

Camera Board

Promptstruktur für das Videomodell: Objektive, Kadrierung, Kamerahöhe, Bewegung, Schärfentiefe

Seedance Camera Board Skill

Purpose

Transform ONE keyframe into a cinematography reference sheet that locks the project's visual language: how the same scene reads across different focal lengths, framing types, camera heights, motion styles, and depth of field. Pair with `seedance-shot-board` afterwards to plan a specific scene within that locked language.

Output is a copy-paste-ready prompt for GPT-Image 2 — NOT the image itself.

Workflow

STEP 1 — Collect the keyframe

`AskUserQuestion`: "Wo liegt der Keyframe (ein einzelnes Bild, das die Szene exemplarisch zeigt)?"

Verify with the Read tool. Briefly describe what you see to confirm.

STEP 2 — Collect metadata (Q&A loop, one question at a time)

FIELD	DEFAULT OPTION	NOTES
PROJECT TITLE	(must ask)	Short tag, e.g., "NIGRIN 80s — Cul-de-sac sequence"
DP STYLE	naturalistic	film-noir / anamorphic blockbuster / handheld documentary / clinical sci-fi / dreamy soft-light
LENS PACKAGE	wide-set (24/35/50/85/135 mm)	telephoto-heavy / wide-only / vintage anamorphic / macro-focused
ASPECT RATIO	2.39:1 cinemascope	16:9 / 9:16 vertical / 1.85:1 / 4:3 academy
FRAME RATE	24 fps cinema	25 fps PAL / 30 fps broadcast / 48 fps high-frame
MOTION PHILOSOPHY	controlled dolly	locked static / handheld organic / gimbal floating / aggressive whip
COLOR GRADE	warm filmic	cool teal / desaturated grit / vibrant saturated / monochrome high-contrast
SIGNATURE LOOK	(must ask)	The one thing that makes this project visually recognizable

STEP 3 — Confirm summary

Compact overview + `AskUserQuestion`: "Stimmt alles? Generiere ich den Prompt?"

STEP 4 — Output the prompt

Fenced code block with all `{{PLACEHOLDERS}}` replaced. Add 5-step instruction (GPT-Image 2 → attach keyframe → paste prompt → generate → use as project visual-language anchor).

STEP 5 — Optional archive

`~/Obsidian/Hormozi/20 - Konversationen/Character Boards/Camera - {{PROJECT_TITLE}}.md`

Template — Camera Board

Create a single high-resolution cinematography reference sheet titled "CAMERA BOARD – Seedance 2.0" using the attached photo as the single keyframe and visual anchor. Every frame must clearly belong to the same scene as the keyframe – same characters, same wardrobe, same location, same era, same color grade. The camera variables are what change; the world does not.

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 "Project: {{PROJECT_TITLE}}" label top-right, timecode "00:01" bottom-left, small speaker icon and progress bar at bottom. Clean technical UI feel – like a director of photography's project bible.

Compose ALL of the following panels in one image, arranged like a DP reference sheet:

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

PROJECT: {{PROJECT_TITLE}}
DP STYLE: {{DP_STYLE}}
LENS PACKAGE: {{LENS_PACKAGE}}
ASPECT: {{ASPECT_RATIO}}
FRAME RATE: {{FRAME_RATE}}
MOTION: {{MOTION_PHILOSOPHY}}
GRADE: {{COLOR_GRADE}}
SIGNATURE LOOK: {{SIGNATURE_LOOK}}

PANEL 01 – LENS COVERAGE (5 frames of the same scene shot at 5 focal lengths, all other variables identical): 24mm WIDE · 35mm DOCUMENTARY · 50mm NATURAL · 85mm PORTRAIT · 135mm TELEPHOTO. Lens character (distortion, compression, falloff) must read correctly at each focal length.

PANEL 02 – FRAMING TYPES (6 frames of the same subject, identical lens, identical lighting, varying framing only): EXTREME WIDE · WIDE · MEDIUM WIDE · MEDIUM · CLOSE-UP · EXTREME CLOSE-UP.

PANEL 03 – CAMERA HEIGHT (4 frames of the same subject from 4 vertical positions, identical lens and framing): LOW / KNEE-LEVEL · EYE-LEVEL · CHEST-LEVEL · HIGH / OVERHEAD.

PANEL 04 – CAMERA MOTION (4 frames showing motion intent as a still – with subtle motion-blur or arrow annotations to communicate the move): STATIC LOCKED · DOLLY-IN · LATERAL TRACKING · HANDHELD ORGANIC.

PANEL 05 – DEPTH OF FIELD (4 frames of the same composition with varying DOF only): DEEP FOCUS (everything sharp) · MEDIUM DOF · SHALLOW · ULTRA-SHALLOW BOKEH.

PANEL 06 – COLOR PALETTE: 6 color swatches with HEX codes derived from the project grade (highlight, midtone, shadow, accent, skin, background).

Bottom caption (small, English): "Use this camera board to lock the visual language of {{PROJECT_TITLE}} across every shot in Seedance 2.0."

Bottom-right tags: STYLE · {{DP_STYLE}} · {{COLOR_GRADE}} · Cinematic

Style: photorealistic, no illustration, no CGI look. The same scene must remain identifiable across every panel – only the camera variables change. 8K, fine grain, cinematic color grading derived from the keyframe.

Important Rules

- **One question at a time** via `AskUserQuestion`. Sensible defaults as the first option.
- **Always confirm** the summary before generating.
- **Render the prompt in a fenced code block.**
- **Archive prefix:** `Camera` – so cinematography boards group together in the vault.
- **Pair with `seedance-shot-board`** — Camera Board locks the project's visual grammar, Shot Board plans a specific scene inside that grammar.
- **Belongs to the Seedance Reference Board family** — related skills: `seedance-character-board`, `seedance-shot-board`, `seedance-object-board`, `seedance-pose-board`, `seedance-creature-board`, `seedance-vfx-board`, `seedance-vehicle-board`, `seedance-weapon-board`, `seedance-storyboard-to-video`.