

Как повторить популярный тренд с драконом?

1. Заходим в **VeoSeeBot**

2. Создаем карточку персонажа



Открываем раздел **"Работа с изображениями"** и выбираем **Nano Banana 2**

- Соотношение сторон: 16:9
- Качество: 4K

Загружаем свое фото и вставляем такой промпт:

Промпт:

SCENE CONTEXT

Character reference turnaround sheet of ONE young female knight in three full-body views (front, profile, back) plus one close frontal portrait, created from the PROVIDED IMAGE(S) OF THE GIRL.

The uploaded image(s) are the PRIMARY IDENTITY REFERENCE for the character.

The generated character must represent the SAME REAL GIRL shown in the uploaded reference image(s), transformed into a realistic medieval female knight.

The reference image(s) control ONLY the girl's identity and natural appearance. Do not copy the original background, clothing, pose, lighting, camera angle, environment, or image composition unless explicitly requested.

IDENTITY LOCK — ABSOLUTE

Use the uploaded image(s) as the sole source of the girl's identity.

Preserve her recognizable facial identity with maximum accuracy across all four panels.

Preserve:

- natural face shape
- facial proportions
- eyes and eye shape
- eyebrow shape
- nose structure
- lips and mouth shape
- jawline
- chin shape
- cheek structure
- skin tone
- natural facial asymmetries
- distinctive facial marks, freckles, moles, scars or beauty marks if visible
- ear shape and visible piercings if present
- overall recognizable likeness

Do NOT redesign her face.

Do NOT replace her with a generic attractive female face.

Do NOT beautify or idealize her facial features.

Do NOT change her ethnicity or apparent identity.

Do NOT change her age appearance significantly.

Do NOT make her face thinner, sharper, fuller, younger, older, or more symmetrical than in the reference.

Do NOT apply a beauty filter, plastic skin, excessive makeup, or artificial facial smoothing.

The same girl must appear in every panel.

If multiple uploaded images are provided, combine them intelligently to establish one consistent identity. Use the clearest frontal image for front-facing facial proportions and the clearest side-view image for profile anatomy.

If only ONE image is provided, use that image as the complete identity reference and infer only the unseen facial/profile information necessary to construct the character while maintaining maximum likeness to the reference.

CHARACTER ANCHORS

THE GIRL is a young adult woman with a light, slender build and natural realistic proportions.

Her exact facial characteristics, skin tone, eye color, facial proportions, distinctive marks and recognizable identity are determined by the uploaded reference image(s).

Do not invent distinctive facial features that contradict the reference.

Keep her natural appearance realistic and believable.

BODY AND PRESENTATION LOCK

Functional heroic female knight.

No sexualized framing.

No exaggerated bust, waist, hips, or body curvature.

Slender natural proportions.

Straight functional torso silhouette.

Realistic anatomy.

Modest, heroic and practical presentation in every view.

No glamour-model proportions.

HAIR SPECIFICATION

Create a practical medieval hairstyle suitable for a female knight.

Hair should remain visually compatible with the girl's natural appearance from the uploaded reference.

Preserve her natural hair color unless the user explicitly requests a different color.

If the reference shows a short hairstyle, maintain a similar short length.

If the reference shows long hair, adapt it naturally into a practical medieval hairstyle while preserving the girl's recognizable appearance.

Hair must remain consistent across all four panels.

Do not randomly change:

- hair color
- hair length
- hair texture
- parting
- hairstyle

unless required by the requested knight design.

ARMOR AND COSTUME

Functional medieval female knight armor.

High-polish mirror-chrome steel plate armor with a cool white-silver sheen.

NOT warm gold.

NOT matte pewter.

Breastplate and pauldrons carry fine hand-engraved fleur-de-lis filigree along the raised edges.

Riveted blackened steel chainmail fills the hip-skirt gap and underarm/inner-elbow joints.

A brown leather sword belt with aged metal buckles crosses the waist diagonally.

A sheathed sword rests naturally at the hip.

Greaves, poleyns, vambraces and gauntlets are articulated silver plate armor with visible rivet lines at each joint.

All armor pieces share the same cool white-silver mirror finish.

Armor must look physically manufactured and functional, with realistic joints, seams, rivets, scratches and subtle wear.

CLOAK

Full-length ivory-white silk cloak.

Heavy satin sheen with visible woven fabric texture.

Structured drape with realistic fabric weight.

Subtle self-tone brocade near the hem.

Clasped naturally at the shoulders.

The cloak behaves like heavy real fabric rather than thin floating material.

It must remain consistent across all four panels.

CHARACTER CONSISTENCY

The uploaded girl remains the SAME PERSON in every panel.

Her identity does not change between:

- front view
- profile view
- back view
- close portrait

The armor, cloak, hairstyle, body proportions and overall character design remain consistent.

The profile view must represent the same face seen from the front.

Do not generate four different women.

Do not create a generic face for the portrait.

Do not alter facial identity between panels.

SHEET LAYOUT

Single professional character reference sheet.

Four panels arranged cleanly on a neutral seamless light-grey studio background.

Identical flat studio lighting across all panels.

No environmental background.

No decorative elements.

No additional characters.

PANEL 1 — FULL BODY FRONT

Full-body front view.

Neutral standing pose.

Arms relaxed naturally at the sides.

Feet positioned naturally.

Entire armor visible from head to boots.

Face clearly visible.

Neutral calm expression.

Accurate body proportions.

PANEL 2 — FULL BODY PROFILE

Full-body profile view.

Screen-left facing.

Same character, same body proportions, same armor and same hairstyle.

Profile anatomy must naturally correspond to the girl's face from the uploaded reference.

Nose bridge and tip, lips, chin, jawline and forehead transition must remain consistent with the reference identity.

Ear shape and visible piercings must remain consistent with the reference if present.

Same neutral standing pose as Panel 1.

PANEL 3 — FULL BODY BACK

Full-body rear view.

Same character proportions.

Same armor construction.

Same hairstyle.

Cloak visible in its full length from behind.

Sword remains sheathed at the same hip position.

Armor seams, plates, belt and cloak construction remain physically consistent with the front and profile views.

PANEL 4 — CLOSE PORTRAIT

Close frontal portrait.

Shoulders-up.

Directly facing camera.

Calm neutral expression.

Eyes looking toward camera.

Face fully visible and unobstructed.

Maximum facial identity accuracy.

Natural realistic skin texture.

No excessive makeup.

No beauty retouching.

All visible distinctive facial marks, freckles, moles and piercings from the reference must remain in the correct positions.

LIGHTING

Soft even front-key studio lighting.

Low contrast.

No strong directional shadows.

No backlit silhouette.

Neutral daylight approximately 5600K.

Lighting must be identical across all four panels.

Priority is accurate reproduction of:

- skin tone
- facial features
- armor material
- armor color
- cloak color
- hair color

The lighting must not alter the perceived identity of the girl.

CAMERA AND IMAGE QUALITY

Professional cinematic character reference photography.

Full realism.

Photorealistic skin.

Visible natural skin texture.

Realistic pores and subtle imperfections.

Physically accurate armor reflections.

Realistic fabric texture.

Sharp facial details.

Clean neutral studio presentation.

No cinematic color grading.

No dramatic lighting.

No depth-of-field blur that hides important facial or costume details.

No distortion.

No fisheye effect.

POSITIVE CONSTRAINTS

ONE GIRL ONLY.

The same girl from the uploaded reference image(s) appears in all four panels.

100% identity consistency across the sheet.

Same face.

Same skin tone.

Same eye color.
Same facial proportions.
Same distinctive facial marks.
Same natural body proportions.
Same hairstyle and hair color.
Same armor.
Same cloak.
Same sword.
Same accessories and piercings when visible in the reference.
Armor finish is always cool white-silver mirror chrome.
Never gold.
Never bronze.
Never matte.
Hair must remain consistent.
No additional characters.
No extra weapons.
Sword remains sheathed.
No sexualized posing.
No exaggerated body curves.
No fantasy creature.
No helmet covering the face.
Panel 4 must show the face completely unobstructed.

NEGATIVE CONSTRAINTS

No identity drift.
No face swapping between panels.
No generic female face.
No facial beautification.
No altered ethnicity.
No age transformation.
No exaggerated facial symmetry.
No plastic skin.
No airbrushed skin.
No excessive makeup.
No random freckles or beauty marks.
No missing distinctive marks from the reference.
No changing eye color.
No changing skin tone.
No changing nose shape.
No changing lip shape.
No changing jawline.
No changing facial proportions.
No inconsistent hairstyle.
No inconsistent armor.
No different body proportions between panels.
No different character in any panel.

FINAL IDENTITY PRIORITY

The uploaded image(s) of the girl have the HIGHEST PRIORITY for character identity.

The generated knight design has the HIGHEST PRIORITY for armor, costume and presentation.

The character must look like:

"THE SAME REAL GIRL FROM THE UPLOADED IMAGE, ACCURATELY TRANSFORMED INTO A REALISTIC MEDIEVAL FEMALE KNIGHT."

Do not let the armor reference, hairstyle reference, generic fantasy aesthetics, or model's default face override the girl's identity.

The final result must look like a professional character turnaround sheet created from the uploaded girl's actual appearance.

3. Далее нам нужно создать изображение локации и дракона (Также используем Nano Banana 2)



Промпт для локации:

Соотношение сторон: 16:9

Промпт:

Photorealistic epic fantasy location plate, horizontal 16:9 — rendered as a REAL PHOTOGRAPH: as if captured on a full-frame cinema camera on location, with true optics, true atmospheric and documentary-grade material fidelity. A VAST valley of towering and floating rock formations under an enormous sky, crowned by a pale Gothic castle grown into the peaks. No characters, no creatures except grazing sheep — background/world plate. The scale must read HUGE, with generous open air between every element.

REALISM LOCK — read first This frame must be indistinguishable from a live-action location photograph with VFX-grade set extensions: natural muted color response (no candy saturation), true photographic dynamic range, real sun behavior, imperfect organic shapes, asymmetry and weathering everywhere. BANS: no cartoon look, no

stylization, no painterly strokes, no illustration, no concept-art rendering, no cel shading, no oversaturated grass or sky, no perfect clean geometry, no CG sheen, no video-game look. Every surface must carry photographic micro-detail and honest wear.

WORLD OVERVIEW — a serene medieval European fantasy realm: colossal green-clad stone spires rise from a lush valley floor and continue upward as LEVITATING islands of rock, stacked and drifting at different altitudes, the tallest chains piercing straight INTO the cloud layer and vanishing inside it. Far on the horizon, a giant SEMI-TRANSPARENT cratered moon hangs low in the daytime sky, pale and ghostly through the atmosphere.

THE CASTLE — dominant landmark, Gothic, built INTO the mountain High on the main cluster of spires stands a massive GOTHIC CASTLE in pale tones — ivory-white and light warm-grey stone — not placed ON the mountain but GROWN INTO it: lower walls fusing with the living rock, foundations swallowed by the cliff, towers continuing the spires' vertical thrust so architecture and geology read as one body. The silhouette strains upward: tall slender TOWERS with steep conical and openwork spires, rows of pointed LANCET windows, pointed-arch galleries, FLYING BUTTRESSES leaping between towers and anchoring into the rock, pinnacles and crocketed finials, a great ROSE WINDOW on the central hall's face. The tallest spire reaches toward the cloud layer. With open air and drifting cloud BEHIND and BELOW its walls, the castle reads almost weightless — as if hovering above the valley. Real masonry: visible stone coursing, mortar joints, centuries of weathering streaks, moss in the shaded joints. THE STAIR: from the castle's arched gate a long stone STAIRCASE descends the mountainside — switchbacking down the cliff faces in carved flights with slender balustrades and landing terraces, moss-softened, thread-thin against the mountain's mass, reaching the green slopes far below. THE WATERFALL: directly BESIDE the castle a tall WATERFALL bursts from the rock at its flank — a bright white ribbon falling the cliff's full height alongside the walls, breaking into veils of mist — gathering in a clear POOL directly BELOW the castle at the mountain's foot: a cold, clear basin ringed with mossy boulders and old willows, its surface stirred by the falling water, a soft mist bank drifting off it. A thin stream links the pool to the meadow's brook.

COMPOSITION (16:9, air-rich) FOREGROUND, lower third: a rolling emerald meadow dotted with wildflowers; a clear shallow stream winds through mossy stones toward the camera. On the meadow: two or three small MEDIEVAL VILLAGE HOUSES of the castle's own era — half-timbered walls with aged oak framing and lime-washed clay infill, steep thatched and mossy slate roofs, small leaded windows, stone chimney stacks, low fieldstone-and-wattle FENCES around small garden plots; a narrow dirt footpath connects them. A handful of white SHEEP graze scattered across the grass, a couple near the stream. A gnarled old willow leans over the water.

MIDGROUND: the great stone spires — sheer cliffs streaked with mineral color, hanging moss and hardy shrubs on the ledges, thin white waterfalls threading down and dissolving into mist; the CASTLE crowning the tallest cluster with its stair and flanking waterfall and the pool below. Between and above the spires, the first FLOATING ISLANDS: rough rock undersides tapering to points, flat grassy tops crowned with WILLOWS, wind-bent PINES and old crooked OAKS; soil and root tendrils hanging from their edges; a faint drift of falling leaves and water droplets sifting down. BACKGROUND: taller spire clusters and higher island chains recede in layered aerial perspective; on several distant cliff-tops and larger islands, small MEDIEVAL HAMLETS cling to the rock — clusters of steep-roofed stone-and-timber houses, tiny lit windows, terraced plots — linked by slender wooden SUSPENSION BRIDGES with rope railings, some arcing high over the void. The farthest levitating rocks climb into a massive cloud bank and disappear within it. SKY, upper half generous and open: natural blue with MASSIVE sculpted cumulus — towering white masses with sunlit crowns and soft grey shadowed bellies, drifting slowly; smaller clouds sliding between the floating islands and skimming the castle's highest spires. Low on the horizon: the enormous pale translucent moon, craters faintly readable, sky visible through its edges. A few tiny birds ride the thermals.

Промпт для дракона:

Соотношение сторон: 16:9



Промпт:

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4.Создаем видео

Заходим в раздел "Создать видео" и выбираем там Seedance 2.5

- Соотношение сторон: 9:16
- Длительность: 30 секунд
- Качество: 720p

Загружаем в графу "Референсные изображения" изображение локации, дракона, нашу карточку персонажа и вставляем такой промпт:

Промпт:

场景上下文

第一次龙的飞行。这个女孩，一个紧张的第一次骑手，穿着白色银色盔甲，坐在一条巨大的蛋白石龙的马鞍上，龙栖息在悬崖边缘。她几乎还没来得及完成紧张的小演讲，龙就突然冲出——一场狂野、俏皮、充满速度感的飞行：低空俯冲穿过村庄，直冲羊群使其四散奔逃，掠过柳树，翼尖擦过瀑布，飞越漂浮岛屿，最后环绕巨大的哥特式城堡螺旋上升至最高尖塔——全部从女孩的骑乘视角体验。

在这个世界上只有一条龙存在：她所骑乘的这条龙。30秒，两镜头，垂直9:16，极致真实感。

活动引用——严格的角色层级

<<<image_1>>>:位置——幻想山谷:草地、溪流、半木结构村屋(真实6–8米尺度)以及前景中的羊群;绿色石质尖顶和漂浮岩石岛屿;苍白的哥特式城堡融入山峰,玫瑰窗立面约200米高,尖塔达到400–500+米并进入低云,复杂山脊延伸约1公里;侧翼瀑布;巨大的半透明月亮;高耸积云。100%匹配参考图,每一帧保持比例与空间关系一致。

<<<image_2>>>:龙的完整身份锁定——成年龙,体长约60米,翼展约65米,头部超过4米;白灰色乳白鳞片;长而锥形的口鼻部,向后弯曲的角,分层叶冠;巨大半透明膜翼;颈部根部有深色皮革马鞍和缰绳。必须表现为真正活生生的动物——整部电影中唯一存在的龙。

性格俏皮:突然侧倾、俯冲、急速攀升、翻滚,偶尔聪明而调皮地回头看骑手。

<<<image_3>>>:女孩角色表——除脸部之外的一切:黑色钝鲍勃短发;镜面白银板甲,带有fleur-de-lis雕刻;黑色链甲;棕色皮带;象牙色丝质披风。哈萨克/亚洲女性,20岁,163厘米,身材苗条。不使用此图作为脸部参考。

<<<image_4>>>:女孩真实脸部——脸部特征的唯一来源,100%匹配,零漂移:柔和的圆形椭圆脸,温暖浅米色皮肤,细小雀斑和美容痣,深棕色杏仁形眼睛,浓密笔直眉毛。忽略此参考图中的头发、服装、环境和光线。

龙的材质——生命表面,禁止塑料感

鳞片:数千片独立重叠的鳞片,每一片都有角蛋白微浮雕、自然生长脊、微小边缘缺口、高点处的哑光磨损以及鳞片接缝中的微弱污垢。

蛋白石效果必须存在于材料内部:光线以流动的棱彩波纹在身体侧翼内部移动(水蓝、淡紫、玫瑰金、珍珠白),每一片鳞片都独立产生细微的光泽变化。禁止均匀发光,禁止铬金属感,禁止湿润塑料感。

风中的鳞片:沿颈部、肩部和身体侧翼的小型羽毛状鳞片具有半柔性。高速飞行时,它们沿颈部产生波浪状运动;俯冲时被气流压平;悬停时自然松散下落。每一次飞行状态都必须产生真实的空气动力学变化。

冠羽:具有真实关节结构,根据速度变化像猛禽羽毛一样运动。起飞和缓慢爬升时展开;速度增加时逐渐折叠;俯冲时完全贴伏;静止或低速时自然张开。任何时刻冠羽状态都必须明显符合当前速度。

膜翼:真正的动物皮肤结构,在空气动力学负荷下产生真实变形。半透明分支状血管清晰可见,翼膜随着每一次拍击产生拉伸和收缩,后缘在高速飞行中轻微颤动,阳光穿透翼膜时产生自然透光效果。

皮肤与细节:关节和眼睛周围有细微鹅卵石状皮肤纹理;运动时自然折叠;鼻孔产生真实呼吸运动;眼睛湿润如玻璃,具有真实角膜高光;马鞍皮革存在磨损褶皱;皮带在高速气流中自然颤动。

格式模式

30秒,两镜头,在0:06发射瞬间进行硬切。垂直9:16。极致写实。

镜头A——0:00–0:06——正面,手持,首先展示女孩脸部

摄影机位于女孩和龙的正前方,女孩的脸和龙头都朝向摄影机。

开场极近景:只看到女孩的脸和肩膀以上区域。随后摄影机缓慢手持后拉并扩大视野,直到看到她坐在龙颈部根部的马鞍上,以及旁边的龙头。两者都面向摄影机。背景是悬崖边缘和朦胧的幻想山谷。

女孩的眼神必须不安而真实:说话时视线不断游移——看向前方景色和悬崖下方,然后低头看向身下的龙,再回到地平线。她绝不直视镜头。她频繁眨眼,快速而紧张地眨眼,并且明显呼吸急促:胸口起伏可见,句子之间吞咽,在最后一个词之前出现不稳定的吸气。

动作:她紧张地对龙说话,努力让自己听起来勇敢,有一点结巴:

"Okay, buddy... ready? Just—no games, okay? This is my first flight aaand—"

说话期间，龙的头突然向上猛抬一次；嘴边产生极其微小的火焰闪烁；头冠瞬间展开。

当她说到“aaand—”时，龙突然向前爆发，连续三个雷鸣般的奔跑大步冲向悬崖。头冠迅速贴平，女孩的尖叫开始——立即硬切到镜头B。

镜头B——0:06-0:30——骑手第一人称POV，动态飞行，全程不离开她的视角

摄影机严格保持女孩眼睛所看到的第一人称POV。

画面下方：女孩戴着银色护甲手套的双手紧紧抓住缰绳。

画面前方：龙的脖子和带角的头部，鳞片随着运动产生波纹并闪烁。

更远处：整个幻想世界。

镜头随着龙的翅膀拍击产生自然上下震动、快速旋转和轻微晃动，并表现女孩身体受到惯性和G力影响。

硬切之后绝对不能出现第三人称视角。全程必须是女孩的真实第一人称视野。

她的双手必须像一个真实的“紧张度计”一样贯穿整个镜头。

女孩的双手明显随着飞行节奏产生变化：

在恐惧时刻——俯冲、羊群突然冲出、瀑布侧倾、桶滚、尖塔冲击——双手猛然夹紧缰绳。拳头压紧皮革，额外缰绳缠绕在指关节上，手臂压低并向前。

在平稳阶段——水平滑翔、特技之间的天空攀升、最后的高空远景——抓握明显放松。手指一个接一个松开，缰绳自然弯曲下垂，双手从龙颈上方抬起几厘米，一只手甚至短暂放松半拍，然后重新自然落下。

这种“紧握→释放”的循环必须随着每一次恐惧与缓解重复出现，并始终清晰可见于画面下方。

飞行路线必须准确按照以下顺序：

0:06-0:10 悬崖俯冲：

龙从悬崖边缘直接垂直俯冲。头冠完全贴平，地面急速冲向镜头。女孩发出原始而真实的尖叫。

双手：完全贴在龙颈附近，缰绳被拉到极限，指关节发白。

在接近地面时，龙最后一刻拉平飞行。

0:10-0:12 村庄低空飞行与羊群：

龙在村屋之间低空掠过。

突然前方出现一整群正在草地上吃草的羊。

随着龙直线逼近羊群，画面产生短暂的“马上要撞上它们”的感觉。

羊群突然惊慌失措，分成左右两股真实逃跑的羊流，从龙的下方和两侧迅速散开。

羊群必须真实恐慌：羊羔冲向母羊，草被踩倒形成圆形痕迹。

绝对不能有任何羊被撞击或穿模。

女孩双手：指关节发白，死死抓住缰绳。羊群安全散开后，双手逐渐放松至半开放状态。

龙随后掠过柳树。

龙从树旁飞过，绝不穿过树木。只有翼尖擦过树冠，少量叶片和细小枝条被气流卷起，在尾流中旋转。树干和主要树冠保持完整。

女孩的尖叫逐渐转化为充满肾上腺素的笑声，手指轻微放松。

0:12-0:16 瀑布：

龙沿着城堡侧面的巨大瀑布高速飞行。

女孩紧张地喊：

"No, no, no—!"

双手重新进入极度紧握状态，手指压入龙颈鳞片之间。

龙进行约45度身体滚转，一侧巨大翅膀擦过瀑布边缘。

水花猛烈飞溅到画面前方，大量水滴附着在镜头视野中，彩虹色水雾在阳光下散射。

必须保持真实的水体、空气动力学和镜头运动。

0:16-0:22 天空攀升：

龙猛烈向上攀升，穿过漂浮岛屿之间的天空。

清理前方空间，漂浮的根系从翼尖附近掠过但不发生穿模。

头冠重新展开，鳞片沿龙颈方向产生连续波纹。

女孩双手在平稳攀升过程中逐渐放松，缰绳变成柔软曲线。

一只手短暂抬起几厘米，然后重新回到缰绳。

随后突然进行360度桶滚。

双手瞬间猛然压下并重新死死抓紧缰绳。

山谷快速旋转掠过视野。

女孩的尖叫逐渐变成兴奋的大笑。

桶滚结束后，龙回头看女孩一眼，眼神俏皮而聪明。

当龙重新进入水平飞行时，女孩的双手再次放松。

0:22-0:30 城堡与最高尖塔——POV

只有这一条龙。

龙沿着巨大的哥特式城堡外墙水平飞行。

女孩通过POV看到巨大的石墙、复杂的建筑细节和巨大的玫瑰窗。

龙开始沿城堡螺旋向上攀升。

最高尖塔逐渐逼近。

龙在最高尖塔顶部突然结束攀升。

它自己的脖子向前伸展，前肢和巨大爪子进入画面边缘，抓住尖塔顶部的石雕。

撞击产生明显震动，石屑和细小砂砾从建筑表面脱落。

女孩双手在撞击瞬间再次猛烈夹紧缰绳。

尖塔在龙到达之前必须完全空旷——顶部没有任何生物，没有任何东西正在攀爬，也没有其他龙。

最后一个镜头：

龙缓慢抬升视线至地平线。

整个幻想山谷出现在下方，村庄、河流、森林、漂浮岛屿、瀑布和巨大的哥特式城堡全部进入视野。

女孩的双手终于完全放松。

手指自然松开，缰绳柔软地下垂。

一只手轻轻放在温暖的龙鳞上。

她长长地、不稳定地呼出一口气，脸上带着疲惫而幸福的半笑。

她的表演——镜头B

她是一个完全没有经验的第一次骑手。

默认状态下，她总是抓缰绳过紧，并且在动作发生后才本能地做出反应。

她会不由自主地向后缩。

尖叫最初来自纯粹恐惧，随后逐渐转化为兴奋、欢乐和笑声。

每个特技之间都有明显的摇晃呼吸、重新握紧缰绳、紧张笑声。

双手的“紧握→释放”循环必须成为她情绪弧线的核心视觉表达。

物理学

60米级巨型龙必须遵循真实飞行动力学。

每次翅膀下压都必须体现巨大肩部肌肉的深层运动。

翼膜必须发生真实的拉伸、收缩和空气捕捉。

必须表现真实的拍翼、滑翔、尾巴方向舵运动。

体现龙的巨大质量、惯性和空气阻力。

女孩的双手、身体和镜头必须随着真实G力产生反馈。

空气动力学表面逻辑：

头冠展开程度必须反映当前速度。

颈部鳞片必须随着高速气流产生波纹。

俯冲时鳞片被气流压平。

翅膀后缘在高速飞行中产生细微颤动。

碰撞逻辑——强制执行

龙的身体绝不能穿过任何实体物体。

包括树木、岩石、建筑物、城堡和尖塔。

经过树木时，只允许外层叶片和少量被翼尖擦过的细枝受到气流影响。

树干和主要树冠必须保持完整。

经过漂浮岛屿时必须有清晰可见的边缘距离。

羊群必须分成两股真实惊慌的逃跑路径，从未与龙发生碰撞。

缰绳必须表现为真实皮革：紧握时绷紧并压入手套，放松时自然下垂形成柔软曲线。

整体视觉要求

极致电影级写实。

真实动物解剖结构。

真实空气动力学。

真实材质。

真实光线。

真实运动模糊。

真实镜头惯性。

真实G力反馈。

禁止卡通感。

禁止游戏画面感。

禁止CG塑料质感。

禁止龙数量增加。

禁止第二条龙出现。

禁止第三人称视角。

禁止角色脸部漂移。

禁止服装变化。

禁止龙的身体穿模。

禁止不符合速度的鳞片和头冠运动。

禁止不符合飞行动力学的翅膀运动。

必须保持女孩、龙、环境和所有参考图之间的身份一致性。