Plastic Erosion

A film work created through a 100% Al-driven process



Producer 制片人

谭大珂 Derek TAN

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Affiliation: School of Film, Shandong University of Arts

Personal Profile 简介

TAN Dake (DerekTAN/谭大珂) is the Dean of the School of Film at Shandong University of Arts, a Professor, and a Master's Supervisor.

He is a member of the China Artists Association, a committee member of the Academic Board of the China Building Decoration Association, an Art Producer with the Italian National Standards Institute, and an Art Producer with the Italian National Standards Institute He also works as a producer and director.

As a director, he has helmed five films, including KUCINA and Wild Boar, and served as the producer of the documentary David Bloch. His works have been selected for international art film festivals such as the Tokyo Lift-Off Film Festival and the Lion Film Festival, and he has received honors including the Boston Independent Film Cinematography Award and the Best Editing Award at the Hollywood International Golden Age Festival.

His current work focuses on experimental artistic creation, urban cultural preservation, and film studies, with ongoing exploration in cross-media visual art, contemporary urban memory, and innovative narrative practices.



Director 导演

栗艺菲 LI YIFEI

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Affiliation: School of Film, Shandong University of Arts

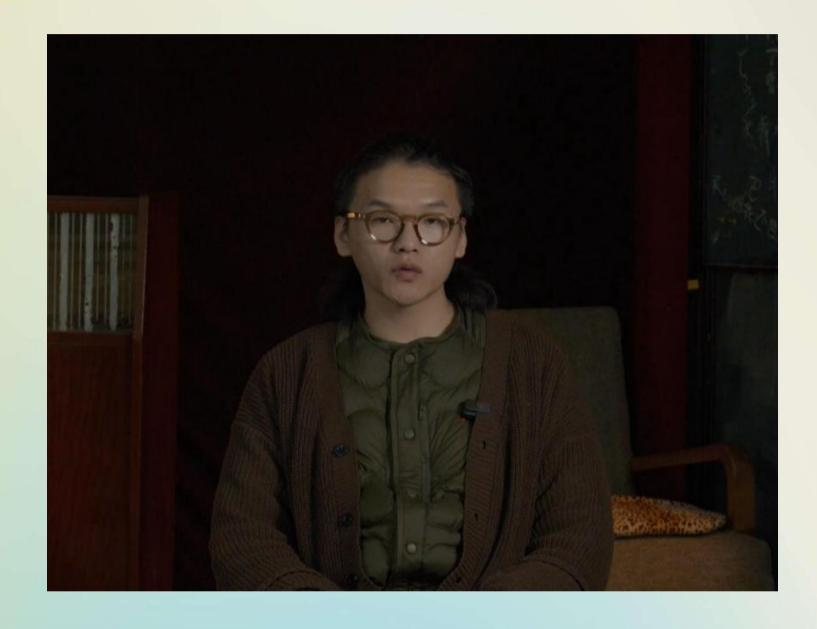
Director Personal Profile

LI Yifei (栗艺菲) is a Chinese Al-driven filmmaker and emerging media artist, currently pursuing her Master's degree in Film Production Design at the School of Film, Shandong University of Arts. She specializes in full-pipeline AIGC filmmaking and intelligent imagegeneration workflows.

She is the Global Champion of the 2025 Korea Al Content Awards (Art & Culture Division) and the Global Winner of the DUTCH Artificial Intelligence Video Awards (Creative Business Division). Her work has also received national recognition, including the Excellence Award at the China Youth Micro Film Competition.

Her Al-generated films have been selected by multiple international film festivals, such as the Seoul International Al Film Festival, the Seoul International Extreme-Short Film Festival, the Asia International Youth Film Festival, and the Macau International Film Festival.

Her creative research focuses on Al-driven cinematic expression, integrating algorithmic imagery, experimental narrative structures, and hybrid visual languages. Through this practice, she explores the boundaries and future possibilities of contemporary moving—image art in the era of artificial intelligence.



Director 导演

包正 BAO ZHENG

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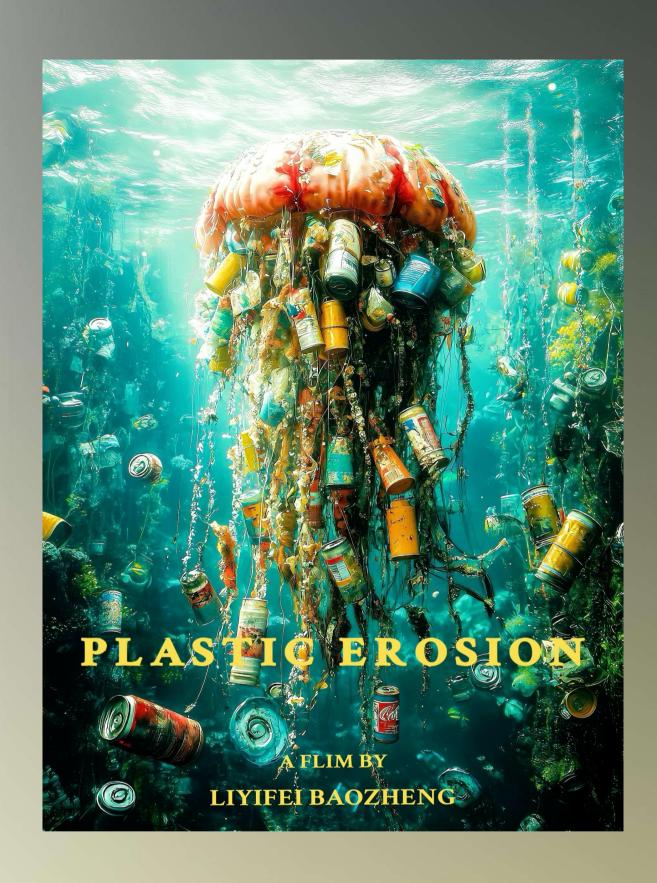
Affiliation: School of Film, Shandong University of Arts

Personal Profile 简介

Bao Zheng (包正) is a filmmaker and visual creator holding a Master's degree in Film Art Creation from the School of Film, Shandong University of Arts. He has long been engaged in film production and AIGC-based image research. He is a Member of the Shandong Film Association, an AIGC Researcher at a provincial Class-A Humanities Laboratory, a Research Assistant at the Film School's Art & Science Interaction Lab, a Member of the Canadian Center for Film Art and Science, and an AIXONE (Canada) AIGC Art-Creation Instructor. His work is dedicated to advancing the integration of artificial intelligence and cinematic art.

Bao has achieved remarkable results in international competitions, winning the Global Champion Award (Art & Culture Division) at the 2025 Korea Al Content Awards, the Global Winner Award (Creative Business Division) at the Netherlands Artificial Intelligence Video Awards, and the Excellence Award at the China Youth Micro Film Competition. His works have also received honors such as the Best Cinematography Award at the Russia Halo Film Festival, Best Sound Design at the Seville Film Festival in Spain, the Excellence Award at the Asia Micro Film Art Festival, and the Boston Independent Film Cinematography Award, and have been officially selected for the AIGC Section of the Beijing International Film Festival, among others.

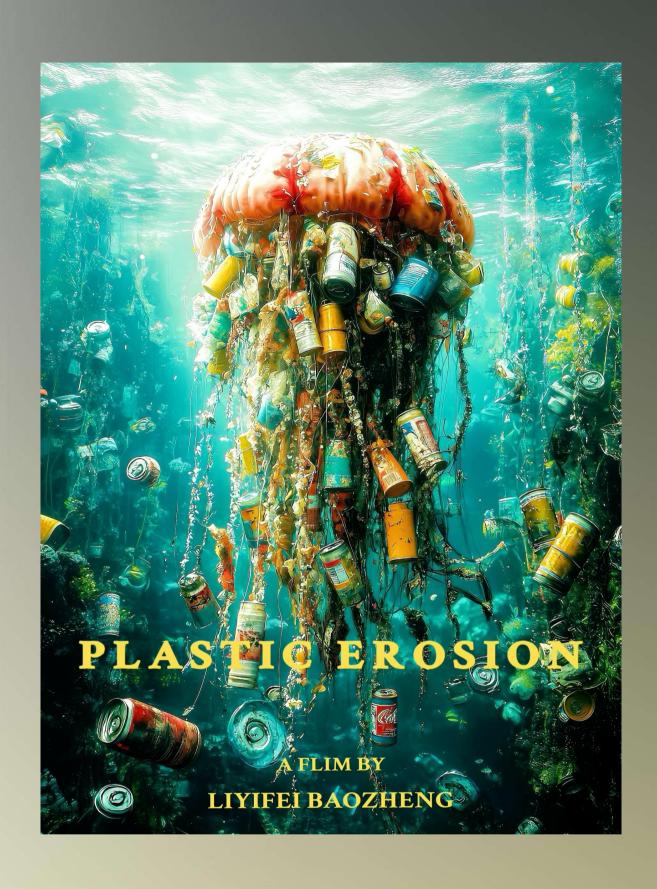
Blending documentary aesthetics, cinematic visual language, and Al-generated imagery, Bao explores new narrative frontiers in the era of artificial intelligence.



Plastic Erosion 海报

Creation Background. 创作背景

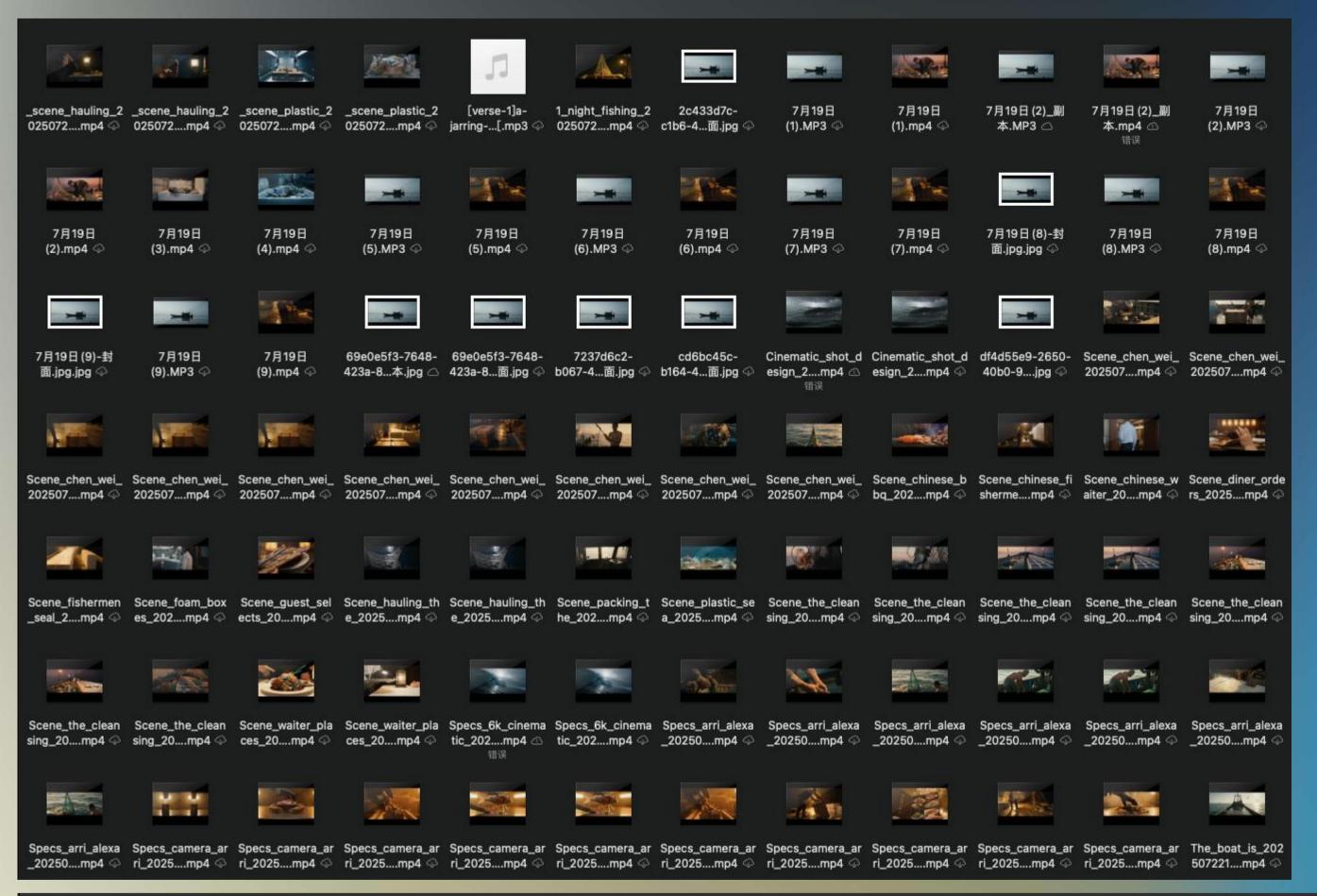
《Plastic Erosion》的创作灵感源于全球日益严峻的海洋塑料污染问题。大量不可降解的塑料长期滞留海洋,不仅破坏生态系统,还通过食物链回到人类餐桌,形成"自食其果"的荒诞循环。影片以此为现实切入点,旨在让观众直面环境危机。本片通过AI将废弃塑料艺术化转译为影像符号,制造视觉反差,既探索了AIGC在影像创作中的可能性,也传递出深刻警示。



Plastic Erosion 海报

Film Synopsis. 影片介绍

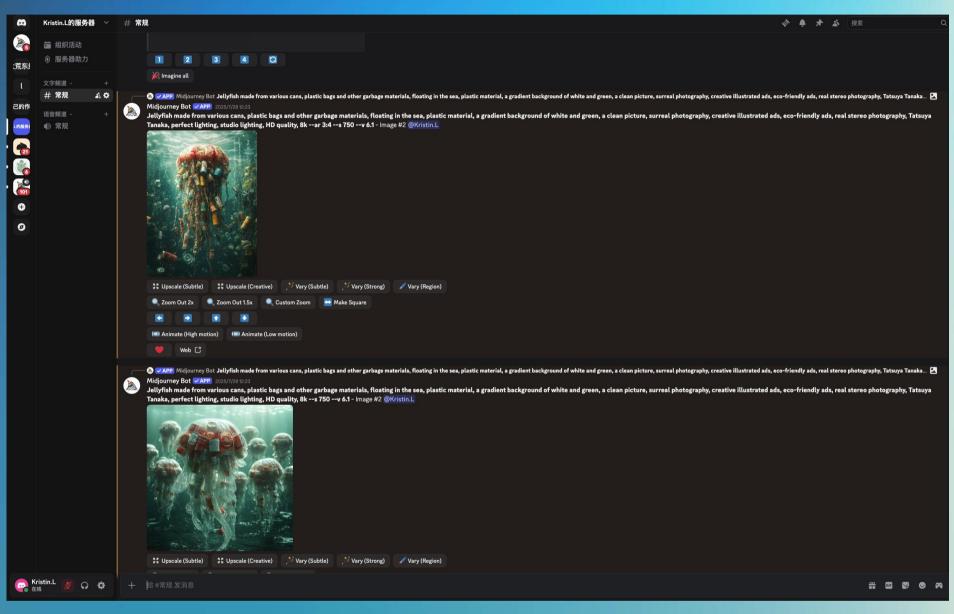
《Plactic Erosion》是一部由AIGC技术全流程创作完成的环保主题短 片,以极具视觉冲击力的画面揭示海洋塑料污染对人类生存的深远威 胁。影片开篇,渔民从蔚蓝深海捕捞而出的,不再是鲜活的海洋生物, 而是由塑料袋、瓶盖、泡沫盒等垃圾组成的"塑料鱼"。这些诡异的渔 获被运送上岸,进入市场与餐馆,最终端上餐桌,成为人类"自食其果" 的荒诞象征。影片巧妙运用AIGC技术,将令人厌恶的废弃塑料以艺术 化方式呈现为视觉上近乎"美味"的食物,从精致餐馆的"塑料鱼"到街 头摊位烤制的"塑料虾", 营造出令人不安的讽刺感。本片从剧本分镜 头、场景美术设计、背景音乐到渲染成片,全流程由AI协同完成,既 探索了AIGC在电影创作中的潜力,也传递出深刻警示:海洋无法消化 的塑料, 最终将由人类自己消化。

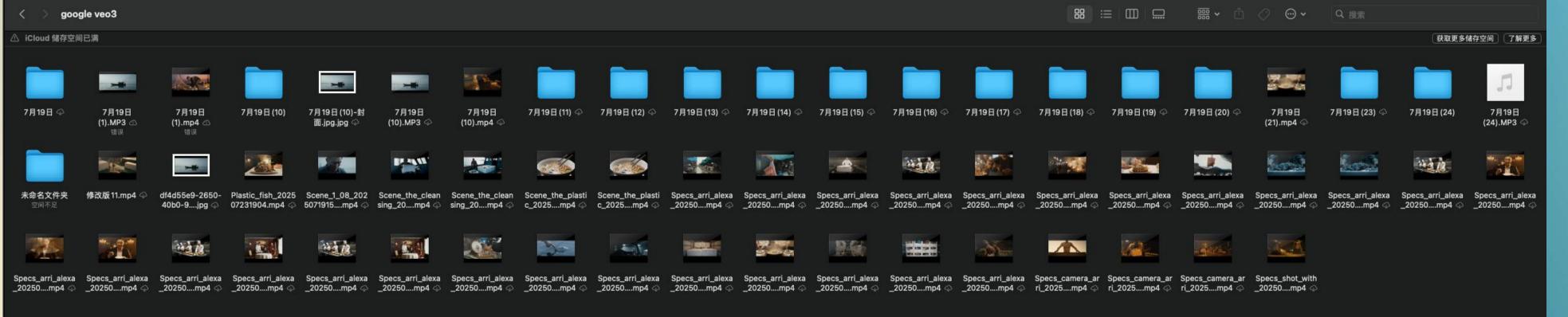


视频AI工具 Google FLOW VEO3/背景音乐AI工具SUNO

海报及图像AI工具Midjourney/prompt文字AI工具 CHATGPT&GEMINI

Al Creation Process . Al创作过程





A film work created through a 100% Al-driven process

100%全流程AI 创作的影像作品

Plastic Erosion

A film work created through a 100% Al-driven process 100%全流程AI创作的影像作品

Thankyou