

Day to Starry Night

Prompt:

Locked-off tripod shot of the house, exact same composition as the reference photo (same crop, focal length, horizon, and field of view). Ground-level, eye-height perspective preserved; zero camera movement; architecture stays perfectly static with straight verticals and unchanged materials/textures. Timelapse sky only: late-afternoon daylight eases into blue hour, then night. Clouds gradually thin; stars fade in as small, crisp points appropriate for a suburban sky (moderate density with a faint horizon glow). Smooth exposure ramp and natural color-temperature shift; gentle shadow sweep across the lawn that diminishes by night. Near the end, porch/interior lights glow on softly; window reflections update consistently with the sky. Photorealistic, stable motion.

Add the first frame:

[Output example](#)

Construction Timelapse

Step 1: Use Nano Banana Pro/2 on Google Flow/Gemini to remove the house from the frame.

Step 2: Use the following prompt to create the video using the first frame as the image generated from the Nano Banana Pro and the last frame will be the property's image.

Prompt:

Timelapse of the exact same house shown in the final reference image being constructed on the empty lot shown in the first reference image. The video must use the two reference images as the fixed starting and ending points. All intermediate frames must be direct structural interpolations between these two images only, with no deviations, redesigns, or hallucinations.

Camera:

Identical locked-off position, crop, lens, horizon, geometry, and field of view for the entire sequence. Absolutely no camera drift, no zoom, no panning, no parallax, no reframing.

Architecture (Non-Negotiable):

The house under construction must always match the final house perfectly in shape, exact footprint, height, proportions, rooflines, pitches, gable geometry, window positions, door openings, garage placement, porch layout, overhangs, and structural framing alignment.

There must be zero morphing into a different house or alternate layout at any point.

Every phase must be a realistic, physically accurate construction stage of this exact house, not a generic home.

Construction Progression:

Show realistic high-speed construction stages: grading, foundation forming, slab, framing that matches the final structure exactly, roof trusses matching final rooflines, sheathing, roofing, window install, siding, driveway, porch, and landscaping.

No stage may alter the silhouette or proportions of the house.

Workers, vehicles, and machinery appear naturally but never modify the core architecture.

Environmental and Lighting Timelapse:

Smooth, continuous shifts in daylight, weather, and seasons: afternoon to sunset, blue hour, night, dawn; cloud motion; seasonal leaf color changes; subtle rain; star visibility at night.

Exposure ramps smoothly with no flicker.

Direct Structural Interpolation Clause (Critical):

All frames must be generated as continuous, geometry-consistent interpolations between the empty-lot frame and the finished-house frame. The structure must evolve only by adding construction elements that build toward the final home. The model must not generate any intermediate architecture that differs from the final reference in proportions, design, layout, or silhouette.

Final Frame:

Ends perfectly aligned with the provided finished-house image, matching it exactly in every detail.

Add the first and the last frame:



[Output example](#)

Unveiling the house

Step 1: Use Nano Banana Pro (Flow) to generate an image like this using the following prompt:

Generated image:



Prompt (Nano Banana Pro/2):

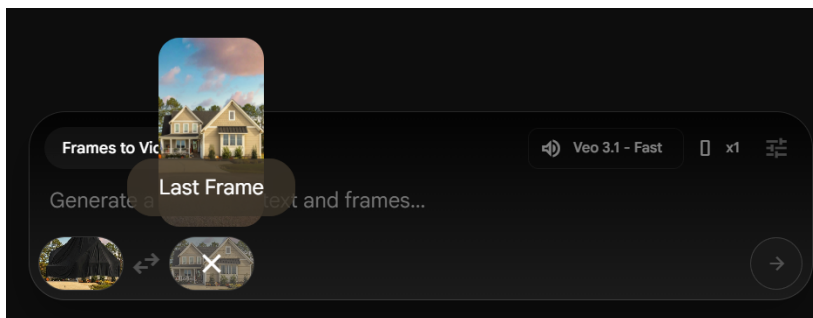
Using the provided reference image, generate a new image with absolutely identical composition, crop, lens, camera position, horizon line, and geometry. Preserve the original environment exactly as it appears in the reference image, including the ground surface, road, driveway, grass, landscaping, sky, and lighting. Do not add, remove, replace, or reinterpret any environmental elements. Specifically, do not introduce water, ponds, reflections, mirrors, glossy ground surfaces, or any reflective materials that were not present in the original image. Add a single helicopter above the house, positioned naturally within the existing perspective and scale of the scene. The helicopter must face toward the right side of the frame, matching the intended exit direction, with its nose clearly oriented rightward and its tail oriented leftward. The helicopter's altitude must be just high enough to suspend fabric, without intersecting or obscuring the sky unnaturally. The helicopter must not cast new dramatic lighting effects or alter the scene's exposure. Attach a continuous, opaque black fabric veil to the helicopter, securely connected at realistic attachment points. The veil must drape downward and fully cover the house and only the house, conforming to the general mass of the structure without revealing rooflines, windows, edges, or silhouettes. The fabric must exhibit realistic weight, gravity, folds, and tension, with no floating edges, no clipping, no transparency, and no tearing. The veil must not touch or interact with the ground in a way that modifies terrain, vegetation, or surfaces. The veil and helicopter are the only permitted additions. The house beneath the veil must remain completely unchanged and intact, with no warping, reshaping, scaling, or redesign. All existing shadows, lighting, colors, and textures from the original image must remain consistent, with only minimal, physically correct shading added to the fabric itself. Do not introduce reflections of the house, veil, or helicopter unless reflective surfaces already exist in the reference image. The final output must appear as the exact same photograph with the sole changes being a right-facing helicopter and a physically realistic black veil perfectly covering the house, suitable for use as a stable first frame in a cinematic reveal sequence.

Step 2: Add a slight zoom in on the last frame. This can be done while uploading the image to flow.



Step 3:

Add the helicopter shot as the first frame and the house's image as the last frame with the given prompt.



Prompt (veo 3.1):

Locked-off, perfectly stabilized cinematic shot of a residential house, identical in composition to the reference image with the same crop, lens, horizon line, perspective, and field of view. Ground-level, eye-height perspective is preserved, vertical lines remain perfectly straight, and the architecture stays completely static and unchanged throughout the shot with no parallax distortion or structural shifts. A helicopter begins the scene hovering centered above the house, suspending two large fabric veils that drape symmetrically over the structure. The fabric behaves with realistic physical properties, including natural weight, gravity, wind resistance, and

tension, forming believable folds and movement without clipping, snapping, or deformation. As the shot progresses, the helicopter ascends slightly and then travels smoothly toward the right side of the frame, eventually exiting the screen entirely. The veils lift in unison with the helicopter and peel away from the house in a controlled, continuous motion, gradually revealing the structure beneath with zero morphing, redesign, or alteration to the building's shape, materials, proportions, or layout. Simultaneously, a slow, subtle, ultra-smooth cinematic zoom-in occurs, remaining mechanically stable and consistent throughout the shot with no jitter, stepping, or focal breathing, and settling naturally near the end of the sequence after the helicopter has exited frame. Environmental elements remain stable and photorealistic, with accurate reflections in any visible water surfaces updating dynamically as the helicopter and fabric move, and no abrupt changes in sky, weather, or exposure. Lighting remains natural and consistent, with shadows updating smoothly and physically correctly as the veils lift away from the house, and no flicker, artificial glow, or stylized effects introduced. The motion throughout the shot feels intentional, controlled, and professionally executed, with no camera drift beyond the intended zoom, no warping or hallucinated geometry, no creative reinterpretation of the property or surroundings, and no invented elements. The final frame holds on the fully revealed house with the helicopter and fabric completely off-screen to the right, the camera gently pushed in relative to the opening frame, and the scene resolved as a clean, stable, photoreal residential hero shot.

Sky Drop - Property Reveal

Step 1: Use Nano Banana Pro on Google Flow/Gemini to remove the house from the frame.

Step 2: Use the following prompt to create the video using the first frame as the image generated from the Nano Banana and the last frame will be the property's image.

Prompt:

Locked-off tripod shot of a single continuous scene, maintaining the exact same composition as the provided reference frames (same crop, focal length, horizon, and field of view).

Ground-level, eye-height perspective preserved with zero camera movement throughout the entire sequence. The camera remains perfectly static with no panning, tilting, zooming, or reframing.

The first reference frame represents an empty plot of land with no house present. The final reference frame shows the completed property with a house in its finished position. The environment, landscape, road, trees, and background elements remain perfectly stable and unchanged across the sequence.

Animation sequence behavior:

At the beginning of the clip, the environment matches the empty plot shown in the first frame. The house that appears in the final reference frame suddenly enters from high above the scene, descending vertically from the sky toward its final position.

The house falls **quickly and decisively under strong gravity**, accelerating as it descends. The drop should feel heavy and fast, not floating or slow. The descent happens over a **very short duration**, with the building rapidly moving from the sky to the ground in a powerful downward motion.

The house maintains **exactly the same structure, proportions, materials, scale, and orientation as shown in the final reference frame**. No architectural reinterpretation, warping, or design changes are allowed.

During the descent, the house moves **straight downward with increasing speed**, remaining perfectly upright and aligned with its final placement. The building does not rotate, tilt, bend, or deform.

Impact behavior (critical):

When the house reaches the ground, it lands precisely where it appears in the final frame and creates a **powerful, heavy impact**. The landing generates a strong burst of dust and debris that spreads outward across the driveway and ground surface. The impact should feel massive and weighty, as if a full house has just slammed into place.

Nearby vegetation and landscaping may shake briefly from the shock of the landing but remain intact. The house itself remains structurally unchanged after impact.

Immediately after the impact, the dust settles and the scene stabilizes into the exact composition of the final reference frame with the completed house perfectly in place.

Environmental rules:

Lighting remains consistent with the lighting shown in the reference frames. Sky, clouds, trees, and surrounding environment remain physically accurate and stable. Any environmental reactions must dissipate naturally.

Structural integrity rules (critical):

The house must remain perfectly rigid from start to finish. No morphing, scaling changes, architectural reinterpretation, or texture alterations. The final resting position must match the exact placement, size, and perspective of the house in the final reference frame.

Rendering requirements:

Photorealistic physics-driven motion with a **fast, heavy descent**, stable composition, and believable environmental interaction. No camera movement, no jitter, no exaggerated cartoon effects, and no creative reinterpretation of the architecture.

Add the first and the last frame:



Simple zoom-in

Prompt Veo 3.1:

Slow and steady zoom-in on the [door]

Input: Image as the first frame + prompt

