

AI Screenplays



Generating Long Documents

- **AI can be used to generate long, coherent text documents**
- **Books, reports, screenplays**
- **Today we will build an agentic flow to generate screenplays for movies**
- **This flow architecture can be generalized to other long text documents**

Challenge: "One-Shot" Long-Form

- **It is difficult for an AI to generate a long coherent document in one-shot**
- **Local vs global – the AI is good at writing small parts, but cannot maintain coherence across whole document**
 - **Becomes “lost in the middle”**
 - **Context drift – deep into the document, the AI can hallucinate or lose focus of what to write**

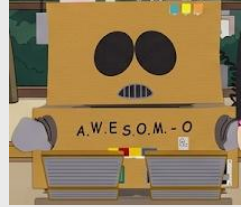
Movie Screenplays

- **Screenplays have many different elements the AI needs to capture**
 - **Story shape**
 - **Goals of “sequences” in the movie**
 - **Scene action and dialogue**
- **Hierarchical structure of a screenplay**
 - **Premise – basic elements of the movie**
 - **Story arc – high level plot structure**
 - **Sequences - more detailed plot**
 - **Scenes – even more detailed plot**

Screenplay Flow



Premise Agent



- **A chat agent that discusses with you what your movie is about**
 - **Title, logline (like an executive summary), characters, genre, central conflict**
- **You can ask the agent to give ideas for the plot if you are stuck**
- **This chat can take a few minutes even if you have a general sense about your movie (takes time to specify all the major elements of the movie)**
- **This agent then creates a file `premise.json`**

Premise.json

```
{
  "project_id": "shadow_of_the_dark_world_20260402_025456",
  "title": "Shadow of the Dark World",
  "writers": [
    "TBD"
  ],
  "source_script": null,
  "format_notes": "Awesome-0 generated this from a CLI chat.",
  "logline": "A seemingly ordinary young man, Link, is thrust into a perilous quest after his uncle is gravely wounded rescuing Princess Zelda. He must gather legendary artifacts, wield the fabled Master Sword, and confront a malevolent wizard to prevent the dark lord Ganon's release and the conquest of their world.",
  "genre": [
    "fantasy",
    "action",
    "adventure"
  ],
  "themes": [
    "hero's journey",
    "destiny",
    "courage in the face of overwhelming evil",
    "good versus evil",
    "sacrifice"
  ],
}
```

Premise.json

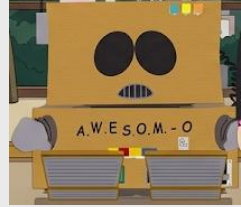
```
"central_conflict": "Link's race against time to understand and embrace his role as a hero, stopping the sorcerer Aghanim from sacrificing Princess Zelda and six other maidens, a ritual that would unleash the ancient evil Ganon from the corrupted Dark World upon the Light World.",  
"setting": {  
  "primary_time": "High fantasy era, contemporary-feel for characters",  
  "primary_places": [  
    "Hyrule Castle",  
    "Kakariko Village",  
    "Eastern Palace",  
    "Lost Woods",  
    "Dark World"  
  ]  
},  
"protagonists": [  
  {  
    "name": "Link",  
    "role": "Unassuming hero, destined to wield the Master Sword",  
    "want": "To save his uncle, rescue Zelda, and ultimately prevent Aghanim and Ganon from destroying Hyrule."  
  }  
],  
"key_antagonist": {
```

Premise.json

```
"protagonists": [  
  {  
    "name": "Link",  
    "role": "Unassuming hero, destined to wield the Master Sword",  
    "want": "To save his uncle, rescue Zelda, and ultimately prevent Aghanim and Ganon from destroying Hyrule."  
  }  
],  
"key_antagonist": {  
  "name": "Aghanim",  
  "role": "Evil sorcerer, Ganon's pawn",  
  "want": "To seal the seven maidens, including Princess Zelda, to open a portal to the Dark World and release Ganon."  
},  
"key_ally": {  
  "name": "Sahasrahla",  
  "role": "Village elder, wise man, guide",  
  "want": "To guide Link to acquire the Master Sword and stop Aghanim's plans to release Ganon."  
},  
"stakes": "The total conquest of the Light World by the dark lord Ganon, resulting in the enslavement or destruction of its inhabitants."  
}
```

Ctrl+L to chat Ctrl+K to generate

Arc Agent

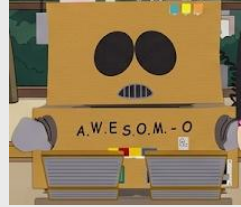


- **A chat agent that discusses your movie story arc**
 - Arc consists of multiple acts
 - Agent takes `premise.json` as input for context
- **You tell the agent what happens in each act, then ask it to draft the act, one at time**
- **Premise file gives it context for the story arc**
- **This agent then creates a file `arc.json`**

Arc.json

```
{
  "act": 3,
  "label": "Battle Aghanim and the Dark World",
  "approx_pages_note": "This act, encompassing the climax and a major cliffhanger, will likely be around 20-30 pages of a 120-page screenplay.",
  "dramatic_question": "Can Link defeat Aghanim, save Zelda and the other maidens, and prevent Ganon from conquering their world, even when cast into the heart of darkness?",
  "summary": "With the three Pendants collected, Sahasrahla telepathically guides Link to the Lost Woods. There, Link finds the Master Sword embedded in a stone; the pendants activate the legendary blade, allowing him to pull it free and unleashing a wave of energy that clears the woods. Immediately, Zelda telepathically contacts Link with a desperate plea, revealing she's been found and taken back to the castle. Link races back to Hyrule Castle using his Pegasus Boots, battling an army of enchanted soldiers with his newfound sword skills. He confronts Aghanim, who is performing a ritual on a sleeping Zelda. Aghanim zaps Zelda away, revealing he has gathered all seven maidens, descendants of the ancient wise men who sealed Ganon, and plans to break the seal to unleash the dark lord upon the Light World. Link engages Aghanim in a fierce duel, deflecting fireballs with the Master Sword, eventually wounding the sorcerer. In a final act of malice, Aghanim banishes Link to the desolate, ominous Dark World, where he lands on the Great Pyramid. Sahasrahla's telepathic voice once again reaches Link, explaining that the seal is breaking and tasks him with rescuing the seven maidens, starting with one in the Dark Palace, to thwart Ganon's complete release and break the barrier to Aghanim's new lair in Ganon's Tower.",
  "turning_point_end": "Aghanim banishes Link to the corrupted Dark World, setting the stage for a new, desperate quest as the ultimate evil, Ganon, looms large.",
  "must_hit_beats": [
    "Sahasrahla telepathically guides Link to the Master Sword's location in the Lost Woods.",
    "Link finds the Master Sword; the three Pendants activate it, allowing him to pull it from the stone, which releases a wave of energy clearing the woods.",
    "Zelda telepathically contacts Link, revealing she's been captured and taken back to Hyrule Castle.",
    "Link races back to Hyrule Castle, using Pegasus Boots, and battles through a gauntlet of powerful, enchanted soldiers.",
    "Link confronts Aghanim, who zaps Zelda away, having gathered all seven maidens to break Ganon's seal.",
    "Aghanim reveals his plan to unleash Ganon from the Dark World to conquer the Light World.",
    "Link battles Aghanim, deflecting fireballs with the Master Sword, eventually wounding the sorcerer.",
    "Aghanim banishes Link to the Dark World.",
    "Link lands on the Great Pyramid in the desolate Dark World.",
    "Sahasrahla telepathically instructs Link to rescue the seven maidens (including Zelda) to break the barrier to Ganon's Tower, guiding him to the first maiden in the Dark Palace."
  ],
  "midpoint_note": null
}
```

Sequence Agent

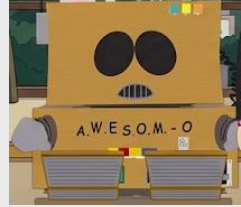


- **An automated agent (no chat) that writes the sequences of the movie for each act**
- **Inputs per sequence**
 - **Premise.json, arc.json – give agent global view of the movie**
 - **All previous sequences generated so far – give agent local context for what should happen next**
- **Primary sequence elements**
 - **Goal – what is the narrative purpose of this sequence**
 - **Key locations – locations in the sequence**
 - **Exit beat – how the sequence ends and transitions to next sequence**
- **This agent then creates a file sequence.json**

Sequence.json

```
{  
  "project_id": "shadow_of_the_dark_world_20260402_025456",  
  "sequence_count": 8,  
  "note": null,  
  "sequences": [  
    {  
      "id": "SEQ1",  
      "title": "Zelda's Urgent Plea",  
      "act": 1,  
      "goal": "To establish Link's call to adventure, his initial motivation (saving his uncle and Zelda),  
and to equip him with his first tools for the perilous journey ahead.",  
      "emotional_tone": "Urgent, sorrowful, determined",  
      "key_locations": [  
        "Link's Home",  
        "Hyrule Castle (Outer Walls)"  
      ],  
      "exit_beat": "Armed with his uncle's sword and shield, Link steels himself, ready to infiltrate the  
formidable Hyrule Castle and rescue Princess Zelda."  
    },  
  ],  
}
```

Scene Agent



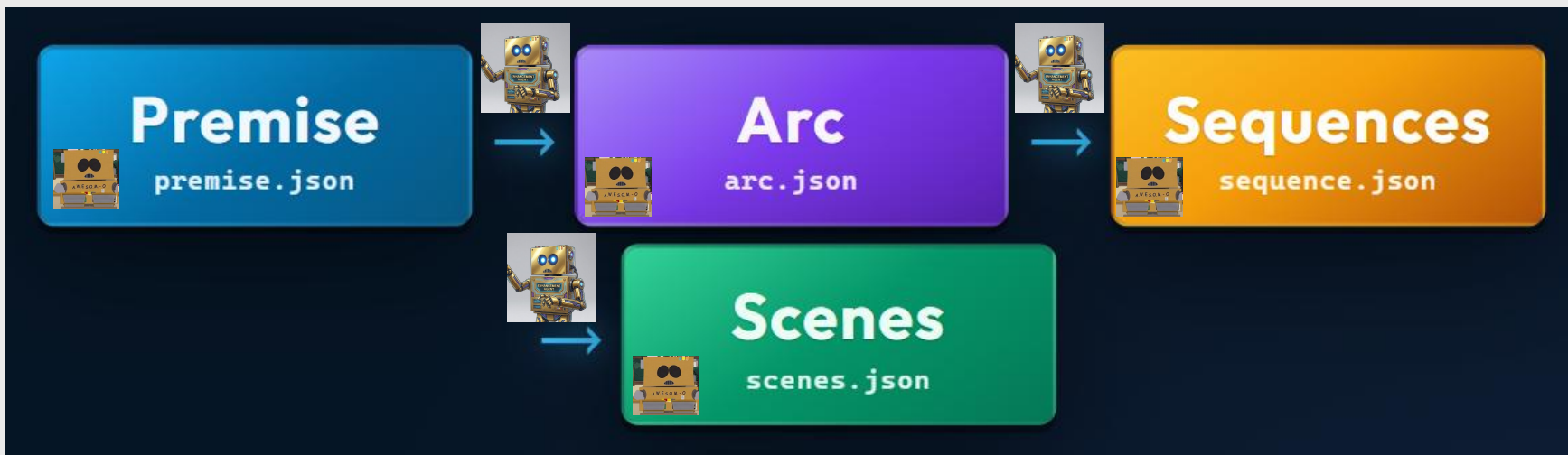
- **An automated agent (no chat) that writes the scenes of the movie for each sequence**
- **Inputs per sequence**
 - **Premise.json, arc.json, sequence.json** – give agent global view of the movie
 - **All scenes generated so far in this sequence and the previous sequence** – give agent local context for what should happen next
- **Primary scene elements**
 - **Slug line** – location of the scene
 - **Blocks** – series of actions and dialogues in the scene
- **This agent then creates a file scenes.json**

Scenes.json

```
"scenes": [  
  {  
    "id": "S0001",  
    "slug_id": "SEQ1-01",  
    "slugline": "INT. LINK'S HOME - NIGHT",  
    "line_start": null,  
    "sequence_id": "SEQ1",  
    "blocks": [  
      {  
        "kind": "action",  
        "text": "A soft glow from a nearby lantern casts long shadows across the simple, familiar room. LINK, a young man with a kind face, sleeps soundly in his bed."  
      },  
      {  
        "kind": "action",  
        "text": "Suddenly, a piercing, desperate WHISPER echoes in his mind, not heard through his ears, but felt deep in his skull."  
      },  
      {  
        "kind": "action",  
        "text": "He jolts awake, eyes wide, disoriented. The whisper intensifies, forming words."  
      },  
      {  
        "kind": "dialogue",  
        "character": "ZELDA (V.O.)",  
        "lines": [  
          "Link... help me... I'm trapped in the castle... Aghanim... has me..."  
        ],  
        "parenthetical": null  
      },  
      {  
        "kind": "action",  
        "text": "Link clutches his head, a jolt of pain, as visions flash through his mind: the cold stone walls of HYRULE CASTLE, Princess ZELDA's terrified face, the menacing silhouette of a SORCERER."  
      },  
    ]  
  }  
]
```



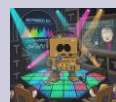


Enhancement Agents

- We can improve the agentic flow by using agents to enhance intermediate outputs
 - Write better sequences or scenes
 - Clean up the premise
 - Make the arc more creative



Generalizing to Other Documents

- By modifying the agent prompts, this hierarchical flow can be used for other long text documents

Document	Premise	Arc	Sequence	Scene	Artist Rendering
Book	Premise	Table of contents	Chapter	Sub-chapter	
Podcast	Concept	Flow, format	Segment	Beat	
Song	Premise	Structure (verse, hooks, coda)	Verse	Couplet	
Lecture	Learning objective	Outline	Module	Slide	
Business plan	Value prop	Outline	Section	Sub-section	

Coding Session

- Write a short screenplay using Awesome-O
- Add enhancement agents to the agentic flow
- Modify Awesome-O for different document types

