

AI MINIATURE RESTORATION — MASTER PROMPT

OBJECT:[ENTER OBJECT NAME]

Create a 10-second ultra-realistic cinematic miniature restoration time-lapse showing the EXACT SAME [OBJECT] from the first frame being completely restored to PERFECT, CLEAN, SHOWROOM-QUALITY CONDITION by dozens of highly realistic miniature restoration workers.

1. OBJECT IDENTITY LOCK — HIGHEST PRIORITY

The [OBJECT] shown in the FIRST FRAME MUST be the EXACT SAME [OBJECT] shown in the FINAL FRAME.

Lock the object's:

- Exact identity• Model• Shape• Size• Proportions• Silhouette• Body structure• Wheel count• Component placement• Recognizable features• Mechanical design• Original dimensions

DO NOT replace, redesign, resize, reshape or transform the object into another object or another model. ONLY the CONDITION of the original object may change.

FIRST FRAME:Old + Rusty + Dirty + Damaged

FINAL FRAME:Clean + Repaired + Repainted + Polished + Fully Restored

The restoration must NEVER change the identity or physical design of the original object.

If the opening frame shows a small rusty motorcycle, the final frame MUST show that SAME small motorcycle, with the SAME shape, SAME proportions and SAME design, but completely restored.

FIRST FRAME OBJECT = FINAL FRAME OBJECT.

2. REAL-WORLD OUTDOOR

LOCATION

Set the entire restoration in a photorealistic real-world outdoor environment such as:

- Abandoned garage yard• Rural roadside• Countryside• Old industrial yard• Forest edge• Dusty field• Weathered workshop exterior

The location must look completely real and full-scale.

The scene must NOT be placed on:

- Table• Workbench• Tabletop• Display platform• Artificial miniature base• Indoor miniature diorama

The miniature [OBJECT] must naturally exist within the realistic outdoor environment.

3. MINIATURE WORKERS ONLY — STRICT

RULE

Use dozens of highly realistic MINIATURE RESTORATION WORKERS from the first frame until the final frame.

ABSOLUTELY NO full-size humans.

ABSOLUTELY NO human hands.

ABSOLUTELY NO giant hands.

ABSOLUTELY NO human fingers.

ABSOLUTELY NO human arms.

ABSOLUTELY NO real-size people.

ABSOLUTELY NO full-size human interaction.

Every single restoration action MUST be performed only by the miniature workers.

The workers must physically use miniature tools and miniature machinery.

Maintain exactly the same miniature scale throughout the entire video.

4. MINIATURE RESTORATION

TEAM

Include multiple miniature specialists working simultaneously:

• Mechanics• Welders• Rust-removal workers• Cleaning workers• Painters• Electricians• Polishers• Parts installers• Inspectors• Assistants

Use correctly scaled miniature equipment such as:

• Ladders• Jacks• Hydraulic lifting equipment• Grinders• Wire brushes• Screwdrivers• Spanners• Welding machines• Pressure washers• Air compressors• Paint sprayers• Polishing machines• Cleaning tools• Replacement parts

Every tool must physically interact with the [OBJECT].

5. 10-SECOND RESTORATION

TIMELINE

0–1.5 SECONDS — ORIGINAL CONDITION

Begin with a clear cinematic reveal of the COMPLETE [OBJECT].

Show the object heavily covered with:

• Thick rust• Corrosion• Mud• Dust• Grease• Faded paint• Weather damage• Damaged components

The camera must clearly establish the object's exact identity, model, proportions, shape and recognizable features.

Miniature workers arrive carrying restoration tools.

IMPORTANT:This exact object identity is now LOCKED and must remain unchanged until the final frame.

1.5–3 SECONDS — ACCESS & DISASSEMBLY

Miniature workers use tiny ladders, jacks and lifting equipment to reach different sections of the object. Mechanics carefully remove only the damaged or heavily corroded components that genuinely need repair.

Workers place removed parts nearby in an organized manner.

Do NOT change the object's original structure or identity.

3–4.5 SECONDS — COMPLETE RUST REMOVAL

This stage has EXTREMELY HIGH PRIORITY.

Miniature workers aggressively remove ALL visible rust and corrosion.

Use:

• Rotary grinders• Wire brushes• Sanding tools• Scrapers• Cleaning brushes

Show rust physically breaking away from the metal.

Every visible rusty surface must be cleaned.

Every rusty corner, edge, bolt, panel, frame section, wheel and mechanical surface must be treated.

The workers must continue until NO significant rust remains anywhere on the object.

4.5–6 SECONDS — REPAIR & WELDING

Miniature mechanics repair every damaged structural and mechanical area.

Show:

• Tiny welding machines• Realistic welding sparks• Metal repairs• Component replacement• Bolt tightening• Cable reconnection• Mechanical adjustments

Damaged components are properly repaired or replaced with matching components.

All repairs must preserve the EXACT ORIGINAL DESIGN of the [OBJECT].

6–7.5 SECONDS — PRIMER & PAINT

Miniature painters apply primer and fresh high-quality paint to ALL previously rusty and repaired surfaces.

Use miniature spray-paint equipment.

The paint must completely cover all prepared surfaces evenly.
Restore the object's original or appropriate factory-style color.
NO rusty patches may remain underneath or around the new paint.
NO faded original paint should remain on unfinished areas.
The entire visible exterior must have a consistent professional finish.

7.5–8.5 SECONDS — FINAL CLEANING & POLISHING

Miniature workers perform the final detailing process.

Use:

- Polishing machines• Microfiber tools• Compressed-air cleaning• Detailing brushes• Metal polishing equipment

Remove all remaining:

- Dust• Dirt• Grease• Rust particles• Cleaning residue• Paint residue• Restoration debris

Polish every visible metal surface until it becomes clean and reflective.

8.5–10 SECONDS — PERFECT FINAL RESTORATION

The EXACT SAME [OBJECT] is now COMPLETELY RESTORED.

The final object MUST look professionally restored and almost factory-new.

The final 1.5 seconds must prioritize the PERFECT FINAL RESULT.

The miniature workers perform a final inspection and step away.

The camera smoothly pushes toward the restored object and performs a subtle cinematic circular hero movement.

6. ZERO-RUST FINAL CONDITION — ABSOLUTE

PRIORITY

The final frame MUST contain ZERO visible rust.

Not a small amount.

Not a few remaining patches.

Not hidden-looking rusty areas.

ZERO RUST.

ZERO CORROSION.

ZERO OXIDATION.

ZERO RUST STAINS.

ZERO RUST TEXTURE.

ZERO RUSTY EDGES.

ZERO RUSTY CORNERS.

ZERO RUSTY BOLTS.

ZERO RUSTY WELDS.

ZERO RUSTY FRAME SECTIONS.

ZERO RUSTY WHEELS.

ZERO RUSTY PANELS.

ZERO CORRODED METAL.

ZERO RESIDUAL GRIME.

ZERO HEAVY DIRT.

ZERO MUD.

ZERO FADING.

ZERO UNFINISHED PAINT.

ZERO DAMAGED SURFACES.

ZERO UNFINISHED RESTORATION.

Every visible part of the object must be completely cleaned, repaired, refinished and polished.

If ANY rust is still visible during the final shot, the restoration is considered INCOMPLETE.

The final frame must show ONLY the fully restored, clean, polished and finished object.

7. FINAL SHOWROOM QUALITY

LOCK

The final [OBJECT] must have:

100% clean surfaces 100% repaired components 100% complete paint coverage 100% polished finish 100% restored appearance 0% visible rust 0% visible corrosion 0% visible dirt 0% visible damage 0% unfinished areas

The final result should look as if the [OBJECT] has just completed a professional restoration and is ready to be displayed inside a premium showroom.

8.

CAMERA

Professional cinematic macro photography.

Use:

- Clear opening object reveal
- Macro rust-removal shots
- Close-up worker activity
- Welding close-ups
- Mechanical repair shots
- Paint spraying shots
- Polishing close-ups
- Smooth tracking movements
- Shallow depth of field
- Realistic focus transitions
- Final cinematic push-in
- Subtle final hero orbit

The opening and final shots must clearly show that the SAME object has been restored.

No sudden camera changes.

9. VISUAL

STYLE

Ultra-realistic miniature restoration.

Photorealistic miniature workers.

Highly detailed miniature tools.

Realistic human-like worker movements.

Realistic metal and mechanical textures.

Realistic rust removal.

Realistic welding sparks.

Realistic paint application.

Realistic polishing and reflections.

Natural outdoor lighting.

Realistic shadows.

Subtle dust and atmospheric particles.

Premium cinematic restoration-documentary style.

Photorealistic real-world environment.

4K UHD.

Vertical 9:16.

10. PHYSICAL RESTORATION

RULE

Every visible transformation must happen because the miniature workers physically perform the restoration.

Rust disappears ONLY because workers remove it.

Damage disappears ONLY because workers repair it.

Old parts disappear ONLY because workers physically remove them.

New parts appear ONLY because workers physically install them.

Paint appears ONLY because workers physically spray it.

Polished surfaces appear ONLY because workers physically polish them.

NO magical transformation.

NO instant unexplained restoration.

The time-lapse can be extremely fast, but the restoration actions must remain physically believable.

11. FINAL FRAME IDENTITY

CHECK

Before generating the final frame, ensure:

SAME OBJECTS SAME MODELS SAME SHAPES SAME SIZES SAME PROPORTIONS SAME SILHOUETTES SAME STRUCTURES SAME COMPONENT PLACEMENTS SAME RECOGNIZABLE DETAILS

ONLY THE CONDITION HAS CHANGED.

OPENING: Heavily rusty and abandoned [OBJECT]

FINAL: The exact same [OBJECT], completely restored, perfectly clean, freshly finished and showroom-quality.

12. NEGATIVE

PROMPT

No full-size humans, no human hands, no human fingers, no human arms, no giant hands, no real-size people, no human interaction, no human touching the object, no human holding the object, no object replacement, no different object, no different model, no redesigned object, no changed shape, no changed size, no changed proportions, no changed silhouette, no shape morphing, no object morphing, no vehicle transformation, no duplicated object, no object disappearance, no table, no workbench, no tabletop, no display platform, no artificial miniature base, no miniature diorama, no toy set, no plastic appearance, no CGI-looking workers, no oversized workers, no deformed workers, no extra fingers, no extra limbs, no floating workers, no floating tools, no floating parts, no duplicated workers, no duplicated components, no magical restoration, no instant unexplained transformation, no remaining rust, no visible rust, no rust stains, no rust texture, no oxidation, no corrosion, no rusty edges, no rusty corners, no rusty bolts, no rusty welds, no rusty frame, no rusty panels, no rusty wheels, no residual grime, no heavy dirt, no mud, no faded paint, no unfinished paint, no damaged final components, no unfinished restoration, no partially restored object, no dirty final object, no inconsistent scale, no unrealistic physics, no sudden camera cuts, no random objects, no text, no subtitles, no logo, no watermark.
FINAL PRIORITY: The final frame MUST show the EXACT SAME [OBJECT] in PERFECT SHOWROOM CONDITION with ABSOLUTELY ZERO VISIBLE RUST OR CORROSION anywhere on the entire object.