

[https://github.com/issastash/AI\\_Complete\\_Prompting\\_Guides/blob/main/Seedance\\_2.0\\_Complete\\_Prompting\\_Guide.md](https://github.com/issastash/AI_Complete_Prompting_Guides/blob/main/Seedance_2.0_Complete_Prompting_Guide.md)

## # 🎬 Seedance 2.0 — Complete Prompting Master Guide

> Compiled from the EvoLinkAI official guide, the official Seedance prompt documentation, and top community resources. This is your single reference for writing production-quality Seedance 2.0 prompts.

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### ## 1. Core Philosophy

**\*\*You are a director, not a describer.\*\*** Seedance 2.0 understands instructions the way a real director would speak them. Write your prompt like a shot list — describe the scene, the action, and the mood, not technical camera specs.

Seedance 2.0 is the industry's first model supporting **\*\*quad-modal input\*\*** (image + video + audio + text simultaneously). It uses a **\*\*Dual-Branch Diffusion Transformer\*\*** — one branch handles spatial information (what things look like), the other handles temporal information (how things move over time).

**\*\*Key insight:\*\*** Vague prompts force both branches to guess. Structured prompts feed both branches clearly, producing dramatically better results.

### ### What Seedance 2.0 Actually Understands

The model has built-in understanding of:

- **\*\*Physics accuracy\*\*** — objects fall, collide, and interact by real-world rules (fabric drapes, water splashes, dust rises)
- **\*\*Fluid motion\*\*** — natural movement with proper momentum and timing
- **\*\*Precise instruction following\*\*** — it executes complex multi-step prompts
- **\*\*Style consistency\*\*** — maintains visual coherence across all frames
- **\*\*Native audio\*\*** — generates sound effects, dialogue, and music synchronized to the visuals

This means you should **\*\*describe physical interactions\*\***, not just appearances. "The tires smoke as the car drifts 90 degrees" gives the physics engine something to work with. "Car turns" doesn't.

### ### Edit vs. Reference — Know the Difference

When uploading an existing video, always be clear about your intent:

- **\*\*Edit\*\*** = modify the existing video directly (replace a character, remove an object, change the plot)
- **\*\*Reference\*\*** = extract a quality from the video (camera movement, motion style, rhythm) and apply it to new content

...

Edit: "In @Video1, replace the woman with @Image1..."

Reference: "Reference @Video1's camera movement for a new scene..."

...

---

## ## 2. The 6-Step Prompt Formula

The officially recommended standard structure:

...

[Subject], [Action], in [Environment], camera [Camera Movement], style [Style], avoid [Constraints]

...

| Step | Element | Requirement | Example |

|-----|-----|-----|-----|  
 | **\*\*1. Subject\*\*** | Who/what | Specific visual features | "A young woman in a white dress" |  
 | **\*\*2. Action\*\*** | What happens | Specific verbs, quantified intensity | "Slowly turns around, breeze blowing the skirt" |  
 | **\*\*3. Environment\*\*** | Where | Include lighting + atmosphere | "in a seaside at dusk, golden glow" |  
 | **\*\*4. Camera\*\*** | How to shoot | ONE primary camera instruction | "camera slow push-in" |  
 | **\*\*5. Style\*\*** | The feel | Specific visual references | "style cinematic film tone, 35mm" |  
 | **\*\*6. Constraints\*\*** | What to avoid | Exclude common issues | "avoid jitter and bent limbs" |

**\*\*Target length: 60–100 words.\*\*** Too short = missing details. Too long = conflicting instructions.

### ### Good vs. Bad Example

**\*\* Good:\*\***

...

A skateboarder lands a clean trick in an empty dawn parking lot,  
 camera low tracking shot then subtle rise, modern cinematic contrast,  
 6 seconds, 16:9, avoid jitter and bent limbs.

...

**\*\* Bad:\*\***

...

cool skateboard video, cinematic, fast, amazing tricks,  
 lots of movement, epic style

...

---

### ## 3. The Shot-Script Format (Advanced)

The highest-quality outputs use shot scripts. This is what top creators and viral videos use.

#### ### Structure

...

**【Style】**Specific style anchor (director name / film style / art movement)

**【Duration】**Total length

[00:00-00:04] Shot 1: Shot Name (Camera Type).

Scene description with physical details.

Character action with specific body language.

Audio cue.

[00:04-00:07] Shot 2: Shot Name (Camera Type).

...

[00:07-00:10] Shot 3: Shot Name (Camera Type).

...

Consistency constraints. Physics requirements. Palette notes.

...

#### ### Why It Works Better

1. **Temporal precision** — Timecodes tell Seedance exactly *when* each action happens. Without them, actions distribute unpredictably.
2. **Narrative arc** — Named shots force setup → discovery → payoff. The model generates more compelling motion with emotional progression.
3. **Physical grounding** — Details like "dust particles float in slow motion around the boots" give the physics engine concrete constraints.

#### ### Full Shot-Script Example

...

**【Style】**Denis Villeneuve Sci-Fi Epic, IMAX 70mm, desaturated teal-orange palette.

**【Duration】**10 seconds

[00:00-00:04] Shot 1: The Scale (Extreme Wide Shot).

A lone astronaut in a white spacesuit stands at the edge of an enormous crater on Mars. Red dust blows across the visor in gusts. The crater stretches to the horizon — the scale of nature dwarfs the human figure completely. Deep rumbling bass audio.

[00:04-00:07] Shot 2: The Discovery (Push-in to Close-up).

Camera slowly pushes from the wide shot into a tight close-up of the astronaut's helmet visor. In the curved reflection, we see Earth — tiny, blue, impossibly far away. The astronaut's breathing is audible. Anamorphic lens flare streaks across the frame.

[00:07-00:10] Shot 3: The Decision (Low Angle, Static).

From below, the astronaut steps forward off the crater edge — a leap of faith into the unknown. Dust particles float in slow motion around the boots. Camera holds steady as the figure descends. Cut to black.

Consistent spacesuit design. Realistic Mars dust physics. Epic orchestral audio swell on final shot.

...

---

## ## 4. The @Tag Reference System

This is what makes Seedance 2.0 truly multimodal. When you upload files, each gets an automatic tag.

### ### Two Entry Modes

| Mode                                                   | When to Use                   | How It Works                                                                |
|--------------------------------------------------------|-------------------------------|-----------------------------------------------------------------------------|
| <b>First/Last Frame Mode</b>                           | Simple single-shot generation | Upload one image as starting point + text prompt. Quick and effective.      |
| <b>Universal Reference Mode</b> (All-in-One Reference) | Full multimodal control       | Combine images + videos + audio + text. This is where the real power lives. |

> ⚠️ **Dreamina UI Note:** Seedance 2.0 supports "First/Last Frame" and "All-in-One Reference" entry points only. "Smart Multi-Frame" and "Subject Reference" modes appear in the UI but **cannot be selected** with Seedance 2.0.

### ### Syntax Rules

| Type          | Tags                                                | Limit               |
|---------------|-----------------------------------------------------|---------------------|
| <b>Images</b> | <code>@Image1`</code> through <code>@Image9`</code> | Up to 9             |
| <b>Videos</b> | <code>@Video1`</code> through <code>@Video3`</code> | Up to 3             |
| <b>Audio</b>  | <code>@Audio1`</code> through <code>@Audio3`</code> | Up to 3             |
| <b>Total</b>  | —                                                   | ≤ 12 files combined |

Tags are assigned in **upload order** within each type.

> 🔑 **Golden Rule for References:** Always be specific about **which element** should be extracted from **which file**. Don't just mention the file — state its role explicitly. The model can extract motion, style, camera work, character appearance, audio rhythm, or effects from a single reference. Tell it which one you want.

>

> ...

> ❌ Use `@Video1` for the scene

> ✅ Reference `@Video1` for camera movement only. Character appearance references `@Image1`.

> ...

### ### 5 Ways to Use Image References

| Usage         | Prompt Syntax                       | Effect                               |
|---------------|-------------------------------------|--------------------------------------|
| First frame   | `@Image1 as first frame`            | Video starts from this exact image   |
| Last frame    | `@Image1 as last frame`             | Video ends at this image             |
| Character ref | `@Image1 as character reference`    | Preserves character look throughout  |
| Environment   | `@Image1 as background environment` | Uses image as scene setting          |
| Style ref     | `@Image1 as style reference`        | Matches color palette, texture, mood |

#### ### 4 Ways to Use Video References

| Usage              | Prompt Syntax                      | Effect                         |
|--------------------|------------------------------------|--------------------------------|
| Camera replication | `follow @Video1 camera movement`   | Copies pan, tilt, zoom pattern |
| Motion imitation   | `character moves like @Video1`     | Transfers choreography/motion  |
| Effect replication | `apply @Video1 transition effects` | Matches visual effects         |
| Rhythm reference   | `match @Video1 pacing and cuts`    | Syncs timing and rhythm        |

#### ### 3 Ways to Use Audio References

| Usage            | Prompt Syntax                      | Effect                         |
|------------------|------------------------------------|--------------------------------|
| Background music | `@Audio1 as background soundtrack` | Sets mood with uploaded music  |
| Sound effects    | `@Audio1 as ambient sound`         | Adds specific sound effects    |
| Voice style      | `@Audio1 as voice style reference` | Matches vocal tone and cadence |

#### ### Common @Tag Writing Patterns

...

##### # Specify first frame

Use @Image1 as the first frame of the scene, ...

##### # Reference camera movement only, not character

Reference all camera movement effects from @Video1,  
but use the character appearance from @Image1

##### # Separate action and camera references

Reference character action from @Video1,  
reference circular camera movement from @Video2

##### # First + last frame (AI fills the gap)

@Image1 as the first frame and @Image2 as the last frame

##### # Video extension

Extend @Video1 by 5s, [content description]

# Reference video sound effects

Background BGM references sound effects from @Video1

...

### ### File Allocation Strategy

| Use Case   Images   Videos   Audio   Total |
|--------------------------------------------|
|--------------------------------------------|

|                               |
|-------------------------------|
| ----- ----- ----- ----- ----- |
|-------------------------------|

|                                                                          |
|--------------------------------------------------------------------------|
| Product commercial   4 (product angles)   1 (camera ref)   1 (music)   6 |
|--------------------------------------------------------------------------|

|                                                                              |
|------------------------------------------------------------------------------|
| Character animation   3 (character + scene)   2 (motion ref)   1 (music)   6 |
|------------------------------------------------------------------------------|

|                                                                      |
|----------------------------------------------------------------------|
| Music video   2 (style + character)   2 (dance ref)   3 (tracks)   7 |
|----------------------------------------------------------------------|

|                                                                            |
|----------------------------------------------------------------------------|
| Multi-shot narrative   6 (scene keyframes)   1 (style ref)   1 (music)   8 |
|----------------------------------------------------------------------------|

|                                                                      |
|----------------------------------------------------------------------|
| Max quality single shot   9 (all angles)   0   3 (audio layers)   12 |
|----------------------------------------------------------------------|

> **Tip:** Fewer, higher-quality references usually outperform many low-quality ones.

---

## ## 5. The 8 Camera Movements

Camera movement is the **single most effective way** to boost video quality.

| Camera Type   English Term   Effect   Best For |
|------------------------------------------------|
|------------------------------------------------|

|                         |
|-------------------------|
| ----- ----- ----- ----- |
|-------------------------|

|                                                                                                        |
|--------------------------------------------------------------------------------------------------------|
| <b>Push-in</b>   push-in / dolly in   Camera moves toward subject   Close-up emphasis, emotional focus |
|--------------------------------------------------------------------------------------------------------|

|                                                                                                              |
|--------------------------------------------------------------------------------------------------------------|
| <b>Pull-out</b>   pull-out / dolly out   Camera moves away to reveal   Environmental reveal, spatial context |
|--------------------------------------------------------------------------------------------------------------|

|                                                                                              |
|----------------------------------------------------------------------------------------------|
| <b>Pan</b>   lateral motion / pan   Horizontal movement   Tracking subjects, scanning scenes |
|----------------------------------------------------------------------------------------------|

|                                                                                                        |
|--------------------------------------------------------------------------------------------------------|
| <b>Tracking</b>   tracking shot / follow   Camera follows movement   Action scenes, walking characters |
|--------------------------------------------------------------------------------------------------------|

|                                                                                                     |
|-----------------------------------------------------------------------------------------------------|
| <b>Orbit</b>   orbit / arc   Camera rotates around subject   Product showcases, character portraits |
|-----------------------------------------------------------------------------------------------------|

|                                                                                            |
|--------------------------------------------------------------------------------------------|
| <b>Aerial</b>   aerial / drone shot   High-altitude view   Landscapes, cities, grand scale |
|--------------------------------------------------------------------------------------------|

|                                                                                |
|--------------------------------------------------------------------------------|
| <b>Handheld</b>   handheld   Natural slight shake   Documentary style, realism |
|--------------------------------------------------------------------------------|

|                                                                                                |
|------------------------------------------------------------------------------------------------|
| <b>Fixed</b>   fixed / locked-off   Camera stays completely still   Focusing on subject action |
|------------------------------------------------------------------------------------------------|

### ### 🚨 Three Critical Camera Rules

**Rule 1: ONE primary camera instruction only.**

...

✅ camera slow push-in

❌ camera push-in, then pan left, zoom out, orbit around

...

If you need compound movement, describe primary then secondary:

...

✓ camera low tracking shot then subtle rise

...

**\*\*Rule 2: Use rhythmic descriptions, NOT technical specs.\*\***

...

✓ slow, smooth, stable, gradual, gentle

✗ 24fps, f/2.8, ISO 800, focal length 85mm

...

"Describe the rhythm as if you're talking to an editor."

**\*\*Rule 3: Separate camera movement from subject movement.\*\***

...

✓ The dancer spins slowly. Camera holds fixed framing.

✗ spinning camera around a dancing person

...

Mixing these is the #1 most common mistake → uncontrollable, shaky video.

---

## ## 6. Speed, Style & Lighting Keywords

### ### Speed Keywords

| Speed | Keywords | Effect |

|-----|-----|-----|

| Extremely Slow | imperceptible, barely | Almost unnoticeable movement |

| Slow | slow, gentle, gradual | Smooth and stable |

| Medium | smooth, controlled | Natural rhythm |

| Fast | dynamic, swift | High impact (\*\*use with extreme caution\*\*) |

> ⚠ "Fast" is the keyword most likely to degrade quality. If you need speed, make only ONE element fast.

### ### Style Keywords

| Category | Keywords | Effect |

|-----|-----|-----|

| Cinematic | cinematic, film tone, 35mm | Classic movie aesthetic |

| Quality | 4K, high detail, sharp | High-definition |

| Film | film grain, analog, vintage | Retro texture |

| Tone | warm tone, cool palette, desaturated | Color bias |

| Atmosphere | moody, dreamy, ethereal | Emotional mood |  
| Realism | realistic, natural, documentary | Realistic style |

### ### Lighting Keywords (HIGHEST LEVERAGE)

**\*\*If you can only add ONE element to improve quality, add a lighting description.\*\***

| Keyword | Effect | Example |  
|-----|-----|-----|  
| golden hour | Warm golden tones | "soft golden hour lighting" |  
| rim light | Highlights subject edges | "dramatic rim light against dark bg" |  
| natural light | Natural illumination | "soft natural window light" |  
| neon | Neon glow | "neon-lit rainy street" |  
| backlit | Light from behind | "backlit silhouette at sunset" |  
| overcast | Soft, diffused light | "even overcast diffused light" |

### ### Keyword-Triggered Special Effects

| Desired Effect | Recommended Writing |  
|-----|-----|  
| Hitchcock zoom | `protagonist in panic with Hitchcock zoom` |  
| Circular camera | `robotic arm multi-angle circular movement` |  
| Accelerating speed | `speed accelerates like a roller coaster` |  
| Particle effects | `golden sand particles scatter` / `particle dispersion effect` |

---

## ## 7. Negative Prompts & Quality Killers

### ### Essential Negative Prompts (Always Include)

| Negative Prompt | What It Excludes | Use Case |  
|-----|-----|-----|  
| `avoid jitter` | Screen shaking | All videos |  
| `avoid bent limbs` | Distorted limbs | Character videos |  
| `avoid temporal flicker` | Temporal flickering | Long-duration videos |  
| `avoid identity drift` | Subject feature drift | Character consistency |  
| `avoid chaotic composition` | Messy composition | Complex scenes |

### ### Words That KILL Quality

| Dangerous Word | Why It's Risky | Use Instead |  
|-----|-----|-----|  
| `fast` (alone) | Causes total chaos | Make only one element fast |

| `cinematic` (alone) | Too vague | "cinematic film tone, 35mm, warm" |  
| `epic` | Model doesn't know what it means | Describe specific visual effects |  
| `amazing` / `beautiful` | No practical guidance | Specific lighting + composition |  
| `lots of movement` | Causes jitter | Describe one specific motion |

---

## ## 8. Three Generation Modes

### ### Text-to-Video

Use the full 6-step formula. Describe everything.

...

A lone astronaut walks across an amber desert under twin moons,  
camera slow lateral tracking, cinematic sci-fi tone, 8 seconds,  
16:9, avoid temporal flicker.

...

### ### Image-to-Video

Don't re-describe what's in the image. Focus on **motion + camera**.

...

Animate the provided image, preserve composition and colors,  
add gentle wind motion to the leaves, camera slowly pushes in,  
keep consistent lighting, 6 seconds.

...

### ### Video-to-Video

Describe the **style transformation** while preserving motion.

...

Transform source clip to anime watercolor style,  
preserve core motion and timing, adjust color palette to pastel,  
keep identity consistent, avoid identity drift.

...

| Element | Text-to-Video | Image-to-Video |

|-----|-----|-----|

| Subject description | Must be detailed | Already in image, omit |  
| Motion description | Full description | Focus on dynamic changes |  
| Composition retention | Not applicable | Must emphasize "preserve" |  
| Camera movement | Flexible | Must align with image composition |

---

## ## 9. Advanced Techniques

### ### Long Videos (10s+): Use Timeline Segmentation

...

0-3s: [description of opening]

3-6s: [description of middle action]

6-10s: [description of climax/ending]

...

### ### Actions & Emotions Must Be Specific

...

 character is very sad

 tears slide down cheeks, mouth trembles slightly

...

### ### One Continuous Shot

Always end your prompt with:

...

No scene cuts throughout, one continuous shot.

...

Full example:

...

@Image1 @Image2 @Image3, first-person one continuous tracking camera, movement trajectory: from street through alley to rooftop, speed gradually accelerates then slows at the peak.

No scene cuts throughout, one continuous shot.

...

### ### Character Consistency Across Multiple Videos

1. Use the **\*\*exact same reference image\*\*** every time via `@Image1` as character reference`
2. Include explicit appearance descriptors even with image ref: "same red jacket, short black hair"
3. Use last frame of video N as first frame image for video N+1

### ### Camera Movement Replication

...

Reference all camera movement effects from @Video1,

but use the character appearance from @Image1  
...

If it doesn't replicate, strengthen with:  
...

completely reference all camera movement effects from @Video1  
...

#### ### Video Extension

...  
Extend @Video1 forward by 5s.  
0-2s: [continuing scene description].  
2-5s: [new action/ending].  
...

Note: Duration = new seconds only, not total duration.

#### ### Music Beat Sync

Upload audio and let the model sync visuals:  
...

Background music references @Audio1. Visuals sync to the beat rhythm.  
Camera cuts and movement changes align with musical beats.  
...

#### ### Video Merging (Insert Between Two Clips)

You can insert new content between two existing videos:  
...

I want to add a scene between @Video1 and @Video2, with the content  
being [description of the bridging scene].  
...

#### ### Continuous Action Chains

For complex multi-step physical actions, describe the transition explicitly:  
...

The character transitions directly from jumping to rolling,  
maintaining smooth and fluid motion throughout.  
...

#### ### Multi-Camera Narrative (Automatic Shot Coverage)

Seedance 2.0 can generate multiple camera angles within a single generation. Describe a conversation or scene, and the model creates proper shot-reverse-shot coverage, wide establishing shots, character close-ups, and medium shots automatically:

...

A conversation between two characters sitting across from each other at a cafe table. They discuss the plan with increasing tension.  
Natural multi-camera coverage with shot-reverse-shot editing.  
Character details stay consistent across cuts.

...

### ### No Audio Reference? Use a Video's Sound Instead

If you don't have a separate audio file, you can reference the sound from an existing video:

...

Background BGM references the sound effects from @Video1.

...

---

## ## 10. Prompt Templates (Ready to Use)

### ### Template 1: Product 360° Showcase

...

@Image1 [product name] as the main subject,  
camera movement references @Video1,  
zoom in to close-up of [specific part],  
camera rotates and [product] flips to show full view,  
[product feature details] clearly visible,  
surrounding environment [atmosphere description]

...

### ### Template 2: Advertisement Comparison

...

This is a [product] advertisement, @Image1 as the first frame,  
[character A] in [state A, e.g.: elegant],  
camera quickly pans right, shooting @Image2 [character B] [state B, e.g.: disheveled],  
camera pans left and zooms in shooting [product],  
[product] references @Image3, [product] in [working state].

...

### ### Template 3: Video Extension Script

...

[N]s

Extend @Video1 [forward/backward] by [N] seconds.

[0-X]s: [scene description].

[X-Y]s: [scene description].

[Y-N]s: [ending scene/subtitles].

...

#### ### Template 4: One Continuous Shot

...

@Image1 @Image2 @Image3..., [perspective] one continuous shot [movement type] camera, [movement trajectory: from A through B to C], [speed/rhythm changes].

No scene cuts throughout, one continuous shot.

...

#### ### Template 5: Cinematic Racing Scene (Shot-Script)

...

【Style】Hollywood Professional Racing Movie (Le Mans Style), Cinematic Night, Rain, High Stakes.

【Duration】10 seconds

[00:00-00:03] Shot 1: The Veteran (Interior/Close-up).

Rain hammers the windshield of a high-tech race car on a night track.

Inside the cockpit, the veteran driver in a black helmet looks sideways at his rival. Dashboard instruments glow green on his visor.

He gives a subtle nod and mouths 'Let's go.'

[00:03-00:06] Shot 2: The Challenger (Interior/Close-up).

Cut to the rival car. A younger driver grips the steering wheel with

white knuckles. Raindrops streak across the side window. Eyes wide with adrenaline through the visor slit.

He whispers 'Focus' to himself.

[00:06-00:10] Shot 3: The Green Light (Wide Action Shot).

Starting lights turn GREEN. Both cars launch forward in sync on gleaming wet asphalt. Massive water rooster tails spray behind them. Rain hits the camera lens. Motion blur turns stadium lights into long golden streaks.

Consistent car designs. Realistic rain physics, water reflections.

Tension-building audio.

...

### ### Template 6: Anime Character Emotion

...

【Style】High-quality anime, Studio Ghibli-inspired, detailed facial expressions.

【Duration】12 seconds

[00:00-00:04] Shot 1: The Letter Arrives (Medium Close-up).

A young anime girl with long black hair sits by a sunlit window.

She holds an unopened envelope with both hands, turning it over carefully.

Her eyes show curiosity mixed with anticipation. Soft morning light.

[00:04-00:08] Shot 2: The Reading (Close-up on Face).

She opens the letter and begins reading. Her expression changes — eyes widening with surprise, then a slow smile spreading.

Her lips part slightly as if to gasp.

[00:08-00:12] Shot 3: The Joy (Medium Shot, Slight Pull Back).

She clutches the letter to her chest and closes her eyes with happiness.

A single tear of joy rolls down her cheek. Cherry blossom petals drift past the window behind her.

Consistent anime character design. Detailed emotional facial animation.

Natural lighting transitions.

...

### ### Template 7: Product Commercial (Image-to-Video)

...

@Image1 as first frame.

【Style】Premium product keynote, clean minimal aesthetic.

【Duration】15 seconds

[00:00-00:03] Rapid four-frame flash cuts — black, blue, white, rose gold product variants appear one by one. Close-up on texture and finish.

[00:03-00:08] Extreme close-up of mechanism unfolding. Precision engineering visible in slow motion. Studio lighting creates elegant highlights.

[00:08-00:12] Quick-cut lifestyle montage. Different users in different settings, each wearing/using the product variant matching their aesthetic.

[00:12-00:15] All variants lined up on minimal white pedestal.

Brand text elegantly fades in at bottom.

Maintain exact product proportions from @Image1.  
Commercial-grade lighting. Clean, premium aesthetic throughout.  
...

#### ### Template 8: ASMR / Sensory Content

...

Create a vertical ASMR video with no music, focusing on macro details.  
A light blue skincare gel bottle sits on glass. A pale, elegant hand gently taps the glass, producing crisp fingernail tapping sounds. The hand picks up the bottle and slowly twists the cap, with the rotation sound clearly audible. A spoon scoops a portion of gel and drops it onto the glass with a soft "plop," showing dense gel with tiny air bubbles. Dramatic cool lighting from behind makes the gel glow like a gemstone. The hand presses onto the gel, spreading it in circular motions, causing tiny bubbles to swirl.

...

---

## ## 11. The 10 Major Capability Areas

Based on the EvoLinkAI official guide, Seedance 2.0 excels in these 10 areas:

| #   | Capability                               | Description                                                               |
|-----|------------------------------------------|---------------------------------------------------------------------------|
| --- | -----                                    | -----                                                                     |
| 01  | **Consistency Enhancement**              | Face, clothing, product detail, text, and scene consistency across frames |
| 02  | **Camera Movement & Action Replication** | Replicate complex camera work and choreography from reference videos      |
| 03  | **Creative Effects Replication**         | Reproduce transitions, particle effects, style transforms from references |
| 04  | **Story Completion**                     | AI fills in narrative gaps from minimal images and audio input            |
| 05  | **Video Extension**                      | Extend clips forward or backward with natural transitions                 |
| 06  | **Audio & Voice**                        | Realistic sound effects, accurate lip-sync, timbre replication            |
| 07  | **One Continuous Shot**                  | Long unbroken shots with multiple image/video references                  |
| 08  | **Video Editing**                        | Script reversal, character swapping, precise local modifications          |
| 09  | **Music Beat Sync**                      | Model understands rhythm and aligns visuals to musical beats              |
| 10  | **Emotion Performance**                  | Nuanced facial expressions, body language, emotional timing               |

---

## ## 12. Common Mistakes & Fixes

| #  | Mistake                         | Why It Fails                       | Fix                                            |
|----|---------------------------------|------------------------------------|------------------------------------------------|
| 1  | Too vague ("nice video of dog") | Model guesses everything           | Specify breed, action, camera, setting         |
| 2  | Wrong @tag numbering            | References non-existent file       | Check upload order; tags start at 1            |
| 3  | No duration/resolution          | Defaults may not match needs       | Always specify in prompt AND parameters        |
| 4  | Conflicting modalities          | Image = day, prompt = "dark night" | Align prompt with reference content            |
| 5  | Overloaded (200+ words)         | Key instructions diluted           | Keep under 150 words; use refs for visuals     |
| 6  | No camera direction             | Static or random movement          | Add explicit: "slow dolly-in" or "static wide" |
| 7  | Realistic face uploads          | Blocked by compliance filters      | Use illustrated/stylized characters            |
| 8  | Exceeding file limits           | Request rejected                   | ≤9 images, ≤3 videos, ≤3 audio, ≤12 total      |
| 9  | No style anchor                 | Generic output                     | Anchor to director/film/art style              |
| 10 | No timecodes                    | Unpredictable action timing        | Use `[00:00-00:05]` format                     |
| 11 | Fast + fast + complex           | Guaranteed jitter                  | Only ONE element can be "fast"                 |
| 12 | Camera + subject mixed          | Shaky, incoherent footage          | Describe each separately                       |

---

## ## 13. Parameter Specifications

### ### Input Limits

| Input Type   | Formats                         | Quantity             | Size Limit  | Duration    |
|--------------|---------------------------------|----------------------|-------------|-------------|
| Image        | JPEG, PNG, WebP, BMP, TIFF, GIF | ≤ 9                  | < 30MB each | —           |
| Video        | MP4, MOV                        | ≤ 3                  | < 50MB each | Total 2-15s |
| Audio        | MP3, WAV                        | ≤ 3                  | < 15MB each | Total ≤ 15s |
| Text         | Natural language                | —                    | —           | —           |
| **Combined** | —                               | **≤ 12 files total** | —           | —           |

### ### Output Specs

- Generated duration: \*\*4-15 seconds\*\* (freely selectable)
- Resolution: Up to \*\*2K\*\*
- Includes: Sound effects + background music
- Audio: Stereo, lip-sync in 8+ languages

### ### Compliance

- ❌ Does NOT support realistic human face photos (ByteDance suspended "Face-to-Voice" feature after privacy concerns — human reference inputs have stricter verification)
- ✅ Use: illustration style, AI-generated virtual characters, animals, products, scenes
- ⚠️ Having reference videos costs more credits than image-only or text-only generations

#### ### Post-Generation Tools (Dreamina UI)

After generating, you can refine without regenerating:

- \*\*\*"Generate soundtrack"\*\*\* — one-click to add/replace audio on your generated video
- \*\*\*"Interpolate frames"\*\*\* — smooths motion by adding interpolated frames between existing ones
- \*\*\*"Regenerate"\*\*\* — re-rolls the same prompt for a different result

#### ### Platform-Specific Aspect Ratios

| Platform                  | Aspect Ratio | Notes                                 |
|---------------------------|--------------|---------------------------------------|
| YouTube / landscape       | 16:9         | Default for cinematic content         |
| TikTok / Reels / Shorts   | 9:16         | Add "vertical format, 9:16" to prompt |
| Instagram feed            | 1:1          | Square format                         |
| Vintage / retro aesthetic | 4:3          | Classic TV ratio                      |
| Cinematic widescreen      | 2.35:1       | Add "2.35:1 widescreen" to style line |

Always use the **same aspect ratio** across all clips when chaining extensions.

#### ### Input Quality Recommendations

| Input Type  | Minimum Quality                                | Why It Matters                                |
|-------------|------------------------------------------------|-----------------------------------------------|
| Images      | 1080p+ resolution, good lighting, sharp        | Low-res or blurry images = low-res output     |
| Videos      | Stable footage, well-lit, clear action         | Shaky/dark refs produce shaky/dark output     |
| Audio       | 256kbps+, clear without excessive noise        | Muddy audio = poor beat sync and lip-sync     |
| Asset count | Start with 2-4 assets, add more only if needed | More isn't always better — quality > quantity |

#### ### Troubleshooting Common Issues

| Problem                         | Cause                       | Solution                                                                                         |
|---------------------------------|-----------------------------|--------------------------------------------------------------------------------------------------|
| Character changes between shots | Identity not locked         | Add "maintain consistent facial features and clothing from @Image1 throughout entire video"      |
| Motion doesn't match reference  | Vague reference instruction | Be specific: "Exactly replicate the camera movement from @Video1, smooth tracking left to right" |

| Visuals don't hit audio beats | No sync instruction | Add "camera movements and transitions hit beats in @Audio1" + specify sync points |

| Visual style drifts mid-video | No style lock | Reference style multiple times: "Visual style from @Image1 applies to entire duration, consistent color grading" |

| Extension seams feel unnatural | Didn't describe starting state | Start extension prompt by describing the state at the end of the previous clip |

---

## ## 14. Iteration Methodology

### ### The "One Variable at a Time" Rule

1. **Baseline:** Generate 2-3 options with a standard prompt
2. **Adjust ONE element:** Camera angle, motion intensity, OR style — never multiple
3. **Score:** Rate continuity, instruction adherence, post-production usability
4. **Select:** Choose highest-scoring version
5. **Repeat:** Adjust next variable

### ### Three-Tier Template Management

| Tier | Purpose | Characteristics |

|-----|-----|-----|

| Starter | Quick direction validation | Short and precise |

| Production | Official delivery | Strict camera + consistency constraints |

| Fallback | For unstable output | Highly simplified, back to basics |

### ### Pre-Publishing Checklist

- [ ] Read entire prompt from non-author perspective
- [ ] Remove redundant adjectives
- [ ] Confirm only ONE primary camera instruction
- [ ] Ensure constraints are achievable
- [ ] Check for conflicts between style and motion
- [ ] Verify @tag numbers match upload order
- [ ] Include negative prompts (avoid jitter, bent limbs)
- [ ] Include at least one lighting description
- [ ] Confirm edit vs. reference intent is explicit for any uploaded video

### ### Real-World Creative Applications

| Use Case | Workflow |

|-----|-----|

| **Product line variants** | Generate one hero commercial → use video editing to swap the product for each SKU (different colors, sizes). Same camera work, 5 variants from 1 generation. |

| **Content localization** | Generate base video → use audio reference to re-generate with lip-sync dialogue in different languages. One shoot, many markets. |

| **Storyboard → video** | Upload storyboard panels as reference images → model understands shot composition, camera angles, and transitions directly from the drawings. |

| **Template-based series** | Find a viral video style → upload as reference → generate new content in that style with your own characters/products. Consistent series across episodes. |

| **Progressive scene building** | Generate a basic scene first → use element addition to place objects and characters one at a time. More controlled than specifying everything in one prompt. |

| **Fixing imperfect generations** | Video is 90% perfect but has a distracting element? Use element deletion to remove it rather than regenerating from scratch and losing everything that worked. |

---

## ## 15. Video Extension & Long-Form Chaining

> How to build videos longer than 15 seconds by chaining multiple generations together seamlessly.

> Source: Opus.pro Seedance extension guide + EvoLinkAI official documentation.

### ### The Core Concept

Seedance 2.0's generation window is **4-15 seconds per clip**. To create longer videos (30s, 60s, 90s+), you **chain extensions** — each generation continues smoothly from the previous output. The model analyzes the entire trajectory of the previous clip (movement, lighting, composition, style), not just the last frame, so extensions feel continuous rather than stitched.

There is **no hard limit** on how many extensions you can chain. Each one adds 4-15 seconds of new footage.

### ### The Chain Workflow

...

CLIP 1: Initial generation (text-to-video or image-to-video) → 15s  
CLIP 2: Upload Clip 1 output as @Video1 → "Continue from @Video1..." → +10s  
CLIP 3: Upload Clip 2 output as @Video1 → "Continue from @Video1..." → +10s  
CLIP 4: Upload Clip 3 output as @Video1 → "Continue from @Video1..." → +10s  
= 45 seconds of continuous video

...

### ### Critical Rules for Chaining

**\*\*Rule 1: Extension prompts describe ONLY what happens next.\*\***

Never re-describe what already happened. Think of it as directing the next scene.

...

✗ "The man was walking through the city and now he enters a cafe..."

✓ "Continue from @Video1. The man pushes open the cafe door and steps inside. Warm interior lighting replaces the cool street light. Camera follows him to a table."

...

**\*\*Rule 2: Every extension prompt starts with the continuation command.\*\***

...

Continue from @Video1. [new scene description]

...

or

...

Extend @Video1 forward by [N] seconds. [new scene description]

...

**\*\*Rule 3: Include explicit continuity instructions in EVERY extension.\*\***

The model can drift over multiple chains. Fight this by reinforcing visual anchors:

...

Continue from @Video1. Maintain the exact same lighting angle, color temperature, and character appearance from the previous clip. [then describe the new action]

...

**\*\*Rule 4: Use the same aspect ratio across ALL clips.\*\***

Mismatched ratios break seamless joins. If Clip 1 is 16:9, every extension must be 16:9.

**\*\*Rule 5: 3-6 extensions maintain excellent consistency.\*\***

That gives you 30-90 seconds of total footage. Beyond 6 chains, drift risk increases — periodically re-anchor by referencing the original generation's visual properties or re-uploading the original character reference image.

### ### Extension Prompt Formula

...

Continue from @Video1.

[What happens next — new action, new camera direction, new elements]

[Continuity anchors — "maintain same lighting/character/style"]

[Duration: Ns]

...

### ### Long-Form Script Format (How I'll Write Multi-Clip Scripts)

When you ask for a video longer than 15 seconds, I'll deliver it as numbered clips:

...

---

---

CLIP 1 — INITIAL GENERATION (15s)

Mode: Text-to-Video (or Image-to-Video with @Image1)

---

---

[Full prompt with **Style**, **Duration** and timecodes]

---

---

CLIP 2 — EXTENSION FROM CLIP 1 (10s)

Mode: Upload Clip 1 output as @Video1

---

---

Continue from @Video1. [new scene description]

Maintain exact same [lighting/character/style] from previous clip.

---

---

CLIP 3 — EXTENSION FROM CLIP 2 (10s)

Mode: Upload Clip 2 output as @Video1

---

---

Continue from @Video1. [new scene description]

Maintain exact same [lighting/character/style] from previous clip.

... and so on

...

### ### Your Workflow Step-by-Step

1. **Generate Clip 1** using the first prompt I give you
2. **Review it** — if it's good, download the output
3. **Upload that output** as @Video1 in a new generation
4. **Paste Clip 2 prompt** — this only describes what happens next
5. **Generate** — the model continues seamlessly from where Clip 1 ended
6. **Repeat** for each subsequent clip
7. **Join all clips** in your video editor (or they may already flow as one if extended in-platform)

### ### Advanced Extension Techniques

#### **\*\*Reference-Guided Extension:\*\***

You can bring in a NEW reference video for camera movement while continuing from your base:

...

Continue from @Video1. Use @Video2 as a reference for the camera movement in this extension — replicate the spiral descent from @Video2 while continuing the scene from @Video1.

...

#### **\*\*Style Evolution Through Extension:\*\***

Deliberately shift mood across chains:

...

Continue from @Video1. The lighting gradually transitions from warm daylight to cool blue twilight as the camera pushes forward. The atmosphere becomes more mysterious. Maintain character appearance.

...

#### **\*\*A/B Branching:\*\***

Generate Clip 1, then extend it in two different directions — one dramatic, one subtle. Same starting point, different endings. Test which works better before committing.

#### **\*\*Seamless Looping:\*\***

For website background videos, extend with a prompt that returns to the starting composition:

...

Continue from @Video1. The camera completes the full orbit, returning to the exact same angle, lighting, and composition as the first frame of the original video to create a seamless loop.

...

### ### Video Editing (Modify Without Regenerating)

Beyond extension, you can also **\*\*edit existing clips\*\*** without starting over:

#### **\*\*Character Replacement:\*\***

...

In @Video1, replace the woman with @Image1. Keep all camera movement, lighting, background, and timing exactly the same. Only the character identity changes.

...

#### **\*\*Element Addition:\*\***

...

In @Video1, add @Image1 (a coffee cup) to the right side of the desk. It should be lit consistently with the existing scene. Everything else unchanged.

...

**\*\*Element Deletion:\*\***

...

In @Video1, remove the plant from the left corner. Fill the area with a continuation of the wall. Keep everything else unchanged.

...

**\*\*Plot Subversion:\*\***

...

Subvert the plot in @Video1. [describe the new narrative direction along a timeline: 0-3s / 3-6s / 6-9s...]

...

### ### Extension Duration Rules

- The duration you set = **\*\*new seconds generated\*\***, NOT total duration
- If you extend a 10s video by 5s, you get 5s of new footage (total becomes 15s after joining)
- Use time markers within extensions for smoother transitions: "0-3s: [action] / 3-6s: [action]"
- Specify "extend forward" (continue after the end) or "extend backward" (add before the beginning)

### ### Drift Prevention Checklist

For chains longer than 3 extensions, include these in every prompt:

- [ ] "Maintain the exact same character appearance from the original"
- [ ] "Keep consistent lighting angle and color temperature"
- [ ] "Same visual style and color palette throughout"
- [ ] Re-upload the original character reference image as @Image1 if drift appears
- [ ] Keep aspect ratio identical across all clips

---

### ## Quick Reference Card

...

FORMULA: Subject + Action + Environment + Camera + Style + Constraints

LENGTH: 60-100 words

CAMERA: ONE primary instruction + pacing words (slow/smooth/gentle)

LIGHTING: Always include one lighting description (highest leverage)

NEGATIVE: "avoid jitter and bent limbs" on every character video  
 TIMECODES: Use [00:00-00:05] for videos > 5 seconds  
 STYLE: Anchor to specific director/film/art movement  
 REFS: @Image1-9, @Video1-3, @Audio1-3 (≤12 total)  
 ACTIONS: Specific verbs, physical details, NOT abstract adjectives  
 SPEED: Only ONE element can be "fast" at a time  
 PHYSICS: Describe physical interactions ("tires smoke") not just appearance  
 SPECIFY: State WHICH element to extract from WHICH file (motion/camera/style)  
 INTENT: Always clarify "edit @Video1" vs "reference @Video1" — they're different  
 EXTEND: "Continue from @Video1." + new scene + continuity anchors  
 CHAIN: Max 15s per clip → chain 3-6 extensions for 30-90s total  
 DURATION: Extension duration = NEW seconds only, not total  
 DRIFT: Re-anchor character/lighting/style every 2-3 extensions  
 ...

## ## 16. Community Prompt Patterns

> Compiled from the **\*\*EvoLinkAI/awesome-seedance-2.0-prompts\*\*** repo (164 curated community prompts, sourced from public posts on X, cleaned and translated). These are patterns observed across what's actually shipping and getting strong results — alternatives and supplements to the formats in Sections 1–15.

### ### 16.1 JSON-Style Structured Prompt Format

An alternative to shot-script format. Compact, machine-readable, useful when you want to template prompts programmatically or strip narrative fluff. Strong for VFX-driven and POV work.

```

```json
{
  "location": "Tokyo Cityscape (Night)",
  "duration": "10s",
  "prompt": "A cinematic POV shot riding an invisible rollercoaster through Tokyo at night. A glowing neon rail 'creates itself' milliseconds before the camera hits it, weaving through Tokyo Tower. Each building it touches transforms into stacks of glowing cubes that rotate and re-assemble. Shot ends diving into a sea of neon that becomes a logo before cutting to black.",
  "vfx_focus": [
    "Procedural rail generation",
    "Dynamic environment transformation (Geometry nodes style)",
    "Extremely high-speed camera motion with light streaks"
  ]
}
...

```

**\*\*When to use:\*\*** VFX-heavy prompts, POV pieces, anything where you want the model to focus on specific technical effects. The ``vfx_focus`` array acts as an emphasis layer — call out 2–4 specific effects you want the model to prioritize.

### ### 16.2 The ``<<<Image1>>>`` Syntax — Alternative to ``@Image1``

Both syntaxes work in Seedance 2.0. The ``<<<Image1>>>`` form appears frequently in Japanese-language community prompts and is especially common in morphing/transformation templates where you want visual emphasis on the reference markers in long prompts.

...

Start from `<<<Image1>>>`.

The footage transforms in order: `<<<Image1>>> -> <<<Image2>>> -> <<<Image3>>>...`

...

Use whichever reads more clearly in your prompt. Stay consistent within a single prompt — don't mix ``@Image1`` and ``<<<Image1>>>`` in the same generation.

### ### 16.3 Multi-Chapter Long-Form Structure

**\*\*Different from extension chaining (Section 15).\*\*** Multi-chapter structure writes one master script with explicit ``Chapter 1 / Chapter 2 / Chapter 3`` blocks, where **\*\*each chapter is generated as its own 15-second clip\*\***. The chapters share continuity language but are not necessarily produced via Seedance's video extension pipeline — they can be planned upfront, generated independently with shared character/style anchors, and stitched in post.

...

Chapter 1 (0–15 seconds): [Title]. Style: [...]. Camera: [...].

Sound effects: [...]. [Visual reference / character description].

[Timeline per second: 0–4s / 4–9s / 9–15s].

Chapter 2 (0–15 seconds): [Title]. Continuing from Video 1 and extending by 15 seconds. [Same structure].

Chapter 3 (0–15 seconds): [Title]. [Same structure].

...

**\*\*When to use this vs. extension chaining:\*\*** Use multi-chapter for narrative arcs you've planned end-to-end before generating (storyboarding the whole 45s upfront). Use extension chaining (Section 15) when you're discovering the story as you go and want each clip to literally continue the previous one's motion trajectory.

### ### 16.4 The 8 Prompt Category Buckets

The repo organizes 164 prompts into these buckets. Useful as a mental taxonomy when planning a piece:

| Bucket | What it covers |  
|---|---|  
| **Action / Fantasy** | Combat, chase, anime, wuxia, creature, large-scale spectacle |  
| **Cinematic Realism** | Grounded live-action, mood, body language, practical light, believable camera |  
| **POV / FPV** | First-person, drone-like, body-mounted, momentum-driven |  
| **Commercial / Product** | Advertising, fashion, lifestyle, product, premium brand |  
| **Reference-Driven** | Image references, character consistency, frame-to-frame control |  
| **Surreal / VFX** | Abstract, impossible, stylized, transformation-heavy |  
| **Templates & Structured Formats** | Reusable skeletons, JSON specs, highly structured |  
| **General Cinematic** | Strong general-purpose references that don't fit tighter buckets |

**For Drift Protocol:** primarily Cinematic Realism + Reference-Driven, with selective Surreal/VFX moments for the hack visualization beats.

### ### 16.5 Hard-Cut Testing Pattern

A specialized test format for stress-testing Seedance's cut handling and identity consistency under rapid cutting:

...

Anime high-speed cut test — 20 hard cuts in 10 seconds  
(0.5 seconds per cut, no fade-in/fade-out, no transitions).

[0.0s–0.5s]: Cut 1 — Close-up. Character A: [description]. [action].  
[0.5s–1.0s]: Cut 2 — Wide shot. Character B: [description]. [action].  
[1.0s–1.5s]: Cut 3 — ...  
...

**Key constraint phrase:** "no fade-in/fade-out, no transitions" — this forces hard cuts. Useful for music-video-style rapid cutting and for testing whether your character descriptions are detailed enough to survive aggressive cut frequency.

### ### 16.6 Sub-Second Timecodes for Micro-Timing

Community prompts use fractional second markers — `0.3s`, `0.5s`, `1.5s`, `0.4 seconds` — when whole-second precision isn't enough. Particularly common in:

- Emotion beats: "shyly lowers her head for 0.3 seconds, gently biting her lower lip"
- Reaction shots: "he is stunned for 0.4 seconds"
- Hard-cut sequences: `[0.0s–0.5s]`, `[1.5s–3.0s]`

- Pause/hold beats: ``natural short pauses between 200–400 milliseconds``

**\*\*Rule of thumb:\*\*** use sub-second markers when the beat is shorter than 1 second AND timing precision changes the meaning of the shot. Don't over-fragment — sub-second markers everywhere becomes noise.

### ### 16.7 Seven-Image Morphing Template (Reusable Skeleton)

A reusable template structure for transforming N still images into one continuous morphing shot. The key innovation is **\*\*explicit prohibited/allowed lists\*\*** for camera behavior — Seedance responds well to negative-space constraints framed this way.

...

#### [Basic Settings]

structure: Single continuous shot (no cuts)

progression: Morphing N images sequentially

visibility: Each image clearly recognizable for an instant (no stopping)

transition: Always smooth and continuous

style: Cinematic, high-definition, dynamic, no flicker

#### [Prompt Body]

Start from <<<Image1>>>.

Seamless single shot, transforming in order:

<<<Image1>>> -> <<<Image2>>> -> ... -> <<<ImageN>>>.

Camera is constantly moving. Subject recognizability maintained.

Each image has a peak state where it is clearly visible for an instant, but no stopping or holding.

#### [Transformation Logic — fixed order, no duplication]

<<<Image1>>> -> <<<Image2>>>: Push-in forward. Outline -> parts -> color  
-> texture. Particle decomposition -> reconstruction.

<<<Image2>>> -> <<<Image3>>>: Horizontal tracking. Light scanning rewrite.

\*Particle expression prohibited.\*

<<<Image3>>> -> <<<Image4>>>: Orbit movement. Spatial distortion + lens warp.

[continue per pair...]

#### [Camera Behavior]

Allowed:

- Push-in / Pull-out
- Horizontal tracking
- Orbit (circling)
- Light perspective change

Prohibited:

- Sudden blur

- Loss of subject
- Unnatural jumps

#### [Constraints]

- Cut editing prohibited (complete single shot)
- Reuse of the same effect prohibited
- Flicker, noise, breakdown prohibited
- Each image must achieve a clearly visible state at least once

#### [Enhancement Keywords]

dynamic camera movement, cinematic motion flow, smooth continuous morphing, temporal coherence, high detail preservation, consistent subject identity, seamless transformation flow  
 ...

**\*\*Why prohibited/allowed lists work:\*\*** they give the model explicit negative space. Instead of describing what you want and hoping the model avoids unwanted behavior, you constrain the behavior space directly. Adapt this pattern beyond morphing — any prompt where specific failure modes are predictable benefits from an explicit `Prohibited:` block.

### ### 16.8 Production Design Language Anchors

The highest-rated community prompts consistently use very specific style anchors instead of generic terms like "cinematic" or "high quality." These phrases appear repeatedly in featured prompts and produce notably stronger results:

| Anchor | What it triggers | Use for |

|---|---|---|

| **\*\*Naturalistic Film Print Emulation\*\*** | Realistic film stock characteristics, organic grain, accurate color science | Grounded realism, documentary, mythic-but-real |

| **\*\*DaVinci industrial-grade color grading\*\*** | Precise contrast control, professional color science, controlled saturation | Commercial work, premium product, high-contrast looks |

| **\*\*Tsui Hark style / Tsui Hark new style Wuxia blockbuster\*\*** | Bright tonality, "Cold Jade Blue-Black + Amber Flowing Light," high contrast, mountain mist as soft filter | Wuxia, large-scale martial action, Asian cinematic spectacle |

| **\*\*Hollywood IMAX blockbuster quality\*\*** | Large-format cinematic feel, deep dynamic range, epic scale | Sci-fi, action set pieces, Drift Protocol hack reveals |

| **\*\*35mm handheld film camera, natural grain, subtle organic shake\*\*** | Documentary realism, breathing camera, no digital sterility | Drift Protocol witness/interview-style beats |

| **\*\*100% real-life shooting texture\*\*** | Suppresses CGI tells, pushes toward photographic believability | Anything that needs to read as "real footage" |

| **\*\*Cold documentary style, natural light on a cloudy day\*\*** | Desaturated, even lighting, no dramatic shadows | True-crime, investigation, Drift Protocol opening |

| **\*\*8K cinematic, ultra-fine detail, HDR glow, no artifacts\*\*** | Quality ceiling enforcement |  
Final-frame keyframes, hero shots |

**\*\*Drift Protocol relevance:\*\*** the combination most likely to land your desaturated teal-blue/amber Gibney-Fincher palette is `35mm handheld film camera, natural grain, subtle organic shake + DaVinci industrial-grade color grading + cold documentary style, natural light + Naturalistic Film Print Emulation`. Stack 2–3 of these anchors per prompt; don't try to use all of them at once.

**\*\*Pattern across all 8 anchors:\*\*** they name a *\*specific tradition\** (a film stock, a colorist tool, a director, a format) rather than describing the look in adjectives. Seedance has clearly learned these reference points strongly. When in doubt, replace a generic style word with the most specific industry-standard phrase you know for that look.

---

\*Section 16 sourced from EvoLinkAI/awesome-seedance-2.0-prompts (164 prompts, latest entries dated 07 Apr 2026). Patterns extracted from featured prompts across all 8 category buckets.\*

---

\*Guide compiled April 2026. Sources: EvoLinkAI/awesome-seedance-2-guide (GitHub), Seedance2API blog, APIYI official prompt interpretation, WeShop AI guide, ImagineArt prompt collection, SeaArt community guide, Opus.pro extension & editing guide, WaveSpeedAI complete guide, Dreamina/CapCut official tutorial, Digen.ai quick guide, seedancetwo.com official user manual (Feishu doc mirror), the official Volcengine Seedance documentation, and the EvoLinkAI/awesome-seedance-2.0-prompts community repository (164 prompts, sourced 11 April 2026).\*

—

## ## 17. Production-Proven Workflow Techniques

> Field-tested techniques extracted from real Seedance 2.0 productions documented by working AI filmmakers. Every rule in this section is directly applicable to prompt construction, generation strategy, or workflow sequencing. These techniques supplement Sections 1–16 — they do not replace or contradict any existing rule.

### ### 17.1 Pre-Prompt Clarification Protocol

Before writing a prompt, the LLM should check for the following conditions. **\*\*Only ask what is truly necessary\*\*** — if information can be inferred from prior context or sensibly defaulted, proceed without asking. Maximum one clarifying question per generation request.

#### ##### When to Ask

| Condition | Required Question |

|-----|-----|

| Character has dialogue or spoken lines | "Does this shot include dialogue? If so, how many lines, and do you have a one-sentence voice description for each character?" |

| Shot continues from a previous clip | "Do you have a screenshot or last-frame image from the previous shot to use as a spatial anchor?" |

| New shot in a previously established location | "Do you have an existing wide establishing shot of this location to use as a background reference?" |

| Multiple characters with no reference sheets uploaded | "Are you using character reference sheets, or should I build the character descriptions into the prompt directly?" |

| User says "make a scene" or "make a sequence" without specifying shots | "How many shots are you planning for this scene, and what's the total target length?" |

#### ##### When NOT to Ask

...

- ✗ Do not ask about aspect ratio if it's been established earlier in the conversation
- ✗ Do not ask about negative prompts — apply project defaults automatically
- ✗ Do not ask "what mood" or "what feel" — infer from context, then write the prompt
- ✗ Do not ask about output duration unless > 15s (in which case use Section 15 chaining)
- ✗ Do not stack 2–3 clarifying questions in a row. One question, maximum.

...

**\*\*Default behavior:\*\*** If none of the "When to Ask" conditions apply, write the prompt immediately using sensible defaults and the project-level constants from Section 17.15. State any assumption inline in one sentence if needed.

---

### ### 17.2 Context-First Prompting

The first prompt in any new scene must establish environment, character positioning, and lighting **\*\*before\*\*** any close-up, dialogue, or detail shot is generated.

#### ##### Required Shot Order Within a Scene

...

Shot 1: Wide or medium establishing shot

- Defines: room, character positions, lighting direction, atmosphere, color palette
- Purpose: creates a spatial and visual anchor for everything that follows

Shot 2: Medium shot (optional but recommended)

- Confirms: character placement within the established space
- Purpose: bridges between wide context and intimate detail

Shot 3+: Close-ups, dialogue shots, detail shots, inserts

- Builds on the established context with screenshot references

...

#### #### Why This Order Is Non-Negotiable

Seedance 2.0 uses established visual context to maintain spatial coherence across subsequent shots within the same scene. Starting with a close-up gives the model no spatial anchor — character positions, backgrounds, lighting direction, and color all drift unpredictably between shots.

...

✓ Good:

[Shot 1 — Wide Establishing]

"Wide shot of a candlelit throne room. The king sits center on a stone throne. Two guards flank him at either side, three meters apart. Torchlight from the left wall only. Cold blue light from a high window above the throne. Camera holds static. 6 seconds."

→ Screenshot the best frame of the output.

[Shot 2 — Medium]

"@Image1 (screenshot from Shot 1) as background environment reference.

Maintain exact spatial layout, lighting direction, and color temperature from @Image1.

Medium shot on the king from chest up. He leans forward slowly, torchlight catching the left side of his face. Camera holds. 5 seconds."

✗ Bad:

"Extreme close-up of the king speaking in the throne room."

(No spatial context, no lighting direction, no character position established. The model invents all of these. Subsequent wide shots in the same scene will not match.)

...

---

### ### 17.3 Generation Volume & Selection Methodology

For any narrative scene, generate **\*\*significantly more variations than you need\*\*** and select the strongest 15–20% of outputs. This is not optional — it is the working method that produces shippable quality.

#### #### The Pick Rate Rule

...

Generate 20 variations per intended shot → keep the best 3–4  
Hit rate target: ~15–20% of outputs are "intentional-feeling"

...

#### #### Why This Rule Exists

Seedance 2.0 is non-deterministic. Even with an identical prompt, individual generations vary in character expression, lighting rendering, camera smoothness, background consistency, and physics accuracy. **\*\*Picking from volume\*\*** is what separates intentional cinema from "AI slop." A single generation that "works" is luck. Three winning generations from twenty is a method.

#### #### Recommended Generation Counts by Shot Type

| Shot Type               | Generate         | Pick  |
|-------------------------|------------------|-------|
| -----                   | -----            | ----- |
| Establishing shots      | 15–20 variations | 1–2   |
| Dialogue / performance  | 20–30 variations | 1     |
| Background / transition | 8–10 variations  | 1     |
| Hero / signature shots  | 30+ variations   | 1     |

#### #### Iteration Protocol

...

Step 1: Write the prompt following all rules in this guide.  
Step 2: Generate N variations (N based on shot importance).  
Step 3: Pick the best 1–3 outputs based on:

- Performance authenticity (acting, gesture, eyeline)
- Spatial consistency with previous shot
- Lighting accuracy to established standard
- No identity drift on characters

Step 4: If hit rate is below 15%, the prompt needs refinement, not more generations. Return to Step 1 with one variable changed.

...

> **\*\*Key insight:\*\*** Do not try to write a prompt so perfect that one generation succeeds. Write a prompt that succeeds 3 times out of 20. That is the realistic professional standard.

---

### ### 17.4 Dialogue Pacing Rules

When a prompt includes spoken dialogue or character performance, apply these rules without exception.

#### #### Rule 1: Never Crowd Multiple Lines Into One Prompt

...

✗ "Character says: 'Where is she? What happened? Tell me right now.'"

✓ "Character delivers one line: 'Where is she?'  
Pauses for a beat. Eyes shift toward the door.  
Camera holds on face. 4 seconds."  
...

If the user needs multiple lines of dialogue from one character, structure them as **\*\*separate generations\*\*** linked by extension chaining (Section 15) or spatial continuity (Section 17.6).

#### #### Rule 2: Build in Breathing Room Between Lines

Every dialogue prompt must include explicit pacing language:

...

[Character] delivers the opening line with direct eye contact.  
Brief pause — one beat. Exhales. Then speaks again, slower this time.  
...

Acceptable pacing phrases: `brief pause`, `one beat of silence`, `exhales before continuing`,  
`looks away, then back`, `pauses to consider`.

#### #### Rule 3: Use Sub-Second Timecodes for Dialogue Beats

When timing precision matters for emotional performance, use fractional timecodes:

...

[0.0s–2.5s]: Character speaks opening line. Direct eye contact.  
[2.5s–3.2s]: Silence. Character exhales. Eyes drop to the floor.  
[3.2s–6.0s]: Delivers second line with quiet, controlled intensity.  
[6.0s–7.0s]: Holds the gaze. Camera lingers.

...

#### #### Rule 4: Audio Reference for Dialogue Performance

If the user has a reference recording of a human actor delivering the line (even a phone memo), upload it as `@Audio1` and reference it:

...

"@Audio1 as dialogue audio reference. Match the timing, pacing, and emotional inflection of the delivery in @Audio1. Lip-sync to @Audio1 throughout."

...

This produces dramatically more natural performance than text-only dialogue prompts.

> **Why this matters:** Overcrowded dialogue causes Seedance 2.0 to compress performance timing, producing rushed, unnatural movement that reads as "AI slop." Explicit pacing — with pauses, beats, and sub-second timing — produces cinematic, human-feeling performance.

---

#### ### 17.5 Voice Consistency Rule

For any generation involving a character speaking or vocalizing, include a **one-sentence voice description** in every prompt for that character — not just the first one.

#### #### Syntax

...

[Character name], [voice descriptor], says: "[line]"

...

#### #### Examples

...

"Aria, deep resonant American female voice, says: 'It ends here.'"  
"The elder, gravelly aged British male voice, speaks slowly to the crowd."  
"Kenji, clipped 25-year-old Tokyo accent, shouts across the corridor."  
"The Jarl, weathered Norse-accented English, low and tired, mutters."  
"The creature, low inhuman resonance, exhales before speaking."

...

#### #### Construction Formula

A good voice descriptor combines 2–3 of these dimensions in one sentence:

| Dimension            | Examples                                                       |
|----------------------|----------------------------------------------------------------|
| Age                  | "25-year-old", "aged", "youthful", "middle-aged"               |
| Accent / Origin      | "American", "British", "Tokyo", "Norse-accented English"       |
| Vocal quality        | "deep", "gravelly", "clipped", "resonant", "rasping", "smooth" |
| Emotional default    | "tired", "intense", "calm", "guarded", "warm"                  |
| Gender (if relevant) | "male", "female", or unspecified                               |

#### #### Application Rules

...

- ✓ Include the voice description in EVERY prompt for that character
- ✓ Keep it to one sentence — specific but not over-constrained
- ✓ Use the EXACT SAME wording across all prompts for the same character
- ✓ For non-human characters: describe vocal quality only  
(e.g., "low inhuman resonance, slow cadence")  
rather than a specific human accent or origin

- ✗ Do NOT omit the voice description on follow-up shots
- ✗ Do NOT use the same voice description for two different characters
- ✗ Do NOT vary the wording between prompts — copy/paste exactly

...

> **\*\*Why this rule exists:\*\*** Seedance 2.0 does not carry voice profiles between separate generations. Each generation is treated as independent. Omitting or varying the voice description — even on shot 2 of the same scene — causes voice drift and inconsistent character identity.

---

#### ### 17.6 Spatial Continuity Hack

To maintain object placement, environmental state, and set geography across multiple shots within the same scene, use the screenshot-to-reference workflow.

#### ##### The Core Workflow

...

Step 1: Generate the wide establishing shot first (per Section 17.2).

Step 2: Pause the output video at its clearest, best-composed frame.

Take a screenshot of that frame.

Step 3: Upload that screenshot as @Image1 in the next generation request.

Step 4: In every follow-up prompt for shots in the same scene, include:

"@Image1 as background environment reference.

Maintain exact spatial layout, lighting direction,

and color temperature from @Image1."

Step 5: For every additional shot in the scene, re-use the same @Image1.

Do not generate new background references mid-scene.

...

#### #### Worked Example

...

[Generation 1 — Wide Establishing Shot]

"Wide shot of a Viking feast hall. Long stone table at center, long side facing camera. Ten figures seated along the table — five Vikings and three women in the middle, the Jarl on the right end, his second-in-command on the left end. Antler chandelier above. Crimson banner behind the table. Cold blue light from narrow windows on the left. Torchlight from the right wall. Camera holds static. 8 seconds."

→ Generate 20 variations. Pick best one. Screenshot clearest frame.

[Generation 2 — Medium Shot, Same Scene]

"@Image1 as background environment reference.

Maintain exact spatial layout, lighting direction, and color temperature from @Image1.

Medium shot on the Jarl at the right end of the table.

He raises his goblet slowly toward the camera. Cold blue light from the window catches the left side of his face. Camera holds. 5 seconds."

[Generation 3 — Close-up, Same Scene]

"@Image1 as background environment reference.

Same lighting direction from @Image1.

Extreme close-up on the Jarl's hand wrapping around the goblet.

Knuckles white. Cold blue light from camera-left.

Camera holds. 3 seconds."

...

#### #### Critical Rules

...

✓ Always screenshot at the clearest, sharpest frame — not necessarily the first or last frame.

✓ Re-use the same @Image1 across all shots in one scene.

✓ Explicitly state "maintain exact spatial layout from @Image1" —

do not assume the model will infer.

✓ Reinforce specific elements: "same lighting", "same color temp",  
"same character positions".

✗ Do not switch screenshot references mid-scene.

✗ Do not generate a new wide shot for every medium shot.

✗ Do not rely on text-only spatial descriptions when @Image is available.

...

#### #### Alternative: Video Footage as Continuation Anchor

If the user has a few seconds of completed footage from a prior generation, they can upload the final seconds as a video reference:

...

"@Video1 (last 3 seconds of previous shot) as continuation anchor.  
Continue from the exact final composition and lighting of @Video1.  
Same character positions. Same lighting.  
[New action description]."

...

This is especially useful for oner-style transitions between adjacent shots.

> **Why this works:** Seedance 2.0 anchors spatial relationships to visual references, not to text descriptions alone. A screenshot carries exact object positions, lighting angles, color temperature, and set geography that text cannot reliably reproduce on its own.

---

#### ### 17.7 Environmental Progression (Stage Evolution)

When a single location changes state across a scene or sequence — for example, pristine → battle-damaged → destroyed — bake each state forward using screenshots as anchors.

#### #### The Workflow

...

Step 1: Generate the State A (pristine) version of the location.  
Screenshot the best frame.

Step 2: Use the State A screenshot as @Image1.  
Prompt: "@Image1 as environment reference.  
Same room, same composition, but now battle-damaged:  
[overturned table, scattered food, broken candles,

blood on the floor].  
Same lighting from @Image1 but dimmer."  
Generate State B. Screenshot the best frame.

Step 3: Use the State B screenshot (not State A) as the new @Image1.

Prompt: "@Image1 as environment reference.

Same room, but now destroyed:

[fire, smoke, collapsed ceiling section].

Lighting now firelight only, deep amber."

Generate State C.

...

#### #### Common Use Cases

- Pristine → ransacked → destroyed (action sequence)
- Day → dusk → night (time progression)
- Empty → populated → crowded (event buildup)
- Calm → tense → chaotic (emotional escalation)
- New → weathered → ancient (time-jump cuts)

> **Rule:** Always carry forward the most recent state as the reference. Never reference the original pristine state when generating later, more degraded versions. Each state "bakes in" the changes and passes them forward — preventing the model from reverting to an earlier version of the environment.

---

#### ### 17.8 Location Stress-Testing Rule

Not all visually attractive locations produce high-quality character animation. Before committing to a location for a full scene, always test it.

#### #### The Stress-Test Protocol

...

Step 1: Generate 2–3 short test clips (4–6 seconds each) in the candidate location. Each clip features a character performing a simple action — walking through the space, turning to face the camera, speaking one short line.

Step 2: Evaluate the test clips ONLY for character movement quality.

Ignore visual beauty of the environment at this stage.

Ask: Does the character move naturally? Are limbs articulated correctly? Does the acting feel fluid, or does it feel stiff,

compressed, or "slop-like"?

Step 3: If character movement quality is poor, abandon this location and try a different reference. Repeat Steps 1–2 until character performance meets standard.

Step 4: Once a location passes the stress test, lock it as the anchor reference for all shots in that scene.

...

#### #### What to Watch For

...

- ✗ Stiff, rigid character movement
- ✗ Limbs disappearing into clothing or background
- ✗ Unnatural foot placement or "floating" walks
- ✗ Character compressed or scaled wrong relative to architecture
- ✗ Background elements interfering with character silhouette

- ✓ Natural weight shift in walks
- ✓ Articulated finger and hand movement
- ✓ Believable physical interaction with set pieces
- ✓ Character clearly separated from background

...

> **\*\*Key insight:\*\*** The location is not just a background — it functions as a technical anchor that directly affects how well Seedance 2.0 can animate characters within it. A visually stunning environment that degrades character performance is the wrong choice. Test before you commit, every time.

---

#### ### 17.9 The "Oner" Approach — Prioritizing Continuous Shots

Default to longer continuous shots (10–15 seconds) with intentional camera movement rather than rapid 2–3 second cuts. Oners produce more cinematic, immersive results and reduce consistency errors that compound across cuts.

#### #### Preferred Prompt Language for Oners

...

"One continuous shot, no cuts. Camera moves with the character — handheld feel, subtle organic shake, following through the space. [Action description]. 15 seconds."

...

#### #### Camera Movement Descriptors That Support Oners

| Desired Feel | Prompt Language |  
|---|---|  
| Documentary / in-the-action | `handheld, subtle organic shake, naturalistic` |  
| Running through a space | `camera follows at shoulder height, pace matches character` |  
| Visceral action / combat | `whip pan to follow impact, handheld urgency, breathing motion` |  
| Cinematic observation | `slow push-in, camera breathes slightly, no hard cuts` |  
| Walking-and-talking | `steady tracking alongside, matched walking pace, eye-level` |  
| Discovery / reveal | `slow lateral push, gradually revealing new space, no cuts` |

#### #### When to Use Fast Cuts Instead

Fast cuts are appropriate for montage sequences, hard-cut stress tests (see Section 16.5), music video rhythm sync, action sequences where rapid cuts mirror impact rhythm, and trailer/teaser content. For narrative scenes with character performance and dialogue, **\*\*always default to the oner approach first.\*\***

#### #### Why Oners Work

...

- ✓ Continuous motion masks individual generation imperfections
- ✓ Naturalistic handheld movement triggers the viewer's "real footage" pattern
- ✓ Eliminates cut-to-cut consistency errors (lighting jumps, position jumps)
- ✓ Performance reads as more intentional and directed
- ✓ One 15-second oner often replaces 4–5 short cuts that would each require their own consistency anchors

...

> **\*\*Production reality:\*\*** A clean 15-second oner is faster to produce than four well-matched 4-second cuts of the same content, because each cut requires its own continuity setup. Default to oners, cut only when necessary.

---

#### #### 17.10 Real-Time Generation and Edit Loop

Rather than generating all shots first and editing later, use a live feedback loop. Generate one shot, drop it into your edit timeline, verify continuity against the previous shot, then generate the next shot with that verification informing the next prompt.

#### #### The Loop

...

Generate Shot N



Drop into edit timeline immediately



Play Shot N-1 → Shot N transition



Check: lighting, color, position, identity, camera flow



If issues found → regenerate Shot N with adjusted prompt

If clean → write Shot N+1 prompt informed by what you just saw



Repeat

...

#### #### Continuity Checklist Between Adjacent Shots

...

- [ ] Lighting direction matches previous shot
- [ ] Color temperature matches scene's established palette
- [ ] Character position is consistent with the established spatial layout
- [ ] Camera movement flows naturally into or out of the previous shot
- [ ] No identity drift on characters (face, hair, clothing, props)
- [ ] No unintended background changes
- [ ] Audio levels and ambient sound match
- [ ] Voice profile matches previous shot (if dialogue)

...

#### #### Why This Beats Generate-All-Then-Edit

...

Catching a lighting mismatch on shot 3 of 20:

→ Regenerate 1 shot. 5 minutes lost.

Catching a lighting mismatch on shot 3 after generating all 20:

→ Regenerate shots 3–20 (because each was built on shot 3's continuity).

→ Hours lost.

...

> **Rule:** Never generate more than 2 shots ahead of your current edit timeline. The cost of catching errors late is exponentially worse than catching them in real time.

---

### ### 17.11 Character Sheet Best Practices

When building character reference sheets for use as `@Image` references, follow these standards. This supplements Section 9's character consistency notes with production-grade specifics.

#### #### Required Elements Per Character Sheet

...

- ✓ Front view — full body, neutral pose, neutral expression
- ✓ Back view — full body (always generate this explicitly;  
the back view is the hardest angle and almost no model  
produces it well by default)
- ✓ Three-quarter view — full body, slight angle
- ✓ Close-up — face only, high detail, neutral expression
- ✓ Emotional state variants — at minimum: neutral, intense/angry,  
distressed/vulnerable, joyful
- ✓ Key props — any object the character regularly carries or wears  
(weapons, tools, distinctive accessories, signature clothing)
- ✓ Multiple physical states if the story requires —  
(e.g., rested vs. battle-worn, beginning vs. end of arc,  
formal dress vs. combat dress)

...

#### #### Reference Sheet Usage in Prompts

...

##### # Full character consistency

"@Image1 as character reference.

Maintain exact face, body proportions, clothing, and hair from @Image1 throughout entire video.

Same [hair color], same [clothing detail], same [distinguishing feature]."

##### # Specific emotional state

"@Image1 as character reference for clothing and proportions.

@Image2 as facial expression reference (anger).

Emotional state for this shot: rising anger, jaw set, eyes narrowed."

##### # Prop consistency

"Character carries the [prop name] as shown in @Image1.

Prop must remain consistent in size, position, and appearance across all shots."

...

#### #### The Reinforcement Rule

Always include explicit appearance descriptors in the prompt text **\*\*even when using a character reference image.\*\*** The image alone is not sufficient. Reinforce with text:

...

Example reinforcement string:

"Aria — long copper-red hair to mid-back, green eyes, small scar over left eyebrow, dark grey tactical jacket with silver buckle, black cargo pants, athletic build, 5'8" estimated."

...

The more specific the description, the more survives across cuts and regenerations. Build this descriptor once per character at the project start, then copy/paste it into every prompt.

---

#### #### 17.12 The Three-Block Prompt Architecture

For high-stakes production prompts (hero shots, complex scenes, dialogue-heavy moments), structure the prompt in three distinct blocks rather than a single paragraph. This dramatically improves consistency and gives Seedance 2.0 clearer signal hierarchy.

#### #### The Three Blocks

...

— REFERENCE DEFINITIONS —

(Define every character, location, and key prop that appears in this shot. Each entry establishes appearance only and tags it as a reference.)

— TECHNICAL BLOCK —

(Lighting, camera, film stock, color science, lens choice, post-look. This is the "cinematography brief" for the shot.)

— PROMPT —

(The actual action description.

What happens, in what order, with what sound, in what duration.)

...

#### #### Block 1: Reference Definitions

Use `**<<<@ CHARACTER>>>**` syntax (or `**@Character`** — pick one and stay consistent across the project). Each definition ends with "appearance only. Reference."

...

— REFERENCE DEFINITIONS —

<<<@ ARIA>>>: Lead operative — long copper-red hair to mid-back, green eyes, small scar over left eyebrow. Dark grey tactical jacket with silver buckle, black cargo pants, athletic build.  
Appearance only. Reference.

<<<@ KENJI>>>: Tech specialist — 25, short black hair, slim build, wire-frame glasses, faded denim jacket over black hoodie.  
Appearance only. Reference.

<<<@ WAREHOUSE>>>: Abandoned industrial warehouse — vast concrete chamber, exposed steel beams overhead, broken skylights with cold daylight streaming down in shafts. Cold grey-blue light only.  
Location and mood reference. Reference.

<<<@ TERMINAL>>>: Custom hacking terminal — matte black case, amber-glowing screen, three mechanical keyboards stacked.  
Key prop. Reference.

...

#### Block 2: Technical Block

This block does the cinematography. Lighting, camera body, film emulation, lens character, post-processing — all in technical, industry-specific language.

...

— TECHNICAL BLOCK —

Lighting: Single soft skylight key from camera-right, cold blue-white (approximately 6500K). Deep shadows on camera-left side of subjects.  
No fill light. Minimal practical light from terminal screens (amber).

Shot on ARRI Alexa Mini. Kodak Vision3 250D film emulation, subtle organic film grain. Natural skin with visible pores and imperfections — no digital smoothing.

Anamorphic 2x squeeze, 40mm lens equivalent. Shallow depth of field, natural optical falloff. Subtle horizontal lens flare from the skylight.

Color science: DaVinci industrial-grade grade. Desaturated palette biased toward teal-blue with amber accents from practical lights.  
Crushed blacks, controlled highlights.

The image should feel like a frame from a David Fincher procedural or a Denis Villeneuve thriller. Grounded, deliberate, cold.

Avoid: jitter, identity drift, bent limbs, temporal flicker, plastic skin, CGI look, airbrushing, digital sharpening artifacts.  
...

#### #### Block 3: The Prompt

This block describes what actually happens — action, performance, audio, duration.

...

— PROMPT —

Wide shot of @WAREHOUSE. Cold daylight streams through broken skylights in visible shafts. @ARIA stands at the center @TERMINAL, hands resting on the lower keyboard, screen glow lighting her face from below. @KENJI sits to her left at the same terminal, leaning forward, fingers paused mid-keystroke.

@ARIA, low controlled American female voice, says: "It's responding."  
Brief pause. She tilts her head slightly.

@KENJI, clipped 25-year-old Tokyo accent, whispers: "I see it."

Camera slow push-in from wide to medium over 8 seconds.  
Subtle dust motes drifting through the light shafts.

SFX: low ambient hum of cooling fans, occasional distant water drip, soft keyboard tap from @KENJI's hand, @ARIA's controlled breathing. Cold reverb of the empty warehouse space.

10 seconds. 2.35:1 widescreen.  
No music. No subtitles.  
...

#### #### When to Use Three-Block Architecture

...

- ✓ Hero shots and signature moments
- ✓ Complex scenes with multiple characters and props
- ✓ Dialogue-heavy shots where performance matters
- ✓ Any shot you intend to use as a key frame for downstream extension
- ✓ Long-form / cinematic projects where every shot must hold up
- ✗ Simple establishing shots (use 6-step formula from Section 2)

- ✗ Quick test generations
  - ✗ Single-element shots (one character, neutral environment)
- ...

> **Why this works:** The three-block structure gives Seedance 2.0 separated signal — it processes appearance/identity from Block 1, cinematography intent from Block 2, and action from Block 3 without these signals competing inside a single dense paragraph. Result: cleaner identity, more accurate cinematography, more controlled action.

---

### ### 17.13 The "Acting Freedom" Principle

When prompting character performance, **give the model room to act**. Over-constraining performance produces stiff, mechanical results. Under-describing produces randomness. The goal is the middle ground: define emotional intent and physical state, then let the model interpret the details.

#### #### The Principle

...

- ✓ Define WHAT the character is feeling and WHY.
  - ✓ Define their physical state (tired, energized, tense, calm).
  - ✓ Define one or two specific physical gestures or beats.
  - ✗ Do not script every micro-expression frame by frame.
  - ✗ Do not specify exact eyeball positions, exact lip shapes, or exact muscle movements.
  - ✗ Do not over-direct.
- ...

#### #### Comparison Examples

...

- ✗ Over-constrained (produces stiff, mechanical performance):  
"Character raises right eyebrow 5 degrees. Eyes widen exactly 2mm. Mouth opens to form an 'O' shape over 0.3 seconds. Then she blinks twice rapidly. Then her head tilts 12 degrees to the left."
- ✓ Acting freedom (produces natural, expressive performance):  
"Character realizes what's happening. Surprise breaks across her face, then resolves into determination over two seconds.  
Subtle, controlled — not melodramatic."

✗ Under-described (produces random, unintentional performance):  
"Character is surprised."

✓ Acting freedom (clear intent, room for interpretation):  
"Character is caught off-guard but tries to hide it.  
A flicker of surprise, then she composes herself.  
Eyes stay on the target. Holds her ground."  
...

#### #### Construction Formula for Performance Prompts

...

[Emotional state]  
+ [What just happened or what they're reacting to]  
+ [Physical/postural cue — one or two specific physical anchors]  
+ [Performance tone — controlled, raw, subtle, intense, etc.]  
...

Example:

...

"Tired but alert. She has been awake for thirty hours.  
She turns slowly to face the camera, jaw tight, eyes steady.  
Controlled, not dramatic — she does not have the energy to perform."  
...

> \*\*Why this works:\*\* Seedance 2.0's acting models are trained on real human performance. Over-direction fights against this training and produces puppet-like results. Giving the model intent and letting it interpret the physical execution produces results that feel observed, not animated.

---

#### ### 17.14 Old-School Filmmaking Lens (Narrative-First Mindset)

The strongest AI films are not the ones that show off the most impressive AI shots. They are the ones built on traditional filmmaking fundamentals — narrative, character, emotional weight, and grounded cinematography.

#### #### The Principle

...

✓ Prioritize: story, character motivation, emotional arc,  
realistic cinematography, naturalistic performance.

✗ Deprioritize: "cool" impossible camera moves, gratuitous VFX, surreal visuals chosen for spectacle alone, features that exist only because AI can do them.

...

#### #### Translating This Into Prompting Behavior

...

✓ Default to:

- Naturalistic camera language ("handheld at shoulder height", "slow push-in", "static observer")
- Grounded lighting references (natural light, practical sources, real-world conditions)
- Real cinema reference points (specific directors, specific films, specific cameras and film stocks)
- Performance-first descriptions (what the character feels and does, not what the visual effect looks like)

✗ Avoid by default:

- Impossible camera moves unless specifically requested
- "Cinematic" used alone (Section 7 violation)
- Generic style words like "epic", "amazing", "stunning"
- Surreal/abstract visuals unless the project is explicitly surreal

...

#### #### When the User Wants Spectacle

If the user explicitly asks for surreal, VFX-heavy, or stylized work, shift accordingly — but **still** anchor it in real cinematography language. **Even** spectacle shots benefit from real lens choices, real lighting logic, and real camera operator instincts.

...

✓ "An impossible move — camera flies up through the ceiling and continues rising. But shot like a real drone operator did it: slight wobble at the transition, natural acceleration curve, handheld feel at the end. 8 seconds."

...

> **Production reality:** "AI looking" is a quality problem, not a stylistic choice. The fix is always to ground the work in real cinematography language. Even fantasy and surrealism survive better when shot like real filmmaking.

---

### ### 17.15 Multi-Shot Project Consistency Protocol

When writing prompts across multiple shots, scenes, or extensions within a single project, define these constants ONCE at the start of the project and apply them to every prompt without exception.

#### #### Project-Level Constants (Define Before First Generation)

...

PROJECT TITLE: [name]

ASPECT RATIO: [e.g., "16:9"]  
— never vary within a project

VISUAL STYLE ANCHOR: [specific director / film / art movement  
reference — e.g., "Denis Villeneuve /  
Roger Deakins / IMAX 70mm naturalism"]

COLOR PALETTE: [e.g., "desaturated teal-blue with  
amber practical highlights"]

LIGHTING STANDARD: [e.g., "natural side light, no fill,  
cool temperature, deep shadows"]

CAMERA / LENS BASELINE: [e.g., "ARRI Alexa Mini, anamorphic 2x,  
40–85mm range, shallow DOF"]

FILM EMULATION: [e.g., "Kodak Vision3 250D, subtle organic  
grain"]

POST-PROCESSING STANDARD: [e.g., "DaVinci industrial grade,  
crushed blacks, slight halation,  
film grain overlay"]

CHARACTER VOICE LIBRARY: [One sentence per speaking character —  
fixed wording, copy/paste across prompts]

- Character 1: "[exact voice descriptor]"
- Character 2: "[exact voice descriptor]"
- etc.

NEGATIVE PROMPTS (FIXED): "Avoid jitter. Avoid identity drift.  
Avoid temporal flicker. Avoid bent limbs.  
Avoid plastic skin. Avoid digital smoothing.  
Avoid CGI look."

PROMPT TAIL (FIXED): "No music. No subtitles."  
...

#### #### Per-Prompt Consistency Checklist

Before submitting any prompt for generation, verify:

...

- ☐ Visual style anchor present
- ☐ Color palette reinforced
- ☐ Lighting description matches project standard
- ☐ Camera / lens descriptor present
- ☐ Film emulation language present
- ☐ Character voice description present (if dialogue)
- ☐ Aspect ratio matches all other clips in project
- ☐ Negative prompts included (fixed set)
- ☐ @tag numbers verified against upload order
- ☐ Spatial reference screenshot included (if continuation or close-up)
- ☐ "No music, No subtitles." at end of prompt

...

#### #### How to Use This Protocol in LLM Workflows

At the start of a project, the LLM should ask the user to define the constants (or propose them based on existing references) and then store them in working context. Every subsequent prompt the LLM writes for that project automatically applies the constants — the user should not have to re-specify them shot by shot.

> **Rule:** Project-level constants are non-negotiable across the whole project. Variation in these elements is the most common source of "AI slop" — the work that feels inconsistent shot to shot. Lock them once. Apply forever.

---

#### ### 17.16 Compound Script Splitting (Long-Form Workflow)

For projects longer than a single scene (short films, series episodes, narrative sequences), break the script into independently-prompted sections. Each section is treated as a self-contained generation project with its own consistency anchors, but shares project-level constants across the whole piece.

#### #### The Workflow

...

Step 1: Write the full script or treatment first, end to end.  
Do not start generating before the script exists.

Step 2: Break the script into 3–6 "sections."  
Each section should be:

- 1 to 3 scenes
- 2 to 5 minutes of final runtime
- Self-contained narratively (a beat, a sequence, a chapter)

Step 3: For each section, define:

- Section-specific location references
- Section-specific character states
- Section-specific lighting standard
- Continuity bridges to the previous and next section

Step 4: Generate sections independently, in order.  
Apply project-level constants (Section 17.15) to every generation.

Step 5: After each section, do a continuity pass against the previous section's final shots. Adjust the next section's opening shots to match.

...

#### #### Section Bridge Protocol

When transitioning between sections, the opening shot of Section N+1 must explicitly reference the closing shot of Section N:

...

"@Image1 (final frame of previous section) as opening reference.  
Match the exact lighting, color temperature, and character position from @Image1. [Then describe the opening of the new section.]"

...

This prevents the visual "jump" that happens when sections are generated independently without bridge anchors.

> **Why this works for long-form:** Each section is small enough to hold in working memory. Section-level consistency is easier to maintain than project-level. Errors don't propagate across the entire project. Multiple collaborators can work on different sections in parallel. Re-generation cost is contained to one section, not the whole piece.

---

### ### 17.17 Complete Production Prompt Example

The following is a complete, production-quality prompt combining the rules from Sections 1–17. Use this as a template structure for hero shots and key scenes.

...

SCENE 12, SHOT 3  
WAREHOUSE — NIGHT  
Duration: 10 seconds  
Aspect: 2.35:1

#### — REFERENCE DEFINITIONS —

<<<@ ARIA>>>: Lead operative — long copper-red hair to mid-back, green eyes, small scar over left eyebrow. Dark grey tactical jacket with silver buckle, black cargo pants, athletic build.  
Appearance only. Reference.

<<<@ KENJI>>>: Tech specialist — 25, short black hair, slim build, wire-frame glasses, faded denim jacket over black hoodie.  
Appearance only. Reference.

<<<@ WAREHOUSE>>>: Abandoned industrial warehouse — vast concrete chamber, exposed steel beams overhead, broken skylights with cold daylight streaming down in shafts during day; at night, dark with amber emergency lights along the floor. Location and mood reference.  
Reference.

<<<@ TERMINAL>>>: Custom hacking terminal — matte black case, amber-glowing screen, three mechanical keyboards stacked. Key prop.  
Reference.

@Image1: Final frame of Scene 12 Shot 2 — establishes spatial layout of @ARIA and @KENJI at @TERMINAL with current lighting state.  
Spatial and continuity reference.

#### — TECHNICAL BLOCK —

Lighting: Practical amber emergency floor lights only. Soft cold moonlight from broken skylights above as fill, approximately 5% intensity. Deep shadows everywhere except faces lit by amber terminal glow from below.

Shot on ARRI Alexa Mini. Kodak Vision3 500T tungsten-balanced film emulation pushed one stop, subtle organic grain. Natural skin with

visible pores and imperfections — no digital smoothing.

Anamorphic 2x squeeze, 50mm lens equivalent. Shallow depth of field, natural optical falloff. Subtle horizontal lens flare from the terminal screen.

Color science: DaVinci industrial-grade grade. Crushed blacks. Amber practicals push warm, cold moonlight pulls teal. Strong teal-amber separation across the frame.

The image should feel like a frame from a David Fincher procedural shot at night — grounded, deliberate, cold, paranoid.

Avoid: jitter, identity drift, bent limbs, temporal flicker, plastic skin, CGI look, airbrushing, digital sharpening artifacts.

— PROMPT —

@Image1 as spatial and lighting reference. Maintain exact character positions and lighting from @Image1.

Medium shot on @ARIA and @KENJI at @TERMINAL. They are both leaning toward the screen, faces lit amber from below. The amber glow on the screen suddenly pulses brighter, then settles.

@ARIA, low controlled American female voice, mutters:

"It's responding."

Brief pause. She tilts her head slightly, eyes locked on the screen.

@KENJI, clipped 25-year-old Tokyo accent, whispers:

"I see it. Don't touch anything."

Camera holds steady for 4 seconds, then slow push-in over 6 seconds, closing on the screen reflection in @ARIA's eyes.

SFX: low ambient hum of cooling fans, occasional distant water drip, soft mechanical keyboard tap, @ARIA's controlled breathing, @KENJI's held breath. Cold reverb of the empty warehouse space. The terminal emits a low frequency pulse synced to the screen brightness change.

10 seconds. 2.35:1 widescreen.

No music. No subtitles.

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#### Generation Strategy for This Prompt

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Generate 25 variations.

Pick 1 best output based on:

- Performance authenticity (especially @ARIA's eye work in the push-in)
- Lighting accuracy to the amber/teal separation
- @TERMINAL screen glow timing
- @KENJI's hold-breath stillness
- No identity drift on either character against @Image1
- Camera push-in smoothness

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### ### Quick Reference Card — Section 17

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PRE-PROMPT: Only ask if dialogue, continuation, or location are unclear.  
One question max.

ORDER: Wide establishing shot → medium → close-up.  
Never start with close-up.

VOLUME: Generate 20 variations, pick best 3-4. 15-20% hit rate is the standard.

DIALOGUE: One line per prompt. Add pacing/pauses. Voice descriptor in EVERY prompt.

SPATIAL: Screenshot the wide shot → use as @Image for all follow-up shots in scene.

PROGRESSION: For state changes (pristine→destroyed), bake forward — each state references the previous, not the original.

LOCATIONS: Stress-test for character animation quality, not visual beauty.

ONERS: Default to 10-15s continuous shots. Fast cuts only when necessary.

EDIT LOOP: Drop each shot into timeline immediately. Never generate >2 ahead.

CHARACTERS: Front, back, 3/4, close-up, emotional variants, props.  
Reinforce with text in every prompt.

3-BLOCK: REFERENCE DEFINITIONS / TECHNICAL BLOCK / PROMPT for hero shots.

PERFORMANCE: Define intent and one or two physical anchors. Don't over-direct.

MINDSET: Narrative-first. Grounded cinematography. Real filmmaking language.

CONSTANTS: Define once at project start. Apply to every prompt forever.

LONG-FORM: Break script into 3-6 sections. Bridge sections with last-frame references.

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\*Section 17 sourced from production workflows documented by working AI filmmakers in April 2026, covering full-length AI productions. All techniques validated against Sections 1–16 of this guide — no contradictions. Some workarounds specific to earlier model versions have been intentionally excluded as they may no longer apply to current Seedance 2.0 builds.\*

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Always add this to the end of every prompt: No music, No subtitles unless specifically asked to add music or subtitles.