HOW-TO

Video Prompting Guide

CAMERA & MOTION

controls made for

runway LUMA AI KLING

VIDEO PROMPT STRUCTURE

[Camera motion] [Subject motion] , Prompt Modifiers

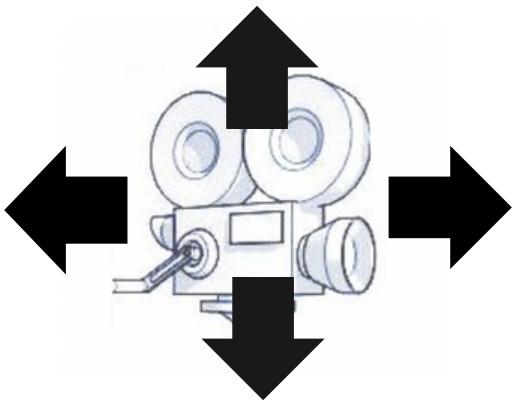
Defines:

“ ***Direction*** *and* ***speed*** *of the camera motion.”*

BASIC CAMERA MOTIONS

left / right

“ Camera moving horizontally left / right ”



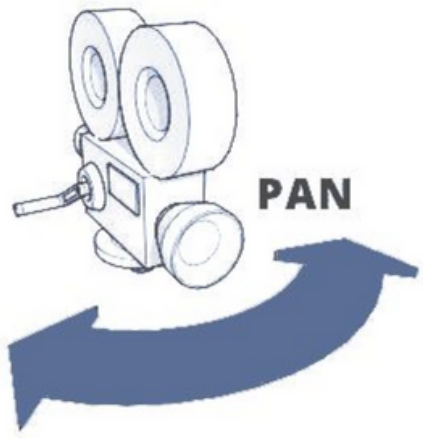
up / down

“ Camera moving vertically up / down ”

PAN MOTION

PAN – *derived from the word panorama.*

Involves rotating the camera around its horizontal axis, creating a sweeping motion across a scene.



PROMPT **Camera pan right / left**

*“Start with a close-up of Character reading. **Pan slowly from left to right**, revealing the library”.*

TILT MOTION

TILT – involves rotating the camera around its vertical axis, creating an upward or downward motion across a scene.

PROMPT **Tilt up / down**

*“**Tilt the camera slowly upward**, revealing a tall, majestic tree above them. Continue the **tilt** to show the sky filled with stars”.*

ROLL MOTION

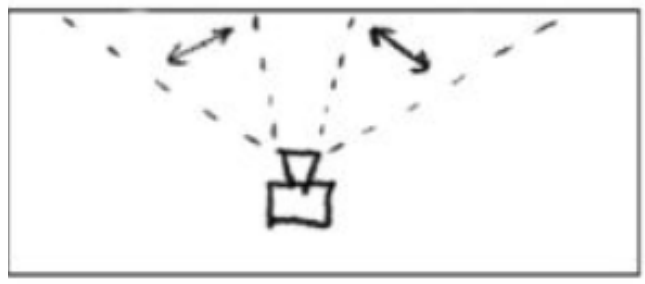
ROLL is rotating the camera around its longitudinal axis, creating a rolling motion that can give the viewer a sense of confusion, or to add a dramatic effect to a scene.

PROMPT

*“**Roll the camera slowly to the right** as Character steps forward, creating a sense of disorientation. **Continue the roll**, as Character A moves through the room. Complete a full 360-degree rotation”.*

ZOOM

Zoom the focal length of the camera lens is adjusted to make the subject appear closer or farther away within the frame <u>without physically moving the camera.</u>

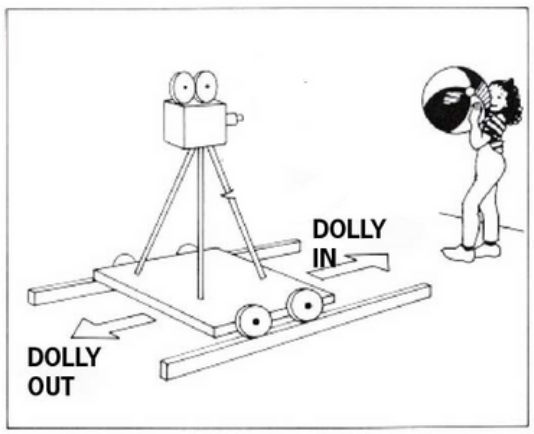


PROMPT

“Slowly **zoom in** on Character, who is standing at a fruit stall. Continue the **zoom** until the frame captures a close-up of Characters thoughtful expression as they examine an apple”.

DOLLY

A **Dolly** in a camera platform on wheels, which can move along a set of tracks, it follow a path with precision and stability.

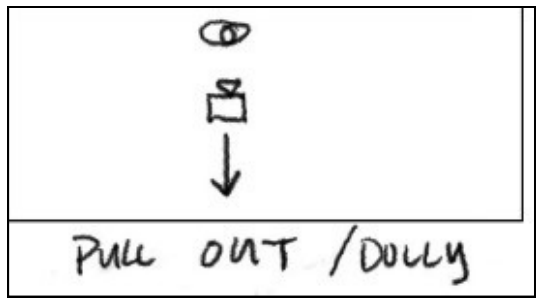


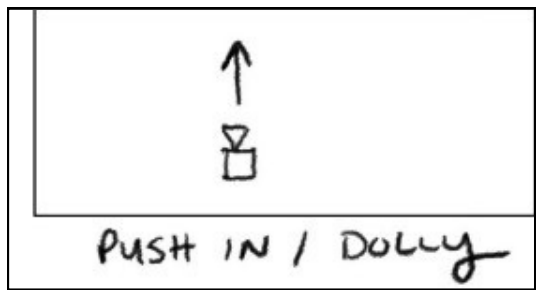
PROMPT

“**Dolly in** slowly towards Characte, focusing on their increasingly curious expression. **Dolly out** slowly to reveal the entire room, showing Character sitting at a desk surrounded by books”.

PUSH IN / PULL OUT

The camera physically moves closer to the subject, creating the effect of **zooming** in but with added depth and perspective.





PROMPT

“Medium shot of Character sitting at a desk. **Push in** slowly towards Characters face as they begin to realize something important. Continue the **push in** until the shot is a close-up of their eyes”.

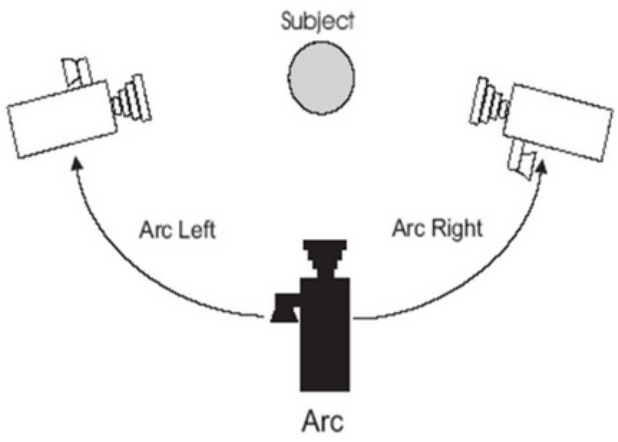
TRACKING SHOT

Tracking Shot is where the camera follows a subject or moves alongside it, maintaining a constant relationship with the subject.

PROMPT

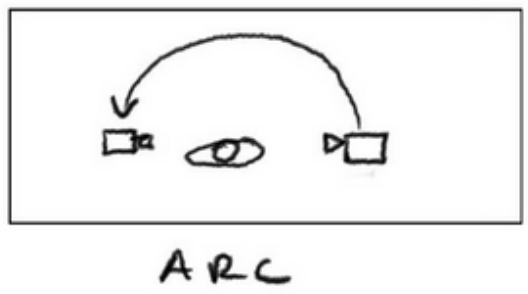
“Medium shot of Character A running through a dense forest, use a **handheld tracking shot** to follow Character A closely, maintaining a dynamic and slightly shaky movement to convey urgency and chaos”.

ARC SHOT



Arc Shot is where the camera moves around the subject in a curved or circular path.

Showing multiple angles of the subject within a single shot.



PROMPT

“Begin with a medium shot of Character standing in a park, looking thoughtful. Move the camera in a smooth **arc shot to the right**, maintaining the same distance from Character A throughout the shot”.

POV SHOT

POV (Point of View) shot shows the scene from a character's perspective. This means the audience sees exactly what the character sees.

PROMPT

“Begin with a **POV shot** from Character perspective as they walk down a dimly lit hallway”.

FPV DRONE SHOT

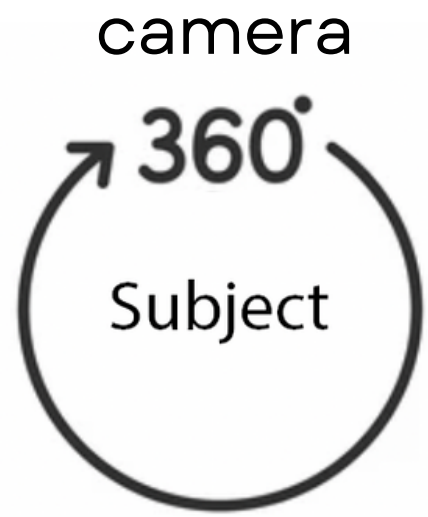
FPV (First-Person View) Drone Shot is a where a drone equipped with a camera is used to capture footage.

PROMPT

“Start with an **aerial FPV drone shot** soaring above a dense forest. The drone descends rapidly, weaving through the treetops and following a winding river”.

360 SHOT

360 Shot, is where the camera rotates around a central subject or point, completing a full circle.



PROMPT

“Begin with **a 360 shot** of Character A standing on a cliff edge, looking out at the ocean. The camera starts behind Character A, moves in a full circle around them, and ends at the same point”.

If you found this useful

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