

# Liquid Reign – Multi Media Version

## Operational Planning Document V 0.1

Hi There,

So I wrote a book a while ago, called Liquid Reign.  
One of the readers told me that it would work great as a comic. I'm pretty sure it was Max. Thank you for that, Max. So here it is, the very first shareable step in the process of diffusing Liquid Reign into a visual format.

As by the lore of the book, this process pays zero respect to copyright laws and uses an expensive and energy hungry GPU. The only GPU used is the one under my desk though...

Anyway, this is an early draft only for those who asked for updates.

Right Now, I'm here:

```
1031 steps: 12%|█          | 400/3200 [20:42<2:24:58, 3.11s/it, avr_loss=0.39]
1032 steps: 12%|█          | 400/3200 [20:42<2:24:58, 3.11s/it, avr_loss=0.39]
1033 [2024-12-18 15:13:39] [INFO] epoch 3/16
1034 [2024-12-18 15:13:39] [INFO] 2024-12-18 15:13:39 INFO      epoch is incremented.
1035 [2024-12-18 15:13:39] [INFO] current_epoch: 2, epoch: 3
1036 [2024-12-18 15:13:39] [INFO] 2024-12-18 15:13:39 INFO      epoch is incremented.
1037 [2024-12-18 15:13:39] [INFO] current_epoch: 2, epoch: 3
```

This is the progress bar for Szimo's character model in fluxgym. Daniel, Claire, Harry and Ana are done, Vany, Zhiu and Sirvi have their image set ready and just need to bake. A character model takes about 3 hours on a 4090 with my settings.

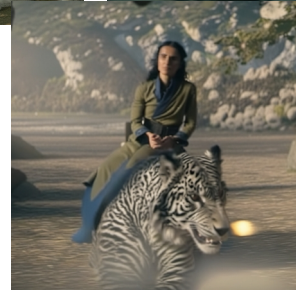
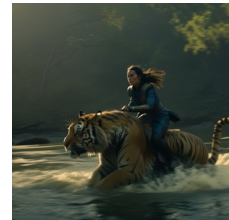
With that, I can finally commit to actually publishing the first chapter soonish as a graphic novel.

The medium term goal is:

- Make Liquid Reign as a printable webcomic.
- Get fast at narrative2graphic novel workflow
- Make Liquid Rising part one from the scrap narrative pieces I got lying around already in the same creative production run.

The remainder of this document is full of AI slob. Enjoy the distilled summary of my recent diffusion journey for those who are into these things!

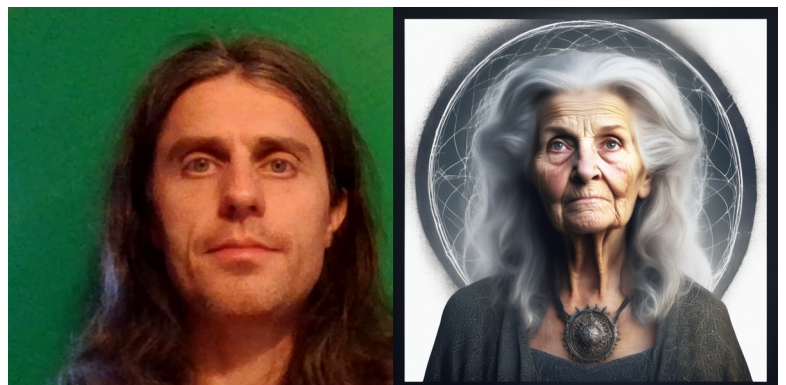
This page is just early experiments :  
Consistent Character 1



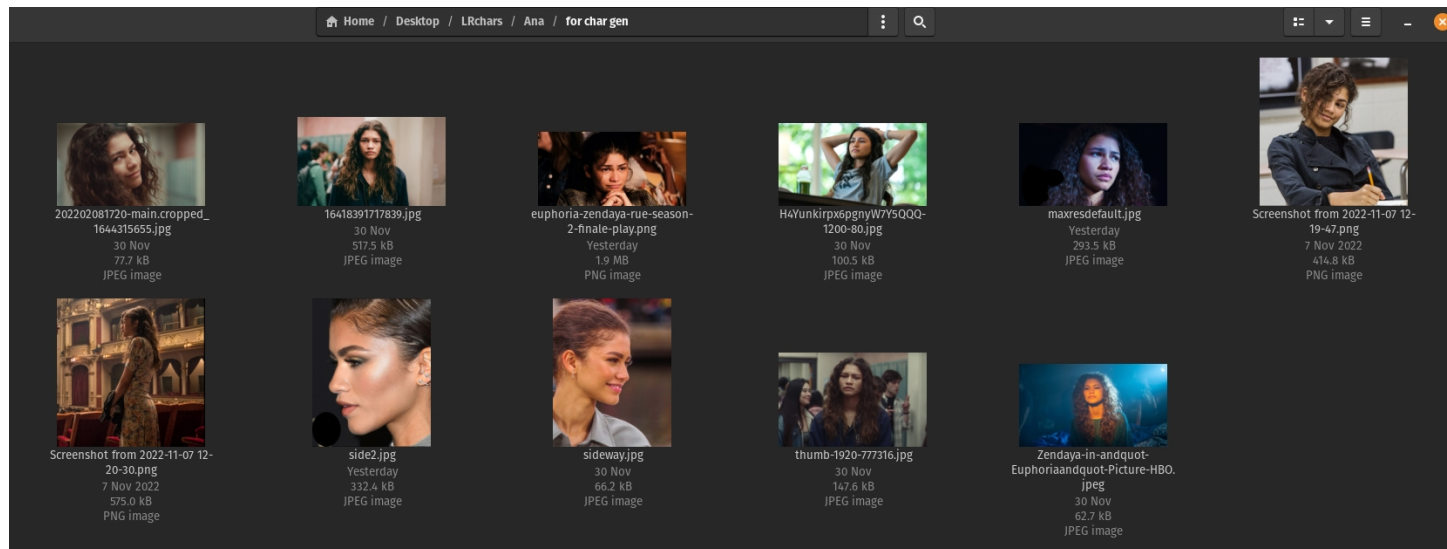
Placing multiple Characters in a Scene



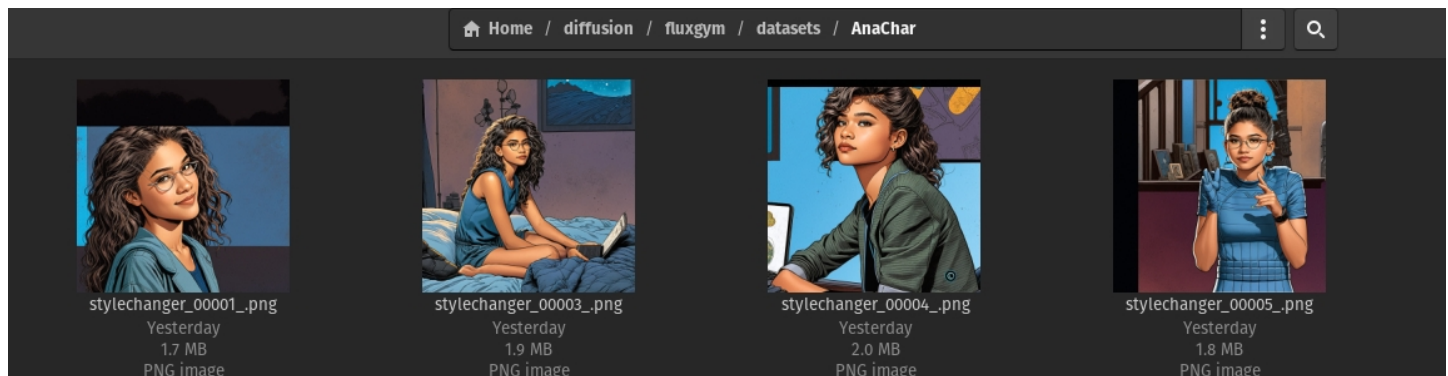
Pose and face control



## Celebrety Characters as base – Ana is played by Zendaya



## Stylechanger – for base reality, a science fiction graphic novel character of studio (Ghibli:0.35):



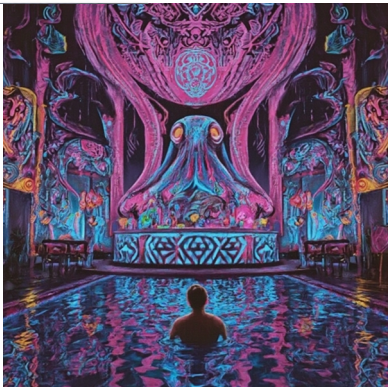
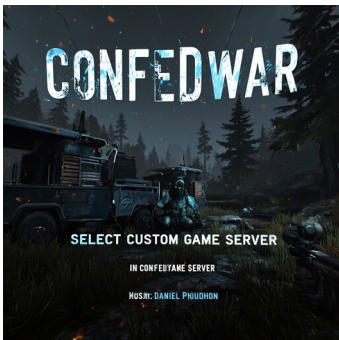


Fluxgym LORA Trainer – Get Image Generation Model to reproduce the concept !Ana! Based on style-changed Zendaya as coherent character in a different setups + Claire & Daniel:





Sketches for style changes for other realities states (Memory, high, VR, different games)



THE BUNNY PRINCE  
CAN HAVE A LITTLE SALAY  
A TREAT.