

PRESS KIT — SHREDDED LENS STUDIOS

“NONE OF THESE THINGS ACTUALLY HAPPENED”

Director: Ken Greenwood

Studio: Shredded Lens Studios

Runtime: 6 minutes 3 seconds

Country: USA

Format: Digital / 16:9 / Color / Stereo

Language: No dialogue



A dramatic character portrait set against a celestial eclipse, blending fantasy worldbuilding with stylized visual design.

SHREDDERED LENS STUDIOS

“NONE OF THESE THINGS ACTUALLY HAPPENED”

A Multi-Genre Experimental Short in Generative Cinema

SHREDDDED LENS STUDIOS

**NONE OF THESE THINGS
ACTUALLY HAPPENED**

FILM OVERVIEW

“NONE OF THESE THINGS ACTUALLY HAPPENED”
(2025, USA)

Logline

A cinematic collage of imagined moments and unreal worlds, *None of These Things Actually Happened* explores how generative tools can create scenes that feel emotionally true despite never having existed at all.

Short Description (30 words)

A six-minute journey through AI-generated worlds and unrealized moments. Each vignette offers a glimpse into scenes that never occurred yet feel vividly cinematic, revealing the expressive potential of generative filmmaking.



A hyper-detailed close-up exploring AI-driven facial realism, water interaction, and emotional micro-expression.

Mid Description (75 words)

This six-minute experimental short assembles a series of AI-generated vignettes—flashes of genre, emotion, and implied narrative that suggest fuller stories just outside the frame. Though none represent events that ever happened, each carries the texture and immediacy of lived experience. Designed as both an artistic study and a technical exploration, the film demonstrates how generative workflows can conjure cinematic moments that resonate with the weight and wonder of possible, but unreal, worlds.

LONG DESCRIPTION + CREDITS

Long Description (150 words)

This experimental short film is a curated sequence of AI-generated cinematic vignettes, each crafted to explore a distinct genre, emotional palette, and visual grammar. Moving fluidly between epic fantasy, noir, surrealism, historical drama, science fiction, and naturalistic storytelling, the piece functions as both a creative exploration and a technical study in emerging AI filmmaking methods.

Developed at Shredded Lens Studios, the film was produced through an evolving pipeline that integrates text-to-video models, iterative prompt systems, visual refinement loops, and selective post-process enhancement. Rather than presenting a single narrative, the work embraces a modular structure, allowing each micro-world to stand on its own while contributing to a broader portrait of generative cinema's expressive potential. The result is a hybrid artistic-technical demonstration: a glimpse into how AI can expand cinematic language and accelerate the creation of emotionally resonant, stylistically rich film experiences.



A battle sequence rendered through atmospheric lighting and dynamic motion to test AI-generated action cinematography.

Key Credits

Director: Ken Greenwood

Studio: Shredded Lens Studios

Format: Digital / Stereo

Runtime: 5 minutes, 58 seconds

Country: USA

Language: No dialogue

Music Licensed From: Envato Elements

VISUAL GALLERY (1)



Intricate costume and surface detail evaluated through an AI-assisted design workflow, emphasizing ornate textural fidelity.



A fantasy creature study highlighting scale texture, expressive modeling, and dramatic warm lighting.

VISUAL GALLERY (2)



A retro-futurist laboratory scene focused on warm practical lighting, analog machinery, and youth-centered emotional framing.

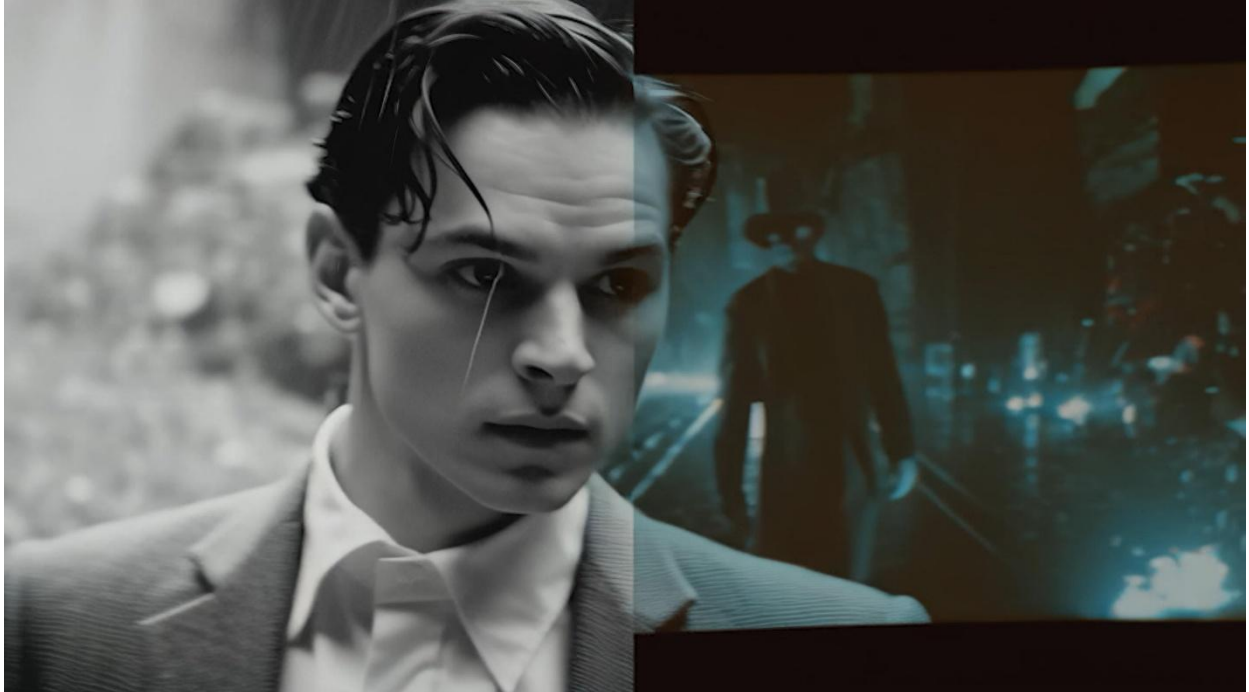


A minimalist conceptual tableau examining AI-generated humanoid forms, silhouette design, and symbolic light structures.

VISUAL GALLERY (3)



A modern character portrait rendered through cinematic shallow depth-of-field and urban neon lighting.



A stylistic dual-frame composition juxtaposing monochrome realism with projected imagery to explore contrast and mood.

VISUAL GALLERY (4)



A scale-driven encounter scene demonstrating AI-generated creature design, atmospheric perspective, and environmental integration.



A choreographed performance tableau showcasing costume intricacy, ensemble symmetry, and stage-lit dramatic tone.

VISUAL GALLERY (5)



A high-fidelity fantasy confrontation emphasizing creature anatomy, ambient lighting, and epic spatial composition.

Director's Statement

None of These Things Actually Happened began with a fascination for the unreal—moments that feel emotionally true, visually alive, and cinematically complete, yet never existed in any world until the instant they appeared on-screen. The title sets the tone: a declaration and a misdirection, a reminder that what follows is not a record of events, but a collection of possibilities.



Rather than telling a single story, I wanted to explore the *idea* of story—how a fragment, a gesture, a flash of light or movement can imply entire worlds. Each vignette became a test of that boundary: how much meaning can an image carry when it arrives without context? How quickly can the mind begin to fill in the missing pieces?

Working with generative tools allowed me to paint with possibility itself. The aim was not to present AI as spectacle, nor as gimmick, but as an engine for exploring emotional

resonance beyond traditional production limits. Can a moment feel lived-in when it never happened? Can an encounter feel intimate when the actors don't exist? Can genre have weight without a narrative to anchor it?

This short is a collage of imagined realities—a cinematic sketchbook of scenes that might have belonged to a hundred different films, none of which were ever made. Its purpose is simple: to invite the audience into a space where imagination, memory, and machine-driven invention collide, and to let them experience the ache, wonder, and strangeness of worlds born from nothing but intent.

Studio Statement (Shredded Lens Studios)

Shredded Lens Studios explores the space where imagination, craft, and emerging technology converge. Our work begins with a simple premise: cinema is no longer limited to what can be captured, staged, or physically produced. With generative tools, we can construct moments that feel lived-in, meaningful, and cinematic—even when none of them ever actually occurred.

Our studio's mission is to harness these tools with intention and discipline. Generative models give us unprecedented creative freedom, but they also demand clarity of vision. We treat them not as shortcuts, but as instruments—capable of expanding the emotional and visual language of filmmaking when guided with care.

We focus on three pillars that define our approach:

Artistic Integrity

Human authorship remains at the center of every project. AI enables invention, but meaning comes from directing that invention toward emotional truth.

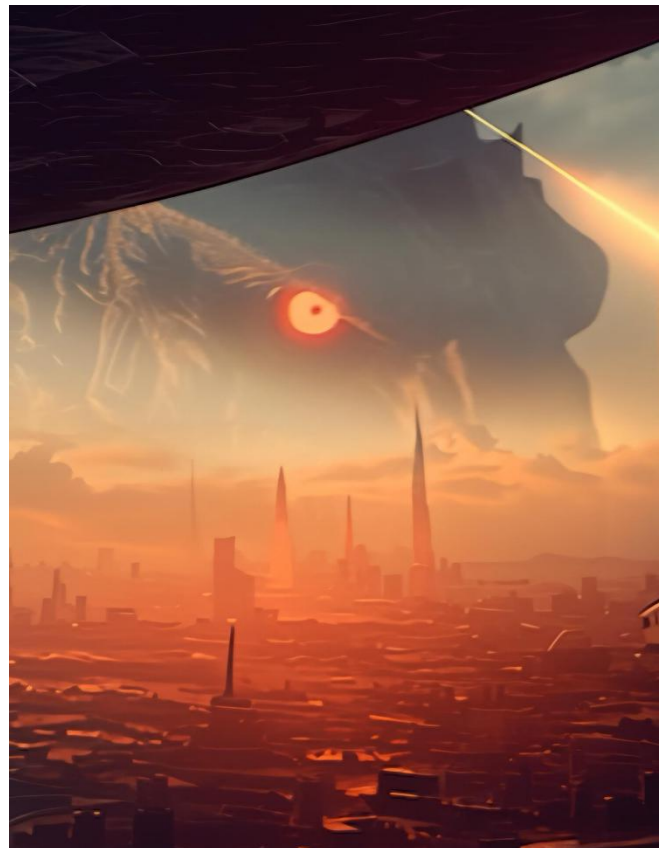
Technical Exploration

We develop repeatable, production-ready workflows built around generative video, image sequences, prompt-engineering techniques, and hybrid post-production methods.

Creative Access

We believe that the future of cinema is expansive—where filmmakers can explore ambitious ideas, impossible worlds, and unrealized moments without traditional constraints.

None of These Things Actually Happened reflects this philosophy. It is a curated experiment in possibility: a study of worlds, emotions, and visuals that exist only for the duration of the frame, yet feel powerful enough to belong to something larger. As generative cinema evolves, Shredded Lens Studios is committed to shaping these new forms with intention, imagination, and craft.



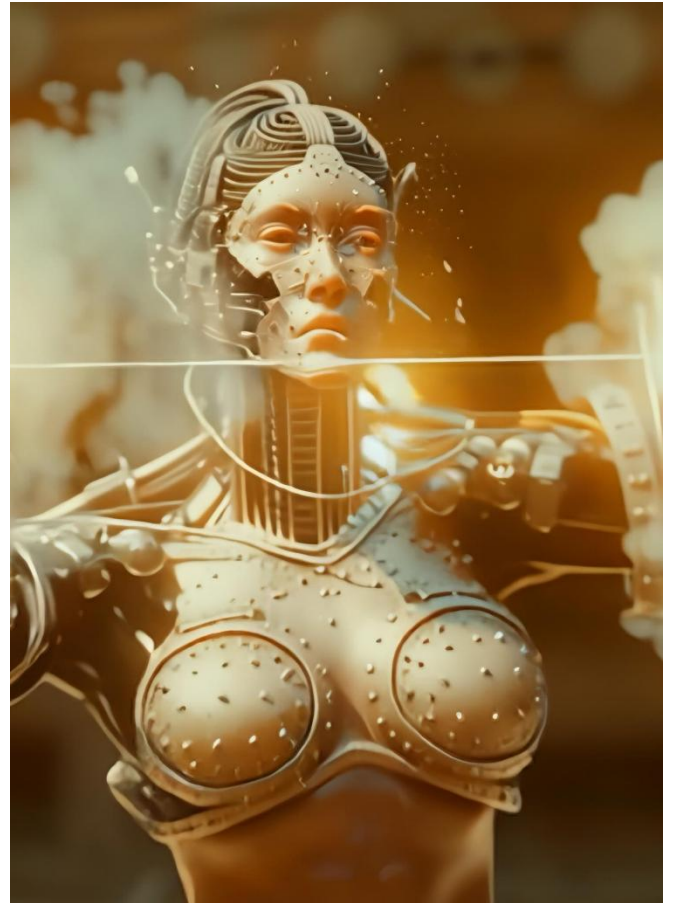
Technical Statement (AI Workflow)

The film was produced using a multi-tool AI pipeline developed internally at Shredded Lens Studios.

Key components include:

- **Text-to-video generation** for initial scene ideation.
- **Iterative prompt refinement systems** to control tone, genre, and visual composition.
- **AI image sequence generation** for high-fidelity detail control where needed.
- **Temporal stabilizing techniques** to maintain consistency across motion.
- **Selective frame upscaling and enhancement** for visual clarity.
- **Manual color grading and edit assembly** using traditional post-production tools.

Each scene was created through an iterative cycle of generation, evaluation, aesthetic adjustment, and re-rendering. The purpose was not to create a single unified world, but to study how AI-generated imagery behaves across shifting genres, atmospheres, and narrative textures. The process emphasizes precision, constraint, and disciplined use of generative tools rather than uncontrolled synthesis.



Bios

Ken Greenwood — Director / Creator

Ken Greenwood is a co-founder of Shredded Lens Studios and a multidisciplinary creator working across film, AI, design, and narrative systems. With decades of experience in software, production design, and visual storytelling, he explores how emerging technologies can expand the expressive range of cinema. His work focuses on integrating artistic intention with generative pipelines to unlock new creative possibilities in filmmaking.

Location: USA

Shredded Lens Studios — Studio Bio

Shredded Lens Studios is an AI-driven film development company exploring hybrid creative workflows at the intersection of art and technology. The studio focuses on generative cinema, narrative prototyping, visual development, and experimental storytelling, building systems that fuse human authorship with machine-assisted production design.



Shredded Lens Studios: AI-driven film development and generative cinema R&D.

Contact

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Location: USA

Shredded Lens Studios – Team Bio (Supplemental Page)

Tony Boldi — Co-Founder, Strategic Advisor & Industry Relations

Tony Boldi is an experienced entertainment professional with a multifaceted background spanning acting, producing, directing, and talent development. As co-founder of Shredded Lens Studios and as CEO of Lifeorce Indy-Films Entertainment, he has worked across independent film financing, packaging, distribution pathways, and grassroots industry networking. Tony brings more than four decades of hands-on experience in Hollywood's creative and business ecosystems, along with a strong commitment to fostering collaborative relationships within the film community.

At Shredded Lens Studios, Tony serves as **Co-Founder**, and as a **Strategic Advisor & Industry Relations representative**, providing insights on partnership opportunities, market positioning, and production landscape dynamics. His industry presence, track record of festival participation, and deep network of creative professionals contribute to SLS's broader long-term development goals, including outreach, collaboration, and talent engagement.

This role is supplemental and advisory, supporting the studio's ecosystem rather than the creative authorship of individual SLS films.