

Hell PHYRE Season One Finale Delivers Permanent Consequences in Groundbreaking AI-Generated Motion Comic Series

One of the First Generative AI Scripted Series: New York-Based Studio Qubit Pixels Under Its Amnesty Sports Brand Concludes First Season of Post-Human Thriller with Unprecedented Creative Risk



New York City, New York Jan 23, 2026 ([Issuewire.com](https://www.issuewire.com)) - Qubit Pixels, INC. under its Amnesty Sports brand today announced the completion of Hell PHYRE Season One, one of the first complete generative AI animated series ever produced. While AI-generated shorts and clips have proliferated, Hell PHYRE stands among the rare few to complete an entire eight-episode season (completed January 13, 2026). This AI-generated motion comic has redefined what's possible in independent digital storytelling. The season finale, "Built In A Day" (Episode 8), delivers on the series' promise of permanent consequences, paralyzing fan-favorite character Red Fox in a narrative decision no algorithm would greenlight.

"Netflix uses algorithms to decide what gets made. No risks. No weird creative swings. Just data-driven content," said series creator. "Hell PHYRE wasn't designed by an algorithm. When we decided Red Fox's paralysis would be permanent, we knew we were making a choice that prioritizes story over safety. That's what happens when humans make creative decisions."

REDEFINING APPOINTMENT TELEVISION FOR THE STREAMING ERA

While competitors drop entire seasons on a single day, Hell PHYRE releases episodically, forcing

audiences to wait, discuss, and theorize between episodes. The strategy has generated over a quarter million views, an honorable mention at the Films That Move film festival (December 2025), and selection for First-Time Filmmaker Sessions Volume 1 (January 26, 2026). The series has positioned itself as a return to appointment television in an era of algorithmic content consumption.

Set in 2036 New York City, Hell PHYRE follows Patricia Mendoza (Hellion Blade), Caleb Freeman (Hellion Flame), and investigator Martin "Red Fox" O'Reilly as they uncover a conspiracy led by tech CEO Stanislov "Zeto" Zetonofsky to control post-humans through the P.H.Y.R.E. network (Post-Human Yield & Risk Engineering).

At its core, the series explores loss and uncertainty. Patricia and Caleb wake in 2036 with missing decades, searching for answers about the time stolen from them and the loved ones they've outlived. Initially distrustful of Red Fox (viewing him as just another nosey cop), they come to rely on his relentless investigation. Red Fox himself needs the case to stay active, to keep his mind from wandering. By season's end, the trio is united and relieved to have gotten close to answers, only to discover that Zeto is far more than he appears. The mystery deepens just as they thought they'd found clarity.

AI AS CREATIVE TOOL, NOT CREATIVE DIRECTOR

The series leverages generative AI tools (MidJourney, RunwayML, KlingAI, Google VEO 3, Nanabanana Pro, and ElevenLabs) as production instruments rather than creative decision-makers. Each frame is crafted through iterative conversations with AI systems, building complexity like Photoshop layers.

"AI didn't write this story. It didn't decide Red Fox should be paralyzed. It didn't create the emotional beats or the moral complexity," the creator explained. "AI is the pencil. We're the artists."

The production required managing 16,294 files totaling 167 GB across episode-specific subfolders, with hundreds of Photoshop layers per frame to maintain visual continuity. This technical challenge would be cost-prohibitive using traditional animation methods. Season One represents 26 months of continuous development under the project codename "Hellion," beginning November 30, 2023.

The series originated from character designs the creator made in junior high school. When large language models and generative AI emerged, they recognized the perfect tool to express themselves in ways that would have otherwise taken years and thousands more dollars. "I wanted to tell stories about real people interacting with technology, and in a meta way, how AI is shaping their lives for better or worse, just as it's doing in real life," the creator said.

GROUNDED IN NYC CULTURE AND REAL CONSEQUENCES

Unlike superhero franchises that reset after each installment, Hell PHYRE's world operates on permanent stakes:

- Red Fox's paralysis (Episode 7: "Insurance Policy") carries into the finale, where he's fitted with experimental exoskeleton technology at a hero's gala
- Characters are grounded in authentic NYC archetypes (Latina Midtown paralegal, Black MTA-adjacent bus driver, Irish Brooklyn investigator)
- Settings use real New York geography (Industry City, Midtown, D.U.M.B.O.)
- Violence has lasting consequences, not cartoon physics

"We wanted to tell a story where being a hero costs something real," the creator noted. "Red Fox doesn't walk it off. In Episode 7, he can't feel his legs. By Episode 8, he's asking if he'll ever walk again. The answer is: not without technology. Because that's what happens when you put your body on the line."

NYC AS CHARACTER: DIVERSITY THROUGH DESIGN

New York City itself functions as a character through the series' commitment to authentic representation. The cast and supporting characters reflect the city's multicultural fabric: Puerto Rican and Mexican (Patricia Mendoza), African American (Caleb Freeman), Irish (Red Fox), Russian (Zeto), Chinese (Wanda Yu), Bangladeshi (Agent Khanif Chowdhury). This isn't diversity as decoration; it's diversity as DNA, mirroring the real New York where Patricia's paralegal office, Caleb's bus routes, and Red Fox's investigations intersect with lives from every corner of the globe.

TECHNICAL INNOVATION MEETS EMOTIONAL STORYTELLING

The series employs a hybrid workflow combining:

- AI-generated imagery (MidJourney, OpenAI, Nanabanana Pro)
- AI video generation (RunwayML, KlingAI, Google VEO 3)
- AI voice synthesis (ElevenLabs) with human performance for emotional scenes
- AI music composition (ElevenLabs) inspired by afro-futurism themes
- Traditional post-production (Adobe Premiere, After Effects, Audition)

This approach allowed a solo creator to produce cinematic-quality content at a fraction of traditional animation costs, democratizing access to high-quality visual storytelling.

ART HISTORY MEETS STREET-LEVEL STORYTELLING

Hell PHYRE masterfully blends technology with centuries of artistic tradition. Individual frames reference:

- Cinema: Terminator 2's iconic thumbs-up scene (Jotunn's final moment)
- Classical Art: Edvard Munch's "The Scream" (civilians facing catastrophe)
- Japanese Masters: Hokusai's "Great Wave" (NYC water taxi in crisis)
- Renaissance: Da Vinci's "Last Supper" (friends facing apocalypse)
- Impressionism: Van Gogh's "Starry Night Over the Rhone" (NYC skyline amid chaos)
- Surrealism: Dalí's "The Persistence of Memory" (melted cars post-disaster)
- Pointillism: Seurat's "Grande Jatte" (woman lost in park setting)
- Music: Destiny's Child lyrics ("Is She The Reason") moments before tragedy

"AI art isn't created in a vacuum," the creator explained. "It's built on community tips, art history, cultural references, centuries of visual language. This is collaboration in 2026."

TIMELY THEMES FOR THE AI AGE

Hell PHYRE tackles urgent contemporary issues: ethics, surveillance, eugenics, genetic tampering, privacy, control, and even religious implications of technology. The series arrives at a pivotal moment when generative AI and large language models are reshaping science, health, entertainment, privacy, and social interaction, just as the computer age, internet age, and social media age transformed society before it.

"We're living through another technological revolution," the creator noted. "The questions Hell PHYRE asks about who controls post-humans, who profits from them, and what rights they have are the same questions we're asking about AI right now. It's urgent because we're writing the rules as we go."

WHAT'S NEXT

Season Two is in development, targeting the first half of 2026 with 8-12 episodes. Red Fox's paralysis will play a central role, initially slowing him down but evolving as exoskeleton technology improves, granting him new abilities through modular attachments. The series continues to stream on YouTube with periodic advertising support.

"Tarantino says cinema is dead. Maybe he's right. Maybe the theatrical experience is over," the creator said. "But if cinema is dead, something new gets to be born. Hell PHYRE isn't trying to be a movie. It's post-cinema."

AVAILABILITY

All eight episodes of Hell PHYRE Season One are available now:

- YouTube: @amnestysports
- Official website: www.hellphyre.com

Format: Motion comic (16:9 landscape)

Rating: Mature audiences (violence, thematic elements)

Release model: Episodic (appointment TV)

ABOUT QUBIT PIXELS, INC.

Qubit Pixels, INC. (formerly Design By Chyldish, INC.) under its Amnesty Sports brand is a New York-based creative studio specializing in the intersection of AI-assisted production and human-driven storytelling. From medical journal illustrations to AI-animated series, the studio demonstrates that range, not specialization, is the future of creative work.

MEDIA CONTACT

For press inquiries, interviews, or screening requests:

Email: info@qubitpixels.com

Website: www.hellphyre.com

Twitter/X: @amnestysports

YouTube: @amnestysports

EDITOR'S NOTES

INTERVIEW OPPORTUNITIES AVAILABLE

Series creator available for interviews on:

- AI ethics in creative production
- Independent content creation vs. studio system
- The future of motion comics and post-cinema formats
- Technical workflows for AI-assisted animation
- Democratization of visual storytelling

B-ROLL AND ASSETS AVAILABLE

- Episode stills and promotional artwork
- Behind-the-scenes production footage
- Creator interviews and production tutorials
- Character design sheets and visual development

FACT SHEET

Title: Hell PHYRE

Subtitle: A Post-Human Conspiracy Thriller

Distinction: One of the first complete AI-animated series (full season completed 1/13/2026)

Season One Episodes: 8 (finale: "Built In A Day")

Total Runtime: ~40 minutes

Premiere Date: September 2024

Season Completion: January 13, 2026

Creator/Studio: Qubit Pixels, INC. (Amnesty Sports brand)

Setting: New York City, 2036

Genre: Motion comic, conspiracy thriller, cyberpunk noir

Primary Audience: Adults 18-45, comic/anime fans, tech enthusiasts

Distribution: YouTube (primary), official website

Social Media: @amnestysports (Twitter/X, YouTube)

Views: Over a quarter of a million (Season One)

Recognition: Honorable Mention - Films That Move (Dec 2025), Selected - First-Time Filmmaker Sessions Vol. 1 (Jan 26, 2026)

PRODUCTION STATS (Season One):

Project Codename: Hellion

Production Period: 26 months (Nov 30, 2023 - present)

Total Files: 16,294

Total Asset Size: 167 GB

PRODUCTION CREDITS

Created, Written, and Directed by: Carl H. Boisson

Studio: Qubit Pixels, INC. (Amnesty Sports brand)

AI Tools: MidJourney, RunwayML, KlingAI, Google VEO 3, Nanabanana Pro, ElevenLabs, OpenAI

Post-Production: Adobe Premiere Pro, After Effects, Audition, Photoshop

Music: ElevenLabs AI composition inspired by afro-futurism themes + custom scoring

Release Strategy: Episodic (appointment TV model)

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