WALT

BACKROOMS PART III · MAKING OF

Back in Time.

Three of me, one skit.
What it cost, what we tried, what went wrong.

Sponsored by Lemonhands™

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One Walt, three Walts



Young Walt, Future Walt and the father in the Lemonhands ad are all built on my face, so the video models kept blending them into one man.

Fix: give each character its own reference image.

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The toolkit

PICTURES

Seedance 2.5 (Pro for finals, Flash for drafts), Wan 3.0 and Kling Omni3

VOICES

ElevenLabs, with a voice set up to sound like mine

MUSIC

A 30-second piece from Google Lyria

SOUND EFFECTS

Generated one at a time

THE EDIT

Joined and mixed on my own computer, music ducked under the speech

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What it cost

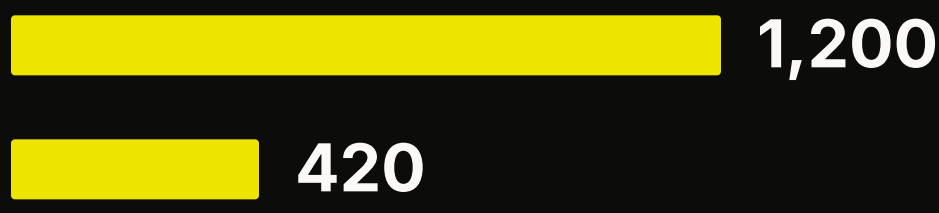
15,500 of 20,000 credits

Premium plan, whole account, so it may include earlier experiments.

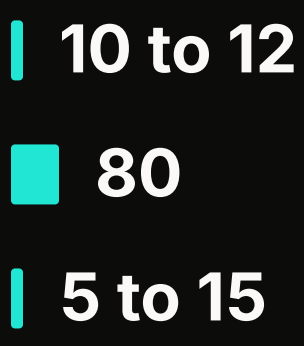
ONE 4-SECOND SHOT



LIP SYNC, PER CLIP



SOUND



Pictures are where the money goes. Sound was almost free.

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Same shot, two engines



Draft Final

Same shot, cheaper model then pricier model. The pricier one is cleaner and more polished.

I preferred the grittier draft on the left, and it is the one in my final cut.

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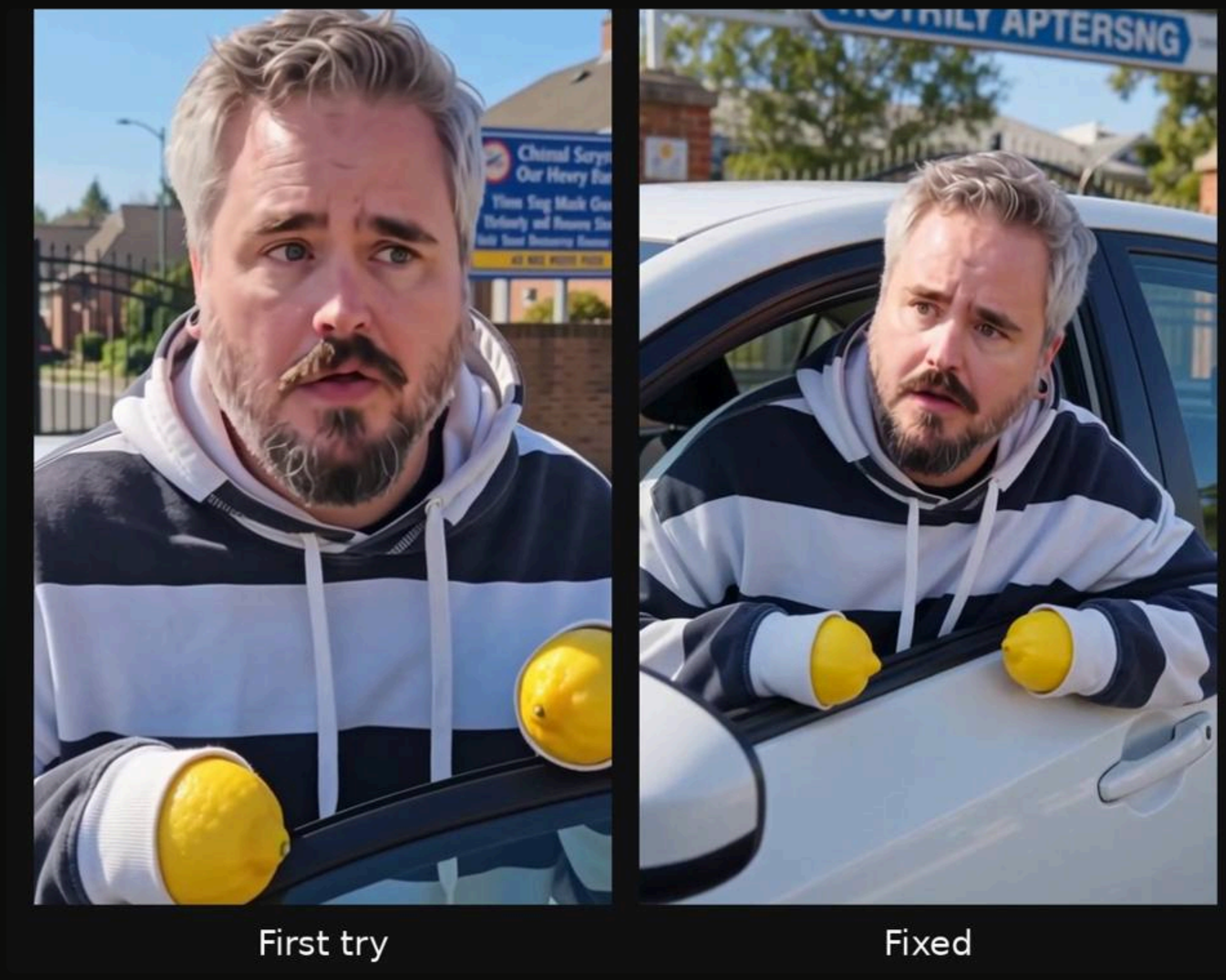
Taking the subtitles off



The old footage had subtitles burned in. I tried AI caption removal first: it took the words off but changed the face.

Then I tried cropping, and in the end found a clean copy of the clip. (Caption blurred here.)

Getting his face right



The likeness slid away from me on the first try. Connecting my own character reference to those shots fixed it.

The price: a few extra re-rolls.

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What I took from it

1. **Plan the budget.** Draft on the cheap model, and spend only where a shot earns it.

2. **Give every character its own reference,** and use your own face.

3. **Keep a human in charge** of the script and the judging, and say it is AI.

The full story, with what went wrong:
waltviviers.com/blog/virtual-walt

Want to know whether a virtual version of you could work for your business? Message me.