

PROJECT ETERNAL

PROOF OF CONCEPT



SUBJECT: THE 1977 'STARCHILD'
TYPE: GENERATIVE AI VIDEO DEMONSTRATION



hollo 


DIGITAL NATION ENTERTAINMENT



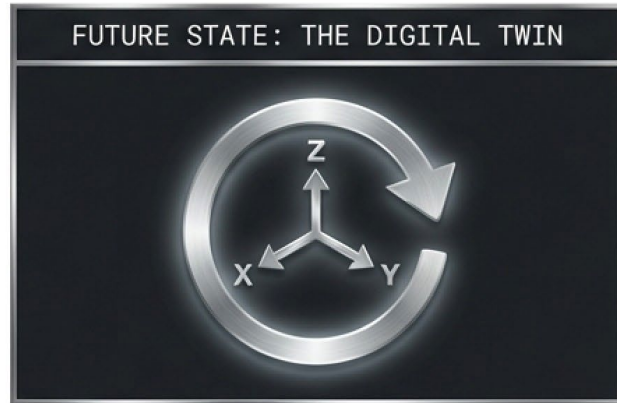
PREPARED FOR POPHOUSE ENTERTAINMENT
PARTNERS: DIGITAL NATION ENTERTAINMENT (DNE) & HOLLO.AI

MOVING BEYOND STATIC VIDEO

The objective is to define the technical and creative requirements for a generative AI recreation of the 1977 Paul Stanley.



Fixed linear media. Limited to existing angles and lighting. Non-interactive.



A reactive, directable entity. Capable of infinite performance variations, new camera angles, and real-time interaction.

THE GOAL: Creation of a 4-minute, 4K PoC demonstration featuring the “Starchild” performing signature moves and delivering epic stage raps.

THE ARCHITECTURE OF IMMORTALITY

LAYER 01: VISUALS & MOTION

PARTNER: DIGITAL NATION
ENTERTAINMENT (DNE)

- 3D Gaussian Splatting (Body Geometry)
- Volumetric Radiance Fields (Lighting/Texture)
- LoRA Training Pipeline (Movement/Swagger)



LAYER 02: BRAIN & VOICE

PARTNER: HOLLO.AI

- RealAvatar Facial Animation (Lip Sync/Micro-expression)
- RVC Voice Synthesis (Timbre/Tone)
- Personality Engine (Conversational Logic)

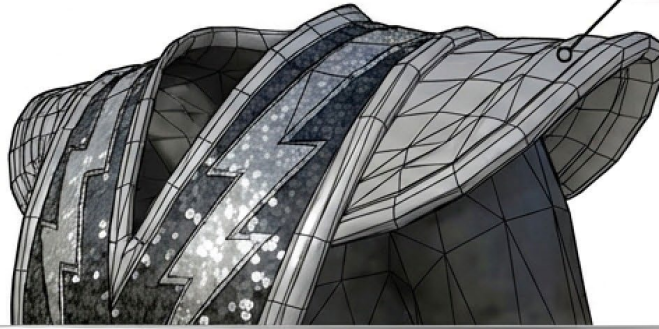
**OUTPUT: ONE SEAMLESS,
AUTONOMOUS AVATAR**

VISUAL FIDELITY: SOLVING THE “SEQUINS PROBLEM”

Why traditional meshes fail the KISS aesthetic.

The Challenge:

Traditional 3D meshes cannot calculate the millions of micro-reflections required for sequined costumes and feathered hair. The result is flat and plastic.



• **Standard Mesh:**
Loss of surface detail.

The Solution:

3D Gaussian Splatting (3DGS) & Volumetric Radiance Fields.

DNE synthesizes the likeness using point-cloud data to capture sub-millimeter details. Radiance fields ensure the avatar reacts to virtual stage lighting, preserving the essential ‘glitter’ and ‘shimmer’.



• **Gaussian Splat:**
Volumetric light capture.

**KEY PAYOFF:
THE GLITTER EFFECT
IS MATHEMATICALLY
PRESERVED.**

CAPTURING THE SWAGGER: THE LoRA PIPELINE



INGESTION

Source: 1974–1978
Archival Concert Footage.



CUSTOM LoRA MODEL

Low-Rank Adaptation Training.
The model is biased away from
generic movement and towards
specific character traits.



SIGNATURE MOVE OUTPUT

1. The High-Energy Jump
2. The Flamboyant Strut
3. Guitar Posture & Handling

TECHNOLOGY: CHARACTER-SPECIFIC LoRA
OBJECTIVE: ELIMINATE ROBOTIC MOVEMENT
RESULT: AUTHENTIC PHYSICAL PRESENCE

DIRECTABILITY VIA NATURAL LANGUAGE

Code to Reality

```
> INPUT_PROMPT: "Paul executes a high  
jump, lands in a low crouch, and points  
aggressively to the crowd."  
  
> RENDER_SETTINGS: 'Stage_Lighting:  
Spot_Red; Costume: 1977_LoveGun'  
  
> EXECUTE
```

REAL-TIME
GENERATION



This is not a pre-baked movie file. It is a **directable instrument**. The production team controls the performance using natural language, allowing for infinite variations of stage antics without manual key-framing.

THE DIGITAL BRAIN & VOICE

Powered by Hollo.AI



THE VOICE (RVC)

Retrieval-based Voice Conversion synthesizes new 'hype' lines and stage raps. The model is trained to match the authentic vocal timbre and range of the 1977 'Prime' era Paul Stanley.



THE FACE (REALAVATAR)

Proprietary facial animation drives lip-syncing and expression. Precision engineering ensures jaw aperture and facial muscles align perfectly with synthesized audio.



THE MIND (PERSONALITY ENGINE)

Configured on historical interviews to replicate personality and conversational tics. The avatar doesn't just look like Paul; it thinks and speaks like him.

DEFINED DELIVERABLES



01. GENERATIVE PoC VIDEO

Specs: One (1) 4-minute 4K Video File.
Content features the 1977 avatar performing signature moves, jumping, and delivering epic stage raps.



02. TECHNICAL MODEL LOG

Format: PDF / JSON.
A comprehensive summary of LoRA training results and the natural language prompt library developed to drive the performance.



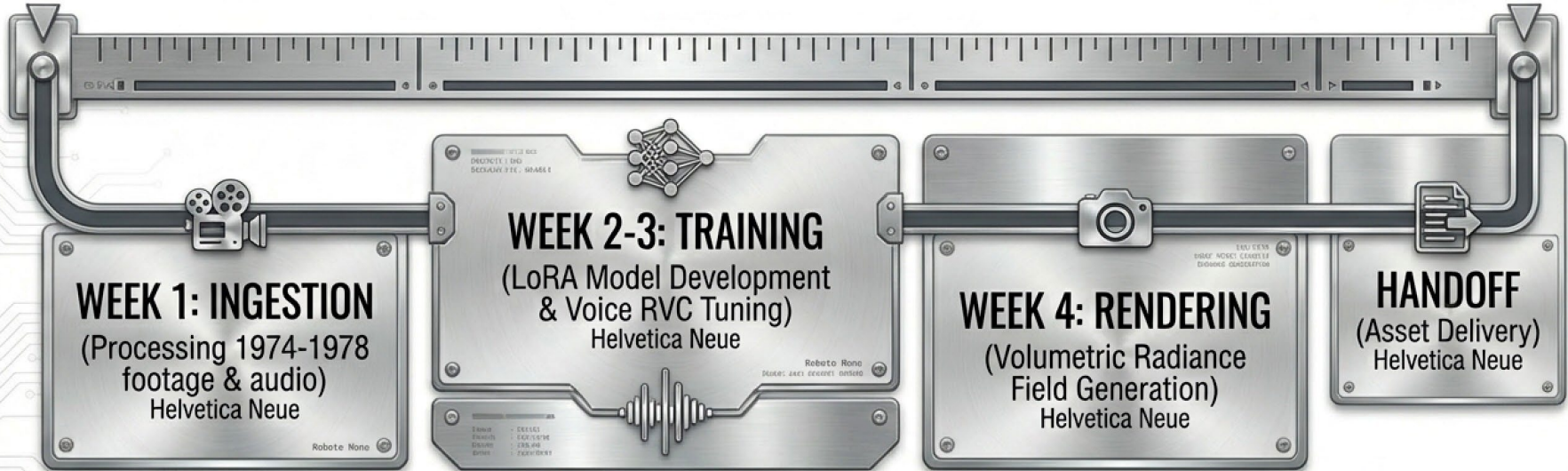
03. AI VOICE SAMPLE SET

Format: WAV / MP3 Batch.
A set of synthesized 'Stage Raps' demonstrating the ability to hype a crowd with localized custom dialogue.

PROJECT TIMELINE: 30-DAY SPRINT

JAN 15, 2026
COMMENCEMENT
Roboto Mono

FEB 15, 2026
FINAL DELIVERY
Roboto Mono



FINANCIAL INVESTMENT

\$25,000 USD

TOTAL FIXED FEE

- INCLUDES ALL R&D AND COMPUTE COSTS
- LoRA TRAINING & MODEL WEIGHT GENERATION
 - FINAL 4K VIDEO RENDERING
- HOLLO.AI INTEGRATION & VOICE SYNTHESIS

THE GATEWAY TO INFINITE CONTENT

This Proof of Concept validates the pipeline. Once the model is trained, the 'Starchild' is no longer bound by time, aging, or geography.

- **PERFORM ANYWHERE**
- **SAY ANYTHING** (Localized Crowd Work)
- **LIVE FOREVER**



**PROJECT COMMENCEMENT:
JANUARY 15, 2026**