

YOUR FIRST VIDEO

01

How to describe a scene and generate a short video.



FIND WHAT YOU NEED

- 02** Check a term
- 04** Start with a small idea
- 05** Structure your prompt²
- 06** From prompt to scene
- 15** Develop your scene
- 16** Check generation settings
- 17** Open useful links

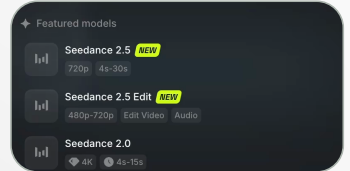
00 GLOSSARY

Essential terms

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

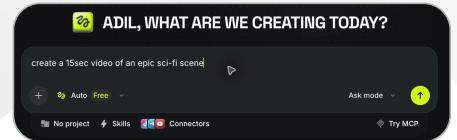
01 Model

An AI system trained to generate content from your inputs. Image models include Nano Banana, Seedream and Soul Cinema. Video models include Kling and Seedance.



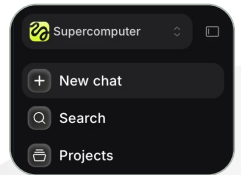
02 Prompt

Your written instructions for an image or video. A "lazy prompt" is a brief request that leaves many scene choices to the model.



03 SuperComputer

Higgsfield's AI agent, bringing together large language models (LLMs) such as GPT, Claude and Gemini with image and video generation tools. The language models handle conversation and planning; the connected generation tools create the visual output.



04 Preset

A prepared scene setup. Camera movement, lighting and sound are already designed; the demonstrated preset uses your image for the main character.



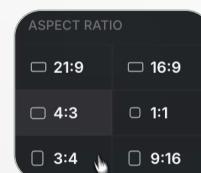
00 GLOSSARY

Essential terms / continued

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

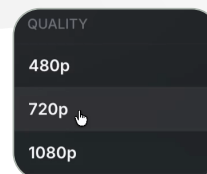
05 Aspect ratio

The shape of the frame, expressed as width:height. A 21:9 frame is wider in proportion to its height than a 16:9 frame.



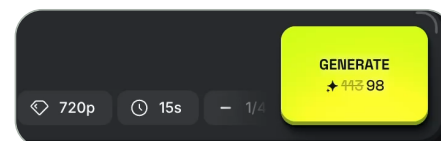
06 Resolution

The pixel dimensions of the image. Aspect ratio tells you its shape; resolution tells you how many pixels make up that shape.



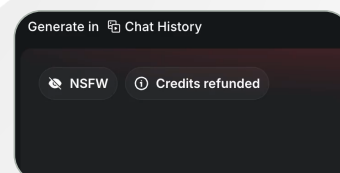
07 Credits

The units charged for a generation. Check the quote for your settings. A completed result still uses credits even if you do not like it.



08 Failed / NSFW

Failed means a generation did not complete. NSFW ("not safe for work") indicates a content-safety flag. Technical errors and intellectual property (IP) checks can also stop a generation. Credits are usually returned automatically for these failures or blocks; some models have exceptions. Contact Support if a refund is missing.



01 START WITH A SMALL IDEA

Start with a small idea

You can begin using generative AI without a creative or technical background, then build your skills through practice. These tools create text, images, sound and video from instructions and reference material.

A small business owner might develop a product ad. A creator might make blog visuals or videos in the style of user-generated content (UGC). A designer might explore motion graphics or build elements for visual effects (VFX). These are different uses of the same underlying tools.

Start with a short product clip or a visual for a post. Describe what you want, inspect the result, and revise the parts that need another pass.

These lessons introduce the tools, help you develop an idea with SuperComputer³, and show how to turn a brief into clear instructions for your own projects.

02 STRUCTURE YOUR PROMPT

Structure your prompt²

A short request leaves many scene choices to the model¹. Describe the details you care about, then group them so the scene is easy to follow.

- | | | |
|-----------|----------------------|--|
| 01 | Subject | Name the main person or object and any important visual traits. |
| 02 | Location | Describe the place, surroundings and time of day. |
| 03 | Events | Put the actions in order, including how the scene ends. |
| 04 | Camera | Describe what stays in frame, the viewpoint and any camera movement. |
| 05 | Light + sound | Specify the light source, its direction and the sounds you want. |

Prompt

A cyclist in a yellow jacket rides along a quiet city street at sunrise. She slows down and stops outside a cafe. Keep the bicycle and rider fully in frame as the camera follows from the side. Use soft morning light and natural street sounds.

Use these five parts as a starting structure. You can change the order or leave a choice open when it does not matter to your idea.

The yellow jacket identifies the subject. "Slows down and stops" gives the events their order. "Follows from the side" describes how the camera moves while the action unfolds.

MAKE THE VISUAL CHOICE SPECIFIC

A word such as "dramatic" suggests a mood. To describe a particular lighting setup, name the source and direction.

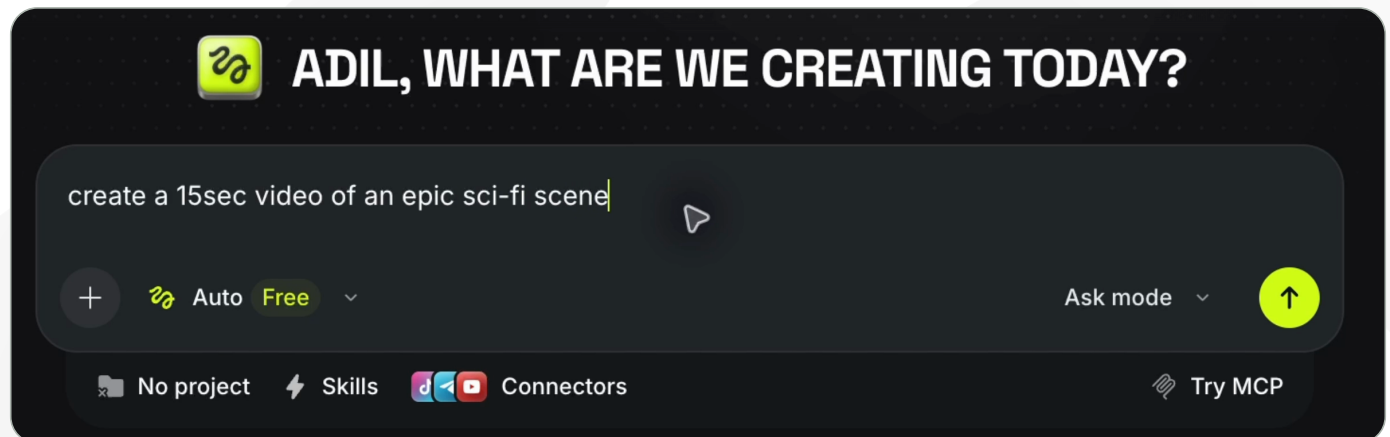
Prompt

Light from a window on the left side of the face, with the other side in shadow.

03 FROM PROMPT TO SCENE

The prompt behind the scene

For the second video in the lesson, SuperComputer developed the same initial request into a detailed scene prompt.



Actual recorded input: "create a 15sec video of an epic sci-fi scene".

**01 SHORT REQUEST**

The request gives a duration and genre, but leaves the setting and action open.

**02 EXPANDED SCENE**

The expanded prompt specifies two spacecraft, a pilot and the attack, evasion and counterattack.

03 FROM PROMPT TO SCENE

The prompt behind the scene / continued

Distinct roles

The small wedge and the much larger leviathan have recognisable shapes. The leviathan's glowing weapon trench is both the source of danger and the target of the counterattack. The pilot gives the action a human focus.

Camera and visual continuity

Screen direction, ship positions and the missile chase are specified. Passing clouds and changing ship size give cues for speed and distance. A shared palette, light sources and hull materials connect the shots visually.

Cause and consequence

The larger ship fires, the smaller craft evades, the pilot triggers a missile launch, and the missile strikes the trench. The explosion follows an identifiable hit. Each shot carries the action toward that outcome.

Focused constraints

Two craft, one visible pilot and one missile limit the cast and action. The sound instructions tie engines, breath and impacts to events in the scene.

03 FULL PROMPT / SETUP

Build the world

The full prompt follows, with frames from the generated video. Compare the instructions with the result; some details differ.



The wedge approaches the larger leviathan.

PROMPT / SETUP

A duel of scales inside a burning nebula that behaves like a cloudscape: banks of dusty rose and salmon with plum shadows, translucent sea-green veils, and a molten red giant filling the eastern sky, its surface crawling with live convection cells. Everything moves. Cloud streams past the lens, hulls sweep past the camera and pull away into fog, and distance is read by what grows and what dissolves in the haze. Two craft only. The wedge: a thirty-meter matte-black faceted attack craft, a flat arrowhead with four round engine bells clustered across its stern, burning white-blue. The leviathan: a four-kilometer charcoal capital ship shaped like a manta ray - one smooth arched dorsal ridge, tapering wingtips, dense plated hull - with a single ventral weapon trench at midship that glows ember-orange whenever the weapon charges, the one breach in its armor. One pilot flies the wedge: a Black man, dark flight suit, full helmet with the clear visor raised, face fully readable. Geography: the duel axis runs west to east; the wedge attacks from the west, the leviathan hangs far east, bow toward the wedge, silhouetted against the red giant. Cameras stay south of the axis, so the wedge reads screen-left flying screen-right into depth and the leviathan holds the deep right of frame; the one exception is Shot 5, flown behind the missile low off its left side. Every exterior camera is itself flying, and the wedge always moves relative to it - passing it, pulling away from it, coming at it, or being chased - so speed reads through cloud tearing past the lens and hull size changing inside the shot. The gap starts at 30 km and the wedge closes to 12 km by the launch. Motion cadence: natural 180-degree shutter, fast passes and streaming cloud carry directional motion blur, holds resolve sharp.

The time ranges on the following pages are specified in the 15-second prompt.

03 FULL PROMPT / SHOT 01

Attack

Prompt timing: 0.0-3.0s



The leviathan fires toward the smaller craft.

PROMPT / SHOT 01

Shot 1 · 0.0-3.0s · wide at 84°, flying camera moving east a step slower than the wedge, low on the south side of its path, so the wedge overtakes and pulls away; the leviathan lands in the upper-right third. First frame: the wedge's matte-black underside is already sweeping in across the upper-left of frame from behind the camera, meters overhead, cloud shredding off its edges. It passes - the four engine bells flare huge across the frame, their light shafts raking the haze - and pulls away east, shrinking fast, its plumes stretching into four hard points as cloud layers whip past the lens and the far layers between the two craft thin away; the leviathan stands revealed beyond it in the upper-right, a hazed black manta silhouette a tenth of the frame wide against the molten star. Its ventral trench flares ember-orange, vents peeling open - then it fires: a thick crimson energy lance rips west with a tearing bass roar, plants into the cloud deck ahead of the wedge and starts sweeping back toward it, boiling cloud into glowing steam along its path. Hard cut.

03 FULL PROMPT / SHOT 02

Evade

Prompt timing: 3.0-5.5s



The wedge evades the beam.

PROMPT / SHOT 02

Shot 2 · 3.0-5.5s · wide at 84°, flying camera ahead of the wedge's path on the south side, looking back west at it, then whipping right and down to follow the pass. First frame: the wedge is coming straight at the camera out of the depth, small and growing fast, its bells four blazing points; the crimson lance enters over the camera's right shoulder from behind, a hard line running into the depth toward it, sweeping. The wedge answers: all four bells vector as one, plumes bending off the hull's axis, and it snaps into a hard right roll and dives under the beam - the lance slashes over its dorsal facets within a few meters, crimson glare flooding the hull, heat-shimmer bending the air - as it fills the frame and blasts past the camera's right side close enough for its buffet to shake the frame, vapor ripping off both trailing edges; the camera whips right and down after it and lands on its four bells shrinking into the cloud bank below as it bottoms out of the dive under real mass, punching a wake through the cloud tops. Hard cut.

03 FULL PROMPT / SHOT 03

The pilot decides

Prompt timing: 5.5-9.0s



The pilot appears between the evasion and the missile launch.

PROMPT / SHOT 03

Shot 3 · 5.5-9.0s · cockpit interior, handheld at 63°, camera at the pilot's right shoulder, slightly behind and above, looking forward-left across his helmet at the front canopy; his face in three-quarter in the left third, his gloved right hand on the stick in the lower-right foreground. First frame: the wedge is inside the cloud bank - the canopy full of rose-grey fog streaming past the glass in fast ribbons, the horizon gone, the last crimson glare draining off the canopy struts, diffuse cloud light flat on the right side of his face and teal and amber panel light from below on his eye and jaw, a hard catchlight in the eye; the handheld frame still jolting from the pull-out. His mouth is open on a ragged gasp, eyes wide on the fog ahead, his right hand trembling on the stick; the frame steadies as the wedge levels inside the cloud. He swallows. Then the fog ahead flushes ember-orange from within - the leviathan's trench charging for a second burn beyond the cloud - his eyes narrow on that glow, the breath goes long and slow, his jaw sets, the tremor in his hand dies into a tightening grip while the camera creeps a hand's width in toward his eye; his thumb flicks the trigger guard, his index finger squeezes in one clean pull, and the belly bay unlatches with a dull thud that jolts the frame. Then he hauls the stick back into his gut: the nose pitches up hard, the pull pins him down into the seat, the handheld frame sinks with it, and the fog tears open across the top of the canopy into open rose sky as the shot ends. Hard cut.

03 FULL PROMPT / SHOT 04

Launch

Prompt timing: 9.0-11.0s



The missile drops from the wedge's open bay.

PROMPT / SHOT 04

Shot 4 · 9.0-11.0s · wide at 84°, flying camera skimming east just above the cloud deck on the south side of the wedge's climb, looking ahead-left at the deck, then whipping right to follow the missile. First frame: the wedge erupts nose-high out of the cloud top ahead-left of the camera, vapor tearing off its whole hull, bay doors open, plumes blazing, the leviathan a hazed silhouette a quarter of the frame wide far ahead in the upper-right above the deck. The missile drops from the belly, falls half a beat, then its motor lights with a hard white-orange crack and it noses over east - the camera whips right after it as it tears away, drilling one arrow-straight exhaust line through layer after layer of cloud toward the ember glow of the trench, while the wedge keeps climbing in a hard bank north and slides out of the upper-left. Hard cut.

03 FULL PROMPT / SHOT 05

Impact and payoff

Prompt timing: 11.0-15.0s



The missile reaches the trench before the explosion.

PROMPT / SHOT 05

Shot 5 · 11.0-15.0s · chase camera at 84°, flying east twenty meters behind the missile and low off its left side, the missile in the upper-right third, its exhaust trail cutting a diagonal from the lower-left corner; the one camera off the south side. First frame: the missile's white-orange motor glare in the upper-right third, its exhaust trail slashing diagonally back past the lower-left of the lens, cloud shreds whipping by, and ahead the leviathan's belly swelling from a dark wall into the whole upper frame, plate after plate racing overhead, the ember-orange trench growing from a spark into an open furnace mouth in the upper right; the missile jinks twice on terminal guidance and the frame lags each jink. The camera arrests short of the plating as the missile buries itself inside the trench - one dark half-beat, the seam's glow choked out - then the belly blows open toward the camera: chain explosions rip along the seams toward bow and wingtips, sheared armor plates tumble past the lens trailing fire, and the shock hurls the camera backward and down so the whole four-kilometer hull falls into view as the frame drops away from it. The detonations race the full length of the ship, the dorsal ridge splits along its spine in a line of fire, both wings fold upward as the spine breaks, and the manta comes apart into three burning masses; then the core flash - a white-orange sphere swelling out of the midship, its light swallowing the red giant and every cloud bank, one shockwave ring racing outward across the entire cloud deck - and the falling hull sections burn down through the deck in a storm of embers as the bloom holds to the final frame.

03 FULL PROMPT / LOOK + LIMITS

Keep the scene coherent

The prompt ends with a color treatment and limits on the cast, action and sound.



The leviathan breaks apart.



ROSE



PLUM



SEA GREEN



CORAL



CHARCOAL

PROMPT / COLOR TREATMENT

Grade: painterly filmic softness - low contrast inside the haze, shadows lifted to plum, wide soft bloom on the star, the engines and the blast. The red giant is the exterior key: it rims the wedge's nose and upper facets coral from the east and leaves the rest of its hull dark, while the engines throw long soft light shafts and pool cold blue in the haze beneath the hull. Hull surfaces stay matte and plated; the weapon lance is the one saturated red in the frame.

PROMPT / CONSTRAINTS

POSITIVE CONSTRAINTS Craft in the world: exactly two - the wedge and the leviathan. Crew visible: one pilot, in Shot 3 only. Missiles fired: one. Beam discharges that fire in the clip: one, across Shots 1-2. Hard cuts: exactly four, at 3.0s, 5.5s, 9.0s and 11.0s. The wedge's closest approach to the leviathan across the whole clip is twelve kilometers; the missile alone crosses the final gap. Every explosion originates at the trench. Audio: diegetic only - engines, weapon roar, cloud rush, impacts as they occur on screen; inside the cockpit the pilot's breath sits forward over a muffled engine hum; no music, no score, no bgm, no subtitles.

04 DEVELOP YOUR SCENE

Develop your scene

You can develop a scene with SuperComputer over several messages. Ask for a written proposal, discuss the details, then request generation when the plan is ready.

01 Ask for a description or a prompt

Ask for either a plain-language scene description or a draft prompt to review.

Prompt

I want a video of a cyclist in a yellow jacket arriving at a cafe. Describe the scene in plain language first. Do not generate a video yet.

Already know the scene? "Write the prompt first so I can review it before generation."

02 Discuss and refine the scene

Ask questions and request changes until the proposed scene fits your idea.

Prompt

Make the street quiet and set the scene at sunrise. Follow the cyclist from the side and end when she stops outside the cafe. Show me the revised prompt before generating.

03 Approve the prompt and generate

Read the revised prompt. Check the settings, output count and quoted cost before requesting the video.

Prompt

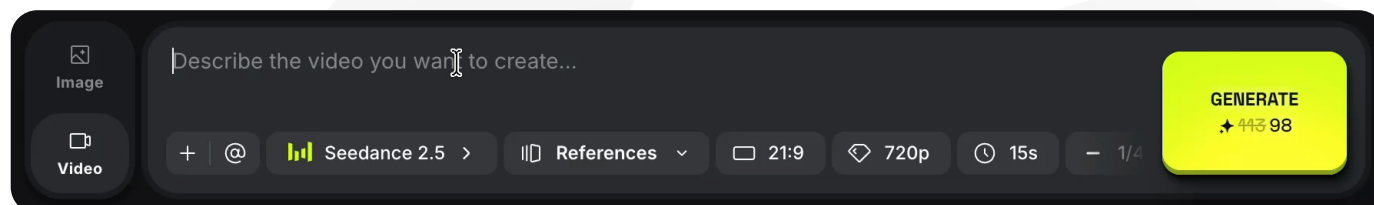
That is the scene I want. Use this approved prompt and the agreed settings to generate one video.

Keep the approved prompt with the result. The same prompt can still produce a different video.

04 PRACTICE / GENERATION SETTINGS

Before you click Generate

Check the prompt and settings before generating.



Generation settings shown in the lesson. Check the current quote before generating.

- ☐ **Review the prompt**
Does the proposed scene match your idea?
- ☐ **Check the settings**
Model, frame shape, resolution⁶, duration, sound and output count.
- ☐ **Read the live quote**
Check what this generation will cost before submitting it.
- ☐ **Save the prompt with the result**
Keep a copy of the approved instructions with the finished video.

For practice, compare the quote for lower-resolution options, such as 480p where available. They can cost fewer credits⁷. Choose the resolution you need for the final video.

REFERENCE LINKS

Model directory

About SuperComputer

Failed generations⁸

IP checks

Soul Cinema

Full Higgsfield pricing

NSFW

05 **USEFUL LINKS**

Further reading & practice

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

01 Getting Started with Seedance

HIGGSFIELD / HELP CENTER

Learn how to start a generation, add references and choose basic settings.

02 Higgsfield Plans & Credits

HIGGSFIELD / PRICING

Check current plans, included credits and generation limits before choosing how to work.

03 Troubleshooting Failed Generations

HIGGSFIELD / HELP CENTER

Find out what to do when a generation stalls, fails or returns an error, and where to check credit refunds.