SHOT SIZES & PROMPTING

05

Plan the frame, write the action and refine a take.



FIND WHAT YOU NEED

02 Check a term
03 Choose framing and composition
04 Give references clear roles
05 Plan shots and timing
06 Compare and revise a take
07 Copy your scene template
08 Decide what to fix
09 Open useful links

00 GLOSSARY

Essential terms

01 Element

A saved asset selected through its @ mention.

02 Scene context

A short overview of who is there, where they are and what happens.

03 Shot

One continuous view between cuts.

04 Take

One generated version of a scene; it can contain several shots.

05 Shot size

How much of a person or place is visible in the frame.

06 Camera angle

The direction and height from which the camera sees the subject.

07 Camera movement

A change in camera position or viewing direction during a shot.

08 Continuity

People, props, positions and actions staying consistent through the scene.

SHOT OR TAKE?

The lesson scene has four shots. Generating the scene again gives a new take of those four shots.

01 FRAMING

Framing: size and composition

Choose a view that keeps the action you want to read inside the frame.



PLACE



GESTURE



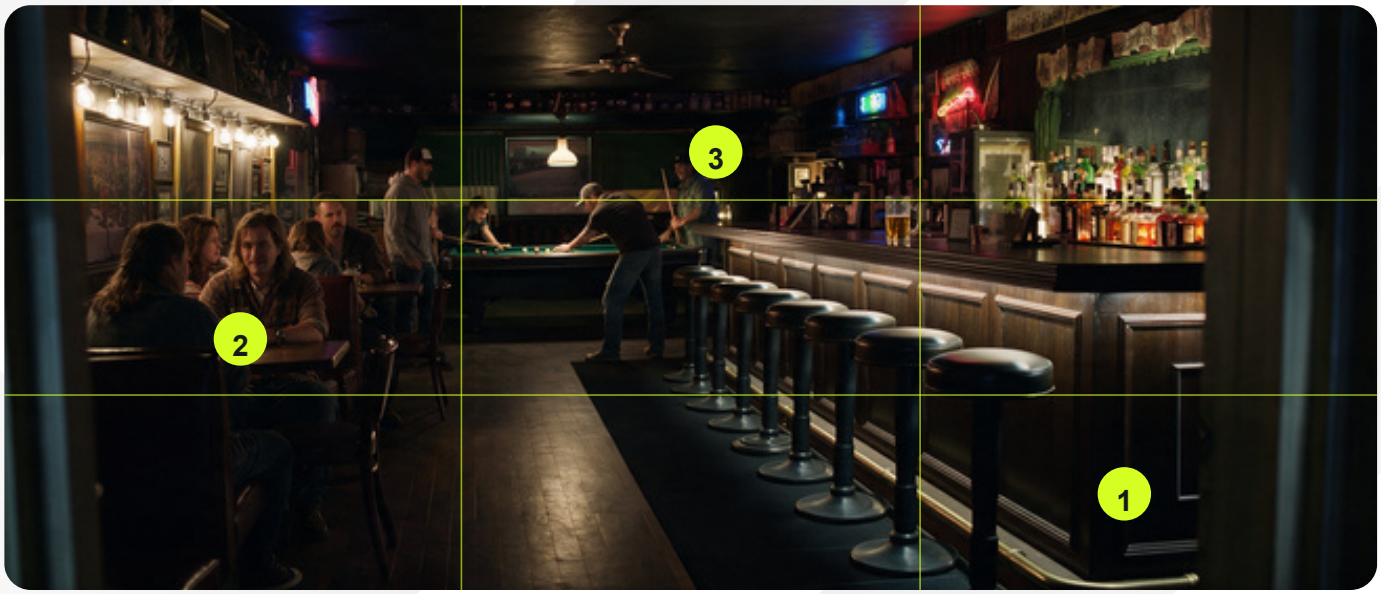
UPPER BODY



REACTION

A wide shot establishes the place. A medium shot leaves room for a gesture. A medium close-up keeps the head and upper chest visible; a close-up gives the face more of the frame.

Give the image depth



1 Foreground: nearby stools. 2 Midground: the people. 3 Background: the pool table. Separate these layers

so the main action is easy to find. The thirds grid offers useful placement points; it is a guide, not a requirement.

ADDITIONAL PDF

Camera - Shot sizes, angles & movement

Download the additional PDF below this lesson for visual examples, camera-path diagrams and reusable prompt clauses.

02 REFERENCE ROLES

Give each input a clear job

The image supplies appearance. Your prompt supplies ownership, position and action.

PERSON

Identity and clothing. Name who performs each action.

PROP

Shape, colour and details. State the owner and orientation.

PLACE

Space, light and colour. Specify the framing separately.

REFERENCE ROLES

@character_1 and @character_2 are the two people. @prop_1 is the object carried by @character_1. @location_1 defines the setting. Keep each person and the object consistent with their references.

Use the same mentions throughout the prompt. Name the person before each action; state who owns or handles the prop. Add a hand, surface or orientation only when that detail matters to the action.

Connect the mention to the asset



@character_1



@prop_1



@location_1

These are example names for attached assets. Replace them with your selected Elements. A typed @ label alone does not attach a reference.

Appearance is not an action. An image can show a prop, but the prompt still needs to say who carries it, where it goes and how it is placed.

03 SHOTS AND TIMING

Build a scene from visible beats

Decide what must happen, then choose the views that make each change clear.

01 DEFINE THE ACTION

Write the starting state, the visible changes and the ending. Name who acts and what changes; keep the actions in the order they must happen.

02 CHOOSE THE VIEW

Choose a shot size and angle for each beat. Keep hands and objects visible for an interaction; move closer when a reaction becomes the important information.

03 PLAN CUTS AND MOVEMENT

Give each cut a new shot number. Within a shot, choose a static camera or describe its move and destination. Several actions can share one continuous view.

04 ASSIGN THE TIME

Give each shot a start and end time. Allow time for actions, dialogue and any final hold. The final end time should match the duration you select.

Keep these three choices separate

SIZE	How much of the subject is visible.
ANGLE	The height and direction from which we see it.
MOVEMENT	How the camera changes position or viewing direction.

CHECK THE PACE

Watch the result at normal speed. If a beat is rushed, simplify the action or allow more time. If an action is hidden, revise the view that needs to show it.

04 REVIEW AND IMPROVE

Use the result to revise the prompt

Save the tested prompt and take. Write down what happened and what you wanted instead.



TAKE 1 / UPRIGHT



TAKE 2 / FLAT

Turn each mismatch into a clear instruction. For example, if a case stands upright when it should lie flat, specify its orientation and supporting surface. You can address several errors in the same revision.

Ask an LLM to help with the wording

Give Claude, ChatGPT, Gemini or AI Director the exact prompt you tested, your error list and the intended result. Explain the problems in everyday language if you do not know the camera or prompting terms.

PROMPT REPAIR REQUEST

Revise the tested prompt below. What went wrong: [describe the errors]. What I want instead: [describe the intended result]. Keep the parts that already work. Update every affected line so the instructions agree. Return the full revised prompt, then list exactly what you changed or added and why.

Tested prompt: [paste the original prompt].

Read the revised prompt and the change list. Check that the assistant kept your intent and did not add unwanted actions or camera moves. Generate again, then review the whole new take with sound.

05 YOUR SCENE TEMPLATE

Your scene template

Use your selected @ mentions. Fill in the scene, actions and timing in plain language.

COPY & ADAPT

SCENE CONTEXT

@character_1 and @character_2 are in @location_1. Starting state: [positions and situation]. Action and ending: [what changes, in order, and the visible outcome].

REFERENCES

@character_1 and @character_2: identity and clothing. @prop_1: object appearance; carried by @character_1. @location_1: space, light and colour.

SHOTS

Shot 1, [start-end time]: [shot size and angle]. Camera: [static, or movement with a destination]. @character_1 [visible action]. Shot 2, [start-end time]: [next view and camera behaviour]. @character_2 [action or reaction]. @character_2 says: "[dialogue]".

CONTINUITY & SOUND

@prop_1: [position and orientation, if needed]. [Other details that must stay consistent]. [Ambience, action sounds and music instruction]. [Final hold, if needed].

Add a shot when you need a cut; keep one shot block for a continuous view. Remove unused references and sections. Check that Scene context and the shot instructions describe the same sequence.

Before generating, match the selected duration to the final timecode and check the attached assets, framing, audio and displayed cost.

06 WHAT SHOULD YOU FIX?

Choose the next step

Check the input before paying for another attempt.

Does the same error return across takes?

YES: inspect the prompt and source assets first. NO: compare the takes; an isolated defect may justify another attempt.

01 / FIX THE ASSET

The unwanted appearance is already in the reference. Correct that image before reusing it; do not rely on extra wording to erase a visible detail.

02 / FIX THE PROMPT

The wrong person acts, a prop is misplaced, or camera instructions conflict. Name the actor, state the order, and make the related lines agree.

03 / GENERATE ANOTHER TAKE

The inputs are clear but this take has an isolated defect, or you want a different staging or sequence. Keep the original and compare the whole new clip.

Check three things

Action: did the named person do the intended action? **Continuity:** do the people, prop and place remain recognisable? **Camera:** does the framing keep the important action visible?

LESSON EXERCISE

Save Take 1 and its prompt. List the errors and the result you want. Revise the relevant instructions, generate Take 2, and compare both clips with sound. Submit both takes and prompts under Lesson 5.

USEFUL LINKS

Further reading & practice

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

01 Build a Scene with Seedance 2.5

HIGGSFIELD AI / YOUTUBE TUTORIAL

Start at 13:54 for reference preparation, locations, camera and performance instructions. The earlier breakdown shows how failed attempts lead to changes in the inputs and prompt.

02 Seedance 2.5: Camera & Scene Prompt Tests

HIGGSFIELD AI / YOUTUBE TUTORIAL

Compare the same prompts and inputs across two models. Start at 00:52 for camera movement or 14:54 for cinematic scenes. Check how each result follows the camera, action and continuity.

03 Seedance 2.5: Official Prompting Guide

BYTEDANCE / BYTEPLUS MODEL DOCUMENTATION

Read the official guidance on prompt structure, reference roles, shot timing and camera language. Includes worked prompts and troubleshooting examples.

ALSO INCLUDED WITH LESSON 5

Camera: Shot Sizes, Angles & Movement

A separate 20-page PDF accompanies this lesson. Download it alongside this companion from the lesson materials.

Inside: visual examples of shot sizes and camera angles, movement diagrams, practical tips and reusable camera prompt clauses. Use it to choose a view or describe a camera move for your own scene.