CREATE AND EDIT ASSETS

04

Create and edit locations and characters for your scene.



FIND WHAT YOU NEED

02 Check a term
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GLOSSARY

Essential terms

A raised number marks each term’s first use in the main text.

01 Prompt following

How closely a model follows your instructions, including the requested objects, counts, positions and details.

02 Text-to-image

Generating an image from a written description.

03 Image-to-image

Generating a new image using an existing image as input. Whether you can also add text instructions depends on the model.

04 AI slop

An informal term for low-quality AI-generated content. In this lesson, look for unnatural textures, repetitive details and objects that do not make visual sense.

05 CGI look

An appearance resembling a computer-generated 3D render. Very smooth surfaces or overly perfect details can create this impression. It can be a deliberate style rather than a defect.

06 Tonal range

The range of tones from dark to light. Examine how much detail remains visible in the shadows, midtones and highlights.

GLOSSARY

Essential terms / continued

07 **Spatial anchor**

A visible object used to describe where something should be. For example: "Seat the character beside the mug in the middle of the counter."

08 **Reverse angle**

A view of a scene from the opposite direction. For example, first look into the bar from the entrance, then look towards the entrance from inside.

09 **Depth of field**

The range of distances that appear acceptably sharp. A shallow depth of field leaves more of the foreground or background out of focus.

10 **Bokeh**

The visual character of out-of-focus blur, especially the shape and softness of blurred points of light.

01 CHOOSE AN IMAGE MODEL

Soul Cinema

Light, materials and atmosphere for photographic locations.

STRENGTHS

Photographic light, natural skin and fabric textures, and a film-like finish are its strengths. Distinctive camera angles, palettes and lighting make it useful for 6 exploring a visual direction. A broad tonal range can 2 preserve detail for video. It supports text-to-image generation or a single image input without an accompanying prompt.

LIMITS TO CHECK

Creative interpretation can change a precise composition and require several attempts. Prompt 1 following needs checking, especially object placement. Inspect small objects for broken shapes and clutter, and night scenes for lost shadow detail. Single-image input reinterprets a reference; it does not offer text-guided local editing.



Depth and distance

Soft foreground corn separates the viewer from the farmhouse. Detail changes with distance.



Readable light

Illumination across the floor and walls makes the direction of the light visible.



A usable location

The bar establishes a mood and a space for action. Check the counter, seating and dark areas before editing.

01 IMAGE MODELS

Seedream 5.0 Pro

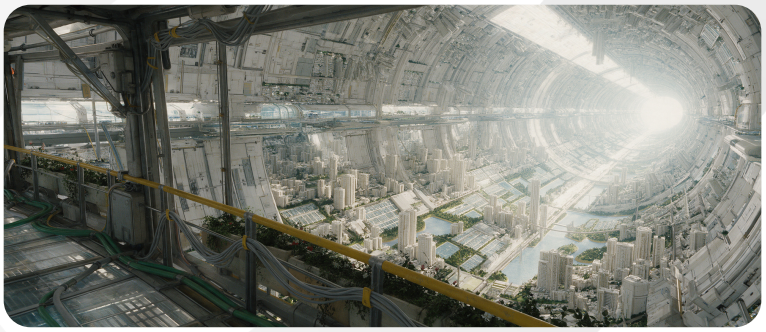
Complex spaces, stylised environments and targeted image edits.

STRENGTHS

Useful for architecture, large environments and deliberate colour styling. It edits whole images: people, objects, clothing, backgrounds and locations. Reference-based edits can retain image quality and original textures, including skin and fabric. Character sheets are one application; the lesson also uses it to add people and objects to a bar.

LIMITS TO CHECK

Dense, elaborate briefs can produce an overly perfect 5 CGI look . Repeated objects or organic forms may share the same shape, scale and spacing. Check material variation and the spacing of repeated forms.



Large-scale geometry

The cylindrical city gives a complex environment a clear overall structure.

01 IMAGE MODELS

Seedream 5.0 Pro / continued



An ordinary setting

Subdued daylight and familiar materials establish a quiet residential street.



Repeated organic forms

The ferns echo a similar silhouette across several tanks. Inspect variation within the repeated structure.

01 IMAGE MODELS

GPT 2.5 Sunburst

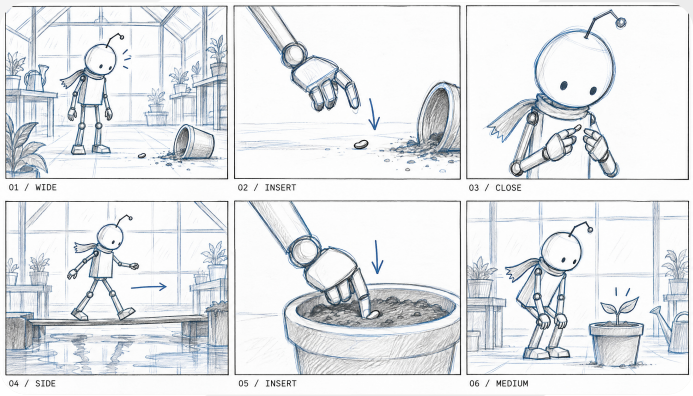
Detailed instructions, readable text and planned sequences.

STRENGTHS

Strong prompt following supports precise objects, placements and lettering. It is useful for typography, infographics and storyboards. Specify the content, reading order or action in each panel. The examples here explore simple drawing and grey geometry as well as a finished illustrated sequence.

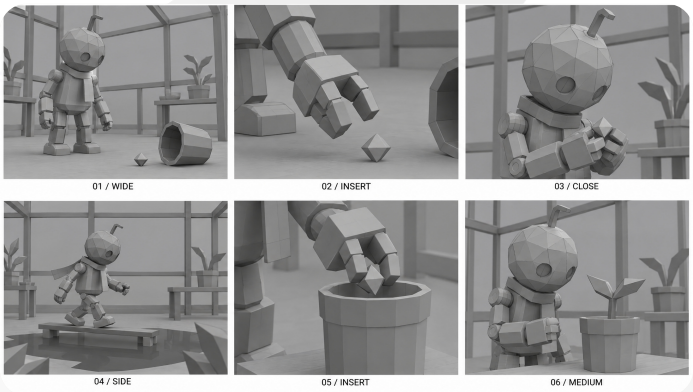
LIMITS TO CHECK

Locations can become overloaded with detail. Over-sharpened textures, noise and a polished finish can reduce depth or feel artificial. Verify generated text character by character and check continuity between storyboard panels; instruction-following still needs a visual review.



Working 2D sketches

Simple silhouettes and limited shading keep attention on staging, camera distance and shot order.

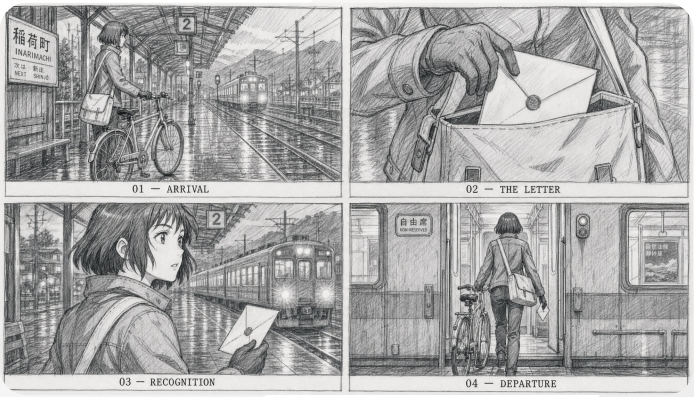


Grey mesh blocking

Faceted geometry makes scale and camera placement clear. This is a generated viewport-style image, not an editable Blender scene.

01 IMAGE MODELS

GPT 2.5 Sunburst / continued



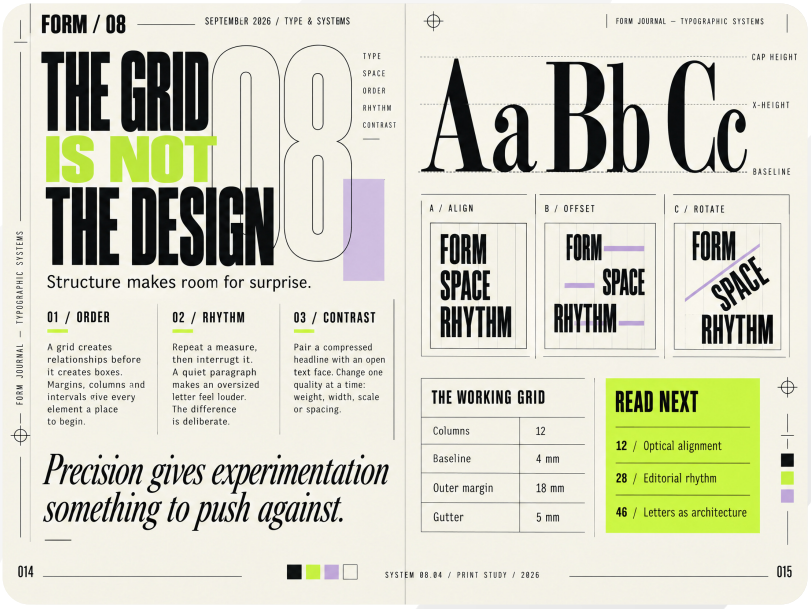
Pencil sketches

A station, a letter, a reaction and a departure form a sequence. Framing changes while the story remains clear.

01 IMAGE MODELS / GPT EXAMPLES

GPT 2.5 Sunburst

Typography, structured information and lettering inside a detailed scene.





A typographic spread

Headlines, columns and annotations share a designed grid. Specify the copy and its reading order.

A technical infographic

Tables and charts use a fictional dataset. Check values, units and labels across every panel.

01 IMAGE MODELS / GPT EXAMPLES

GPT 2.5 Sunburst / continued



A busy illustrated street

Shop signs, prices and number plates sit among many small stories. Give each label a clear location.



A customised recorder

Stickers and marker sketches add character while controls, labels and the display remain readable.

01 IMAGE MODELS

Nano Banana Pro

Broad image tasks with strong attention to the written brief.

STRENGTHS

A general-purpose option for a range of image briefs. The lesson highlights prompt following: requested content is present.

LIMITS TO CHECK

The default finish can look artificial, even when the objects and scene elements can be described directly. Check depth, surface texture and conspicuous reflections. In the lesson's Use a concrete brief and inspect the result against the simple portrait test, faces often look idealised and content you asked for. similar; distinct identities need deliberate review.



Farmhouse

Review the clarity of the house and foreground plants. Uniform crispness can make depth less convincing.



Lantern street

The wet paving carries a bright band of reflections. Check whether the ground distracts from the scene's focal point.

02 SPOT THE SLOP[4]

Texture, grain and sharpness

Read the original frame, then inspect the enlarged detail from the same image.

When detail becomes noise

ORIGINAL IMAGE



SKY / ENLARGED



The enlarged sky reveals the amount and distribution of fine noise. The source brief explicitly asks for fine grain, so its presence alone is not a model error. Judge whether this texture suits the intended finish; for a cleaner result, revise the grain instruction.

Sharp surfaces, a rendered feel

ORIGINAL IMAGE



ROOF AND WOOD / ENLARGED



The enlarged roof tiles and wooden grids reveal the crisp edges and repeated fine detail. They can make the scene feel rendered even though the foreground is blurred. Judge whether this surface sharpness fits the photographic finish you want.

02 SPOT THE SLOP

Repetition and reflective surfaces

Look for variation within patterns and inspect the surfaces that draw your eye.

Salt flats

Seedream 5.0 Pro



Soul Cinema



Raised, regular cells make the Seedream ground look more patterned. Soul produces flatter, more varied forms. Natural repetition is normal; uniform shape, scale and spacing are what deserve attention.

Grass and shadow

GPT 2.5 Sunburst



Grass / enlarged



The enlarged patch reveals the lawn’s dense, tightly packed texture. Look at how individual blades and highlights repeat across it. Uniformly busy detail can flatten depth and compete with the scene’s focal point.

02 SPOT THE SLOP

Repetition and reflective surfaces / continued

Wet paving

Nano Banana Pro



Reflections / enlarged

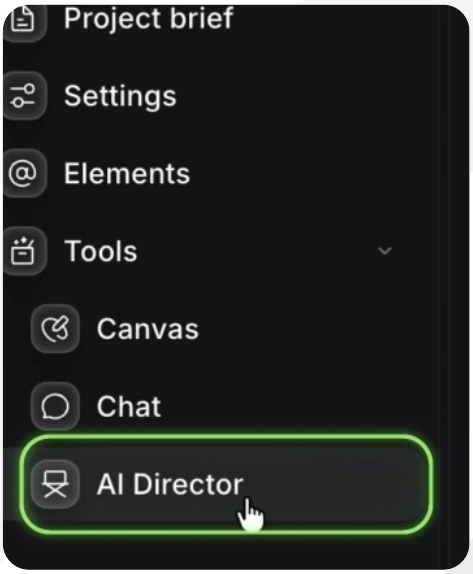


The enlarged paving shows the pale reflections and sharp tile edges near the bottom of the frame. Relate the highlights to the lights and surface, then judge whether their brightness draws attention away from the subject.

03 CREATE AND EDIT CHARACTERS

Start with AI Director

Open the assistant, select Character Sheet and describe the person you need.



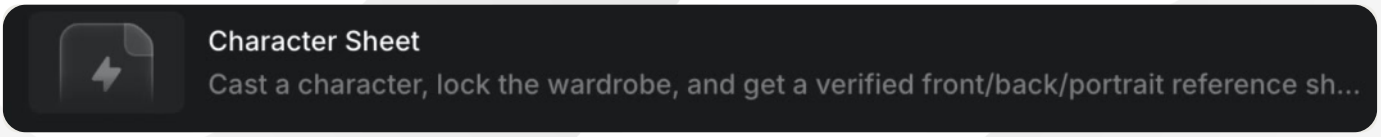
01 Open AI Director

In Cinema Studio, click AI Director in the left sidebar, under Tools.

The conversation opens on the right.

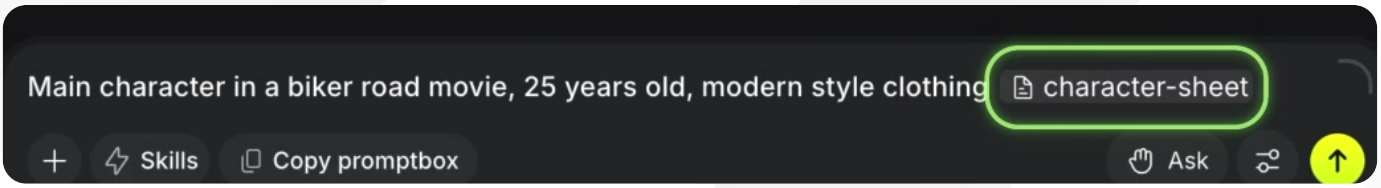
Give it a simple casting brief: the role, approximate age and clothing direction. In the lesson: a 25-year-old lead for a biker road movie, in modern clothing.

02 Select the Character Sheet skill



Open Skills in the message box, or start typing “char” to find Character Sheet . Select it to attach the skill to your brief.

03 Submit the brief



Check that the character-sheet chip is attached, then click the send arrow. AI Director prepares five casting options. Choose a candidate and answer the wardrobe questions before it builds the front, back and portrait sheet.

03 CREATE A CHARACTER

From casting to a character sheet

Use AI Director to develop one character, then prepare a reference that can carry into video.

AI Director is the conversational assistant for Cinema Studio. With the Character Sheet skill, it develops casting options from a short brief, asks about missing wardrobe details and prepares the selected person as a multi-view sheet.

Where Soul 2.0 fits. In this workflow, Soul 2.0 supplies the casting portraits; Seedream builds the finished sheet. The lesson's portrait test shows greater variation in the Soul faces. That makes it useful for exploring a cast, rather than settling immediately on a familiar, idealised face.



PROMPT

Create a three-panel character sheet using the attached image as the identity and outfit reference: full-body front on the left, full-body back in the middle, and a three-quarter portrait from head to upper chest on the right. Preserve the person's face, age, build, haircut, black leather jacket, dark ribbed crew-neck top, silver hoop earring and other visible accessories. Keep the same identity, outfit and proportions across all panels. Complete the unseen lower outfit with full-length, straight-leg charcoal riding jeans and matte-black leather ankle-height motorcycle boots with rounded toes and low rubber soles. Match the jeans and boots in both full-body views. Use a seamless pure-white studio background with soft contact shadows. Remove the original environment and props. Show the full figure from head to shoes with space around it. Use a neutral stance, arms relaxed at the sides, empty hands and a calm, closed-mouth expression. The back view faces fully away; the portrait clearly shows the face. Use soft, even, neutral lighting, low contrast, subtle optical diffusion and natural skin and fabric texture. Preserve the outfit's colours.

Prepared reference: the small face is covered so it does not compete with the larger portrait. The front and back views still describe the outfit and proportions. This is a reference-preparation technique, not a change to the character's face.

03 EDIT THE CHARACTER

Change the outfit, keep the person

EDIT IN SEEDREAM 5.0 PRO

Attach the original image in **Seedream 5.0 Pro** . Describe the change in the prompt and specify what must stay the same. Use the source image's aspect ratio and resolution, keeping the other generation settings consistent, to retain its framing and visual quality.

Here, keep the face, hair, jacket, pose and sheet layout; apply the wardrobe change to every view.

PROMPT

Give him a silver wallet chain hanging off his jeans pocket. Replace the black t-shirt with a plain white ribbed cotton tank top, same tank top in all views



BEFORE

A multi-view edit must agree across the front, back and portrait. The same white tank top and silver chain should appear wherever visible.



AFTER

VISUAL FIELD GUIDE

Adil in the biker outfit



@image_1

+



@image_2

PROMPT

Create a three-panel character sheet: full-body front on the left, full-body back in the middle, and a three-quarter portrait from head to upper chest on the right.

Use **@Image1** only for identity. Preserve Adil's face, age, build, short dark curls, moustache, small goatee, earrings and fine necklace. Use **@Image2** only for clothing; do not transfer that person's face or identity.

Replace Adil's black T-shirt with the outfit from **@Image2** : a black armored leather motorcycle jacket with ribbed shoulders, reinforced arms and elbows, a snap-tab stand collar, asymmetric chest panels and an open front zipper; a slate-gray crew-neck T-shirt; and gray jeans. Complete the jeans as full-length, straight-leg riding jeans over matte-black leather ankle boots with rounded toes and low rubber soles. Keep the clothing, proportions and jewelry consistent across all views, including the jacket's back.

Use a seamless pure-white studio background, soft contact shadows and no reference-scene objects. Keep the full-body figures visible from head to shoes, with relaxed arms, empty hands and a neutral, closed-mouth expression. Use soft, even, neutral lighting, low contrast, subtle optical diffusion and natural skin and fabric texture. Preserve the clothing colours.

RESULT / ADIL CHARACTER SHEET



04 CREATE AND EDIT A LOCATION

Build the space for the scene

Soul Cinema creates the base location; the layout should support the action you plan to stage.

The brief places a dark wooden counter on the right, booths on the left and a pool table at the far end, viewed from the doorway. Starting with an empty room makes the architecture and usable space easier to judge.



PROMPT

Create an empty American dive bar. Place a dark wooden bar counter on the right, with leather stools and illuminated bottles behind it. Add a few neon signs, booths along the left wall, and a pool table at the far end beneath a hanging lamp. Frame the shot from the doorway.

Why this option was selected

Of the four bar generations, the selected image comes closest to the intended mood and layout. The first alternative felt too grainy; the second felt too empty. The decision is about the scene's needs, not choosing the most elaborate image.

04 EDIT THE LOCATION

Add action cues, then a new angle

Use the selected bar as the reference for both steps.

SEEDREAM 5.0 PRO / PEOPLE AND A SPATIAL ANCHOR[7]



PROMPT

Add eight dive bar regulars - a mix of men and women. Some are playing pool, others are sitting at tables. Keep all bar stools empty, and place a single mug of beer in the middle of the bar counter.

The mug becomes a visible landmark: a character can sit beside it. Check the requested number of people and their placement rather than assuming every instruction was followed.

REVERSE ANGLE[8] **/ LOOKING TOWARDS THE DOOR**



PROMPT

Use the attached image as the reference. Show the same bar from the opposite end, looking back towards the entrance. Make the entrance door clearly visible. Keep the existing chairs and bar stools, preserving their designs and positions within the room. Maintain the bar's layout, furniture, materials, lighting and atmosphere. Change only the camera viewpoint.

Compare the doorway, counter and stools with the base image. A new angle still needs continuity; newly invented details were not necessarily present in the original room.

05 SECRET TECHNIQUE: SOUL CINEMA

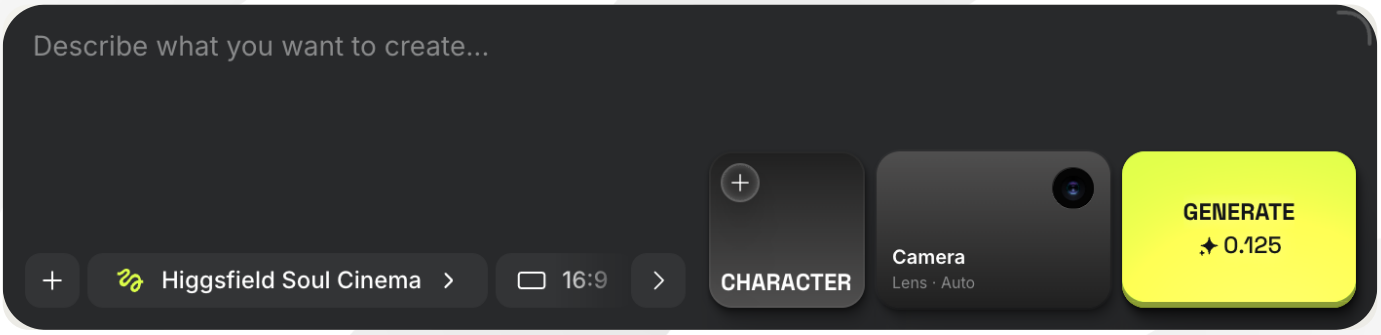
From reference to Soul Cinema

3 Use image-to-image generation to give a carefully composed reference a cinematic treatment.

Start with a model that follows detailed instructions closely to establish the composition and objects you need. In these examples, the source images were generated in **GPT 2.5 Sunburst** . Soul Cinema then creates variations around the same concept and architectural structure, with natural textures, expressive light and photographic depth.

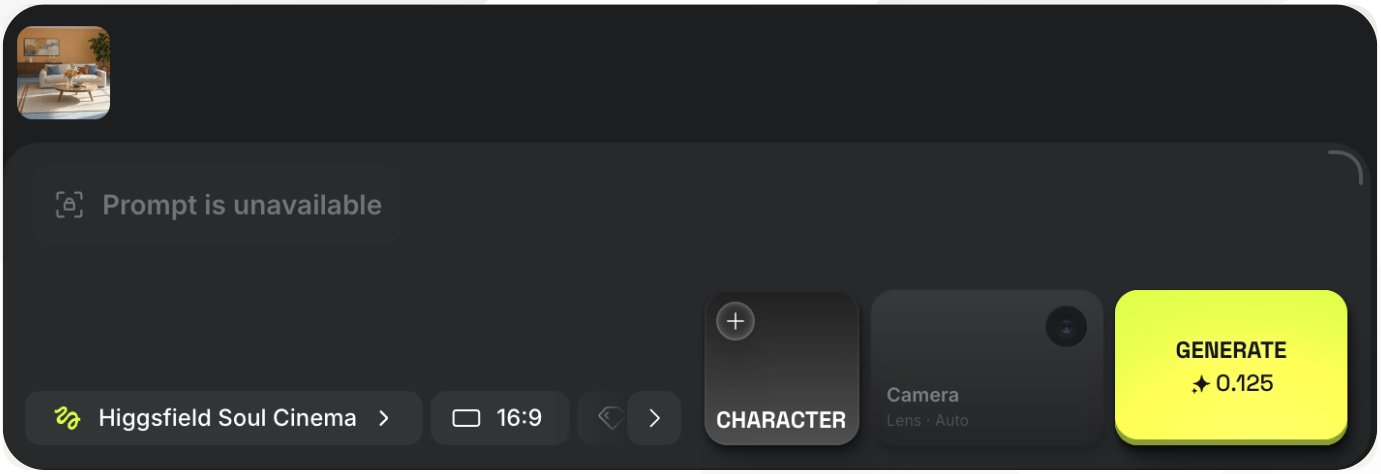
01 Select Soul Cinema

Choose Higgsfield Soul Cinema in the generation panel.



02 Drop in the reference and generate

Drag and drop the source image directly into the prompt box. Its thumbnail appears and text entry becomes unavailable. Click **Generate** with the image attached.



The reference supplies the scene; Soul Cinema varies its visual treatment. Individual details and framing can change. The next pages show six results from each GPT source image.

05 SECRET TECHNIQUE SOUL CINEMA

Living room

GPT 2.5 SUNBURST / SOURCE IMAGE



ONE REFERENCE, SIX VARIATIONS

The living room was first generated in GPT 2.5 Sunburst to establish its furniture, palette and spatial concept. The six Soul Cinema results below use that image as the reference, without an additional text prompt. They explore softer light, richer material texture and a more cinematic atmosphere while keeping the room's overall visual idea.

PROMPT

Wide cinematic interior still of a sunlit living room on a bright late morning, photographed from ordinary standing eye level in a wide three-quarter view that shows the room as a whole: the left wall, the back wall and the right wall with its window all in frame, the sofa standing free in the middle of the room, sunlight from the right flooding the floor. The composition is built for a very wide frame, the room's three walls forming an open box around the seating group.

Place the camera approximately 1.55 metres above the floor, standing inside the room's near end just left of its centreline, aimed toward the far-right corner so the back wall runs across the frame, the left wall recedes along the left edge and the right wall with the window recedes along the right edge, with only a gentle downward tilt. Use a 24mm full-frame-equivalent refined spherical lens, approximately 74-degree horizontal field of view, clean rectilinear rendering, distortion off, verticals kept straight. Deep focus holds the near rug edge and the far corners equally sharp.

The room is approximately six metres long and 4.5 metres wide with a 3.1-metre ceiling, of which a narrow band shows at the top of the frame — white plaster with one plain cornice. Its walls are smooth lime-plaster in a light warm orange — a soft apricot tone, matte, with gentle hand-trowelled variation and a slightly deeper shade in the corners. The floor is one continuous level plane of wide painted timber boards in a pale dusty blue-gray, worn to a soft sheen along the walking paths, the blue reading clearly against the orange walls, with no steps or raised areas. White-painted skirting boards, plain white door and window trims.

Read the frame from the left. The left wall runs from the near edge into depth. In the far-left corner stands one armchair directly on the blue floor: a mid-century lounge chair with a light oak frame, angled toward the room's centre, upholstered in a dense woven fabric of deep teal-blue, a folded cream wool blanket draped over its left arm and one small rust-orange cushion in the seat. Beside it, against the left wall, a slender brass floor lamp with a wide pleated cream linen shade, switched off in the daylight, its brass disc base on the boards, and a small stack of two books on the floor by the chair's leg. On the left wall, midway along, hangs one framed vertical abstract print in muted blue and terracotta fields, thin oak frame, no lettering.

Along the back wall runs a low walnut sideboard about 1.8 metres long on thin tapered legs, placed left of the wall's centre: three closed flat doors, a slightly worn top. On it, from left to right: a stack of three linen-bound books with blank spines, one tall stoneware jug in matte white, and a small round travertine tray with two brass candlesticks holding unlit ivory candles. Above it hangs one large horizontal canvas — a loose abstract in warm ochre, blue-gray and white — in a thin black frame. In the far-right corner, where the back wall meets the right wall, stands a tall potted fiddle-leaf fig in a ribbed terracotta pot, its big glossy leaves reaching toward the ceiling band.

The middle of the room belongs to the seating group, standing free of every wall. A large flat-woven wool rug, approximately 3 by 2.2 metres, lies centred on the blue boards — off-white with two thin rust-orange stripes along its short ends. On the far half of the rug stands a two-seat sofa in oatmeal linen with low arms, parallel to the back wall and facing the camera, well clear of the sideboard behind it, with two cushions in dusty blue and a third in rust orange. In front of the sofa, on the near half of the rug, sits a round coffee table ninety centimetres across — a thick oak top on three splayed legs — carrying a wide low ceramic bowl in matte pale blue, one closed hardcover book, and a clear glass vase with a loose bunch of orange poppies and white cosmos, one poppy petal fallen on the tabletop. Clear blue floor surrounds the rug on all sides as walking routes.

The right wall runs from the near edge into depth and carries the window in its middle: a tall window with a white-painted timber frame of six panes, sill at eighty centimetres, top near the cornice, with sheer white linen curtains pulled fully open to either side. On its sill stand three small terracotta pots of herbs — basil, rosemary and thyme — and a small glass of water. Below it, a white cast-iron radiator against the orange wall. Beyond the glass, only bright out-of-focus greenery and sky.

Sunlight is the scene's engine. Bright late-morning sun pours through the right-wall window, throwing a long warm parallelogram of light across the blue boards from the right toward the room's centre, climbing onto the rug, striking the side of the sofa, the coffee table and the flowers, the window's six-pane grid printing softly on the floor. The herbs cast small crisp shadows on the sill; the sofa and table throw soft shadows toward the left. Broad bounced light fills the rest of the room so the far-left corner with the armchair and lamp stays fully readable in gentle open shade, the orange walls glowing warmly where the bounce hits them. Lamps remain off; the sun, sky and window glare stay outside the frame.

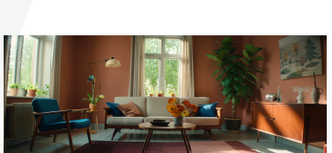
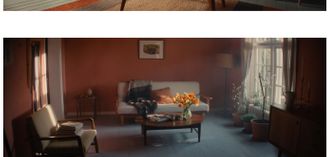
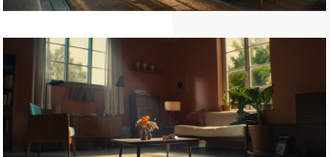
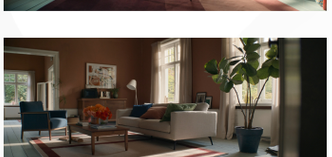
Maintain a neutral photographic colour foundation with a broad, articulate middle register. Keep the walls a clear light orange and the floor a clear pale blue as the room's governing pair, with teal chair, rust accents, oak, walnut, white linen and green plants holding their own local colours. Let the sun be warm only where it physically falls and the open shade carry a faint natural coolness; no global warm wash.

Use a clean modern digital-cinema capture character: precise natural detail, restrained contrast, no visible film grain, no haze, deep focus. Carry intimate domestic realism: curated but credible, lightly lived-in, presently empty.

No people, silhouettes, faces, human figures or human-shaped reflections in the window glass or picture frames. No readable text on book spines, prints, canvases or objects. Keep exactly one armchair, one floor lamp, one sideboard, one sofa, one coffee table, one rug, one fig plant, one vase of flowers and one window. Avoid the sofa pushed against a wall, any platform or step under the chair, a second armchair, a television, ceiling fixtures, blinds, clutter on the floor, a doorway cutting the composition, warped perspective or a global orange tint over the blue floor.

Soul Cinema



05 SECRET TECHNIQUE SOUL CINEMA

Library

GPT 2.5 SUNBURST / SOURCE IMAGE



ONE REFERENCE, SIX VARIATIONS

The library was first generated in GPT 2.5 Sunburst. Its bookshelves, fireplace, table and warm practical lights establish the architectural character. Using the image as the Soul Cinema reference produces six cinematic interpretations of that setting, without an additional text prompt. The concept remains recognisable as lighting, texture and individual details vary.

PROMPT

Wide cinematic interior still of a moody living-and-dining room late at night, photographed from standing eye level in a wide three-quarter view that shows the left wall with its window, the back wall of bookshelves, and the right wall with a lit fireplace — a warm, enclosed room glowing only with its own practical light. The composition is built for a very wide frame, the three walls forming an open box around a central dining table under a single pendant.

Place the camera approximately 1.55 metres above the floor, standing inside the room's near end just right of its centreline, aimed toward the far-left corner so the back wall runs across the frame, the left wall with the window recedes along the left edge and the right wall with the fireplace recedes along the right edge, with only a gentle downward tilt. Use a 24mm full-frame-equivalent refined spherical lens, approximately 74-degree horizontal field of view, clean rectilinear rendering, distortion off, verticals kept straight. Deep focus holds the near table edge and the far corners equally sharp.

The room is approximately seven metres long and five metres wide with a 3.2-metre ceiling, a narrow band of which shows at the top — dark-stained timber boards between exposed beams. Its walls are painted a deep petrol green, matte, with a soft velvety depth that swallows light; the floor is dark terracotta tile laid in a herringbone pattern, waxed to a low sheen, its warm red-brown glowing where the lamps touch it. Skirting, door and window trims are black-painted timber.

Read the frame from the left. The left wall carries one tall window in its middle: a black steel-framed casement of twelve small panes, no curtains, its glass a dark mirror of the room's lamps with only the faintest shapes of a night garden beyond — no exterior light. Below it runs a long low bench of black-stained oak with a flat linen cushion in dark mustard and a folded charcoal blanket; on the bench sits a short stack of records in plain sleeves. To the left of the window, a tall narrow brass floor lamp with a dark green glass shade is switched on, throwing a small warm cone down onto the bench and floor. On the wall right of the window hangs a single round convex mirror in a dark frame, reflecting the room as a tiny warm globe.

The back wall is a floor-to-ceiling library: black-painted timber shelving divided into narrow bays, packed with old books in muted oxblood, ochre, green and gray cloth, all spines unreadable; two bays are interrupted by objects — a small dark bronze figure of an abstract bird, a stack of three ceramic bowls, a brass carriage clock with a plain face. A slim black rolling ladder leans against the shelves left of centre. At the base, a low cabinet with closed doors carries a vintage receiver and turntable, one small amber indicator glowing, and a single glass of dark wine beside it.

The middle of the room holds the dining group, standing free of every wall. A round dark-walnut table, 1.4 metres across, on a heavy turned pedestal, is set for no one: a low bowl of dark figs, a brass candelabra with three lit tapers, a folded linen napkin in deep rust, one open book. Four dining chairs with black frames and woven rush seats surround it, one pulled slightly back. Directly above the table hangs one large pendant — a dome of hammered brass on a black cord — casting a wide, soft, warm pool that covers the tabletop and spills onto the tile. A faded Persian rug in deep red and indigo lies under the table, its fringe edges worn.

The right wall carries the fireplace midway along: a plain rectangular opening in a surround of dark green-black marble with white veining, a low fire burning to orange embers with a few small flames, a black iron grate, a neat stack of split logs in a leather carrier beside it. On the mantel: a pair of short brass candlesticks, unlit, and one small framed dark landscape painting. To the right of the fireplace, a deep armchair in cracked cognac leather faces the fire at an angle, a wool throw slung over its back, a small round side table with a heavy glass ashtray beside it. A pair of brass wall sconces with tiny shades flank the mantel, both lit low.

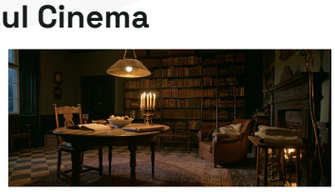
Light logic: five practical sources and nothing else — the brass pendant over the table as the key pool, the fire's low orange flicker on the marble, chair and tile, the green-shaded floor lamp's small cone by the bench, the two mantel sconces, and the turntable's amber point. Each keeps its own pool with generous falloff into the deep green shadow of the walls; the ceiling beams and upper shelves sink toward darkness while staying readable. No moonlight, no exterior light through the window.

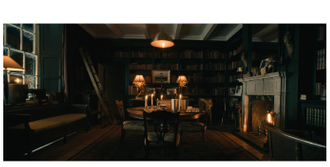
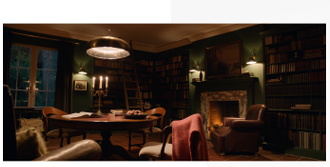
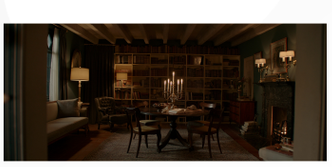
Maintain a neutral photographic colour foundation with a broad, articulate middle register beneath the warm practicals. Keep the walls a true deep petrol green and the floor a true terracotta red-brown as the room's governing pair, with cognac leather, mustard linen, oxblood book cloth, brass and black timber holding their own local colours; the warm lamp light stays confined to its pools and the fire's orange to the hearth zone — no global amber wash.

Use a clean modern digital-cinema capture character: precise natural detail, restrained contrast, deep clean shadows, no visible film grain, halation only as natural candle and ember bloom, no haze, deep focus. Carry intimate domestic realism: collected, lived-in, presently empty.

No people, silhouettes, faces, human figures or human-shaped reflections in the window glass or mirror. No readable text on book spines, records, the clock face or the painting. Keep exactly one window, one bench, one floor lamp, one round mirror, one library wall with one ladder, one turntable, one round table with four chairs and one pendant, one candelabra, one fireplace, one armchair, two sconces. Avoid daylight or moonlight, a sofa, a television, overhead ceiling spots, curtains, bright white walls, extra lamps, clutter on the floor, warped perspective or a global orange tint over the green walls.

Soul Cinema



06 PROMPT SEEDREAM 5.0 PRO

Write a concrete photographic brief

Give the model a place, a purpose and a camera setup it can turn into a single image.

01 Name the image and the place

Begin with “An empty photographic view of...” and name the setting. Add two or three concrete elements and their materials: small blue tiles, a clear grout grid and a deep rear wall. This establishes what must be visible.

02 Explain what the space is for

Describe the action the location needs to support: “ample dry open floor for fifteen dancers” or “central open standing space allowing circular camera movement”. The purpose tells the model where to leave usable space.

03 Put the camera somewhere specific

Give its position, height, direction and lens: centered at the near threshold, 1.4 m high, frontal view, 24 mm spherical lens. A 0.6 m viewpoint close to foliage creates a different frame. Choose one coherent setup.

04 Describe where the light comes from

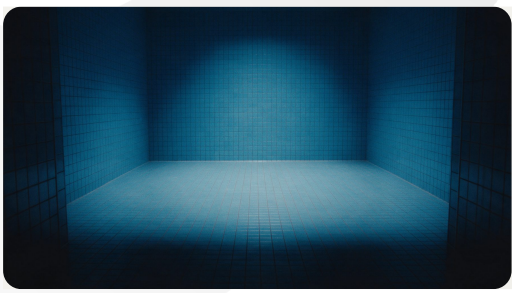
Name the source and direction, then the shadow area if it matters: cool overhead and rear light with a dark near foreground, or overcast daylight filtering from above. Replace vague “cinematic lighting” with a visible condition.

05 Choose the finish and material detail

Set a short palette, the amount of grain if wanted, and one or two tangible textures: bark and leaf veins, or tile grout. These cues are more useful than piling up “beautiful”, “ultra-detailed” and “8K”.

06 Close with only relevant exclusions

Use a short final list such as “No people, water, writing or logos.” Set aspect ratio and resolution in the controls. The supplied study uses roughly 60–90 words for location prompts; treat this as a useful starting length, not a hard limit.



Space for dancers

Dry tiled floor; frontal camera at 1.4 m; cool overhead and rear light.



Space for movement

Central clearing; low 0.6 m camera; near foliage framing the view.

PROMPT

An empty photographic view of a dense green woodland clearing: tall straight trunks and layered leaves, overcast daylight filtering from above. Low close camera at 0.6m looking toward central open standing space, near foliage encircling frame edges and allowing circular camera movement. 24mm spherical lens, rich natural greens, neutral midtones, mild analog grain, tactile bark and leaf veins. No people, writing or logos.

Try it. Keep the place and purpose fixed, then change only the camera height. Compare the foreground, horizon and usable space. If the frame is wrong, revise that instruction before adding more adjectives.

Image & Prompt Library

The prompts and the images generated from them are collected in a separate PDF accompanying this lesson.

07 CINEIMAGE SKILL

Cineimage Skill

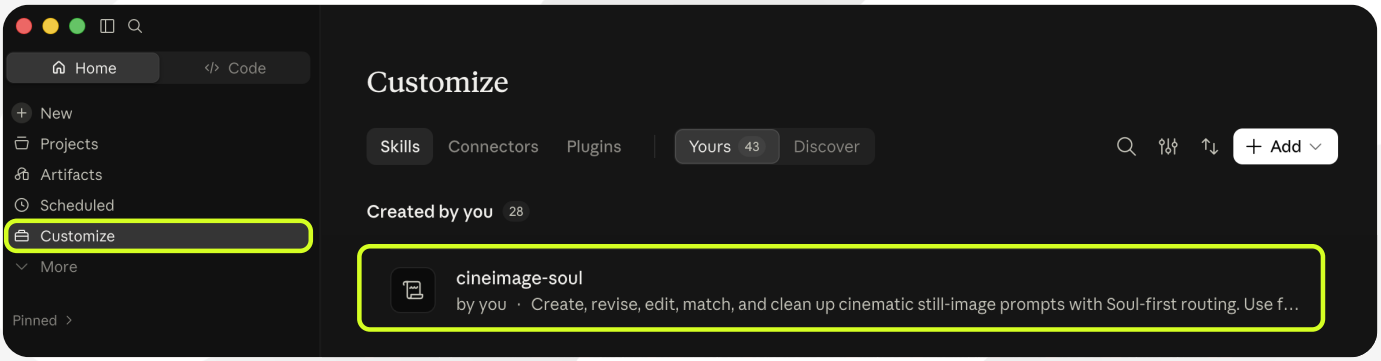
Turn a simple idea or a reference image into a cinematic location prompt.

Cineimage develops your brief into clear scene, camera and lighting instructions. It defines architecture, materials and spatial relationships so Soul Cinema can focus on cinematic light, natural texture and a clean photographic finish.

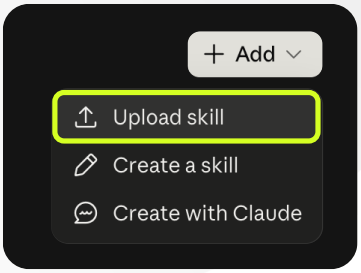
01 Install in Claude

Open Customize in the sidebar, then Skills . This is where you can see your available and uploaded skills.

Cineimage appears in this list after installation.



CUSTOMIZE > SKILLS / CINEIMAGE-SOUL

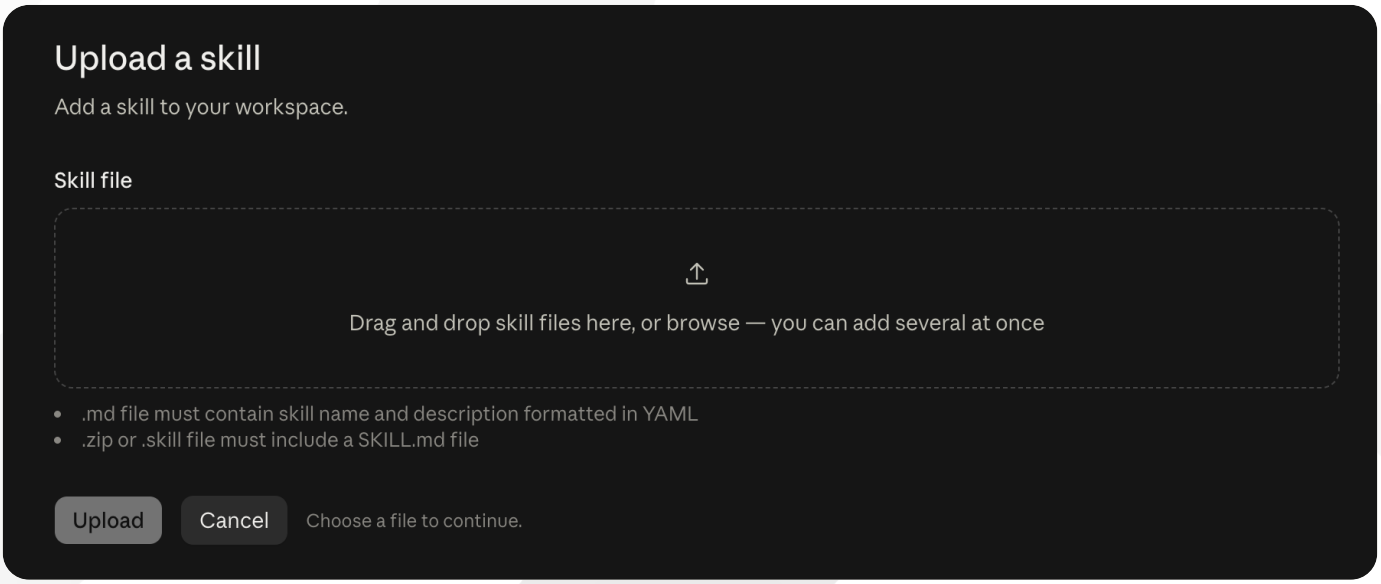


Click Add , then Upload skill .

Drag the downloaded cineimage-soul.zip into the upload area, or click browse to choose it from your computer. Finish with **Upload** .

07 CINEIMAGE SKILL

Cineimage Skill / continued

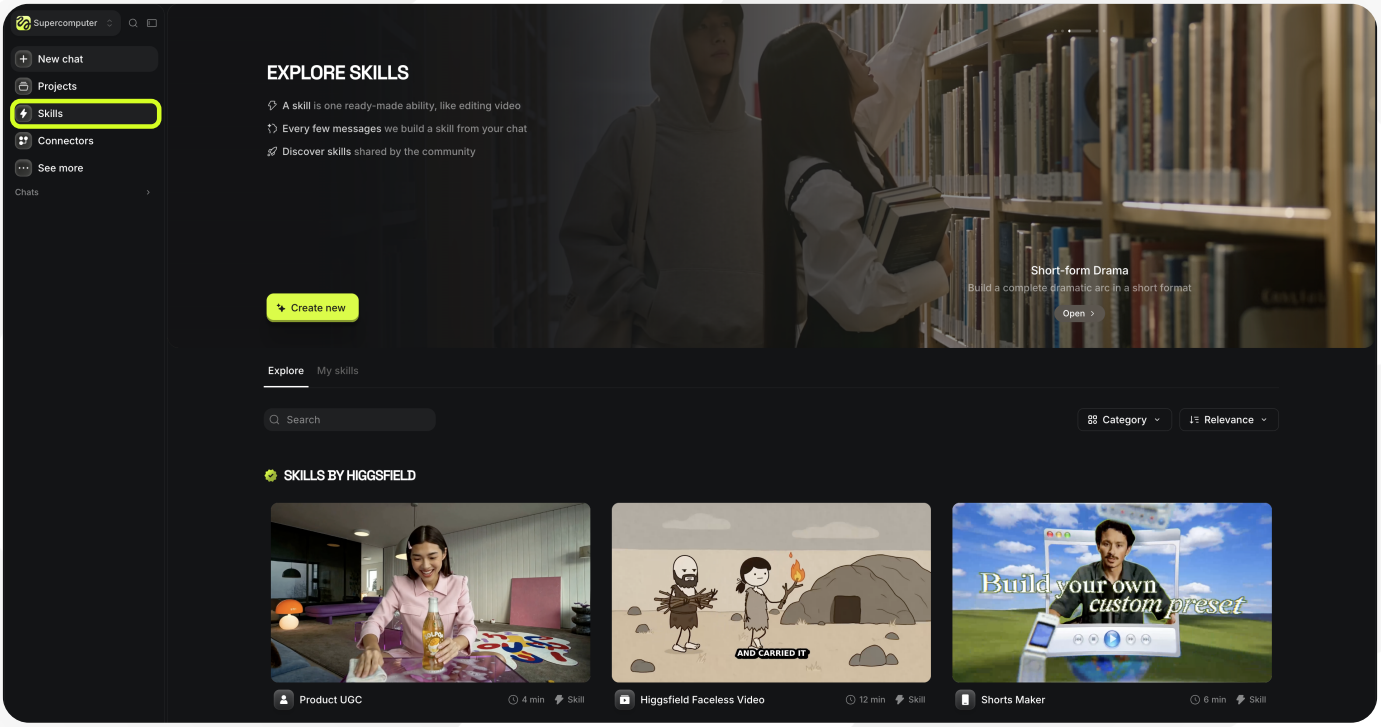


07 CINEIMAGE SKILL

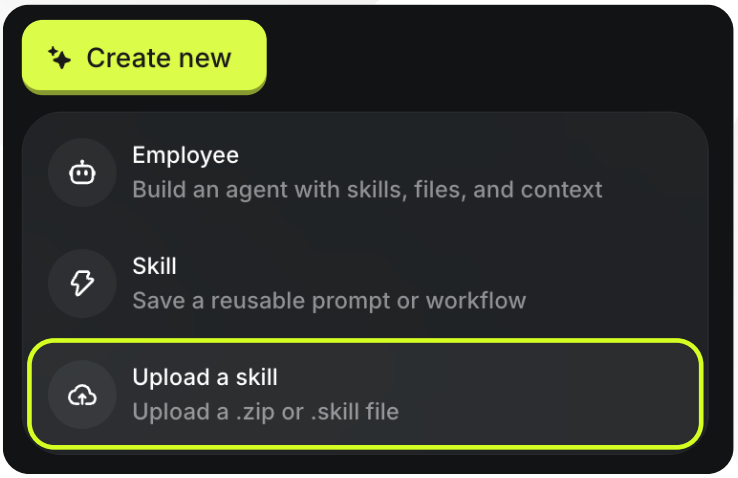
Explore skills in Supercomputer

Browse existing skills, then add Cineimage to your own collection.

Open **Skills** in the left sidebar. Supercomputer already includes skills you can explore and use for video, images, scripts and many other kinds of work. Choose a skill that fits the task you want to complete.



SUPERCOMPUTER / SKILLS



02 Upload your skill

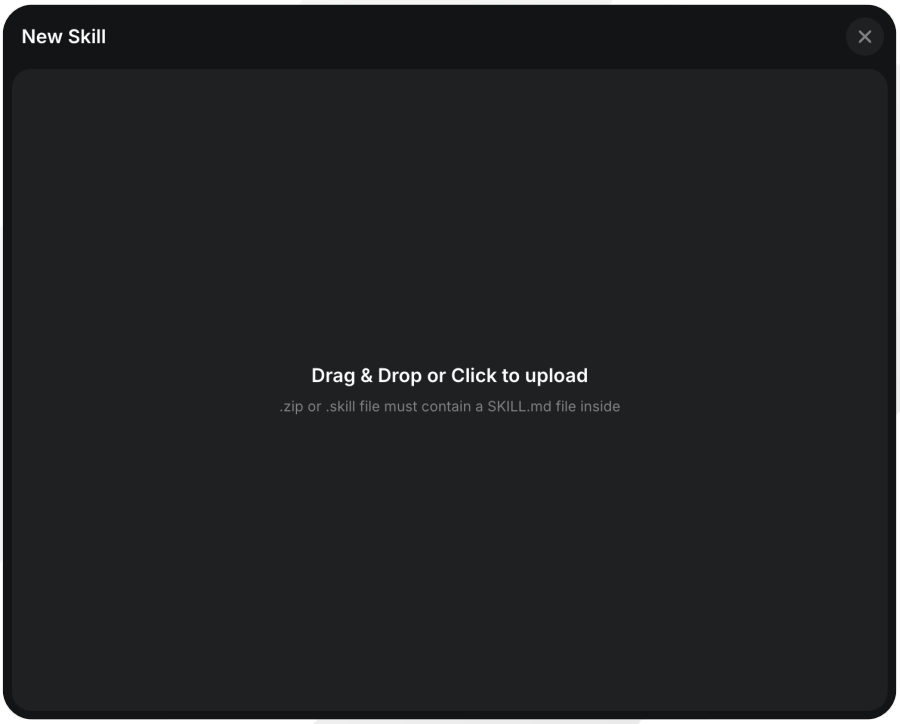
Click Create new and choose Upload a skill .

Use the ZIP provided with this lesson; it contains the required **SKILL.md** file.

07 CINEIMAGE SKILL

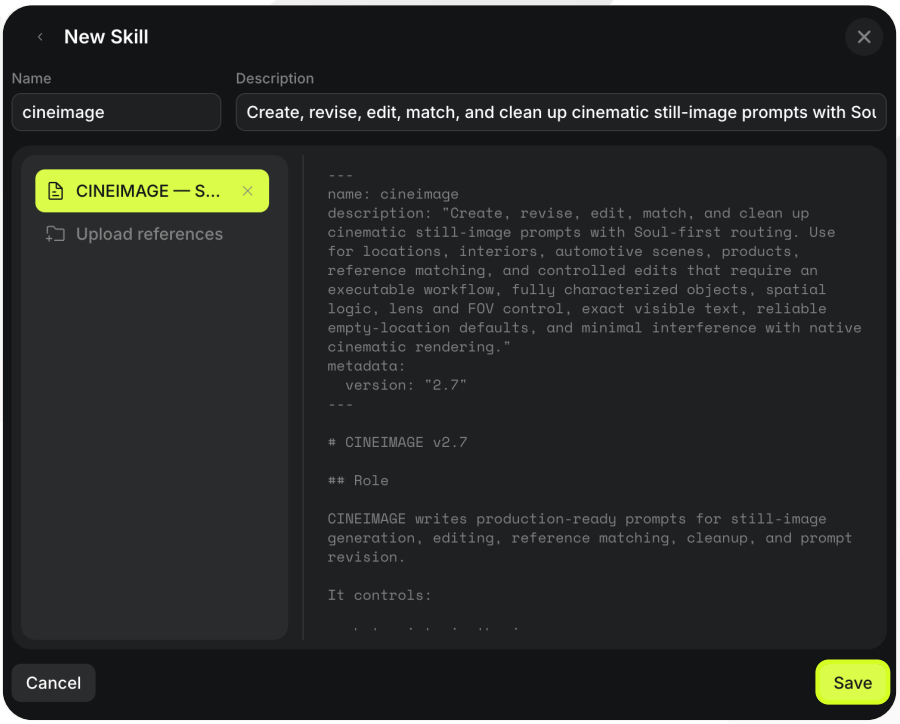
Upload, then save

Add the file and save the skill before returning to chat.



03 Add the file

Drag cineimage-soul.zip into the window, or click the upload area to select it from your computer.



04 Save Cineimage

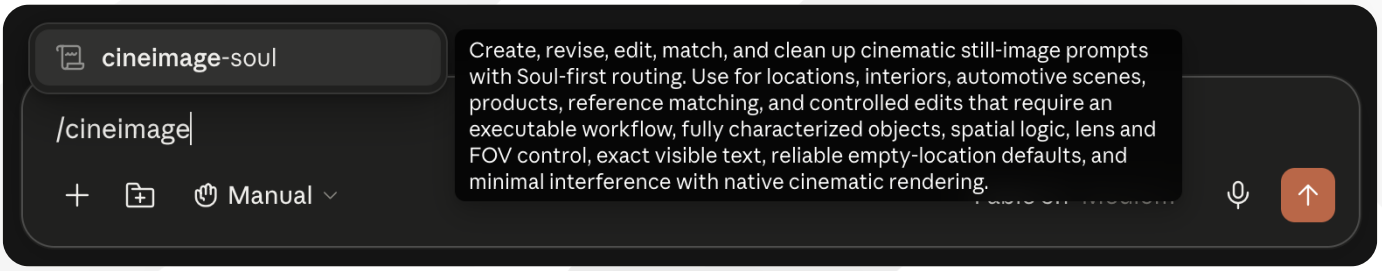
Once the skill is loaded, review its name and click **Save** . It is now available from your chat.

07 CINEIMAGE SKILL

Call Cineimage from chat

Start with /cineimage, then choose the skill from the suggestions.

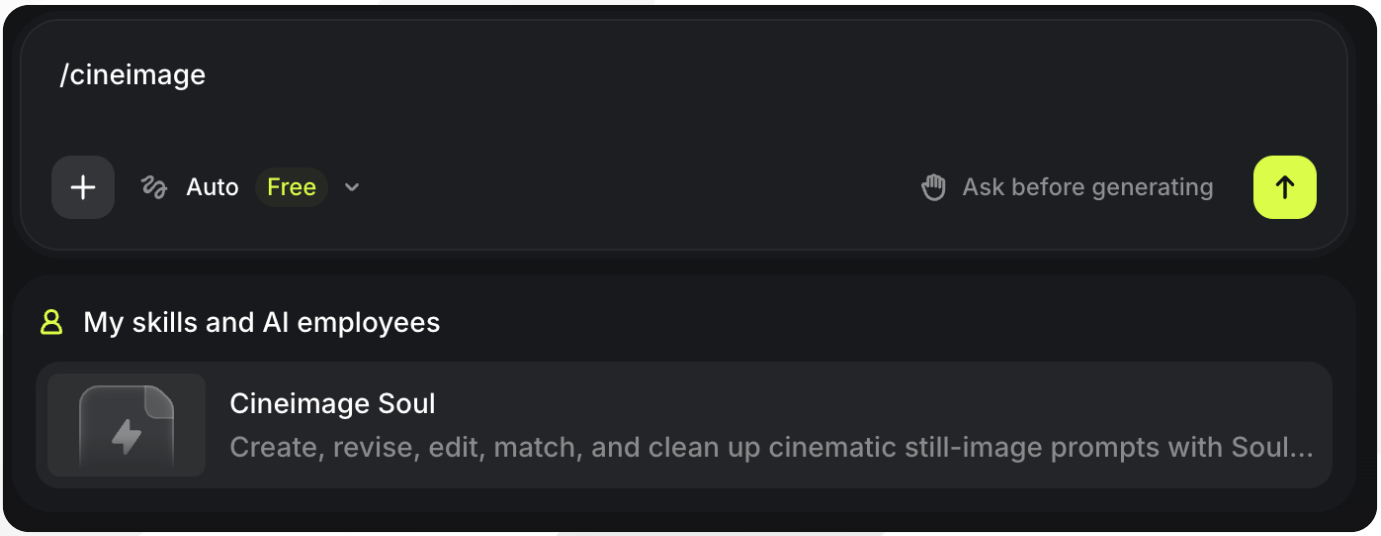
In Claude and Supercomputer, type **/cineimage** and select **cineimage-soul** or **Cineimage Soul** . The **uploaded skill uses the name cineimage-soul ; the shorter text finds it in the menu.**



CLAUDE

07 CINEIMAGE SKILL

Call Cineimage from chat / continued



SUPERCOMPUTER

Describe the location in plain language, or attach a reference image to the chat and explain what to preserve or change. Cineimage turns that input into a detailed prompt for Soul Cinema.

Try it: “An empty neighbourhood cafe just before opening, viewed from the entrance. Warm side light, worn wood and a clear path to the counter.” With a reference: “Keep this room’s architecture and camera angle; make the light feel like early morning.”

Cineimage skill file

Open the PDF attachment, or download the skill from the files below this lesson.

USEFUL LINKS

Further reading & practice

Selected resources for this lesson. Click a title to open it.

01 Soul Cinema: Official Guide

HIGGSFIELD / HELP CENTER

Learn how to generate cinematic images, set basic controls and use a reference image. The guide also explains when the prompt field becomes unavailable.

02 Seedream 5.0 Pro: Official Tutorial

BYTEPLUS / MODEL DOCUMENTATION

Explore the official tutorial for the Seedream 5.0 Pro and Flash models.

03 Seedream 5.0 Pro: Interactive Editing

BYTEPLUS / EDITING GUIDE

Consult the official guide to interactive image editing with Seedream 5.0 Pro and Flash.

04 GPT Image: Prompting & Editing Examples

OPENAI / PROMPTING GUIDE

Explore worked examples for image generation, reference-based edits, typography and structured layouts. Focus on the prompts and visual examples; API code is optional.

05 Nano Banana: Creating & Editing Assets

GOOGLE CLOUD / PROMPTING GUIDE

Use reference images and specific instructions to create assets, change selected details and describe what should remain consistent.

06 Film Lighting: A Visual Guide

STUDIOBINDER / FILMMAKING GUIDE

Learn lighting terms and techniques you can use to describe a scene more precisely.