**PRESS RELEASE**

**"Alysia: Between the Stars and Earth" – A Groundbreaking Series Merging AI, Animation, and Live Action**

"Alysia: Between the Stars and Earth" is an international animated science fiction series produced by Bogaczewicz Film Studio. It is the first production in Poland whose entire visual layer was created using artificial intelligence. The series combines AI-generated graphics with live-action performances and is available in six languages: Spanish, English, Polish, German, French, and Japanese.

The premiere of the first episode took place on February 15, 2025, on YouTube.

YouTube channel link:  
<https://www.youtube.com/@Alicia-Between-The-Stars>

First episode link:  
<https://www.youtube.com/watch?v=2qgeL4ZSrvM&t=16s>

The production has garnered significant media attention and sparked public debate. The project has been covered by:

* PAP: https://www.pap.pl/aktualnosci/premiera-pierwszego-polskiego-serialu-sci-fi-stworzonego-przez-sztuczna-inteligencje
* Business Insider Poland: <https://businessinsider.com.pl/technologie/polski-serial-sci-fi-to-sensacja-zostal-stworzony-przez-ai/80hm0kp>
* Antyradio: <https://www.antyradio.pl/filmy-i-seriale/filmy/pierwszy-polski-serial-tego-typu-zobacz-rewolucyjne-dzielo-za-darmo>
* Well.pl: <https://www.well.pl/art_culture/142/polski_serial_sensacja_sezonu_zostal_stworzony_przez_sztuczna_inteligencje,17605.html>

The series’ release also sparked controversy—some viewers expressed concerns about the role of AI in the creative process and its potential impact on the future of jobs in directing, screenwriting, and filmmaking. However, the production's impressive visual layer has received widespread acclaim.

The creators employed an innovative financing model that includes:

* Selling collectible spaceship models based on scenes from the series,
* Allowing viewers to appear as characters in the animation,
* Sponsorship, product placement, and other traditional funding methods.

"Alysia" heralds a new era in film content creation—merging traditional acting with the possibilities offered by artificial intelligence, providing viewers with a unique, immersive audiovisual experience.

**Plot: An Epic Tale of Humanity’s Future**

The series presents a vision of a distant future in which humanity inhabits massive ships hovering at the edge of Earth’s atmosphere and outer space. The main character, Alysia, must save her people from an alien invasion and rebuild life on Earth. It’s a story full of dramatic twists, the battle between good and evil, and themes of love and sacrifice.

The world of the series captivates with its unique atmosphere—cloud-suspended ships, humanoid hybrids of various species, and technologically advanced robots transport viewers into an extraordinary, artistic universe. The script is based on a short story of the same name by Grzegorz Bogaczewicz. Characters include Nova (a robot and Alysia’s friend), Seraphina (Alysia’s best friend), and Kealan (the main hero, in love with Alysia).

**Production: An International Project at the Highest Technological Level**

The series is available in six languages: Polish, English, Spanish, German, French, and Japanese. An international team of creators was brought together for the project, including professionals from Poland, France, and Spain. The production was financed through sponsorships and advertisements on the series’ social media profiles. The project aims to reach billions of viewers worldwide, positioning itself as a pioneering endeavor with global reach.

**Visual Excellence – A Feast for the Eyes**

One of the series’ greatest strengths is its breathtaking, highly detailed visual style. Every scene is a visual feast—full of details, vibrant colors, and artistic beauty. The creators ensured the visual world dazzles with its variety and aesthetic, drawing from the best traditions of digital art and sci-fi cinema.

Stunning spaceship designs, hypnotic cloud-suspended cityscapes, unique humanoid hybrids, realistic robots, and rich lighting effects make "Alysia" stand out. It’s more than just a series—it’s a visual masterpiece that captivates viewers and immerses them in a futuristic world brimming with emotion and mystery.

**A New Era in Filmmaking: AI in the Service of Art**

The production of "Alysia" marks a breakthrough in the film industry and may set a new trend in video content creation. Thanks to AI, production costs were significantly reduced and the timeline shortened, all while maintaining the highest image quality. In the first episode, about 120 AI-generated shots were used, each carefully selected from hundreds of test renders.

Characters and scenery were created using advanced AI-based software, including CompfhyUI and Stable Diffusion. Actors performed their roles, and AI replicated their facial expressions and movements on digital avatars. Movements of robots and creatures were generated automatically using the latest computing systems powered by multi-core CUDA processors.

**Experience and Innovation – The Success of Bogaczewicz Studio**

The director of the first episodes is Grzegorz Bogaczewicz, and the production is handled by Bogaczewicz Film Studio, known for its innovative film projects. The studio also created the eight-episode sci-fi series "Hyperion," featured in Energylandia, the largest amusement park in Europe. The company has vast experience in technological innovations, including the creation of the world’s first Oculus glasses app that combines virtual reality with real 4G acceleration sensations. The studio’s production "Poland is Beautiful" has received numerous awards and distinctions at festivals and was presented in Berlin, Cannes, and Los Angeles.

**Summary: A New Standard in Digital Entertainment**

"Alysia: Between the Stars and Earth" is not just a series—it’s a sign of revolution in the film industry. The fusion of AI with traditional animation and live-action techniques proves that the future of cinema belongs to hybrid productions powered by artificial intelligence. It signals a shift, giving smaller studios a real chance to compete with the industry’s biggest players.