COPY-PASTE PROMPTS

# 102 prompts

Every line here says what it is demonstrating - a camera move, a negative rewritten as a positive, a music cue's structure - so you can take the technique and not just the sentence.

## VIDEO

camera dollies in, cinematic handheld shot, neon rainy street, subtle product reveal, camera slowly pulls back, ambient motion, non-photorealistic, illustrated, not a photo, no live-action, no realism, flat 2D vector animation, bold clean outlines, solid vibrant flat fills, no shading, no gradients, hand-inked black marker on off-white paper, solid jet-black fills, thin white scratch highlights, marker grain, strictly monochrome, strict monochrome minimalism, black silhouettes on white void, high contrast, lots of negative space, hand-painted storybook gouache, soft textures, warm muted palette, visible brush strokes, Block N STYLE REFERENCE: Match the attached reference image EXACTLY. Replicate its look precisely: {STYLE tokens}. Every element below rendered in that identical style. SCENE: {scene and one clear action matching Block N narration}. MOTION: {camera move and animation behavior, slow push-in, drift, scale shock, hard contrast cut}. AUDIO: {ambient SFX or music only, NO voice, dialogue, or narration}. NEGATIVE: color drift, photorealism, 3D render, lip-sync, captions, on-screen text, logos, watermark{, plus style-specific bans}., MOTION: Very slow push-in; the figure erodes grain by grain and particles drift sideways., NEGATIVE: color, gray midtones, photorealism, 3D render, lip-sync, captions, on-screen text, logos, watermark., Premium 5-second motion cover reveal, smooth cinematic easing. The scene starts WITHOUT any text or plates: [SCENE AT START + CONTEXT MOTION, e.g. "the fluffy lime creature slowly rotates, its fur rippling in the light, stars drifting"]. Then the title "[TITLE TEXT]" [ENTRANCE MOTION matched to its typography], the tagline fades up beneath it, and the small rounded pill button slides in with a soft bounce. All elements ease precisely into their final positions and the video ends exactly on the provided end frame, holding still for the last moments. Subtle camera push-in, no flicker, no extra text, no new objects., The solid color frame, corner dots and capsule shape stay perfectly static at all times., no cuts, no camera shake, slow steady motion only, locked exposure, no on-screen text, START state END state, or the scrub has no payoff., push-in + rack focus soft to sharp, subject turn/eyes to camera, light sweep, object assembling, camera locked, no camera movement, no zoom, subject stays fully in frame, plain static background, the character performs ONLY this action, nothing else happens, the <prop> stays inert and is never used, no

## VIDEO (CONT.)

firing, no muzzle flash, no swinging, no raising it, the subject keeps facing the SAME direction for the entire video, never turns around, never rotates toward or away from the camera, no head turns past the shoulder, smooth idle breathing cycle, subtle weight shift, single sword slash, fast wind-up, sharp strike, follow-through, make the jacket red

## IMAGE

a red fox curled in a snowy pine forest, golden hour, cinematic, transform into anime style, vibrant colors, soft cel shading, Pure {STYLE} STYLE REFERENCE plate. No characters, no faces, no people, no objects, no scene, no letters, an abstract style swatch only. A balanced arrangement that demonstrates the rendering grammar clearly: {line quality}, {fill behavior}, {highlight/edge behavior}, {texture/grain}. {palette constraint, with hex if strict}. High contrast, clean background, generous negative space. Flat, raw, hand-illustrated, non-photorealistic. No text, no logos, no watermark., {STYLE}. Full-body character: {HOST}, a {species/persona} narrator, expressive, clear readable silhouette, looking at camera, centered, simple background. Recurring-character design. No text, no logos, no watermark., Make an Animated Explainer. Take only the visual render style and color grading of the input image(s); mix the styles if there is more than one image. Never use the characters, inscriptions, etc. from the input image(s) unless the instructions below ask you to. Use only the render style, and follow the user's instructions below:, Bold, punchy YouTube-thumbnail composite, poster-grade, photoreal and high-impact, NOT a muted cinematic movie still, <ratio>, single unified frame, no split-screen, no diagonal divide, everything blends smoothly and organically across the same continuous shot., No text, no readable UI labels, no watermark., TEXT: bold thumbnail headline text baked into the image, reading exactly "<TEXT>", massive, ultra-legible sans-serif with a clean outline/glow treatment, placed where it never covers the subject's face. No other text, no watermark., All faces crisply sharp as the anchors of the shot., signature YouTube thumbnail lighting rig, strong key light sculpting the face, soft dreamy fill lifting shadows, and defined back light plus hair light tracing a clean bright rim around hair, shoulders and silhouette., CHARACTER N: the person from attached face reference #K, IDENTITY LOCK: reproduce this exact person with a photographic identity match, same bone

## IMAGE (CONT.)

structure, eye shape, nose, lips, jawline, skin tone, hairline and hair texture. Do not beautify, average, or restyle the face. Expression: <emotion phrase>., IMAGE REFERENCES: image 1 = CHARACTER 1 face reference; image 2 = brand logo., Transform the attached 2D logo into a premium 3D logo render: extrude the exact logo shapes into glossy dimensional volumes; preserve every letterform, proportion and brand color; soft studio reflections, subtle bevels, crisp edges, clean dark neutral background, soft contact shadow, centered, generous margins, no extra text, no watermark., Change ONLY the person's facial expression to: <phrase>. Keep identity, face structure, hair, pose, body, clothing, logo, background, lighting and composition EXACTLY unchanged, pixel-faithful. Keep the YouTube thumbnail lighting rig intact., a film editor in a bold red bomber jacket mid-leap, cutting a giant arc of 35mm film with oversized chrome scissors, waist-up, subject fills two thirds of the frame, positioned right-of-center, soft open negative space upper-left on a warm white wall, bright soft key with punchy shadows, low wide angle, commercial editorial grade, no text, no letters, no logos, no captions, no UI, icon set, consistent 2px-stroke line glyphs, [motifs], flat on solid background, no text, seamless repeating pattern, website design mockup, desktop landing page section, [SECTION ROLE], [theme paradigm + exact palette words], [typography character] typography, [hero architecture / composition anchor], [background mode], [narrative spine motif], professional layout, clear hierarchy and spacing, award-winning web design, no watermark, no browser chrome, flat vector cartoon, deep violet dungeon palette, glowing teal accents, warm amber torchlight, thick dark-plum outlines, environment in deep violet stone with charcoal shadows, hero in warm coral-cream tones contrasting the surroundings, hazards and pickups marked with acid-green glow, rounded blobby shapes with thick dark-plum outlines, moody but playful underground atmosphere, flat ambient light, high contrast between game elements and backgrounds, clean readable silhouettes, consistent side-view perspective across all assets, game sprite of <description>, single character/object, full body visible, centered,, , on a solid uniform bright <KEY COLOR> background, no shadows cast on the background, no ground plane, nothing cropped at the edges, seamless tileable game texture tile of <description>, uniform pattern density,, ,

COPY-PASTE PROMPTS

# 102 prompts

## IMAGE (CONT.)

perfectly seamless edges that wrap horizontally and vertically, no border, no vignette, flat even lighting, no single focal object, game background of <description>, wide establishing view,, , no characters, no UI elements, slightly muted detail so foreground game elements stay readable, soft depth layering, seamless tileable surface texture of <description>,, , perfectly seamless edges, flat even lighting, no perspective, no objects, photographed-flat appearance, game UI element: <description>, single element, centered,, , on a solid uniform bright <KEY COLOR> background, crisp edges, no drop shadow outside the element, <STYLE FORMULA>. <single key-pose instruction>. Full body in frame with empty margin above the head and below the feet. Clean uniform <key color> background., Reproduce the attached image as faithfully as possible: the SAME {MATERIAL}, same colors, same lighting, same shapes and detail, pixel-level similarity everywhere possible. Only make the MINIMAL adjustments needed so the image becomes a perfectly seamless tileable texture: the left edge must continue into the right edge and the top edge into the bottom edge with no visible seam when tiled. Do not restyle, do not add or remove elements, do not change colors or scale. Square 1:1., hand-painted cracked dry earth with small grey stones, The repeating units must be aligned so rows continue across the tile borders: unit boundaries at the left edge continue into the right edge and across top/bottom., Reduce the visible periodic repetition of distinctive features so the pattern feels organic., Remove any watermark text., This {MATERIAL} game texture is damaged along a vertical line and a horizontal line through the center: some pattern elements there are faded, semi-transparent, streaky or cut in half. Replace every damaged element with a brand-new complete one painted in the exact same crisp style: fully opaque, sharp confident strokes, same element size, same colors. No blur, no soft transparent elements, no smoothing - the repaired area must be indistinguishable in sharpness and detail from the rest of the image. Keep everything outside the damaged lines unchanged. The final image must be a perfectly seamless tileable texture: the left edge continues into the right edge and the top edge continues into the bottom edge with no visible seam when tiled. Flat even lighting, no shadows, no vignette., [CREATE ONE FINISHED BRANDED MOCKUP] <specific object/application, credible setting, camera, material, lighting, composition, and one brand-specific art-direction idea>, [AUTHORITATIVE

## IMAGE (CONT.)

LOGO] <ImageN> is the exact approved <full-color/black/white> logo. Preserve its spelling, silhouette, geometry, proportions, internal negative space, and exact color. Do not redraw, simplify, crop, stretch, outline, or add effects., [PLACEMENT LOCK] Target surface: <exact object panel/face/material>. Position: <exact alignment and location, e.g. horizontally centered, upper third, optical center aligned to panel>. Scale: logo occupies <specific proportion> of the target surface while keeping <specific clear-space margin>. Orientation: align to <panel edge/seam/baseline>; follow surface perspective without changing logo proportions. Color: use the supplied <full-color/black/white> variant exactly. State why it contrasts correctly with the material/background., [PHYSICAL APPLICATION] Render the logo using <credible print/emboss/foil/engraving/ink behavior>. Respect folds, grain, perspective, occlusion, reflections, scale, and manufacturing limits., No extra logos, pseudo-text, invented labels, warped marks, floating print, unrelated props, arbitrary gradients, plastic sheen, or generic luxury staging., [BRAND LOCK, DO NOT DEVIATE] Brand spelling: <exact> Authoritative logo: <reference index/id and preservation instruction> Palette: <exact hex + role> Typography: <exact font/style when rendered> Layout: <grid/alignment/spacing> Shape language: <radius/border/forms> Graphic device: <motif/pattern rule> Must preserve: <fixed invariants> Never: <forbidden treatments>, Image 1: official logo, Flat vector design, clean lines, no shadows, no texture, no text. Clean editable vector paths, SVG-friendly, minimal anchor points., Monoline vector design, uniform stroke weight, rounded line caps, no fills, no shadows, no texture, no text. Clean editable vector paths, SVG-friendly, minimal anchor points., Flat vector design with the specified locked vector gradient, no shadows, no texture, no text. Clean editable vector paths, SVG-friendly, minimal anchor points., Intentional hand-drawn vector strokes, approved surface variation, clear scalable silhouette, no shadows, no text., locked primary tone, mark type to central subject/mechanism to shape logic to style register to palette behavior to composition to constraint tail, Reference: User specifically likes: Palette behavior: Typography character: Composition/grid: Shape/material language: Overall mood: Do not copy:, brief, generic subject pose/action, elements, location, composition, background, split (true/false), split_count, person_count, emotion, emotion_detail, bottle of cold-brew on a

## IMAGE (CONT.)

sunlit kitchen counter, IG feed, vertical pin for my candle brand, cottagecore mood, Christmas version, quiet-luxury aesthetic, founder using product in 5 distinct IG-feed scenes: morning coffee setup, desk workspace, outdoor café, gym, home office, premium skincare serum, clean clinical marketplace visual system, anime character concept, expressive pose, neon city at dusk

## AUDIO

AUDIO: Low sustained drone and a soft whisper of falling sand, no voice., short isolated sword impact, dry studio recording, no music, instrumental cozy forest loop, warm marimba and soft strings, no vocals, single heavy wooden door slam, close microphone, no ambience, The gate is open. Move!, cinematic rain ambience with distant thunder, cinematic synthwave track, glass breaking in a large hall, same voice, calmer delivery, For four and a half thousand years, the pyramids of Egypt have stood against the desert, silent and immense.

## ANY MEDIUM

Instead of "no blur" to "tack sharp", Instead of "no people" to "uninhabited landscape"