
Dear Human,
My Muse
Little Martians
A Film by Vanesssa Rosa
Human Imaginarium Production



Little Martians are future beings who claim to be the creators of our reality. One of them wants to apologize to humanity.



Little Martians are seeds of Earth's life, unique in their skills and interests. They adapt to many environments, nurturing and blending with local life or creating new life forms from existing materials. They communicate through the 'Imaginarium', a network of simulations that connects all Little Martians. This virtual realm holds Earth's memories and imaginations, keeping the planet's legacy alive as they build new lives on other worlds.

This project is created with physical handmade ceramic pieces that are transformed into AI-powered avatars in a sci-fi universe. Using a variety of AI techniques, such as 3d scanning, LORA training, audio2face and more, the sculptures become generative characters that can tell their own stories. 'Dear Human, My Muse' is a character introduction for Verdelis, a plant humanoid Little Martian who lives in an abandoned biodome on Mars and has a deep empathy for humanity.

LITTLEMARTIANS.WORLD





Film Festivals

Winner

Korea International AI Film Festival | Global South Special Award | 2024
International Avant-Garde Film Awards | New York City, USA | Best Art Direction & Best Original Song | 2024
Cannes World Film Festival - Best Female Director Super Short Film - Cannes, France
CineTech Future Fest - Best Original Soundtrack - Opole, Poland
Reale Film Festival - REALITY AWARDS - Best Original Idea - Milano, Italy
Night of Shorts - BEST FILM - Milano, Italy

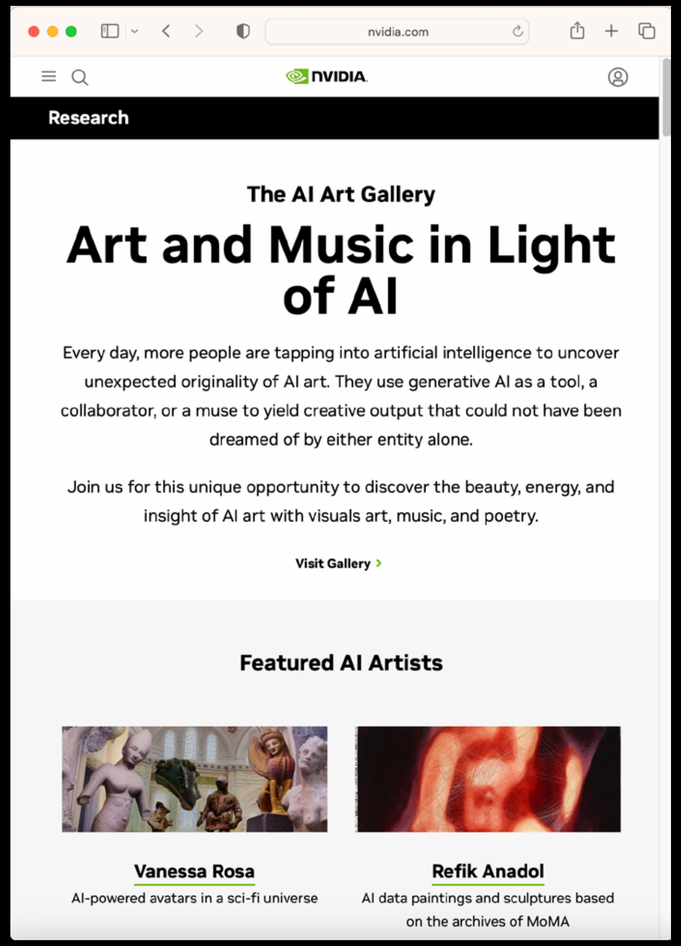
AA29 Video Project - Finalist - Caserta, Italy
Cannes World Film Festival - Finalist - Best Artificial Intelligence Film - Cannes, France

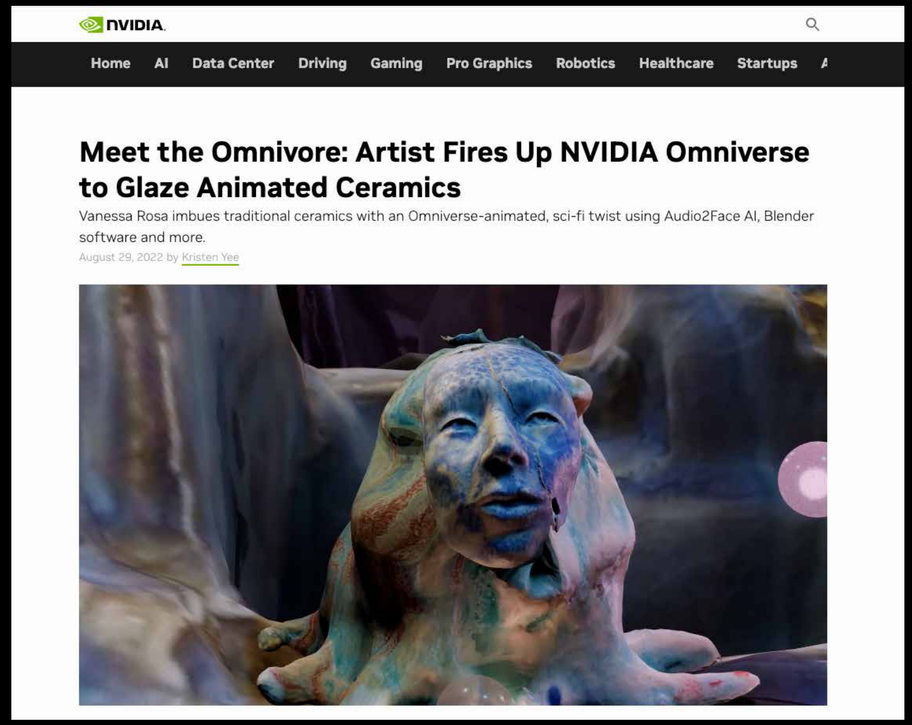
Monza Film Fest - Honorable Mention - Monza, Italy
Red Movie Awards - Best sci-fi - Honorable Mention - Reims, France Chroma Art Film Festival - Honorable Mention - Miami, USA

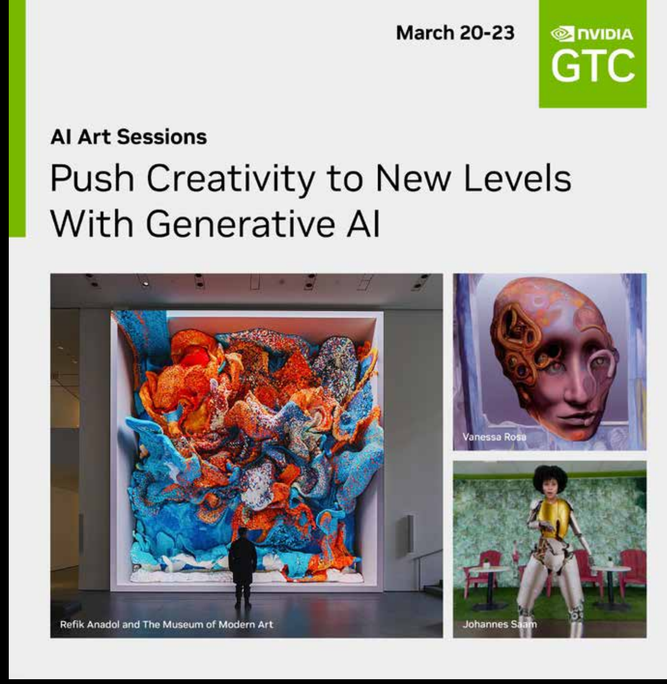
SHAPESHIFT FESTIVAL | Art&Technology Film | Sofia, Bulgaria | 2025AI Artist - AI generated - Official Selection - Beijing, China
ONED Art Experimental Film Festival - Made with AI tools - Official Selection - Toulouse, France
BAIFF (Burano Artificial Intelligence Film Festival) - Official Selection -Venice, Italy
Bengaluru International Short Film Festival - Official Selection - Bangalore, India

Little Martians has been featured in the Nvidia AI Art Gallery since March 2023.

Highlighted for cutting edge original blend of AI and traditional crafts











VERDELIS



Process

The creation of “Dear Human, My Muse” is a harmonious blend of traditional artistry and digital innovation. The process began with the creation of a ceramic sculpture, embodying the essence of the narrative’s protagonist, which was then digitized through 3D scanning. Utilizing the LORA AI technique from eden.art, the ceramic character was also reimagined into a customizable AI model, setting a digital stage for the narrative. The evolution of the lyrics was a collaborative effort with ChatGPT, improving the author’s rhymes, while the music was tailored to fit the animation’s mood through suno.ai, providing a distinct auditory backdrop that complements the visual storytelling.





Photos of Verdelis' ceramics







LORA model on eden.art



Output images with the character in a context and style guided by text prompts

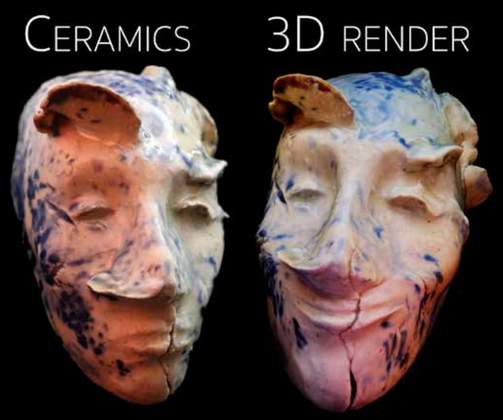




The animation phase brought the character to life, employing NVIDIA's Audio2face to animate the facial expressions of the 3D model, infusing it with emotional nuance. This was followed by the creation of animated 3D renders, which were artistically transformed using eden.art's vid2vid animatediff AI model.
The integration of AI transformed copyright-free footage from Pexels, along with the innovative use of real2real and img2vid techniques on top of the LORA model, introduced dynamic backgrounds and scenes.

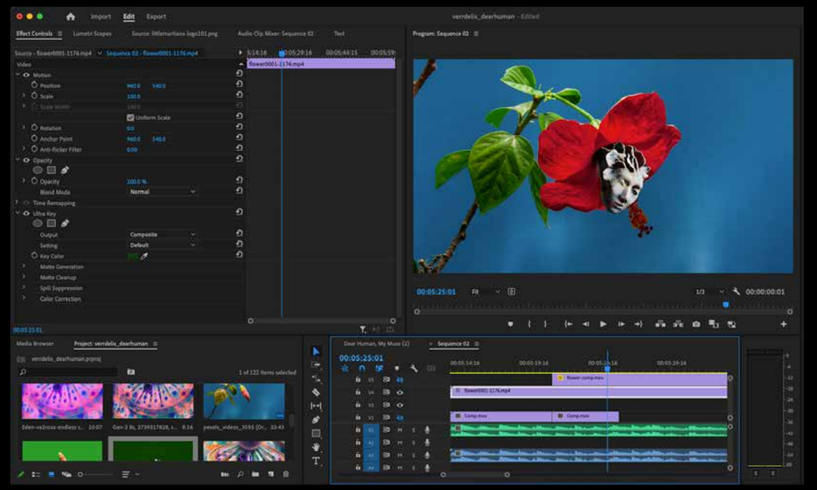


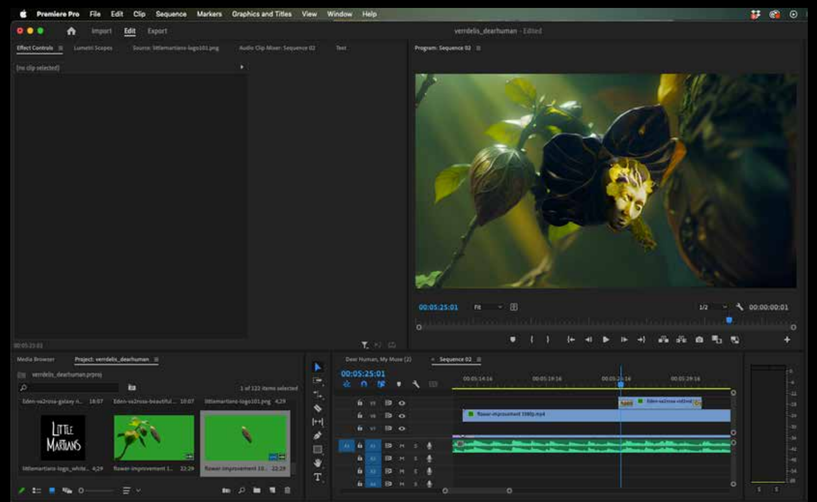




The final assembly of the animation was a meticulous process, utilizing Runway's Gen2 and greenscreen model for more visual effects and Ebsynth for precise motion control. The editing process was conducted in After Effects and Premiere Pro, where the various layers of visuals and music were seamlessly blended. This comprehensive approach, merging sculpture, AI, and digital rendering, resulted in a compelling and visually rich animation that tells a futuristic tale, highlighting the potential of combining traditional artistic methods with cutting-edge technology in storytelling.







Blend of Pexels's footage of flower blossoming with 3d render and AI vid2vid effect


3d render + vid2vid animate diff



The Filmmaker
Vanessa Rosa

writer/director/multimedia artist

Vanessa Rosa is a US based Brazilian visual artist. Her work merges physical and digital media into a storytelling continuum. Murals become portals to imaginary worlds with projection mapping, ceramics metamorphose into living entities with the aid of AI models. She creates fictional tales about world history, past and possible futures intertwined.

Vanessa started to do street art in 2010 in Rio de Janeiro, creating works that mixed elements from the local historical periods with the current environment. Her work gradually evolved into tales of world history and cultural exchange, from Portuguese Tiles, Islamic sacred Geometry, Chinese porcelain to the study of ethnomathematics and patterns within indigenous societies. She went from a completely free hand painting approach to a mix of several medias. After the 2020 pandemic, Vanessa dived into sci-fi and now she creates a fictional universe called Little Martians.

Vanessa has done mural paintings, exhibitions and other projects in South and North America, Europe, Africa and Asia. Some of the most important projects include: 'Little Martians', the children's book series 'Diana's World', comissions for UN Women, a large scale mural for Pioneer Works (New York City), participation in Street Heroines Documentary, mural for Le Centre in Cotonou (West Africa), and coordinated the Sankofa mural art project during Rio de Janeiro Olympic Games.



LORA image using another Little Martian character

Director’s statement



First Little Martian (2020)

In 2020, I began creating humanoid ceramic heads, calling them Little Martians for their delicate, ancient yet futuristic forms. Initially skeptical about humanity’s Mars exploration, my perspective shifted as I delved into speculative science literature, like Hans Moravec’s ‘Mind Children’. These readings expanded my understanding of potential future life forms, hybrid species that could regard us as ancestors. This insight helped me see the possibility of life thriving in harsh environments, such as Mars, mirroring our potential to better nurture life on Earth.

The Little Martians project evolved from these ideas, blending my ceramic artistic work with emerging technologies to imagine a universe where life expands across the cosmos, turning matter into consciousness. Through the animation of the Little Martian named Verdelis, I explore themes of life’s persistence and transformation, using the character’s interaction with the Imaginarium—a vast network storing Earth’s memories—to reflect on our interconnected existence.

This animation aims to resonate with viewers by illustrating the potential of AI and digital simulations to preserve and expand our collective memory and imagination. Verdelis’s journey through the alien landscape and the stories preserved within the Imaginarium invites contemplation of our place in the universe, emphasizing hope and continuity beyond our planetary boundaries.



3d render + vid2vid animate diff

Tecnical specs

Director, animator, sculptor & everything else - Vanessa Rosa
Animation created in March 2024

SUPPORTED BY EDEN.ART

HUMAN IMAGINARIUM is Vanessa Rosa's LLC

SOFTWARES USED
Polycam 3d - photogrammetry and LIDAR scans
Suno.ai - music creation
Blender - 3d animation
Nvidia's Omniverse - Audio2Face model for facial animation
Eden.art - LORA concept trainer, custom image generation and animation (img2vid & vid2vid)
Runway's Gen2 - custom animation from stills
Ebsynth - style transfer with detailed control
Premiere Pro and After Effects - video editing











Little Martians sculptures during the Bombay Beach Biennale 2024



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