

# MVPrompt: Building Music-Visual Prompts for Al Artists to Craft Music Video Mise-en-scène



ChungHa Lee Presenter



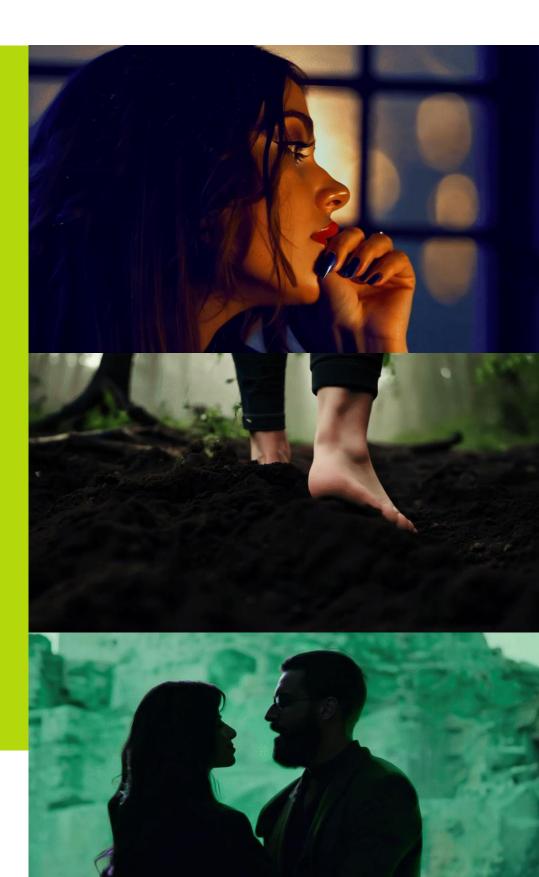
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### INTRODUCTION

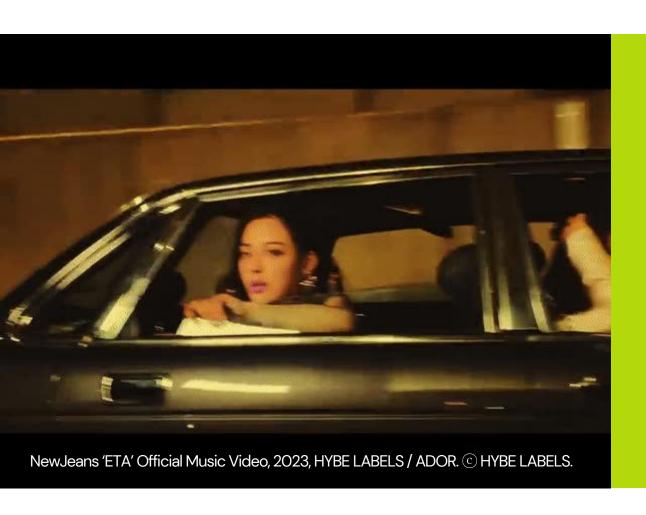


Music videos have traditionally been the domain of experts, but with text-to-video generative Al models, <u>Al artists can now create music video scene</u> more easily [37].

<u>Mise-en-scène</u>, rooted in film theory, focuses on harmoniously arranging all visual components within a scene to convey semantic meanings [57].



### INTRODUCTION

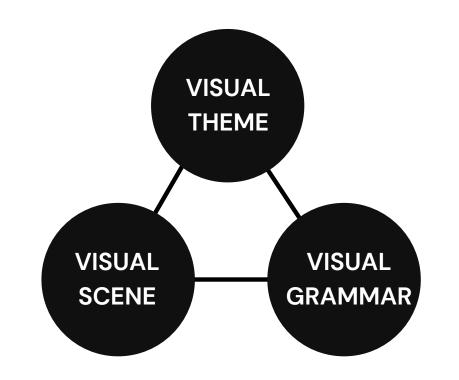


Videos convey dynamic information, making it difficult to refine them without expertise in video production [36, 89] – especially in music videos where maintaining visual coherence and conveying music is essential [79].

Accurately reflecting the desired <u>mise-en-scène remains challenging for</u>
Al artists without specialized knowledge [20], highlighting the need for prompt supportive tools.



In our study, we introduce MVPrompt (Music-Visual Prompt), a prompt-supportive tool designed to support Al artists in making music video scenes with music-visual mise-en-scène.



Three Mise-en-scène Features for Music Video Scene Prompts



CoT-based four phases of the creative dialogue

Desired music video scene with MVPrompt



### RELATED WORKS

01

GenAl Video
Production and
Creative Needs
of Al Artists

02

Mise-en-scène in Music Videos

03

Needs for Prompt Supportive Tools for Text2Video



### GenAl Video Production and Creative Needs of Al Artists



Joy Buolamwini / Mario Klingemann / Songwen Chung

Al artists are human creators who leverage GenAl to engage in artistic process [3, 10, 77].



Recent GenAl video tools allowed for high-quality video creation, to produce <u>longer videos</u> [41, 50].



#### Mise-en-scène in Music Videos



Music videos extend auditory sensations into a visual form, offering a medium to convey the experience of music [26, 82].

e.g., Fast-tempo music paired with dynamic visuals conveys energy and excitement

The Congruence-Association Model [79]

Audio-Visual Synchrony [15, 18]



#### Mise-en-scène in Music Videos



e.g., **Slow-tempo music** paired with smooth, flowing visuals conveys calmness

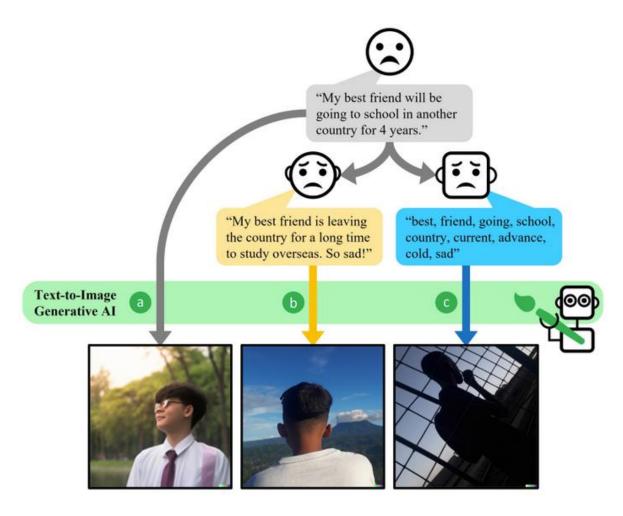
Music videos extend auditory sensations into a visual form, offering a medium to convey the experience of music [26, 82].

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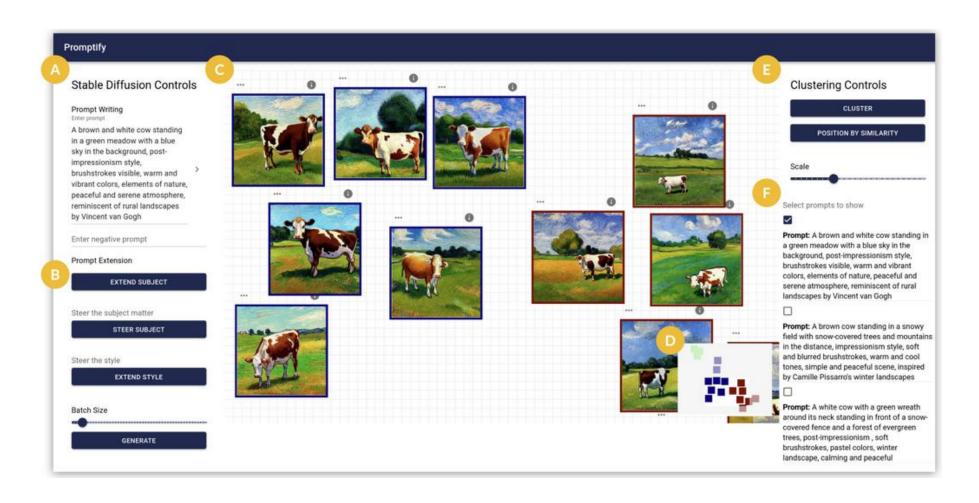
Audio-Visual Synchrony [15, 18]



# Needs for Prompt Supportive Tools for Text2Video



RePrompt, Wang et al., CHI 2023



Promptify, Brade *et al.*, UIST 2023



# Needs for Prompt Supportive Tools for Text2Video



Enhancing text prompt with AI may lead to the *one-size-fits-all solution* [56]

Unlike previous studies and services, our research adopts a more personalized approach by capturing the creative intentions of Al artists.



#### DESIGN WORKSHOP

#### Participants and Procedure

- With seven music video experts (via Zoom)
- Experts had over three years of experience planning, directing, filming and editing music videos respectively (See Table 1 for the details)







**PLANNING** 

**Explore images and videos** to deepen the key visual theme

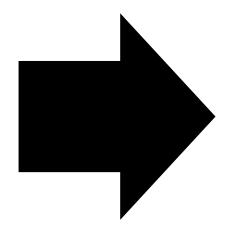
**DIRECTING** 

**EDITING** 

**FILMING** 



**PLANNING** 



**DIRECTING** 



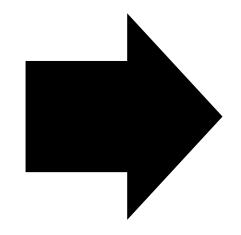
Overseeing the props to express the theme

**EDITING** 

**FILMING** 



**PLANNING** 



**DIRECTING** 

Adopt the appropriate shot to reflect the music

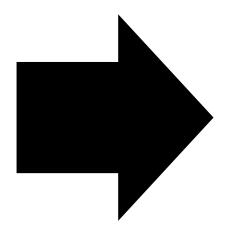
**FILMING** 



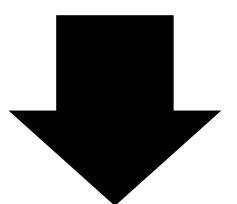
**EDITING** 



**PLANNING** 



DIRECTING

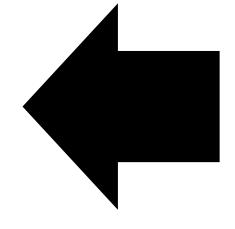


FILMING

Adjust scene transitions to match the tempo



**EDITING** 





# Key Elements of Music Video Production with Generative Al

Suggestion of Music-Driven Theme

Prompt Specification for Music Video Scene

Instructional Guidance on Arrangement and Camera Shots

Dialogue-based Creative Context for Mise-en-scène e.g., Dark and intense music → Striking and contrasting colors



natural light at 2 PM



artificial light in a dark alley



Providing explanations of film grammar terms like "rule of thirds" or "over-the-shoulder shot"

"Like layering a cake, it is important to start by clarifying the overall theme, ..., after that, the conversation can move on to more specific elements." - E2



# Mise-en-scène Features for Music Video Scene Prompts

01

#### **Visual Theme**

The key visual that determines the overall tone and manner, represented as the **aesthetic theme** 

02

#### **Visual Scene**

The core elements that compose the scene: objects, background, colors, and lighting

03

#### Visual Grammar

The compositional elements that decide how components should be presented: arrangement and camera shots



### Design Goals for MVPrompt

DG	STAGE	DESCRIPTION	
1	Planning & Directing	Recommend visual themes and images based on the musical features	
2	Filming & Editing	Support concretizing visual scenes and grammar via dialogue	
3	All Stages	Easily guide users to determine visual mise-en- scène step-by-step	



#### **MVPROMPT**

Stage 1. Visual Theme



#### B. Interactive Dialogue Visual Scene & Grammar

Stage 2. Visual Scene & Grammar



B-1. The dialogues for specifying visual scene (objects, background, color, lighting) prompt

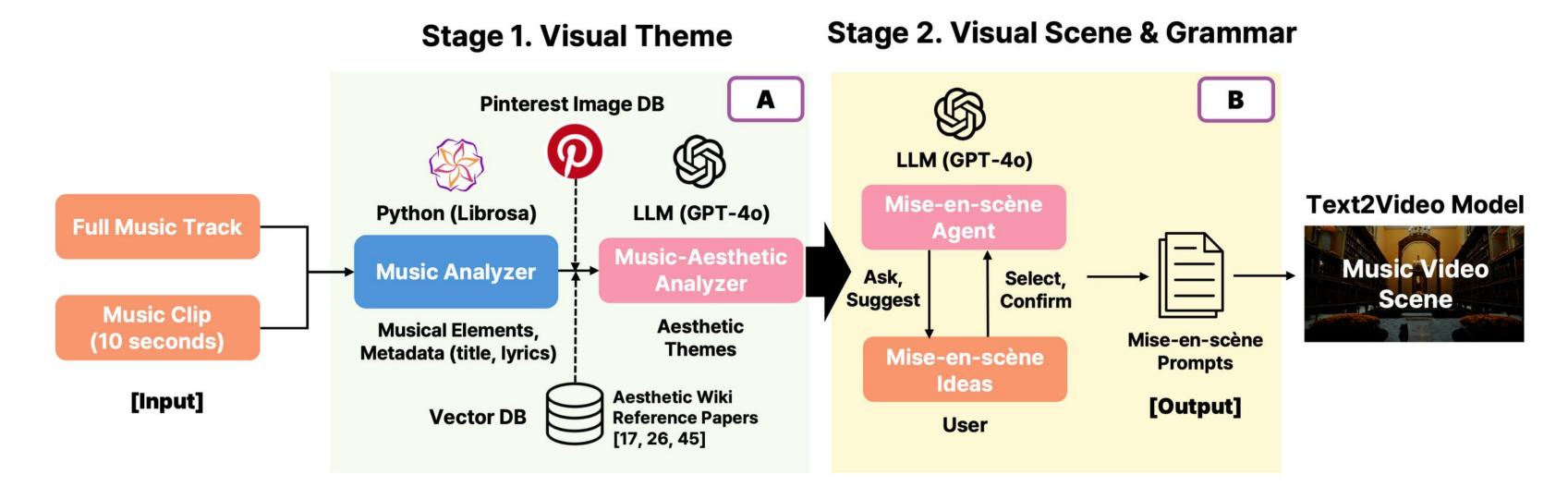
B-2. The dialogues for specifying visual grammar (arrangement, camera shot) prompt

MVPROMPT: BUILDING MUSIC-VISUAL PROMPTS FOR AI ARTISTS TO CRAFT MUSIC VIDEO MISE-EN-SCÈNE



### **MVPROMPT**

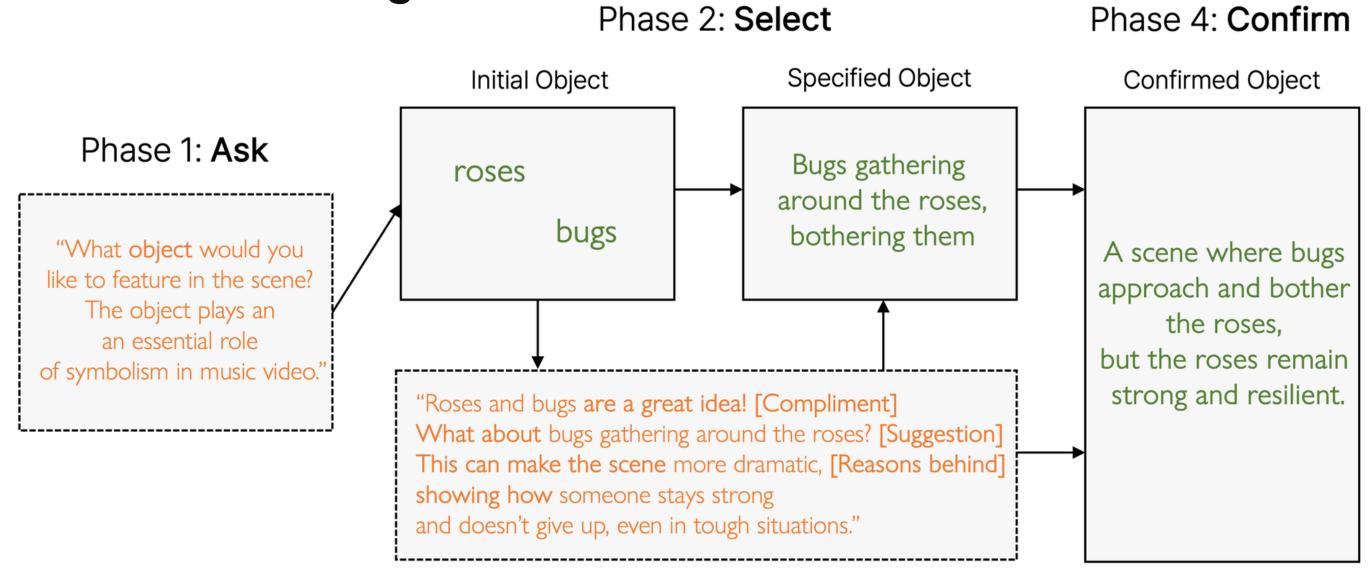
#### System Structure





### **MVPROMPT**

#### 4-Steps for Creative Dialogue



Phase 3: Suggest



#### **USER STUDY DESIGN**

#### **Study Protocol & Setup**

SYSTEM	VECTOR DB	MUSIC ANALYZER	STAGE 1 AESTHETIC ANALYZER	STAGE 2 4-STEPS DIALOGUE
MVPrompt	0	0	0	0
w/o Visual Theme	0	0	X	0
w/o Visual Scene & Grammar	0	0	0	X
Baseline	0	X	X	X

We designed an ablation study to examine the impact of individual stages of MVPrompt.



#### **USER STUDY DESIGN**

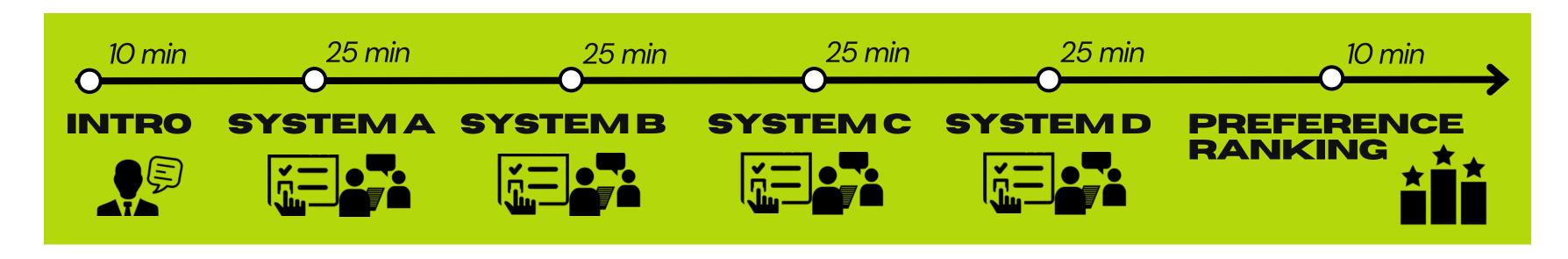
#### **Participants**

- Based on the principles of "*low thresholds, high ceilings, and wide walls*" [71, 76], we recruited **24 Al Artists** who actively use GenAl tools for video production as job or personal projects.
- Participants had over six months of experience in GenAl video production (See Table 3 for the details).
- With a within-subject design, we used complete counterbalancing, each participant engaging 120 minutes.



#### **USER STUDY DESIGN**

Methodology Rrunway (Gen-3 Alpha model)



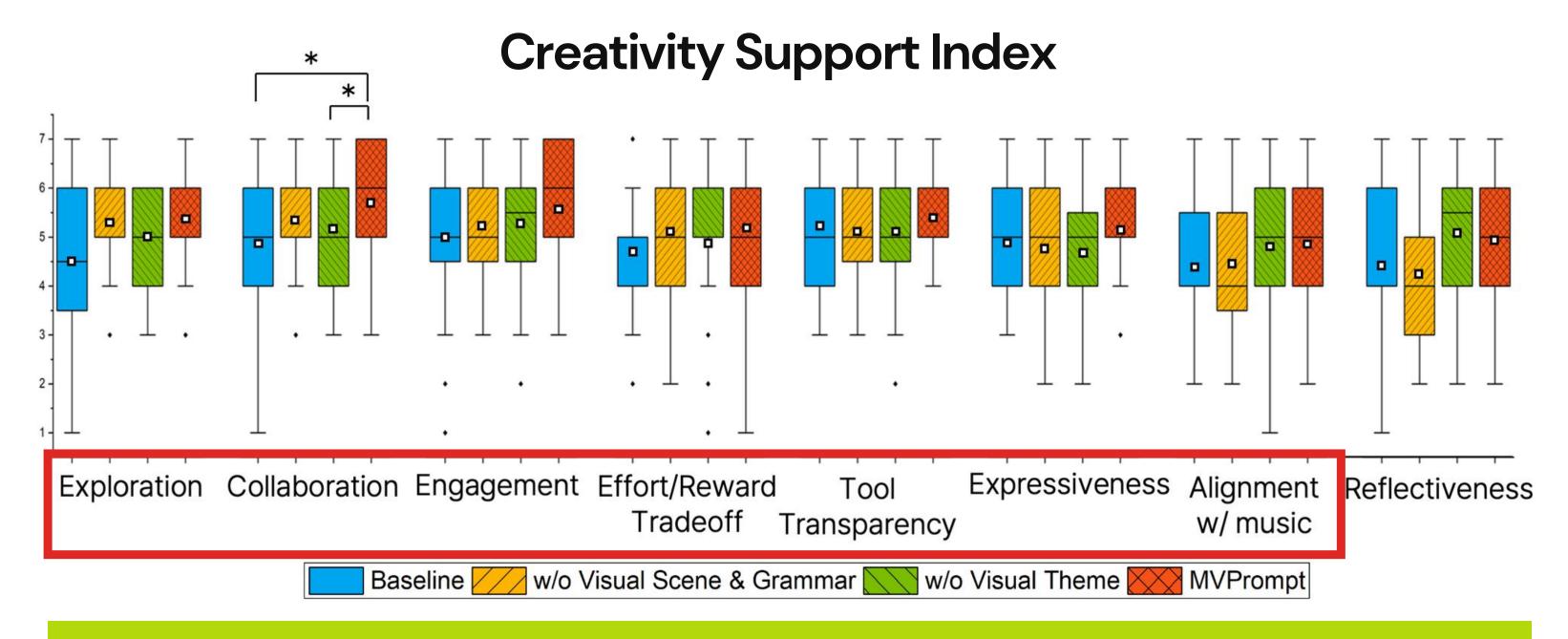
We compared user's creative experiences across the four system utilizing...

- Creativity Support Index (CSI) [11]
- Experience of Creating Music Video Scene Prompts [68]
- Learnability Survey
- Preference Ranking



### FINDINGS

**Friedman Test** for non-parametric testing **Benjamini-Hochberg** for multiple comparison

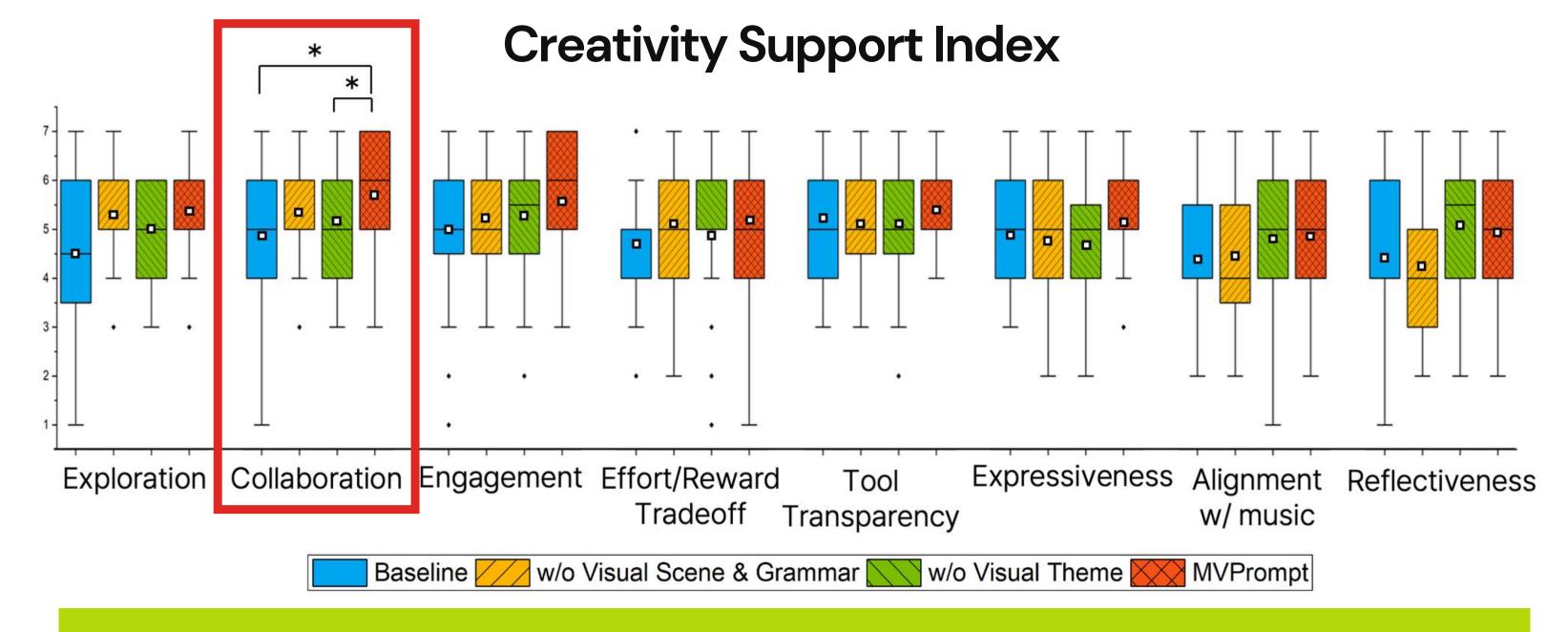


MVPrompt scored highest average across the four systems except for Reflectiveness.



### FINDINGS

**Friedman Test** for non-parametric testing **Benjamini-Hochberg** for multiple comparison



Participants rated MVPrompt as the best system they collaborated in the process.



Chosen aesthetic theme: Lovecore



PHASE 1: ASK PHASE 2: SELECT PHASE 3: SUGGEST

PHASE 4: CONFIRM





Chosen aesthetic theme: Lovecore



PHASE 1: ASK PHASE 2: SELECT PHASE 3: SUGGEST

PHASE 4: CONFIRM





Chosen aesthetic theme: Lovecore



PHASE 1: ASK PHASE 2: SELECT

PHASE 3: SUGGEST

PHASE 4: CONFIRM





Chosen aesthetic theme: Lovecore



PHASE 1: ASK PHASE 2: SELECT PHASE 3: SUGGEST

PHASE 4: CONFIRM





#### P7's scene generated with MVPrompt

**Aesthetic Theme: Lovecore** 

Objects/People: Hamsters holding heart-shaped guitars, wearing sunglasses,

with fluffy fur, each playing instruments

Background: Apartment living room with pink wallpaper, pink mood lamp in the

back

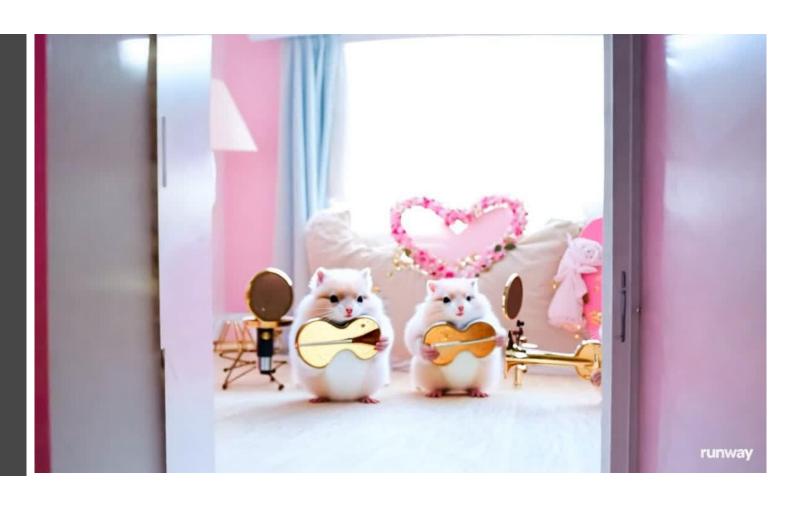
Color Scheme: Pastel pink, pop pink, white, with gold and silver accents

Lighting: General brightness, soft and diffused lighting

Arrangement: Triangular arrangement of hamsters playing instruments

Camera Shot: Full shot of the apartment, moving through a window to show the

living room





Baseline received the lowest average score across six CSI items, including Collaboration.



"I had imagined a dark and intense mood for this song, but the system suggested a symbol of light. It didn't match the music at all." - P6

"It suggested elements for the music video, but **it was hard to explore how to turn those elements into moving scenes**." - P2O





### Shaping Expressive Visuals in Each Stages

**Stage 1. Visual Theme** 

Stage 2. Visual Scene & Grammar

Defining a theme from the music helped to determine the tone and manner of the scene.



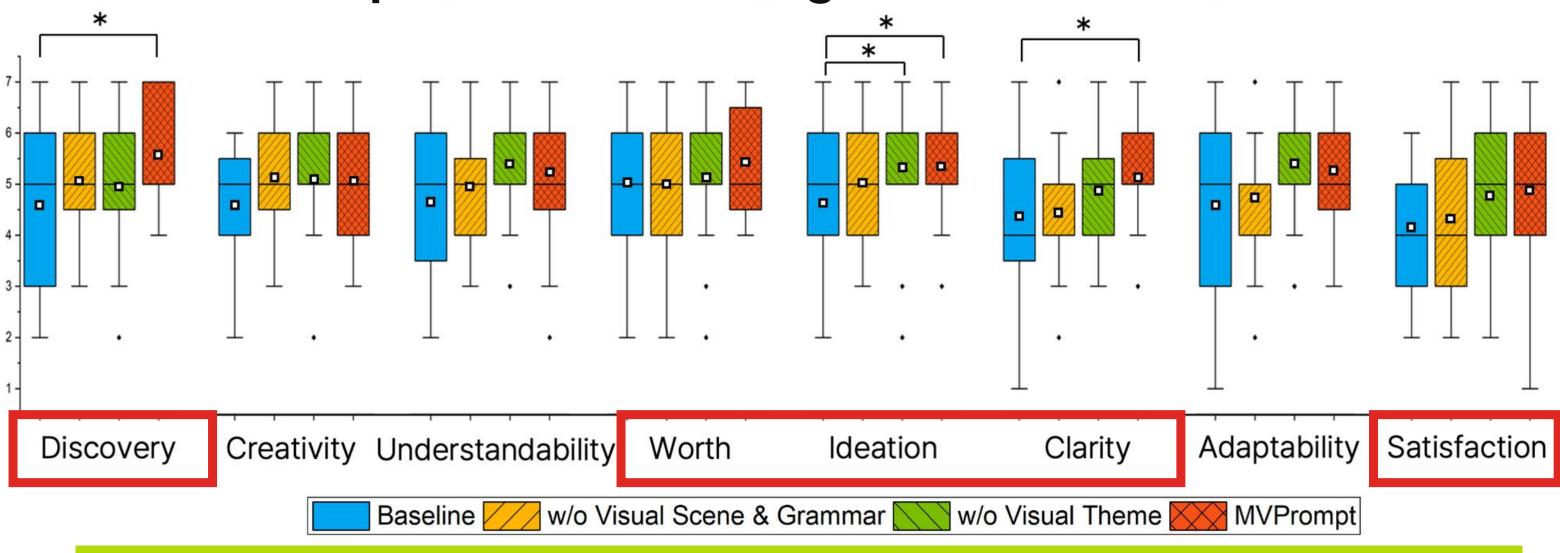
4-step dialogue assisted artists easily adjust scene while understanding creative intent.



### FINDINGS

**Friedman Test** for non-parametric testing **Benjamini-Hochberg** for multiple comparison

#### Experience on Making Music Video Scene



MVPrompt had the highest average score in five items : Discovery, Worth, Ideation, Clarity, and Satisfaction.



# Balancing Guidance and Creative Freedom in Ideation



Aesthetic Theme : Cyberpunk



Refining mise-en-scène elements through dialogue supported idea generation, but MVPrompt's combined approach was more effective.

"The suggest felt like **a non-traditional take**, so I accepted the aesthetic theme and made my scene through dialogue." - P1

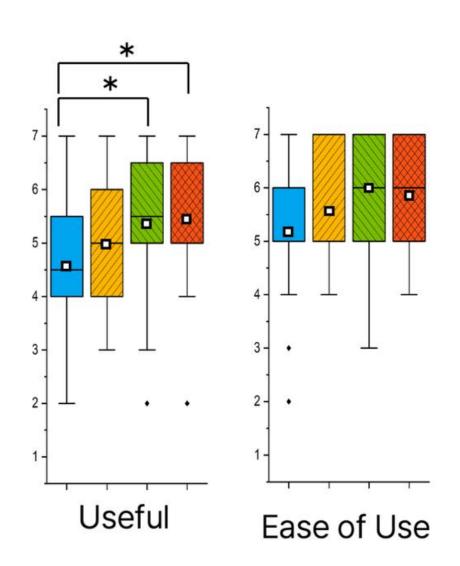


However, we also found that participants felt MVPrompt's theme image suggestion and dialogue features limited their freedom in conversation.

"Although it's convenient to receive guidance on prompts, **I find it challenging to** lead the conversation my way or reflect my creative elements." - P18



### Useful and Easy Mise-en-scène Guidance

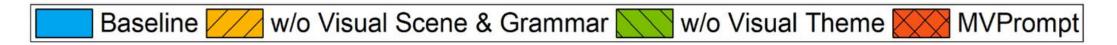


While MVPrompt and w/o Visual Theme was significantly more useful than the Baseline, w/o Visual Theme was the easiest system among the four systems to use.

"The aspects related to **cinematography are diverse and professional**, so the system's suggestions were helpful." - P4

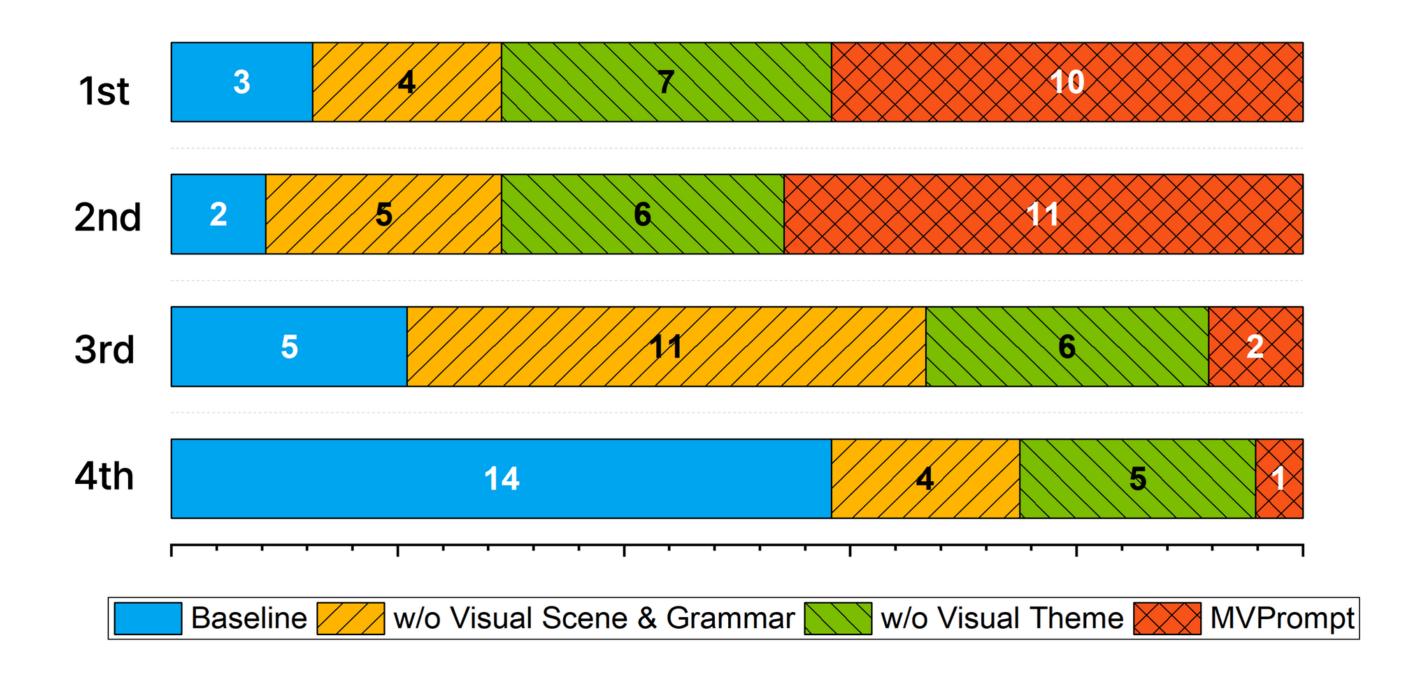
Participants found it challenging to use the systems without guided dialogue – feeling it less useful to make music video scenes.

"It provided a bulk list of elements to include in the prompt, making it hard to determine which ones were important." - P23





### Preference Ranking for Creative Process





#### DISCUSSION

01

Transferring
Expert's
Knowledge to
Al Artists

02

Dynamics between Artists' Creativity and Al Recommendations

03

Limitations & Future Work



# Transferring Expert's Knowledge to Al Artists

Because mise-en-scène broadly applies to the aesthetic composition of video content [21, 31, 57], our framework can be extended beyond music videos to include film, dramas, and ads.







The method of providing creative context may vary by the type of the content, but general structure remains applicable across various types of video production.



# Dynamics between Artists' Creativity and Al Recommendations

Existing research suggests that artists tend to accept Al recommendations because Al tools enhance productivity in the creative process and provide novel inspiration [7, 90].



However, our findings raised the importance of designing Al tools that support artist in expanding unique creative visions without overshadowing their autonomy.



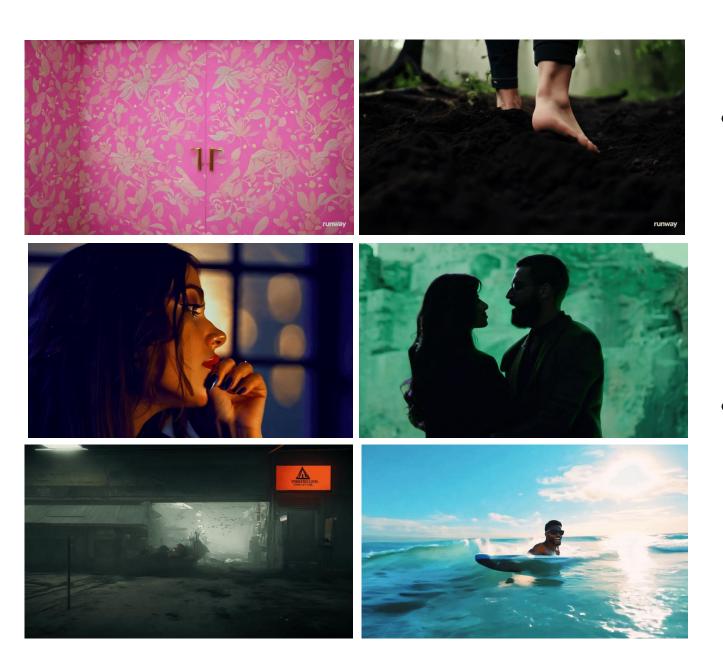
#### Limitations & Future Work

• As each Al artist created eight scenes within 120 minutes, future research could explore a broader range of music to better understand the system's capabilities.

• As we focused on text2video workflows, future research should investigate working with image-based video production to provide a broader perspective on its potential use cases.



### CONCLUSION



- We introduce MVPrompt, a tool that helps Al artists create music video scenes by structuring mise-en-scène into themes, scenes, and grammar.
- Through a user study with 24 artists, we found that integrating music-visual mise-en-scène enhances both creativity and the overall experience of video production.



# Thank you for your attention!



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