

SEEDANCE 2.0

PROMPTS

Test out these prompts with Seedance 2.0 in Higgsfield:

<https://higgsfield.ai/?fpr=atomic>

Most of these prompts will use media upload, like video, images and audio, so make sure to add your own media if the prompt requires it.

* I will add a screenshot of the video I created the prompt with so you can identify them from my video easily.

PROMPTS



- Use the motion from the video in @video_1 with the characters in @image_1



- create a product ad for this product



TITLE: Eclipse Headphones TONE: Premium minimalism, elegant tension STYLE: Photoreal macro product cinematography FORMAT: 16:9 DURATION: 8 seconds [0–2 s | HOOK] Macro 85 mm shot gliding over brushed-metal ear-cup. Soft edge light wraps around logo. Mist of particles drifts. Ambient hum + low bass swell. [2–4 s | SETUP] 35 mm side tracking — model's silhouette lifts headphones in slow motion. Light gradient fades from blue → gold. Sub-bass pulse builds. [4–6 s | ACTION] Tight 50 mm close-up as ear-cup seals over ear. Sound drops to silence. Camera pushes in microscopically, reflection catching logo flare. [6–8 s | RESOLUTION] Wide 24 mm reveal — subject lost in soundscape; particles dissolve into brand emblem. Subtle logo sting + fade. Continuity: Soft diffused key light, desaturated palette with gold accents, macro focus transitions.



- 0:00–0:03
 - Parent holds wand up to camera. "This arrived yesterday."
 - Casual, no setup needed.
 - 0:03–0:10
 - Cut to kid holding wand, pointing it at the TV. Completely serious. "Lumos." Clicks the light switch instead — light turns on. Kid loses their mind.
 - Stage it so the timing works. Hold on the kid's face when the light comes on.
 - 0:10–0:13
 - Parent back on camera, whispering: "They think they're actually magic. I'm not correcting them."
 - Conspiratorial. Warm.
 - 0:13–0:15
 - Wand close-up. Text overlay: "Link in bio."
 - Hard cut.
-



A handheld, front-facing shot inside a dark medieval forge lit by roaring fire and molten metal glow. Warm orange light flickers across stone walls, hanging blacksmith tools, and drifting sparks. Mild handheld shake, authentic candid phone-camera vibe, as if someone is recording in the middle of the workshop. A rugged blacksmith in a worn leather apron stands beside the furnace, relaxed but focused, soot smudged across his face and hands. He lifts a freshly forged golden ring toward the camera, holding it carefully between his fingers so it nearly fills the frame. The metal glows faintly from the heat, reflecting the forge fire. Fine engraved markings shimmer around the band. Blacksmith (natural, conversational, slightly amazed tone): "Alright... wait until you see this." He tilts the ring closer to the lens, slowly rotating it so the engraving catches the light. Blacksmith (curious, impressed): "This is the one ring. Just came out of the forge." He turns it again, the molten glow reflecting in his eyes. His expression shifts with genuine surprise. Blacksmith (surprised, playful): "Yeah... that turned out far better than I expected." He lowers the ring slightly, leaning toward the camera as if letting the viewer in on a secret. Blacksmith (casual, friendly): "The gold's perfect, the finish is clean, and these markings... look at that. Honestly, this feels like something out of legend." He raises the ring again in a small show-and-tell motion, holding it in front of the fire so it glows dramatically. Blacksmith (smiling, confident): "The one ring. Finest piece I've ever made." The shot ends naturally, like he's about to turn back to the anvil and continue working.



<<<image_1>>>
as brand spokesperson.
<<<image_3>>>
as product hero shot.
<<<image_2>>>
for lifestyle aesthetic.
Generate 15s spot: Shot 1: Lifestyle moment with
<<<image_3>>>
in
<<<image_2>>>
warm setting. Shot 2: Problem presentation -
<<<image_1>>>
concern. Shot 3: Product reveal from
<<<image_3>>>
perfect angle. Shot 4:
<<<image_1>>>
transformation using product. Shot 5: Wide shot
<<<image_1>>>
satisfied conclusion, logo space. Commercial structure,
<<<image_1>>>
relatable,
<<<image_3>>>
pristine,

<<<image_1>>>
/
<<<image_3>>>
combined.



Scene 1 – Swing Entrance

A red-haired girl swings from a rope tied to a giant tree branch in a golden forest. Warm sunlight shines through the leaves, creating a magical storybook feel.

Camera: wide slow tracking shot

Mood: playful, adventurous

Scene 2 – Landing Near Water

The girl swings down and lands beside a shallow forest stream. Water softly splashes as she looks toward the stream with curiosity.

Camera: medium shot to close-up

Mood: curious, suspenseful

Scene 3 – Creature Emerges

A large fluffy purple creature rises from the stream with a dramatic splash. Pointed ears, glowing eyes, and sharp teeth, but with a playful fantasy style.

Camera: low-angle reveal

Mood: surprise, tension

Scene 4 – Playful Chase

The girl swings around the tree while the purple creature moves through the water below in a playful chase. Fast movement, splashing water, and flying leaves.

Camera: fast tracking shot

Mood: energetic, playful

Scene 5 – Big Splash

The creature bursts through the stream, sending water high into the air. Slow-motion droplets sparkle in warm sunlight as the girl laughs.

Camera: slow-motion close-up

Mood: action, spectacle

Scene 6 – Friendship Moment

The girl sits peacefully on the grass beside the purple creature. Warm sunlight and soft forest mist create a calm, heartwarming mood.

Camera: medium two-shot

Mood: friendship, emotional

Scene 7 – Final Hero Shot

The purple creature stands in the glowing stream while the girl stands nearby. Water drips from its fur in a magical cinematic ending shot.

Camera: dramatic close-up

Mood: epic, magical



2d cartoon style, [00:00–00:02] Wide shot — ancient temple interior glowing with golden light, walls etched with runes. [00:02–00:04] The explorer proudly declares: “Don’t worry, I studied the traps!” [00:04–00:06] Close-up — detective crosses her arms: “You also triggered them last time.” [00:06–00:08] The explorer steps on a tile — click! Arrows launch from the walls. [00:08–00:10] Slow-motion — both duck, hats flying, arrows zip past dramatically. [00:10–00:12] End shot — they crawl out covered in soot. The detective sighs: “Next time, I lead.”



(upload the video you want to base this on for consistency)

use the same characters and voices with this story : [0:00–0:04] Wide shot — sunlight pours through a prehistoric jungle canopy. The explorer kneels beside a massive footprint half-filled with rainwater. The detective watches nervously, birds screeching overhead. [0:04–0:08] Close-up — the ground trembles. Leaves rustle as a shadow creeps across them. Detective (whispering): “Tell me that’s just thunder.” Explorer: “...It’s definitely not thunder.” [0:08–0:12] Low tracking shot — a T-Rex foot slams down near them. Both sprint through the ferns, mud splattering as the thunderous roar shakes the jungle.



(upload the video you want to base this on for consistency)

use the same characters and voices with this story : [0:00–0:02] Wide shot — a sleek corporate lobby with morning sunlight streaking across marble floors. The two characters step into an empty elevator together, the doors sliding shut with a soft ding. [0:02–0:04] Medium shot inside — the explorer hums off-key while the detective scrolls on her phone, visibly irritated. A single bead of sweat slides down her temple. [0:04–0:06] Close-up — the explorer clears his throat and says awkwardly, “So... big plans for the weekend?” The elevator jolts slightly. [0:06–0:08] The detective’s eyes dart up. “Not dying in this elevator would be a start.” The lights flicker — soft hum turns to eerie silence. [0:08–0:10] Camera pans out — both frozen in panic as the lights go out completely. Then the explorer whispers: “At least it’s... cozy?”



Continuous uncut handheld tracking shot, photorealistic, 24fps. A young man on a flying carpet races through ancient Egyptian desert ruins under overcast skies. Massive sand golems hurl boulders — she dodges with dives, sharp pull-ups and snap-rolls, carpet flexing with realistic physics, debris flying past the lens



Use <<<image_1>>> as the main character, keeping facial features and body proportions consistent throughout. Cinematic time-freeze short film, 15 seconds, ultra-realistic, shot on Arri Alexa Mini, 50mm lens, natural daylight with hard shadows, shallow depth of field. [0:00–0:03] A busy city sidewalk, time flowing normally. Steadicam frontal medium shot tracking the main character, wearing a dark jacket, walks confidently through the crowd. Pedestrians walk, check their phones, chat. In the distance, a flock of pigeons flies across a bright sunny sky. As he walks, he raises his

right hand — and snaps his fingers. [0:03–0:06]At the exact moment of the snap — a powerful white spherical shockwave bursts from his fingertips, with visible air distortion and light refraction, rapidly expanding outward. It sweeps across the ground, lifting dust and leaves, instantly freezing them mid-air. It hits pedestrians — each freezes mid-step. It reaches the sky — every pigeon freezes mid-flight in different wing positions, suspended motionless. It passes over distant buildings, creating rippling light distortions across the environment. After the wave dissipates — absolute silence. Tiny time-frozen particles float in the air, subtly shimmering in the sunlight. [0:06–0:09]In the silence, only the character's footsteps echo crisply. The camera moves backward, flying in front of him as he walks toward it, casually passing through the frozen crowd. He looks around at the motionless world with a satisfied expression. He notices a pigeon suspended above him, reaches up, and gently touches its feathers. The pigeon remains completely still like a sculpture — but emits a low cooing sound that echoes through the silence. Satisfied, he continues walking. [0:09–0:15]He turns, pulls a cigarette from his jacket pocket, places it in his mouth, flicks a lighter — click — lights it, takes a drag, and slowly exhales smoke. The smoke is the only thing moving in the frozen world. He turns to face the camera with confident smile, raises his right hand, and snaps again — everyone explodes



Style: Cinematic realism Orbit Rule: Slow, steady clockwise 360° Length: ~15 seconds 🎥 CAMERA INSTRUCTION Camera begins orbiting clockwise around a single character standing in open field at golden hour. Orbit speed constant. No cuts. Character ages progressively across full rotation. [0–3s] — Child (Age 8) Small child standing in tall grass holding a paper airplane. Soft warm sunlight. Child (gentle, hopeful): “I’ll go further than anyone.” As camera rotates behind the child — Hair subtly grows longer, posture shifts — [3–6s] — Teen (Age 16) Same field, sunset slightly deeper. Teen now holds school backpack. Jawline sharper. Teen (determined): “I won’t quit.” Camera keeps orbiting. Clothes shift into young adult wear mid-rotation. [6–9s] — Young Adult (Age 25) Field now dusk. Slight wind. Adult in casual jacket. Eyes more serious. Adult (uncertain breath): “I hope this is right.”

Orbit continues — grey streak appears in hair — [9–12s] — Middle Age (45) Night settling in. Field darker, stars visible. Wrinkles form around eyes. Posture slightly heavier. Middle-aged version (soft, reflective): “I did what I could.” Orbit continues — skin texture thins — [12–15s] — Elderly (75+) Full night sky overhead. Older figure, slower breathing, slight tremble in hands. He looks upward. Elderly version (whisper): “And it was enough.” Orbit completes facing him under stars. ends with a space logo with the text ‘PROJECT HAIL GARY’ Fade out.

TRANSFORMER PROMPTS:

An airplane is parked in a dilapidated parking lot in outskirts of Jakarta.

The airplane begins to violently disassemble and reorganize from the inside out, transforming into a grumpy, evil Cybertronian mechanical giant eagle. 00-02s: The Setup Wide shot, eye-level.

A airplane, slowly drives forward on a dusty lot under a clear, sunny sky.

The tone is grounded and realistic. 02-05s: The Transformation Begins Dynamic VFX Action Shot.

The airplane violently bursts

open. The front splits as a massive, metallic silver eagle head with glowing yellow eyes pushes through. The

vehicle's chassis, doors rapidly fold, spin, and reconfigure into heavy mechanical limbs. 05-08s: The Ejection Fast-

paced tracking shot. Amidst the chaotic shifting of metal plates, the driver is thrown out of the transforming tank. He tumbles

onto the dusty ground as the machine finishes shifting into a giant, robotic eagle, kicking up dirt .

08-11s: The Mount Action shot. The driver quickly scrambles to his feet. Showing no fear, he charges at the colossal

beast, grabs onto the shifting side panels, and athletically vaults himself high into the air, landing squarely on the eagles metallic

back. 11-14s: The Hero Pose Low angle, epic hero shot. The man straddles the giant robotic eagle like a rodeo rider, gripping the

armor tightly. The mechanical eagle stands aggressively, jaws open in a fierce roar. A cinematic lens flare hits the lens,

highlighting the sheer scale of the machine.

A tank is parked in a dilapidated parking lot in outskirts of Jakarta.

The tank begins to violently disassemble and reorganize from the

inside out, transforming into a grumpy, evil Cybertronian mechanical giant lizard. 00-02s: The Setup Wide shot, eye-level.

A tank, slowly drives forward on a dusty lot under a clear, sunny sky.

The tone is grounded and realistic. 02-05s: The Transformation Begins Dynamic VFX Action Shot. The tank violently bursts open. The front splits as a massive, metallic green lizard head with glowing yellow eyes pushes through. The vehicle's chassis, doors rapidly fold, spin, and reconfigure into heavy mechanical limbs. 05-08s: The Ejection Fast-paced tracking shot. Amidst the chaotic shifting of metal plates, the driver is thrown out of the transforming tank. He tumbles onto the dusty ground as the machine finishes shifting into a giant, four-legged robotic bear, kicking up dirt with its heavy hooves. 08-11s: The Mount Action shot. The driver quickly scrambles to his feet. Showing no fear, he charges at the colossal beast, grabs onto the shifting side panels, and athletically vaults himself high into the air, landing squarely on the lizard metallic back. 11-14s: The Hero Pose Low angle, epic hero shot. The man straddles the giant robotic lizard like a rodeo rider, gripping the armor tightly. The mechanical lizard stands aggressively, jaws open in a fierce roar. A cinematic lens flare hits the lens, highlighting the sheer scale of the machine.



after 0.2 seconds metal armour magnetically attaches itself to the arm and hand in @video1



the arm and hand in <<<video_1>>> start to get covered in shiny black goo, black tendrils crawl up the arm



the arm and hand in <<<video_1>>> start to go translucent revealing the bones and muscle in the arm and hand



the person in <<<video_1>>> is dragging a big boulder on a rope



a huge sinkhole is in the road in @video1, monsters start crawling out from the sinkhole, monster creature sounds and audio



giant robot @IMAGE1 and giant insect @IMAGE2 are fighting in @VIDEO1

change the object in his hands in @video1 to a sword, and he is wearing the glowing samurai armour in <<<image_1>>>





Use Image1 as start frame and Image2 as the end frame



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  "style": "epic fantasy cinematic, ultra-realistic",
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      "powerful wing beats"
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"action": {  
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    "ascends sharply above castle walls"  
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}
```



```

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      "dynamic focus shifts",
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      "long stretched shadows"
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        "firelight reflections"
      ]
    }
  }
}

```

```
},
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    "cars pass within inches of camera",
    "constant near-miss evasive movements in milliseconds"
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    },
    {
      "type": "collision",
      "description": "two speeding cars crash nearby, metal crumples, glass shatters outward"
    },
    {
      "type": "explosion",
      "description": "fire erupts, flames, sparks, smoke and burning debris shoot across the road"
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    "glass shards",
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  ],
  "behavior": "dense chaotic swirling around camera with strong interaction and depth"
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  "intensity": "high density, cinematic volumetric lighting"
},
"audio": {
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    "screeching tires",
    "metal tearing",
    "explosions",
```

```
"wind turbulence",  
"debris impacts",  
"high-pitched fly wing buzzing"  
]  
}
```



Use Image 1 <<<image_1>>> as the exact starting frame and Image 2 <<<image_2>>> as the exact final frame. Do not change either image. The video must start matching Image 1 and end matching Image 2 perfectly.

Generate a continuous FPV camera shot lasting 12 seconds.

The camera represents a first-person viewpoint. Do not show any drone, propellers, shadows, or physical camera rigs.

The camera moves fast but remains controlled and cinematic. Use smooth forward motion with gentle curves and subtle banking. Keep the horizon stable and level. No spinning, no flips, no full rotations, no aggressive rolling.

All environments must be highly detailed and realistic with natural textures, imperfections, and small elements.

Start at the Manhattan skyline from Image 1. Move forward and descend toward a nearby office

building in one smooth motion.

Fly into the building through the windows and pass through interior office spaces, moving past tables, chairs, monitors, and objects with realistic scale and detail. Keep motion steady and readable while maintaining speed.

Exit the building and continue descending along the exterior toward the main road.

At street level, move forward past traffic including yellow taxis, cars, and pedestrians. Stay close to the ground with visible asphalt texture, lane markings, dirt, and reflections.

Continue forward toward a dense commercial area resembling Times Square. Slightly rise toward detailed billboards and screens, then perform a controlled directional turn around them without sharp or exaggerated movement.

After the turn, descend back toward street level and move toward a dentist that matches the final scene.

Fly through the entrance with a smooth forward glide. Inside, pass by tables, people, and interior elements with realistic lighting and depth.

Gradually slow down only at the very end and settle perfectly into the exact framing, composition, and perspective of Image 2.



epic german metal music performing on the wing of a flying plane over an active volcano, dynamic camera movement

sing a rap using the lyrics on this wall <<<image_1>>>

