

Larry Moore

AI Film Director / Writer / Creative Technologist

Creative pseudonym of Vladislav Muravyev / Dubai/Moscow
ai.dabaga.cc / Telegram / Instagram / Engineering portfolio

Profile

I develop original cinema, character animation and narrative advertising from screenplay and visual development through AI production, editing and sound. My focus is continuity: planning characters, environments and transitions so separately generated shots work together as a sequence. I also build tools for my own production workflows.

Creative practice

Writing and direction

Develop concepts, screenplays, character and location references, storyboards and shot plans. Make creative selections throughout generation and the final edit.

Generative production and continuity

Build ComfyUI workflows and Python custom nodes; use LoRA training, reference conditioning and image-to-video or video-to-video pipelines. Reuse boundary frames between shots and check identity, movement and framing at the cut. Regenerate when continuity drifts.

Editing, compositing and sound

Assemble selected takes, shape pacing, composite elements, finish colour and develop sound. Work with DaVinci Resolve, After Effects, CapCut and my own Homer Studio audio editor.

Skills and production tools

Screenwriting, story development, creative direction and character design

Storyboards, shot planning, cinematography planning and continuity design

ComfyUI, Python custom nodes, LoRA training and reference conditioning

Image-to-video, video-to-video, boundary-frame chaining and compositing

Editing, colour, sound design and final assembly

FLUX, Qwen-Image, Wan and LTX workflows; local CUDA, Apple Silicon / MPS and cloud GPUs

Selected work

Films, excerpts and independent concepts are identified separately.

The Guitarist

Film / continuity study

Three shots, one continuous action: a performance sequence built around character references and reused boundary frames.

Gabriella

Film / animated detective comedy

A character-driven animated mystery featuring Gabriella and her cat.

Kindle: The Reading Ritual

Independent spec commercial

A speculative reading-device advertisement connecting reality and imagination through transitions, light and sound.

Not an Amazon commission.

Real Estate

Film / architectural visualisation

An interior visualisation in motion.

The Pear

Film / character study

A character animation built from illustrated keyframes.

Sherlock Holmes

Excerpt / narrative project

A detective-comedy scene with a deliberately theatrical, cardboard-like visual world.

Coraline

Film / character animation

Character animation developed from drawn keyframes into a finished sequence.

Androgene

Film / animation

An animated scene exploring form, movement and transformation.

The Goat in the Desert

Film / character animation

A playful character animation set in a desert environment.

Twig Doctor

Film / vertical animation

A character-animation study composed for a vertical frame.

Tools I build for production

Auteur / MyMovie Studio

An original production-planning and automation tool connecting creative planning with local AI workflows. Implemented application; capabilities and scope are documented in the engineering case study.

Homer Studio

An original native audio editor for recording, waveform work, playback and export, developed alongside my filmmaking practice. Implemented application; see the engineering case study and demonstration.

Full practice, project contributions and source links