

Shot Board

Aus einem einzelnen Keyframe eine Storyboard-Referenz über zwölf Einstellungen

Seedance Shot Board Skill

Purpose

Transform ONE keyframe image into a structured 12-shot storyboard reference. The output of this skill is a copy-paste-ready prompt for GPT-Image 2 — NOT the image itself.

A Shot Board acts as the "directorial bible" for a scene: it locks coverage (wide / medium / close / insert / OTS), camera motion intent, lighting continuity, and the emotional beats — so every subsequent video generation in Seedance 2.0 stays inside the same cinematic grammar.

Workflow

STEP 1 — Collect the keyframe

Ask via `AskUserQuestion`:

> Wo liegt der Keyframe? (ein einzelnes Bild, das die Szene exemplarisch zeigt)

Verify the file exists with the `Read` tool.

STEP 2 — Collect metadata (Q&A loop)

ONE QUESTION AT A TIME via `AskUserQuestion`. Sensible defaults as options.

FIELD	DEFAULT OPTION	NOTES
SCENE TITLE	(must ask)	Short evocative title for the sequence
ACT	Act 2 — Rising Tension	Or specific moment (intro, climax, resolution)
EMOTIONAL BEAT	tension rising	hope / fear / triumph / dread / awe / quiet
GENRE	cinematic drama	thriller / action / sci-fi / romance / horror
CAMERA STYLE	handheld documentary	steady tripod / slow dolly / drone / Steadicam
LENS PREFERENCE	35mm anamorphic	24mm wide / 50mm natural / 85mm portrait / 135mm tele
LIGHTING	naturalistic available	warm tungsten / hard daylight / blue night / mixed practicals
COLOR GRADE	warm filmic	cool teal / desaturated grit / vibrant saturated / monochrome

STEP 3 — Confirm summary

Compact overview + `AskUserQuestion` for confirmation (options: "Ja, generieren" / "Etwas ändern").

STEP 4 — Output the prompt

Use the template below with all `{{PLACEHOLDERS}}` replaced. Render in a fenced code block. After the prompt, include the standard 5-step instruction (GPT-Image 2 → attach Image A → paste prompt → generate → use in Seedance 2.0).

STEP 5 — Optional archive

Ask once: archive to ~/Obsidian/Hormozi/20 – Konversationen/Character Boards/Shot – {{SCENE_TITLE}}.md ?

Template — Shot Board

Create a single high-resolution shot board reference sheet titled "SHOT BOARD – Seedance 2.0" using the attached photo as the single keyframe of the scene. Every shot you generate must clearly belong to the same scene, location, characters and continuity as the attached image – same lighting era, same wardrobe, same atmosphere. Do not invent characters or locations not implied by the source.

All on-image labels, headings and captions must be in ENGLISH.

Layout: dark near-black background, thin vertical neon-yellow accent line on the left margin, faint film-grain overlay, small white "Camera: {{CAMERA_STYLE}} · Lens: {{LENS_PREFERENCE}}" label top-right, timecode "00:01" bottom-left, small speaker icon and progress bar at bottom. Clean technical UI feel – like a film production storyboard.

Compose ALL of the following panels in one image, arranged like a director's storyboard sheet:

LEFT COLUMN – large hero frame (the source keyframe, re-rendered cleanly), with a metadata block beside it:

SCENE: {{SCENE_TITLE}}
ACT: {{ACT}}
BEAT: {{EMOTIONAL_BEAT}}
GENRE: {{GENRE}}
CAMERA: {{CAMERA_STYLE}}
LENS: {{LENS_PREFERENCE}}
LIGHTING: {{LIGHTING}}
COLOR GRADE: {{COLOR_GRADE}}

PANEL 01 – 12-SHOT SEQUENCE: A grid of 12 numbered frames showing the scene progression in order. Each frame is a distinct camera setup that follows from the keyframe – not a copy of it. Continuity of wardrobe, location and lighting must hold across all 12.

PANEL 02 – EMOTIONAL BEATS (3 tight close-ups): three macro shots capturing the strongest emotional moments of the sequence – the inciting glance, the held breath, the release. Same character(s) and lighting as the source.

PANEL 03 – COVERAGE TYPES (5 labeled frames, identical scene context): WIDE ESTABLISHING · MEDIUM TWO-SHOT · CLOSE-UP · INSERT MACRO · OVER-THE-SHOULDER (OTS).

PANEL 04 – LIGHTING CONTINUITY (4 frames showing the same wide angle under continuity-correct lighting progression across the sequence): opening light · mid-scene light · climax light · resolution light. The lighting must read as one continuous take, not four random styles.

PANEL 05 – CAMERA NOTES (a small annotation column): three labeled diagrams showing the motion intent – push-in, lateral track, rack focus – drawn as minimalist white arrows over thumbnail frames.

PANEL 06 – COLOR PALETTE: 6 color swatches with HEX codes derived from the keyframe (skin, wardrobe, sky/background, accent, shadow, highlight).

Bottom caption (small, English): "Use this shot board as a directorial reference for coverage and lighting continuity in Seedance 2.0."

Bottom-right tags: STYLE · {{GENRE}} · {{COLOR_GRADE}}

Style: photorealistic, no illustration, no CGI look. Consistent scene identity across every panel – strictly matching the keyframe. 8K, fine grain, cinematic color grading.

Important Rules

- **One question at a time** via `AskUserQuestion`. No mass-forms.
 - **Sensible defaults** as the first option in each list.
 - **Always confirm** the summary in Step 3 before generating.
 - **Render the final prompt in a fenced code block.**
 - **Replace ALL `{{PLACEHOLDERS}}`** with user values.
 - **Archive prefix:** `Shot -` in the filename so storyboards group together in the vault.
 - **Belongs to the Seedance Reference Board family** — see related skills: `seedance-character-board`, `seedance-object-board`, `seedance-pose-board`, `seedance-creature-board`.
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