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from diffusers import StableDiffusionPipeline
import torch
import matplotlib.pyplot as plt
from PIL import Image, ImageFilter

# Load the Stable Diffusion pipeline (works for both CPU and GPU)
model_id = "CompVis/stable-diffusion-v1-4"
pipe = StableDiffusionPipeline.from_pretrained(model_id)

# If you're using CPU (without CUDA), load the model on CPU
pipe.to("cpu")

# Define a cinematic prompt with depth and lighting details
prompt = (
    "A cinematic 3D scene of young Krishna standing in a lush, vibrant forest. "
    "The lighting is dramatic, with sunlight filtering through the trees, creating long shadows. "
    "Krishna's playful smile turns into focused determination as he prepares to face his enemy. "
    "The camera angle is low, capturing his divine presence in an epic, cinematic style. "
    "High-quality, photorealistic, with depth of field and cinematic lighting."
)

# Generate the image
image = pipe(prompt).images[0]

# Optional: Apply post-processing to add cinematic effects
# Apply a slight blur to simulate depth of field (background blur)
blurred_image = image.filter(ImageFilter.GaussianBlur(radius=2))

# Display the original and blurred images side by side
fig, axes = plt.subplots(1, 2, figsize=(12, 6))
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axes[0].imshow(image)
axes[0].set_title("Original")
axes[0].axis("off")

axes[1].imshow(blurred_image)
axes[1].set_title("Cinematic Depth (Blurred)")
axes[1].axis("off")

plt.show()

# Save the generated images
image.save("kid_krishna_cinematic.png")
blurred_image.save("kid_krishna_cinematic_blurred.png")
```