

IA no Fácil

PROMPTS DO FILME DO BROWNIE

Os 15 prompts reais de um filme 100% IA, na ordem da montagem. Com os @elements, qual modelo roda cada cena, os stills de apoio e as notas de edição.

Grátis · copie e cole



Filme 100% IA · comédia · uns 2 minutos · 16:9 · material do canal IA no Fácil

Estes são os prompts reais do filme mostrado no vídeo do canal IA no Fácil sobre vídeo realista com IA, na ordem da montagem, prontos pra copiar e colar.

Tem os @elements, o roteamento de modelo (qual IA roda cada cena), a regra das falas, os stills de apoio e as notas de montagem.

Como usar em 4 passos

1. **Crie os @elements antes de gerar qualquer vídeo.** Na sua ferramenta (no vídeo eu uso o Higgsfield), crie um elemento pra cada personagem, locação e objeto: @Pai, @Filho, @Sala, @Cozinha, @Brownie, @PaiToon e @MundoDoce. Pode trocar por personagens seus: é só manter o mesmo nome no prompt.
2. **Gere os stills primeiro** (seção STILLS DE APOIO, no Nano Banana 2 ou no gerador de imagem que você usa). A melhor imagem de cada cena vira o start frame.
3. **Cole o prompt do bloco** no modelo indicado no título (Seedance 2.0 ou Kling 3.0), com a duração indicada.
4. **Monte na ordem da linha do tempo** e siga as notas de montagem no fim (flash branco, match cut e o ângulo inclinado que vai crescendo).

Dica 1: as falas estão em inglês de propósito. Em setembro de 2026, o Seedance ainda deixava o português com cara de dublagem.

Dica 2: o bloco "Style:" do começo de cada prompt é fixo. Ele se repete em todo prompt de live-action, e é isso que segura o mesmo visual em todas as cenas.

Quer o sistema que escreve prompts assim pra QUALQUER ideia sua (roteamento de modelo, travas, negative prompts e o catálogo de falhas e correções)? É a Skill Vídeo Realista, com o link na descrição do vídeo.

LINHA DO TEMPO (ordem de montagem)

B1a → B1b → B2 → B2.5 → B3 → B4 → B5a → B5b → B5.5 → B6.1 → B6.2 → B6.3 → B6.4 → B6.5 → B7

- **Live-action (fotorreal):** B1-B5b, B7
- **Animação 2D:** B5.5, B6.1-B6.5
- **Ponte:** B5a/B5b (sugado pra TV) → corte no flash branco → B5.5 (queda) → B6.1 (de pé)

@ELEMENTS (referências travadas)

Live-action

- @Pai - pai (~50a, barba grisalha, suéter navy, jeans, tênis branco) - Character
- @Filho - filho (~20a, bucket hat, moletom escuro, camiseta branca) - Character
- @Sala - sala (sofá, TV grande, mesa de centro com salgadinho/lata) - Location
- @Cozinha - cozinha (bancada, geladeira) - Location
- @Brownie - brownie no prato + post-it com cogumelo desenhado - Prop

Animação

- @PaiToon - versão cartoon 2D do pai (folha de referência) - Character

- @MundoDoce - mundo-doce psicodélico (establishing wide) - Location

Trava de geografia (todos os blocos de sala): pai senta de frente pra TV, **parede+janela atrás** do sofá, **cozinha à frente-esquerda** (a direção pra onde ele levanta e anda). A cozinha NUNCA aparece atrás dele.

ROTEAMENTO DE MODELO

- **Seedance 2.0** - performance facial, close, pele, áudio nativo. Durações fixas: 4/5/6/8/10/12/15s (multishot exige $\geq 8s$).
- **Kling 3.0** - câmera complexa / ambiente / espetáculo. Máx 2500 caracteres, mas rende melhor curto (~60-100 palavras); i2v foca só em movimento.
- **Nano Banana 2 (Pro)** - stills (elements, start frames, bookends de morph).
- **Soul Cinema** - start frame do pai com identidade travada.

REGRA DE FALA (aprendida na produção)

Falas em **inglês natural** (PT saiu com cara de dublagem). Escrever a **frase exata entre aspas** no SHOT + eyeline no interlocutor (nunca na câmera, exceto o aparte B2.5 que é proposital). Voz final pode ser refeita em pós (TTS): os lábios já ficam na fonética certa.

LIVE-ACTION

B1a · ABERTURA (TV) · Seedance 2.0 · 4s (single shot)

Style: 8K cinematic. Photorealistic - no 3D render, no game engine, no game-cuts scene aesthetic. Cinematography: naturalistic master cinematography. Lighting: Natural light only - contre-jour backlight, camera on shadow side, atmospheric haze. Key light from sky and windows only. Color: 60:30:10 - dominant / secondary / accent. Camera: Physical cine lens. 180° shutter motion blur. Skin: Pore-level realism - vellus hair, asymmetric moles, capillary flush, pore-shadow matching on-set light. Acting: top-tier cinematic - micro-pauses before reactions, precise eye-line, wet living eyes with catch-lights, visible breath and chest rise. Physics: Gravity and inertia respected - mass has real weight, correct contact shadows. No floating props. Composition: Rule of thirds + golden ratio. Every person moving from frame one. Continuity: Characters, props, environment identical across every cut. No identity drift. Technical: 24fps smooth motion. 8K detail. No jitter. Audio: Environmental SFX only (faint muffled cartoon audio from the TV). No music. No subtitles.

DURATION: 4s. Set on Seedance 2.0, single continuous shot (NOT multishot). SUBJECT: a TV screen playing an absurd, hyper-saturated 2D cartoon: a goofy bright-pink octopus creature with bold black outlines and flat candy colors, bouncing and mugging on a radial rainbow background. WB 6500K screen. LOCATION: interior, dark room; only the glowing TV screen fills the frame, dark bezel at the edges. Diegetic cartoon confined to the screen. ACTION: single continuous beat. SHOT 1 (0:00-0:04) - extreme close-up locked on the TV screen; the cartoon creature bounces and pulls a goofy face, screen-light subtly flickering; faint reflection on the dark bezel. No camera move, slight screen shimmer. CAMERA: locked-off macro on the screen, eye-level. Static, realistic. STYLE: Dominant saturated screen colors 60% / Secondary dark bezel 30% / Accent screen-glow bloom 10%. WB 6500K screen. CONSTRAINTS: 16:9. 4s total. NO slow-mo. Cartoon confined to the TV screen only - no room, no people. No on-screen text, no subtitles. NO eye glow.

B1b · REVELAÇÃO (pai) · Seedance 2.0 · 8s · image-to-video (start frame do Soul Cinema)

Style: 8K cinematic. Photorealistic - no 3D render, no game engine, no game-cuts scene aesthetic. Cinematography: naturalistic master cinematography. Lighting: Natural light only - contre-jour backlight, camera on shadow side, atmospheric haze. Key light from sky and windows only. Color: 60:30:10 - dominant / secondary / accent. Camera: Physical cine lens. 180° shutter motion blur. Skin: Pore-level realism - vellus hair, asymmetric moles, capillary flush, pore-shadow matching on-set light. Acting: top-tier cinematic - micro-pauses before reactions, precise eye-line, wet living eyes with catch-lights, visible breath and chest rise. Physics: Gravity and inertia respected - mass has real weight, correct contact shadows. No floating props. Composition: Rule of thirds + golden ratio. Every person moving from frame one. Continuity: Characters, props, environment identical across every cut. No identity drift. Technical: 24fps smooth motion. 8K detail. No jitter. Audio: Environmental SFX only (faint muffled cartoon audio from the TV). No music. No subtitles.

DURATION: 8s. Set on Seedance 2.0, single continuous shot (NOT multishot). START FRAME: the Soul Cinema still (@Pai slumped on the couch, plain wall + window behind him, kitchen out of frame). SUBJECT: @Pai (matches input 100% / from the start frame), slumped deep in the couch, slack-jawed, hypnotized by the off-screen TV. WB 3400K warm + teal. LOCATION: animate from the start frame; do NOT change the room layout. The wall behind him stays plain (window only); the kitchen stays OUT of frame, front-left. ACTION: single continuous beat from the start frame. SHOT 1 (0:00-0:08) - a very slow, subtle push-in toward @Pai; he gives a single slow blink, a faint lazy chew; the snack bag on his chest rises and falls gently with his breathing; cold blue TV glow flickering across his face from frame-left. Almost still - minimal, real micro-motion only. CAMERA: slow push-in from a front-LEFT 3/4 medium framing; eye-level, 35mm; level horizon, fully realistic. No reframing that would reveal the back wall. STYLE: Dominant dark warm room 60% / Secondary cold TV-blue glow 30% / Accent muted props 10%. WB 3400K, teal ambient. Haze in the TV beam. CONSTRAINTS: 16:9. 8s total. NO slow-mo (real-time subtle motion). Geography LOCKED by the start frame: kitchen never visible, plain wall + window behind. Camera level (no dutch). Normal-size props. No on-screen text, no subtitles. NO eye glow.

Start frame do B1b · Soul Cinema (still; use a Soul do @Pai)

Cinematic film still, 16:9. [Use your @Pai / "Pai" Soul for the face.] A man in his early 50s - short grey-flecked dark hair, full salt-and-pepper beard, dark navy sweater, jeans - slumped deep into a wide worn leather couch, slack-jawed, glazed eyes lit by the cold blue flicker of an off-screen TV. A half-open snack bag rests on his chest; in the foreground bottom edge, a cluttered coffee table with a chip bag, a soda can and a fallen remote. Framing: shot from his front-LEFT 3/4 angle, waist-up medium. BEHIND HIM there is ONLY a plain living-room wall with a window letting in a thin warm light strip - no doorway, no second room, no kitchen anywhere in frame. The kitchen is off-screen to the front-left. Look: low-key moody cinematic grade - warm tungsten practical + teal shadow + cold TV-blue glow spilling from frame-left, gentle atmospheric haze. 35mm lens, eye-level, shallow-ish depth of field, photoreal skin with pore detail. Color 60:30:10 dark warm room / TV-blue / muted accents. Negative: kitchen, kitchen doorway, open door behind, second room behind, fridge, counter, bright background, ceiling fan centered, text, captions, watermark, cartoon, 3D render, plastic skin.

B2 · O AVISO · Seedance 2.0 · 12s

Style: 8K cinematic. Photorealistic - no 3D render, no game engine, no game-cuts scene aesthetic. Cinematography: naturalistic master cinematography. Lighting: Natural light only - contre-jour backlight, camera on shadow side, atmospheric haze. Key light from sky and windows only. Color: 60:30:10 - dominant / secondary / accent. Camera: Physical cine lens. 180° shutter motion blur. Skin: Pore-level realism - vellus hair, asymmetric moles, capillary flush, pore-shadow matching on-set light. Acting: top-tier cinematic - micro-pauses before reactions, precise eye-line, wet living eyes with catch-lights, visible breath and chest rise. Physics: Gravity and inertia respected - mass has real weight, correct contact shadows. No floating props. Composition: Rule of thirds + golden ratio. Every person moving from frame one. Continuity: Characters, props, environment identical across every cut. No identity drift. Technical: 24fps smooth motion. 8K detail. No jitter. Audio: Spoken dialogue in natural, conversational American English, exactly as written, native and real (not dubbed); environmental SFX otherwise. No music. No subtitles or on-screen text.

DURATION: 12s. Set on Seedance 2.0, single multishot generation. SUBJECT: @Filho (matches input 100%) speaking TO his father; @Pai (matches input 100%) slumped on the couch, eyes glued to the TV, ignoring him. A private conversation BETWEEN the two - never addressed to the viewer. WB 3600K warm + teal. MULTISHOT: comedic dramatic irony. LOCATION: @Sala STYLE REFERENCE ONLY, not a fixed keyframe. Dim living room. Model extends the world. ACTION: the son warns his dad, who waves him off without looking; then the secret is revealed.

Dialogue in natural English, spoken AT the other character.

SHOT 1 (0:00-0:05) - over-the-shoulder from behind @Pai (his head and shoulder soft in the foreground, TV glow on him). @Filho stands near the door facing the father, eyes locked ON him, and says firmly: "Dad, don't eat the brownie. It's mine." @Pai, eyes never leaving the TV, raises one hand in a lazy dismissive wave and mutters without turning: "Yeah, yeah... go."

SHOT 2 (0:05-0:09) - side two-shot keeping BOTH in frame: @Filho steps closer, leans toward the seated father, still looking straight AT him, and says slowly, word by word: "Do. Not. Eat. The brownie." - gesturing toward the kitchen, NOT toward the camera. @Pai keeps watching the TV, gives a faint dismissive chuckle.

SHOT 3 (0:09-0:12) - @Filho gives up and walks out the door (no dialogue, never looking at the lens); immediate macro insert of @Brownie on its plate, the yellow post-it with the hand-drawn mushroom clearly visible.

CAMERA: SHOT 1: over-the-shoulder favoring the son, dad's shoulder anchoring the foreground. SHOT 2: side two-shot, both visible, profile-ish on the son. SHOT 3: super-macro on @Brownie / post-it, shallow focus. Level horizon, realistic.

STYLE: Dominant dim warm room 60% / Secondary cool doorway/teal light 30% / Accent yellow post-it 10%. WB 3600K.

CONSTRAINTS: 16:9. 12s total. NO slow-mo. CRITICAL: @Filho's eye-line stays on @Pai at all times - he speaks TO the father, never to the camera; no direct-to-lens looks, no pointing at the lens. Keep both characters sharing the frame (OTS / two-shot). @Pai keeps eyes on the TV and replies without turning. Dialogue ONLY the exact English lines above - no improvised or Portuguese speech. No subtitles or on-screen text. NO eye glow.

B2.5 · O APARTE (quebra da 4ª parede, comédia escrachada) · Seedance 2.0 · 8s (single shot)

Style: 8K cinematic. Photorealistic - no 3D render, no game engine, no game-cuts scene aesthetic.

Cinematography: naturalistic master cinematography.

Lighting: Natural light only - contre-jour backlight, camera on shadow side, atmospheric haze. Key light from sky and windows only.

Color: 60:30:10 - dominant / secondary / accent.

Camera: Physical cine lens. 180° shutter motion blur.

Skin: Pore-level realism - vellus hair, asymmetric moles, capillary flush, pore-shadow matching on-set light.

Acting: top-tier cinematic - micro-pauses before reactions, precise eye-line, wet living eyes with catch-lights, visible breath and chest rise.

Physics: Gravity and inertia respected - mass has real weight, correct contact shadows. No floating props.

Composition: Rule of thirds + golden ratio. Every person moving from frame one.

Continuity: Characters, props, environment identical across every cut. No identity drift.

Technical: 24fps smooth motion. 8K detail. No jitter.

Audio: Spoken dialogue in natural, conversational American English, exactly as written, native and real (not dubbed); environmental SFX otherwise. No music. No subtitles or on-screen text.

DURATION: 8s. Set on Seedance 2.0, single continuous shot (NOT multishot).

SUBJECT: @Filho (matches input 100%) breaking the fourth wall to talk to the audience; @Pai (matches input 100%) soft in the background, slumped on the couch, oblivious, TV glow on him.

Tone: broad, playful, conspiratorial comedy. WB 3600K warm + teal.

LOCATION: @Sala STYLE REFERENCE ONLY, not a fixed keyframe. GEOGRAPHY: plain wall + window behind the couch, kitchen out of frame, front-left. Model extends the world.

ACTION: single continuous take, deliberate direct-to-camera aside.

SHOT 1 (0:00-0:08) - @Filho, just ignored by his dad, turns from the couch toward the camera and steps in to a medium close-up, looking STRAIGHT INTO THE LENS with a delighted, conspiratorial grin, and tells the audience: "He didn't even listen to me. If he eats that brownie... ohhh, he is gonna be SO baked. Like, talking-to-the-furniture baked." On the last beat he throws a quick thumb back toward the oblivious @Pai, raises his eyebrows at the camera, and smirks. Single continuous shot, no cuts.

CAMERA: starts on a loose medium, gentle push-in to medium close-up as he approaches; locked eye-level; tiny natural handheld life. Level horizon, realistic.

STYLE: Dominant dim warm room 60% / Secondary cool teal + TV-blue background 30% / Accent warm skin tone 10%. WB 3600K.

CONSTRAINTS: 16:9. 8s total. NO slow-mo. INTENTIONAL fourth-wall break - @Filho looks DIRECTLY

into the lens and addresses the viewer (deliberate). @Pai stays oblivious, eyes on the TV, never reacting. Dialogue ONLY the exact English line above. No subtitles or on-screen text. NO eye glow.

Falas alternativas (trocar a linha do SHOT 1):

- "He's not gonna listen. And that brownie? Let's just say... Dad's about to have a very interesting afternoon."
- "Notice he didn't actually say 'okay'. One bite of that thing and he'll be flying for like six hours. This is gonna be incredible."

B3 • A LARICA • Seedance 2.0 • 12s

Style: 8K cinematic. Photorealistic - no 3D render, no game engine, no game-cuts scene aesthetic. Cinematography: naturalistic master cinematography. Lighting: Natural light only - contre-jour backlight, camera on shadow side, atmospheric haze. Key light from sky and windows only. Color: 60:30:10 - dominant / secondary / accent. Camera: Physical cine lens. 180° shutter motion blur. Skin: Pore-level realism - vellus hair, asymmetric moles, capillary flush, pore-shadow matching on-set light. Acting: top-tier cinematic - micro-pauses before reactions, precise eye-line, wet living eyes with catch-lights, visible breath and chest rise. Physics: Gravity and inertia respected - mass has real weight, correct contact shadows. No floating props. Composition: Rule of thirds + golden ratio. Every person moving from frame one. Continuity: Characters, props, environment identical across every cut. No identity drift. Technical: 24fps smooth motion. 8K detail. No jitter. Audio: Environmental SFX only. No music. No subtitles.

DURATION: 12s. Set on Seedance 2.0, single multishot generation.

SUBJECT: @Pai (matches input 100%) hit by the munchies; goal: the hungry quest that leads him to the brownie. WB 3500K warm window + teal shadow. MULTISHOT: lazy craving, comedic effort.

LOCATION: @Sala into @Cozinha, STYLE REFERENCE ONLY, not a fixed keyframe. GEOGRAPHY: the kitchen sits AHEAD and to the front-LEFT of the couch (plain wall behind the couch); @Pai rises and walks FORWARD/front-left to reach it - consistent with B1. The kitchen window glows warm at the back. Model extends the world.

ACTION: belly growl, reluctant hunt, the discovery.

SHOT 1 (0:00-0:04) - @Pai still sunk in the couch; his belly visibly growls; he looks down at his own stomach with a slow, betrayed expression, then sighs.

SHOT 2 (0:04-0:09) - with real weight and grunting effort he peels off the couch and walks forward/front-left into the kitchen; opens the fridge - sad cold light spilling out, near-empty, a single lonely jar; he closes it, deflated.

SHOT 3 (0:09-0:12) - he turns and sees @Brownie on the counter, lit from behind by the warm kitchen window like a soft halo; slow push-in on his widening, tempted eyes.

CAMERA: SHOT 1: medium close, eye-level, locked. SHOT 2: handheld follow beside him as he moves forward/front-left; cold fridge light kick. SHOT 3: slow push-in toward the brownie, slight low-angle reverence. Level horizon, realistic.

STYLE: Dominant warm window backlight 60% / Secondary cool teal shadow 30% / Accent glowing brownie highlight 10%. WB 3500K, fridge ~6000K accent.

CONSTRAINTS: 16:9. 12s total. NO slow-mo. Camera level (no dutch yet). GEOGRAPHY: he moves FORWARD/front-left to the kitchen - never behind the couch. "Halo" is the practical window, subtle. Normal-size brownie. No on-screen text, no subtitles. NO eye glow.

B4 • O CRIME • Seedance 2.0 • 12s

Style: 8K cinematic. Photorealistic - no 3D render, no game engine, no game-cuts scene aesthetic.

Cinematography: naturalistic master cinematography.

Lighting: Natural light only - contre-jour backlight, camera on shadow side, atmospheric haze. Key light from sky and windows only.

Color: 60:30:10 - dominant / secondary / accent.

Camera: Physical cine lens. 180° shutter motion blur.

Skin: Pore-level realism - vellus hair, asymmetric moles, capillary flush, pore-shadow matching on-set light.

Acting: top-tier cinematic - micro-pauses before reactions, precise eye-line, wet living eyes with catch-lights, visible breath and chest rise.

Physics: Gravity and inertia respected - mass has real weight, correct contact shadows. No floating props.

Composition: Rule of thirds + golden ratio. Every person moving from frame one.

Continuity: Characters, props, environment identical across every cut. No identity drift.

Technical: 24fps smooth motion. 8K detail. No jitter.

Audio: Spoken dialogue in natural, conversational American English, exactly as written, native and real (not dubbed); environmental SFX otherwise. No music. No subtitles or on-screen text.

DURATION: 12s. Set on Seedance 2.0, single multishot generation.

SUBJECT: @Pai (matches input 100%) committing the crime; @Brownie with the post-it. Goal: he eats it, ignoring the warning; the world begins to tilt. WB 3500K warm + teal. MULTISHOT: guilty pleasure, first wrongness.

LOCATION: @Cozinha STYLE REFERENCE ONLY, not a fixed keyframe. Warm window light on the counter, teal shadow around. Model extends the world.

ACTION: hesitation, the bite, the first tilt. Dialogue in natural English.

SHOT 1 (0:00-0:04) - @Pai hesitates over the plate, glances left and right (no one there), and whispers to himself, clear lip movement: "He won't even notice."

SHOT 2 (0:04-0:08) - he picks up @Brownie; the post-it sticks to his finger; he flicks it off WITHOUT reading it and takes a huge bite (no dialogue).

SHOT 3 (0:08-0:12) - eyes close in blissful chewing, a soft satisfied "mmm" (non-verbal); as he savors it, the horizon begins to tilt very slightly.

CAMERA: SHOT 1: close on face/hands, eye-level, level horizon. SHOT 2: tight insert on hands + mouth as the post-it flicks away unread. SHOT 3: slow push to face as a FIRST SUBTLE DUTCH TILT (~5°) creeps in by the end. Realistic.

STYLE: Dominant warm counter light 60% / Secondary soft teal kitchen shadow 30% / Accent the brownie's dark chocolate sheen 10%. WB 3500K.

CONSTRAINTS: 16:9. 12s total. NO slow-mo. Dialogue ONLY the exact English line above - whispered to himself, not to the camera. Dutch tilt only ~5°, ONLY in SHOT 3. Post-it flicked away unread. Normal-size brownie. No subtitles or on-screen text. NO eye glow.

B5a · VOLTA AO SOFÁ + DILATAÇÃO · Seedance 2.0 · 12s

Style: 8K cinematic. Photorealistic - no 3D render, no game engine, no game-cutscene aesthetic. Cinematography: naturalistic master cinematography.

Lighting: Natural light only - contre-jour backlight, camera on shadow side, atmospheric haze. Key light from sky and windows only.

Color: 60:30:10 - dominant / secondary / accent.

Camera: Physical cine lens. 180° shutter motion blur.

Skin: Pore-level realism - vellus hair, asymmetric moles, capillary flush, pore-shadow matching on-set light.

Acting: top-tier cinematic - micro-pauses before reactions, precise eye-line, wet living eyes with catch-lights, visible breath and chest rise.

Physics: Gravity and inertia respected - mass has real weight, correct contact shadows. No floating props.

Composition: Rule of thirds + golden ratio. Every person moving from frame one.

Continuity: Characters, props, environment identical across every cut. No identity drift.

Technical: 24fps smooth motion. 8K detail. No jitter.

Audio: Environmental SFX only (warping, woozy TV audio rising). No music. No subtitles.

DURATION: 12s. Set on Seedance 2.0, single multishot generation.

SUBJECT: @Pai (matches input 100%), back from the kitchen as the brownie kicks in; goal: settle on the couch, pupils dilate, then his gaze locks on the TV as it starts to pull him in. WB 3400K drifting hot/magenta. MULTISHOT: calm to dawning wrongness.

LOCATION: @Sala STYLE REFERENCE ONLY, not a fixed keyframe. GEOGRAPHY: plain wall + window behind the couch, kitchen off-frame front-left; the TV is ahead of him. The dim room slowly oversaturates. Model extends the world.

ACTION: return, close, dilation, the pull begins.

SHOT 1 (0:00-0:05) - WIDER shot: @Pai walks in from the front-left, flops deep into the couch, settles back, cold blue TV glow washing over him; everything still looks normal.

SHOT 2 (0:05-0:09) - slow push-in to a CLOSE-UP on his face; he blinks, brow furrowing - something feels off; the room's colors begin to bloom and oversaturate.

SHOT 3 (0:09-0:12) - EXTREME CLOSE-UP macro on his eyes: pupils dilating huge, catch-lights swimming, color trails creeping; then he slowly lifts his gaze toward the TV, its blue glow intensifying and reflecting in his huge pupils. END as the glow starts to swell.

CAMERA: SHOT 1: wide, eye-level, locked. SHOT 2: slow push-in, slight dutch ~10°. SHOT 3: macro on the eyes, dutch building ~20°, then tiny tilt up toward the TV. Realistic.

STYLE: Dominant dim room oversaturating 60% / Secondary surging TV-blue glow 30% / Accent melting color trails 10%. WB 3400K pushing hot/magenta.

CONSTRAINTS: 16:9. 12s total. NO slow-mo. Reality-warp on ENVIRONMENT + eyes ONLY: he does NOT morph into a cartoon. End on the dilated eyes turning toward the swelling TV glow. No on-screen text, no subtitles. NO eye glow effect (natural pupils only).

B5b · SUGADO PRA TV · Seedance 2.0 · 10s · image-to-video (último frame do B5a)

Style: 8K cinematic. Photorealistic - no 3D render, no game engine, no game-cuts scene aesthetic. Cinematography: naturalistic master cinematography.

Lighting: Natural light only - contre-jour backlight, camera on shadow side, atmospheric haze. Key light from sky and windows only.

Color: 60:30:10 - dominant / secondary / accent.

Camera: Physical cine lens. 180° shutter motion blur.

Skin: Pore-level realism - vellus hair, asymmetric moles, capillary flush, pore-shadow matching on-set light.

Acting: top-tier cinematic - micro-pauses before reactions, precise eye-line, wet living eyes with catch-lights, visible breath and chest rise.

Physics: Gravity and inertia respected - mass has real weight, correct contact shadows. No floating props.

Composition: Rule of thirds + golden ratio. Every person moving from frame one.

Continuity: Characters, props, environment identical across every cut. No identity drift.

Technical: 24fps smooth motion. 8K detail. No jitter.

Audio: Environmental SFX only - woozy warping rumble + the muffled cartoon audio from the TV rising. No music. No subtitles.

DURATION: 10s. Set on Seedance 2.0, single continuous shot (NOT multishot). START FRAME: the close-up of @Pai dazed with dilated pupils looking toward the glowing TV.

SUBJECT: @Pai (matches input 100% / from the start frame), dazed with huge dilated pupils, pulled toward the TV. He stays fully photoreal live-action the entire time - he does NOT become a cartoon. WB 3400K hot/magenta.

LOCATION: dim living room from the start frame. The TV is PLAYING the cartoon: a hyper-saturated 2D show with bold black outlines and flat candy colors - the same gross-cute creature / candy world as the show he was watching, animated and bouncing on screen. Model extends the world.

ACTION: single continuous beat: the pull.

SHOT 1 (0:00-0:10) - the TV screen, clearly playing the bright 2D cartoon (the goofy creature in the swirling candy world), swells and grows huge; its glow blooms as the animated colors spill out past the bezel; @Pai is drawn forward off the couch toward the screen, the room warping, stretching and smearing around him; the camera rushes in toward the cartoon-filled screen until everything blows out into a bright white-blue flash. End on the full white-blue blowout. Continuous, no cuts.

CAMERA: start on the medium close from the start frame, then accelerating push/dolly straight into the TV screen; dutch ~20°, unstable, dreamlike; light blow-out at the end.

STYLE: Dominant surging TV cartoon glow 60% / Secondary warping dim room 30% / Accent saturated 2D cartoon colors spilling from the screen 10%. WB 3400K pushing hot/magenta into white.

CONSTRAINTS: 16:9. 10s total. NO slow-mo. The TV MUST be visibly playing the 2D cartoon (bold outlines, flat candy colors, the gross-cute creature) the whole time. @Pai stays photoreal live-action - NO cartoon morph on him. Reality-warp on the ENVIRONMENT only. End on a clean bright white-blue blowout (for the cut to the animation). No on-screen text, no subtitles. NO eye glow.

Nota: se quiser garantir, anexe um frame do desenho da TV como referência de estilo da tela. Rodou melhor no **Seedance 2.0 mini**.

ANIMAÇÃO 2D

Prefixo de animação já embutido em cada bloco Seedance. Kling vai compacto (estilo em 1 linha).

B5.5 · A QUEDA NO MUNDO DOCE · Seedance 2.0 · 12s

Style: 2D hand-drawn cartoon animation - flat, NOT 3D, NOT photoreal. Thick, bold, slightly wobbly black ink outlines; flat, highly saturated cel colors; vintage halftone-dot grain and print texture; hard black cartoon shadows; gross-cute bug-eyed design; hand-drawn animation cadence with squash-and-stretch.

Look: psychedelic mushroom trip - swirling kaleidoscopic sky, dripping/melting edges, color trails and echoes, gently pulsing and breathing shapes. Trippy but readable as the same cartoon show.

Color: 60:30:10 - dominant / secondary / accent.

Camera: animated 2D camera moves, smooth.

Continuity: @PaiToon and @MundoDoce identical across every cut - no design drift. The man stays the cleaner grounded-human register; the world stays grungy gross-cute.

Technical: 24fps, no jitter, no live-action, no realistic lighting.

Audio: Woozy psychedelic ambience + cartoon SFX (a falling whistle, a soft bouncy thud, a dazed wobble). No music. No subtitles or on-screen text.

DURATION: 12s. Set on Seedance 2.0, single multishot generation. START FRAME (optional): open on a bright white-blue flash to match the end of the previous shot.

SUBJECT: @PaiToon (matches input 100%) crash-landing into the cartoon world; goal: the physical arrival - he falls in, lands, and pulls himself up, dazed. MULTISHOT: drop, impact, recovery.

LOCATION: @MundoDoce, the lemon-yellow candy clearing (swirling sky, lollipops, eye-mushrooms).

Model extends the world.

ACTION: the fall, the landing, getting up.

SHOT 1 (0:00-0:04) - out of a bright flash, @PaiToon drops from the top of the frame against the swirling candy sky, arms flailing in classic cartoon panic, a falling-whistle motion, the ground rushing up below him.

SHOT 2 (0:04-0:08) - he lands on the soft springy yellow ground with a cartoon squash-and-stretch impact; the ground ripples like jelly and bounces him a little; he sprawls flat, dazed, little stars or swirls spinning over his head.

SHOT 3 (0:08-0:12) - he shakes his head, plants a hand and pushes himself up onto his feet, wobbling; he straightens, blinks, and slowly looks around at the insane candy world - landing on the same standing, dazed pose he holds in the next shot.

CAMERA: SHOT 1: wide, camera tilts down following his fall. SHOT 2: low angle on the bouncy impact, slight shake. SHOT 3: medium, settling to a steady frame as he stands. Animated 2D moves.

STYLE: Dominant lemon-yellow ground + swirling sky 60% / Secondary candy props 30% / Accent dizzy stars/swirls over his head 10%. High saturation, halftone grain.

CONSTRAINTS: 16:9. 12s total. Flat 2D cartoon only - no live-action, no 3D, no photoreal. Classic cartoon fall: squash-and-stretch, springy bouncy ground, dizzy recovery. @PaiToon stays the clean grounded human; world stays gross-cute. END on him standing and looking around (to match the next shot). No dialogue, no music, no subtitles. NO eye glow.

B6.1 · CHEGADA NO MUNDO · Seedance 2.0 · 12s · image-to-video (keyframe pai-no-mundo)

Style: 2D hand-drawn cartoon animation - flat, NOT 3D, NOT photoreal. Thick, bold, slightly wobbly black ink outlines; flat, highly saturated cel colors; vintage halftone-dot grain and print texture; hard black cartoon shadows; gross-cute bug-eyed design; hand-drawn animation cadence with squash-and-stretch.

Look: psychedelic mushroom trip - swirling kaleidoscopic sky, dripping/melting edges, color trails and echoes, gently pulsing and breathing shapes, crawling morphing patterns. Trippy but readable as the same cartoon show.

Color: 60:30:10 - dominant / secondary / accent.

Camera: animated 2D camera moves (push, pan, parallax drift, slow tilt), smooth.
Continuity: @PaiToon and @MundoDoce identical across every cut - no design drift. The man stays the cleaner grounded-human register; the world stays grungy gross-cute.
Technical: 24fps, no jitter, no live-action, no realistic lighting.
Audio: Woozy psychedelic ambience + cartoon SFX (boings, warbles, wet squelches). No dialogue. No music. No subtitles or on-screen text.

DURATION: 12s. Set on Seedance 2.0, single multishot generation. START FRAME: the @PaiToon-in-@MundoDoce composition (dad standing dazed in the candy world).
SUBJECT: @PaiToon (matches input 100%) arriving dazed in the cartoon world; goal: fish-out-of-water arrival drowning in mushroom-trip texture. MULTISHOT: wonder turning to overwhelmed delight.
LOCATION: @MundoDoce (psychedelic candy world) - STYLE REFERENCE for the cut shots; animate the world as ALIVE. Model extends the world.
ACTION: arrival, the living world, the melt.
SHOT 1 (0:00-0:04) - from the start frame: @PaiToon stands frozen in the central clearing, slowly turning his head to take it all in; the spiral sky swirls, the pink clouds drip and ooze, the gumdrop candy hills gently breathe (swell and shrink). Slow push-in with subtle parallax.
SHOT 2 (0:04-0:08) - extreme CLOSE-UP on a cluster of eye-mushrooms: they blink in sequence, grin wide with little teeth, sway on their stalks; the patterns on their caps crawl and morph, colors smearing into trails; one mushroom slowly turns and "looks" right at him. Woozy macro drift.
SHOT 3 (0:08-0:12) - medium on @PaiToon as the candy hills and lollipops MELT and drip around him, the spiral lollipops spinning hypnotically, the yellow ground rippling like liquid; his confused face slowly melts into a dazed, delighted grin. Everything pulses in sync.
CAMERA: SHOT 1: slow push-in + parallax. SHOT 2: macro on the mushrooms, slight woozy handheld drift. SHOT 3: slow dutch tilt + gentle hypnotic sway. Animated 2D moves throughout.
STYLE: Dominant lemon-yellow ground + candy-blue swirling sky 60% / Secondary candy props: lollipops, gumdrop hills 30% / Accent eye-mushrooms + dripping pinks 10%. High saturation, halftone grain.
CONSTRAINTS: 16:9. 12s total. Flat 2D cartoon animation ONLY: no live-action, no 3D, no photoreal. @PaiToon stays the clean grounded human; the world stays gross-cute. Push the psychedelic motion (melt, drip, swirl, pulse, color trails). No dialogue, no music, no subtitles. NO eye glow on the man.

B6.2 · O PASSEIO · Kling 3.0 · ~10s (compacto)

Flat 2D hand-drawn cartoon animation, bold wobbly black outlines, saturated cel colors, halftone grain, gross-cute psychedelic candy world (swirling sky, melting/dripping edges, color trails, pulsing shapes). @PaiToon - a clean grounded cartoon man with grey beard, navy sweater, jeans - walks cautiously across rippling candy ground, arms out for balance; gumdrop hills jiggle and breathe, lollipops spin, bug-eyed creatures turn and wave. He pokes a melting hill; it wobbles and giggles; he flinches back. A parade of little eye-mushrooms pops up following his trail. Camera tracks alongside him, then a slow orbit. Smooth animated 2D moves, 24fps, no 3D, no photoreal. 16:9. No dialogue, no music, no on-screen text.

B6.3 · O ENCONTRO · Seedance 2.0 · 12s

Style: 2D hand-drawn cartoon animation - flat, NOT 3D, NOT photoreal. Thick, bold, slightly wobbly black ink outlines; flat, highly saturated cel colors; vintage halftone-dot grain and print texture; hard black cartoon shadows; gross-cute bug-eyed design; hand-drawn animation cadence with squash-and-stretch.
Look: psychedelic mushroom trip - swirling kaleidoscopic sky, dripping/melting edges, color trails and echoes, gently pulsing and breathing shapes, crawling morphing patterns. Trippy but readable as the same cartoon show.
Color: 60:30:10 - dominant / secondary / accent.
Camera: animated 2D camera moves, smooth.
Continuity: @PaiToon and @MundoDoce identical across every cut - no design drift. The man stays the cleaner grounded-human register; the world stays grungy gross-cute.
Technical: 24fps, no jitter, no live-action, no realistic lighting.
Audio: Woozy psychedelic ambience + cartoon SFX. No music. No subtitles or on-screen text.

DURATION: 12s. Set on Seedance 2.0, single multishot generation.
SUBJECT: @PaiToon + a gross-cute candy creature; goal: the creature offers him something absurd as if normal, and he reacts. MULTISHOT: confusion to dazed politeness.

LOCATION: @MundoDoce. Model extends the world.
ACTION: the offer, the reaction, the morph.
SHOT 1 (0:00-0:04) - a gross-cute bug-eyed purple creature pops up in front of @PaiToon and holds out a dripping, glowing candy as if offering a gift, chattering in cute gibberish.
SHOT 2 (0:04-0:08) - close on @PaiToon's face: confusion melting into a polite, dazed half-smile; he glances around as if asking "is this... for me?".
SHOT 3 (0:08-0:12) - he hesitantly takes it; the candy melts and morphs in his hand into a tiny blinking eye, then a flower; his eyebrows shoot up, baffled but delighted.
CAMERA: SHOT 1: two-shot. SHOT 2: close on the dad's face. SHOT 3: tight insert on his hands. Animated 2D moves.
STYLE: Dominant candy-world colors 60% / Secondary the creature 30% / Accent the morphing candy 10%. Halftone grain.
CONSTRAINTS: 16:9. 12s total. Flat 2D cartoon only. The creature speaks only cute gibberish SFX: no real words. @PaiToon stays the clean grounded human. No dialogue, no music, no subtitles. NO eye glow on the man.

B6.4 · O PICO · Kling 3.0 · ~10s (compacto)

Flat 2D hand-drawn cartoon animation, bold black outlines, saturated cel colors, halftone grain, gross-cute. Peak psychedelic mushroom trip. The candy world erupts into a kaleidoscope: the sky fractals, lollipops multiply into spinning mandalas, colors strobe and trail. @PaiToon - grey-bearded cartoon man, navy sweater, jeans - floats and tumbles weightless through a tunnel of melting candy and grinning mushroom faces, his outline echoing into rainbow copies of himself; he laughs, overwhelmed, then is swallowed by a swirling fractal vortex. Wild orbiting camera, FPV rise through the tunnel, spin into the vortex. Maximal energy, smooth 2D moves, 24fps, no 3D. He stays recognizable in the chaos. 16:9. No dialogue, no music, no on-screen text.

B6.5 · A VOZ COMEÇA (ponte pro B7) · Seedance 2.0 · 12s

Style: 2D hand-drawn cartoon animation - flat, NOT 3D, NOT photoreal. Thick, bold, slightly wobbly black ink outlines; flat, highly saturated cel colors; vintage halftone-dot grain and print texture; hard black cartoon shadows; gross-cute bug-eyed design; hand-drawn animation cadence with squash-and-stretch.
Look: psychedelic mushroom trip - swirling kaleidoscopic sky, dripping/melting edges, color trails, pulsing shapes - now starting to GLITCH and dissolve.
Color: 60:30:10 - dominant / secondary / accent.
Camera: animated 2D camera moves, smooth.
Continuity: @PaiToon and @MundoDoce identical - no design drift. The man stays the cleaner grounded-human register.
Technical: 24fps, no jitter, no live-action, no realistic lighting.
Audio: A distorted, echoing English voice drifting in - "Dad...? Dad." - warped and far away; woozy psychedelic ambience glitching underneath. No music. No subtitles or on-screen text.

DURATION: 12s. Set on Seedance 2.0, single multishot generation.
SUBJECT: @PaiToon as the son's voice bleeds into the cartoon world; goal: the trip starts to crack, beginning the pull back to reality. MULTISHOT: bliss souring into confusion.
LOCATION: @MundoDoce starting to glitch and dissolve. Model extends the world.
ACTION: the voice, the crack, the dissolve.
SHOT 1 (0:00-0:04) - @PaiToon grinning in the world; a distorted echoing voice drifts in ("Dad...? Dad."); he freezes, looks up and around, confused - where is that coming from?
SHOT 2 (0:04-0:08) - the cartoon world starts to ripple and crack like a glitching TV signal; colors flicker and desaturate at the edges; the creatures freeze mid-grin; the dad's smile fades to unease.
SHOT 3 (0:08-0:12) - the voice grows louder and closer; the world peels and dissolves, white light bleeding in from the edges; @PaiToon reaches out as everything fades. END on the world breaking apart - do NOT cut to live-action.
CAMERA: SHOT 1: slow push on his face. SHOT 2: unstable handheld as the world cracks. SHOT 3: slow pull as it dissolves. Animated 2D moves.
STYLE: Dominant candy world glitching 60% / Secondary white light bleed 30% / Accent flickering desaturation 10%. Halftone grain breaking up.
CONSTRAINTS: 16:9. 12s total. Flat 2D cartoon only. The only voice is the distorted English

"Dad...? Dad." - far-off, warped. END on the dissolving cartoon (cut to B7 assembled in the edit).
No music, no subtitles. NO eye glow.

VOLTA AO REAL

B7 · O DESPERTAR / BOTÃO · Seedance 2.0 · 12s

Style: 8K cinematic. Photorealistic - no 3D render, no game engine, no game-cuts scene aesthetic. Cinematography: naturalistic master cinematography. Lighting: Natural light only - contre-jour backlight, camera on shadow side, atmospheric haze. Key light from sky and windows only. Color: 60:30:10 - dominant / secondary / accent. Camera: Physical cine lens. 180° shutter motion blur. Skin: Pore-level realism - vellus hair, asymmetric moles, capillary flush, pore-shadow matching on-set light. Acting: top-tier cinematic - micro-pauses before reactions, precise eye-line, wet living eyes with catch-lights, visible breath and chest rise. Physics: Gravity and inertia respected - mass has real weight, correct contact shadows. No floating props. Composition: Rule of thirds + golden ratio. Every person moving from frame one. Continuity: Characters, props, environment identical across every cut. No identity drift. Technical: 24fps smooth motion. 8K detail. No jitter. Audio: Spoken dialogue in natural, conversational American English, exactly as written, native and real (not dubbed); environmental SFX otherwise. No music. No subtitles or on-screen text.

DURATION: 12s. Set on Seedance 2.0, single multishot generation.

SUBJECT: @Pai (matches input 100%) waking from the trip; @Filho (matches input 100%) leaning over him. Goal: the first-person wake-up and the comedic button. WB 3800K warm + teal, realistic.

MULTISHOT: groggy bliss, punchline.

LOCATION: @Sala STYLE REFERENCE ONLY, not a fixed keyframe. GEOGRAPHY: plain wall + window behind the couch, kitchen out of frame. Back to the normal dim-but-real room - the warp is gone. Model extends the world.

ACTION: eyes open in POV, the son's question, the dad's grin. Dialogue in natural English, spoken between the two.

SHOT 1 (0:00-0:05) - first-person POV (the dad's eyes): frame starts black, then eyelids peel open from top and bottom (soft blurry mask), focus pulling in to reveal @Filho's worried face leaning close overhead, a hand on the shoulder. He looks down into the lens because the lens IS the dad's eyes (intentional). No dialogue yet.

SHOT 2 (0:05-0:09) - third-person side two-shot: @Filho crouched over @Pai on the couch, looking down AT his father (not the camera), half-annoyed half-amused, says with clear lip-sync: "Dad... you ate the brownie, didn't you."

SHOT 3 (0:09-0:12) - tight close on @Pai, looking up toward his son (not the lens): pupils still huge, a slow dreamy grin spreading as he says: "Man... that was incredible." Smash to black on the last frame.

CAMERA: SHOT 1: FPV first-person, eyelid-open effect, shallow rack to the son's face. SHOT 2: locked-off side two-shot, eye-level, level horizon. SHOT 3: slow push to a tight close-up on the dad's face. Fully realistic, level - NO dutch.

STYLE: Dominant neutral dim room 60% / Secondary soft warm window 30% / Accent warm skin tone 10%. WB 3800K.

CONSTRAINTS: 16:9. 12s total. NO slow-mo. Dialogue ONLY the exact English lines above. SHOT 1 is intentional POV (son looks into lens = dad's eyes); in SHOT 2 & 3 characters look at EACH OTHER, not the camera. Camera dead level. Pupils still dilated for the gag. Title card added in post - clean smash-to-black, no subtitles or on-screen text. NO eye glow.

Cartela final (pós): o título do filme, no corte seco pro preto.

STILLS DE APOIO (Nano Banana 2)

@PaiToon · pai em cartoon (anexe @Pai + 1 frame do desenho da TV como estilo)

Redraw this exact man as a 2D hand-drawn cartoon character in the SAME style as the attached cartoon reference (the show on the TV): thick, bold, slightly wobbly black ink outlines; flat, highly saturated cel-shaded colors; subtle halftone-dot grain and a vintage print texture; hard black cartoon shadows.

Keep his identity clearly readable as the same person: man in his early 50s, short grey-flecked dark hair, FULL salt-and-pepper beard (his signature), dark navy sweater, blue jeans. Expressive cartoon eyes (lively, a little wide) but NOT grotesque - he is the grounded "straight man" who will look out of place inside an insane cartoon world. Simple rubber-hose limbs, four-finger cartoon hands.

Format: clean CHARACTER REFERENCE SHEET on a plain flat background - front view, 3/4 view, and side view of the full body, plus two head close-ups with different expressions (one dazed/confused, one slowly delighted). Consistent proportions across all views.

Style anchor: match the linework, color saturation, grain and overall vibe of the attached TV-cartoon frame exactly. No photorealism, no 3D, no gradients - flat 2D cartoon only. No text, no watermark.

@MundoDoce · cenário (anexe 1 frame do desenho da TV como estilo; gerar wide/vazio)

2D hand-drawn cartoon establishing shot of a surreal psychedelic candy world, in the SAME style as the attached TV-cartoon frame: thick, bold, slightly wobbly black ink outlines; flat, highly saturated cel colors; vintage halftone-dot grain and print texture; hard black cartoon shadows. The world: rolling lemon-yellow ground meeting a candy-blue sky; giant spiral lollipops on sticks, fluffy pink cotton-candy clouds, tufts of teal cartoon grass, a lone wooden door standing in the open, rounded gumbdrop hills. A few gross-cute background creatures with bug-eyes and big toothy grins dotting the scene.

Psychedelic layer (clear but not overwhelming): edges of the hills and clouds gently melting and dripping, soft color trails and echoes, a faintly swirling kaleidoscopic sky, a few smiling mushrooms sprouting from the ground with little eyes, warped scale on some candy props, gently pulsing patterns. Trippy, but still readable as the same cartoon show.

Format: WIDE establishing shot, 16:9, NO main character - an empty stage with a clear central area to place a character later. Flat 2D cartoon only, no photorealism, no 3D, no realistic lighting, no gradients beyond cel shading. No text, no watermark.

Keyframe pai-no-mundo (start frame do B6.1; anexe @PaiToon + @MundoDoce)

Place @PaiToon standing in the empty central yellow clearing of @MundoDoce, full body, sized a bit small in the wide frame so the insane world looms around him. He is frozen and dazed - a grounded, normal cartoon man, fish-out-of-water, looking around at the psychedelic candy world with wide confused eyes, mouth slightly open, arms a little out as if asking "where am I?".

Keep HIS clean line style on him and the grungier gross-cute style on the world (same universe, two registers). Match everything else to @MundoDoce: thick bold black outlines, flat saturated cel colors, vintage halftone grain, swirling kaleidoscopic sky, dripping clouds, eye-mushrooms.

Format: wide shot, 16:9, flat 2D cartoon only - no photorealism, no 3D. No text, no watermark.

NOTAS DE MONTAGEM (Resolve)

- **Transição real→animação:** B5b termina no **flash branco-azulado** → corta pro B5.5 (abre no mesmo flash) → B6.1. Deixar 1-2 frames de flash no corte pra mascarar a costura.
- **Queda → de pé:** terminar B5.5 na mesma pose/enquadramento do 1º frame do B6.1 (match cut limpo).
- **Falas:** geradas em inglês natural pelos modelos. Se for redublar, os lábios já batem a fonética.
- **Cartela final:** o título entra em pós, no smash-to-black do B7.
- **Dutch como medidor de trip:** cresce de B4 (~5°) → B5a (~20°) → auge na animação; volta ao nível no B7.

Quer prompts assim para qualquer ideia sua?

A Skill Vídeo Realista (Seedance + Kling) recebe a cena em português e devolve o prompt completo, com o modelo de cada cena, as travas de continuidade, o negative prompt e a correção se der errado. Ela escreve os prompts; o vídeo você gera na sua ferramenta.

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