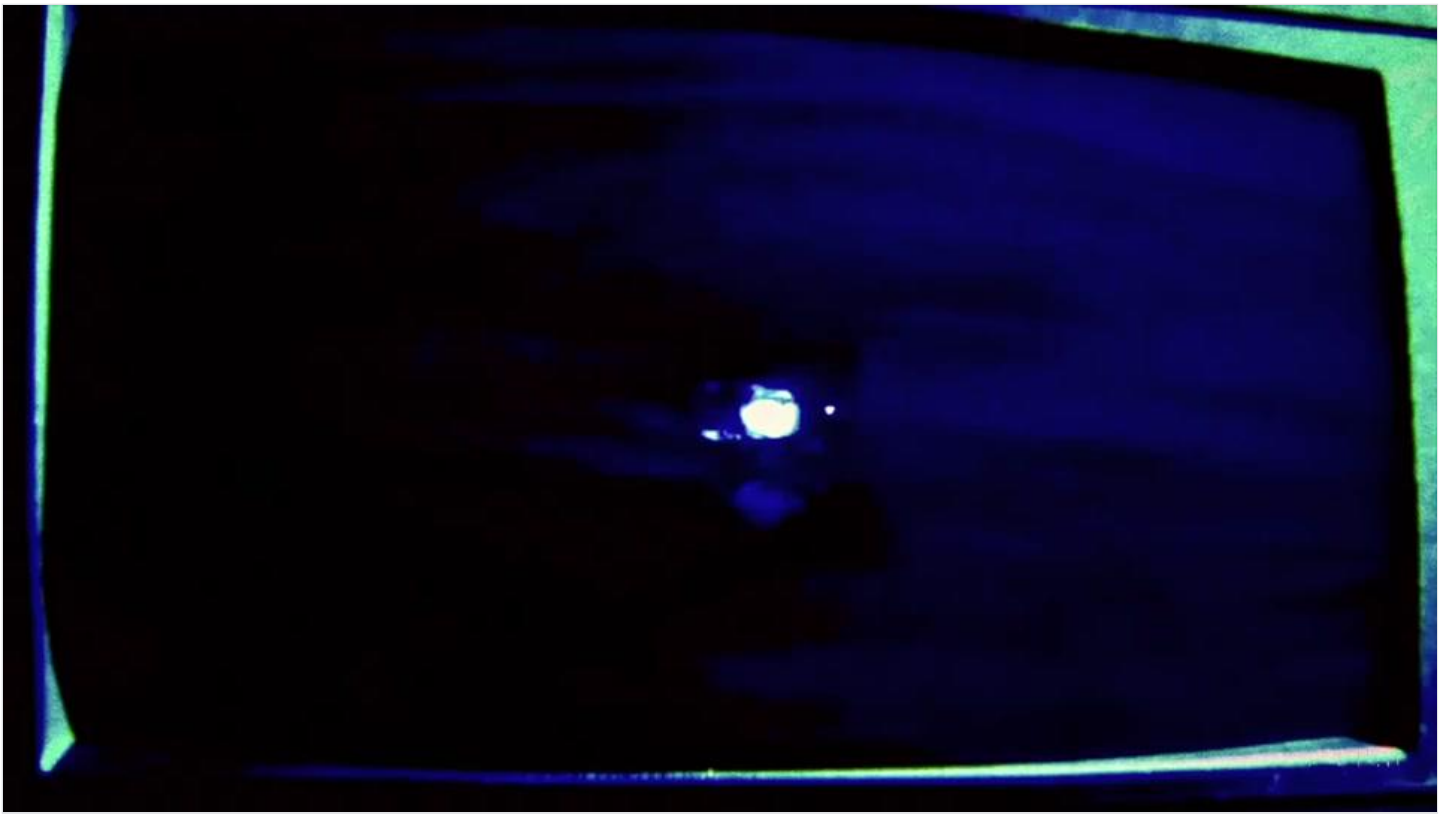


[Native Foreign](#) is an Emmy-nominated creative agency from Los Angeles, California specializing in brand storytelling, motion and title design, and generative AI workflows. Co-Founder [Nik Kleverov](#), who is using Sora “to visualize concepts and rapidly iterate on creative for brand partners,” suggests that budgetary restraints no longer have to entirely shape the narrative of creativity. “I’m one of those creatives that thinks in motion, so when I’m in Sora it really feels like I can bring any idea to life.”

[本土外国](#)是一家来自加利福尼亚州洛杉矶的获得艾美奖提名的创意机构，专门从事品牌叙事、动作和标题设计以及生成AI工作流程。联合创始人[尼克·克里洛夫](#)正在使用Sora “为品牌合作伙伴可视化概念并快速迭代创意”，他建议预算限制不再需要完全塑造创意叙事。“我是那些在运动中思考的创意人之一，所以当我在Sora时，我真的觉得我可以把任何想法变成现实。”

August Kamp, Artist/Musician

奥古斯特·坎普，艺术家/音乐家



[August Kamp](#) is a musician, researcher, creative activist and multidisciplinary artist. “Sora represents a real turning point for me as an artist whose scope has always been limited by imagination being at odds with means,” she explains. “Being able to build and iterate on cinematic visuals this intuitively has opened up categorically new lanes of artistry to me...I truly cannot wait to see what other forms of storytelling will come into reach with the future of these tools.”

[奥古斯特·坎普](#)是一位音乐家、研究员、创意活动家和多学科艺术家。她解释说：“Sora对我来说是一个真正的转折点，作为一名艺术家，我的范围一直受到想象力与手段不一致的限制。能够如此直观地构建和迭代电影视觉，为我开辟了全新的艺术道路…我真的迫不及待地想看看这些工具的未来还会有哪些其他形式的讲故事。”

Josephine Miller, Creative Director

Josephine Miller, 创意总监



[Josephine Miller](#) is the Co-Founder and Creative Director of London based Oraar Studio, specializing in the design of 3D visuals, augmented reality and digital fashion. "Sora has opened up the potential to bring to life ideas I've had for years, ideas that were previously technically impossible," she states. "The ability to rapidly conceptualize at such a high level of quality is not only challenging my creative process but also helping me evolve in storytelling. It's enabling me to translate my imagination with fewer technical constraints."

[约瑟芬·米勒](#)是总部位于伦敦的Oraar Studio的联合创始人兼创意总监，专门设计3D视觉、增强现实和数字时尚。她说：“Sora打开了将我多年来的想法变为现实的潜力，这些想法以前在技术上是不可能的。”“以如此高的质量快速概念化的能力不仅挑战了我的创作过程，也帮助我在讲故事方面发展。它使我能够以更少的技术限制来翻译我的想象力。”

Don Allen Stevenson III, Digital AR/XR Artist

唐·艾伦·史蒂文森三世，数字AR/XR艺术家

@donalleniii

|||||||

Starting his career at DreamWorks Animation, [Don Allen III](#) is a multidisciplinary creator, speaker and consultant who collaborates with major tech and entertainment companies on mixed reality, virtual reality and AI applications. “For a long time I've been making augmented reality hybrid creatures that I think would be fun combinations in my head. Now I have a much easier way of prototyping the ideas before I fully build out the 3-D characters to place in spatial computers.” Don cites Sora’s “weirdness” as its greatest strength: “It’s not bound by traditional laws of physics or conventions of thought.” He says that working with Sora shifted his focus from “technical hurdles to pure creativity...unlocking a world of instant visualization and rapid prototyping.” At the same time, Don says “I feel like this allows me to focus more of my time and energy in the right places... and the emotional impact that I would like my characters to have.”

从梦工厂动画开始他的职业生涯，[唐·艾伦三世](#)是一位多学科的创作者、演讲者和顾问，他与主要的科技和娱乐公司合作开发混合现实、虚拟现实和AI应用程序。“很长一段时间以来，我一直在制作增强现实混合生物，我认为这将是脑海中有趣的组合。现在，在我完全构建3D角色以放置在空间计算机中之前，我有了一种更简单的原型设计方法。”唐引用索拉的“怪异”作为其最大优势：“它不受传统物理定律或思维惯例的约束。”他说，与Sora合作将他的重点从“技术障碍”转移到了纯粹的创造力……解锁即时可视化和快速原型制作的世界。”与此同时，唐说：“我觉得这让我能够把更多的时间和精力集中在正确的地方…以及我希望我的角色产生的情感影响。”

Alex Reben, Sculptor/Artist and OpenAI's Artist In Residence

Alex Reben, 雕塑家/艺术家和OpenAI的驻地艺术家



Alexander Reben is an artist who has spent the last decade creating work that explores the humor and absurdity of human nature in artificial intelligence. Alex has been [creating sculptures](#) that originate from AI-generated imagery, manually transforming those AI creations into 3D models materialized in the physical world. “My experience of using Sora was as a starting point to develop 3D sculpture. My thoughts drifted towards exploring the realm of photogrammetry and its potential applications to sculpture. The prospect of transforming video into 3D models intrigued me, as it hinted at propelling the AI system beyond its initial scope.”

亚历山大·雷本是一位艺术家，他花了过去十年的时间创作探索人工智能中人性的幽默和荒谬的作品。亚历克斯一直在[创作雕塑](#)，这些作品源自AI生成的图像，手动将这些AI的创作转化为物理世界中物化的3D模型。“我使用Sora的经验是开发3D雕塑的起点。我的想法转向探索摄影测量领域及其在雕塑中的潜在应用。将视频转化为3D模型的前景引起了我的兴趣，因为它暗示着将AI系统推向超越其最初的范围。”

Twitter 最新更新

[Paul Trillo](#)

<https://twitter.com/paultrillo/status/1772317045499248733>

Made with Sora. The Golden Record - from raw earth material to a time capsule of human life on Earth. Using 11 different generations cut together from Sora, I was able to explore what the odyssey of this record might look like.

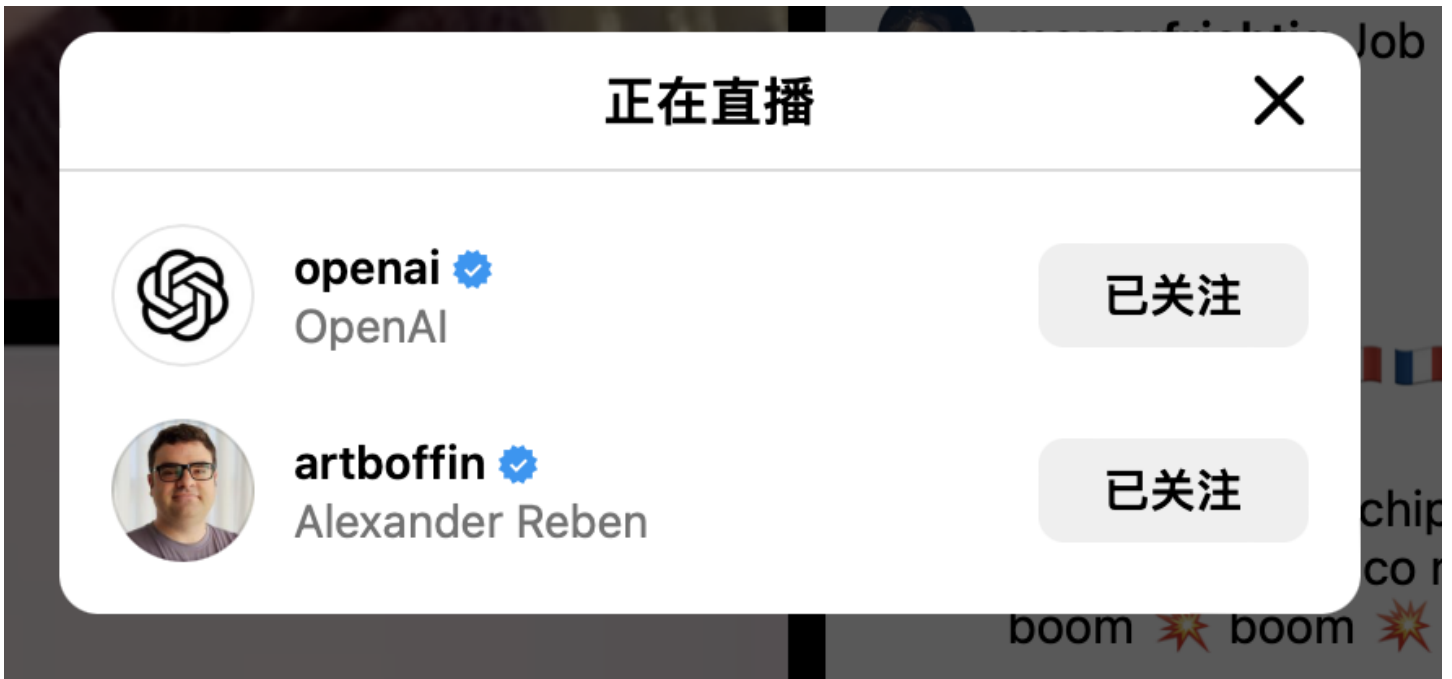
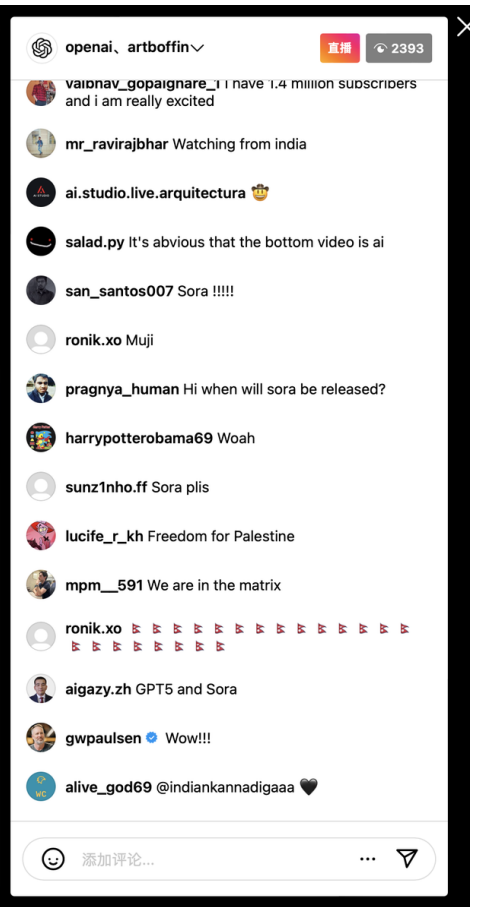
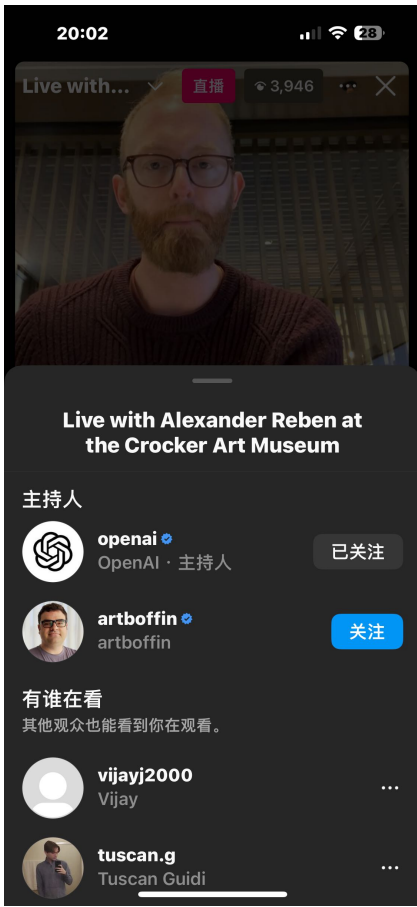
用索拉做的。黄金唱片-从原始的地球材料到地球上人类生命的时间胶囊。使用从索拉剪下来的11个不同的世代，我能够探索这张唱片的奥德赛可能是什么样子。 @OpenAI



ins 直播：艺术家Alex Reben，雕塑家/艺术家和OpenAI的驻地艺术家，用 AI 制作的展览作品

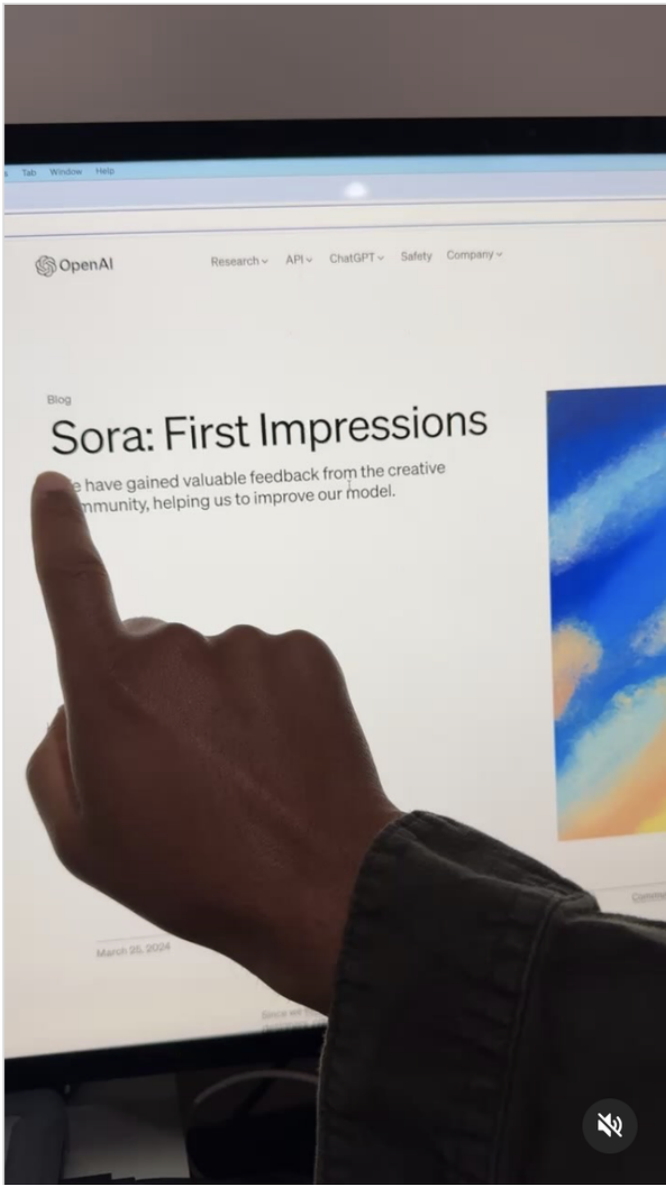
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Don Allen 正在 ins 展示自己的作品离谱世界被收录

<https://www.instagram.com/p/C48kpSvxXJd/>



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So exciting!! 🙌🙌
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This is beyond words. Most look:



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观点



杨樾

看了 Sora 请几位艺术家画的样片，视觉效果很震撼，不过显然也没有人真的实现连续出一分钟片子，都还是几秒几秒的片段剪辑而成，其中几位艺术家都展现了极其高超的剪辑能力，这跟 Ai 就没关系了。大体上跟我之前的判断差不多，Sora 可以生成的视频质量很高，动作更自然连贯准确，但肯定还是要抽卡，还是会扭曲变形崩溃，要完成一个视频作品，依然需要创作者的镜头语言、创意、剪辑能力、声音配置能力，说白了，跟现在用别的工具干活一模一样，流程一点都不少，只是画的更好、更准确，实现效率更高，当然也更贵。最近一周我又试了几个新的视频工具，也都各有特点，远比去年的工具好用，大家都在进步，有没有 Sora，我们都得往前走，都得持续的画，所以 Sora 也就不是唯一的期待和选择了。

收起

1分钟前  

