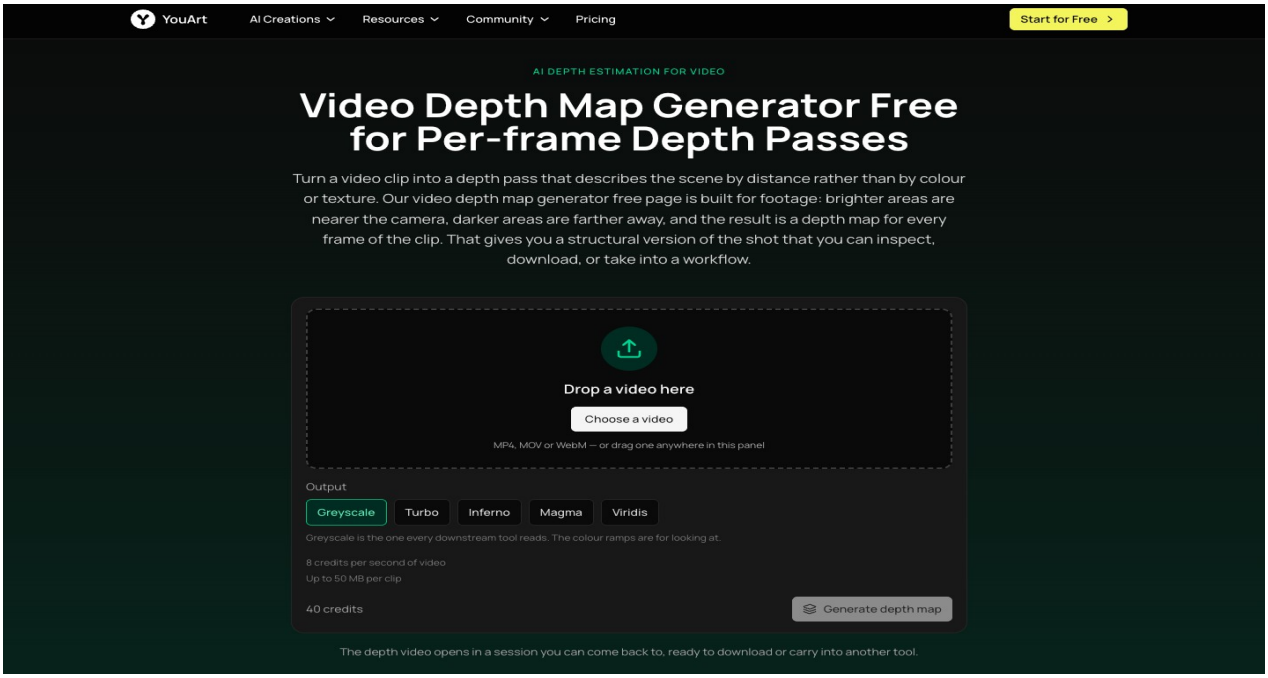


# YouArt Introduces Innovative Video Depth Map Generation Tool for Enhanced Creative Workflows

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YouArt proudly presents a dedicated video depth map tool that transforms uploaded clips into depth passes, enabling inspection, downloading, and seamless integration into creative workflows. Available through the company's website, the YouArt depth map video generator estimates scene depth for every frame, representing distance from the camera rather than the source footage's color or texture.

This tool provides creators with a structural representation of existing shots, effectively separating spatial arrangement from the original visual appearance. In the depth view outlined by YouArt, brighter areas indicate elements closer to the camera, while darker areas signify those farther away, offering a unique perspective on the relationships within a dynamic scene.

This offering enhances the company?s suite of video tools by focusing on analyzing source footage instead of generating new scenes from written prompts. A depth pass can serve as an intermediate asset in a larger production, allowing the original clip to remain a reference while its spatial information is considered

separately.

The published workflow begins with an uploaded MP4, MOV, or WebM clip. YouArt ensures that the input maintains its original resolution and frame rate, while the depth estimation process analyzes neighboring frames to generate a depth map for each individual frame in the video.

That distinction matters for moving footage, where both the subject and the camera may change position during a shot. The output is a depth video rather than a single still-image map, allowing the creator to inspect the scene's estimated spatial structure over the duration of the clip instead of reviewing only one selected moment.

YouArt identifies grayscale as the output intended for downstream tools and distinguishes it from color ramps used for visual inspection. This distinction helps separate the representation used for depth communication at a later workflow stage from an alternative display designed to facilitate easier screen examination of the results.

Once generated, the depth video opens in a session that can be revisited, with options to download the result or carry it into another tool. The session provides a continuation point between estimating depth and deciding how the resulting asset will be used, rather than requiring that every clip proceed directly to another generation stage.

For projects requiring several stages, the company connects the depth pass to its workflow editor, where it can be linked to a video model. YouArt describes the original shot as supplying layout, camera movement, and timing, while the subsequent model is responsible for the new visual appearance, distinguishing structural guidance from the generation of a finished look.

This places depth estimation and subsequent video generation in separate roles within the production process. The depth tool produces the structural pass; a connected model interprets that guidance in the next stage, so creating a depth video alone is not the same operation as restyling or regenerating the source clip.

The YouArt depth map video generator is listed at eight credits per second of video on its product page. That usage basis makes clip duration relevant to the stated credit requirement, and distinguishes the tool's processing terms from the broader subscription options displayed elsewhere on the same page.

The dedicated page presents the source clip, the generated depth map, and a subsequent model-driven video as distinct parts of the workflow. Together, those stages describe how existing footage can provide spatial guidance for further creative work, while leaving the choice to inspect, download, or continue into another tool with the creator.

About YouArt:

YouArt builds industry-leading video agents, helps storytellers launch their original concepts, get funded directly by early fans, and earn from their audience.

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