

ICE & GLASS

Prompts de producción · cortometraje IA

Estudio de personaje, storyboard, vídeo y música. Cuatro bloques de prompt, listos para copiar, mas el flujo de herramientas usado en cada paso.

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BLOQUE 01 · REFERENCIA

Estudio de personaje

Hoja de referencia del samurái de hielo en GPT Image 2. Fija cara, materiales, armadura y silueta a partir de la imagen de referencia, con turnaround, primeros planos faciales, callouts de detalle, pose de acción y tira de paleta. Salida 16:9 a 3840×2160.

Using the attached reference image @samurai_ok EXACTLY for the character's face, materials, armor and silhouette, create a professional character reference sheet at 3840x2160 (16:9 horizontal), concept-art style, on a clean neutral pale-blue studio background, orthographic even lighting across all views, consistent identity in every view — no changes to the character.

CHARACTER: an ice-samurai made of pale translucent blue crystalline ice and frost, antlered crystal helmet radiating like a frozen sun, glass katana, layered ice-armor with pale pink-white frost lacing, flowing crystalline skirt-armor like frozen feathers, barefoot crystalline feet. Keep the exact translucency, color and material of the reference.

LAYOUT — organized grid with thin readable labels:

- **THREE-VIEW TURNAROUND:** full body FRONT, SIDE, BACK, same proportions and armor in all three.
- **THREE FACIAL CLOSE-UPS:** neutral, focused/intense, calm — same face from reference.
- **DETAIL CALLOUTS:** the antlered helmet close-up, the glass katana, the frost-lacing armor texture, the crystalline skirt edge.
- **ACTION POSE:** one dynamic combat stance holding the katana.
- **COLOR PALETTE SWATCH ROW:** the icy blues, frost whites, pale pink accents.

Maintain identical material, translucency, color and identity across every panel. Cold blue palette, crisp 4K detail, photoreal crystalline material, subtle subsurface scattering in the ice. Clean handwritten-style labels. No watermark.

BLOQUE 02 · GUIÓN GRÁFICO

Storyboard del acto 1

Guion gráfico a lápiz del primer acto (el encuentro), 5 viñetas numeradas con anotación de cámara y timing bajo cada plano. Genera la rejilla en GPT Image 2 con los dos personajes como Image 1 y Image 2. Esto es la guía de planos que después lee Seedance.

Generate a hand-drawn film storyboard at 3840x2160 (16:9 horizontal), pencil-sketch style on off-white paper, light graphite shading, loose confident line work, like a professional animation storyboard. A clean grid of 5 numbered panels (SHOT 1 to SHOT 5), each panel a rectangular frame with handwritten pencil annotations BELOW it noting camera and timing.

CHARACTERS @CHARACTERS (image) — keep them recognizable across panels: Image 1 is an ice-samurai, pale blue translucent crystalline armor, antlered crystal helmet, glass katana. Image 2 is a crystal ballerina, faceted blue-and-clear gem tutu, crystal crown, on pointe. Render them in sketch form but identifiable. Setting: a frozen reflective plain under a crescent moon, starry night, cold blue atmosphere.

SHOT 1 (0-3s) — **WIDE ESTABLISHING:** the ice-samurai alone, standing in profile on the frozen plain, moon high. pencil note: "static wide, slow push-in, wind sound"

SHOT 2 (3-6s) — **WIDE OPPOSITE SIDE:** the crystal ballerina materializes from drifting crystal shards far across the ice. pencil note: "mirror angle, shimmer fx, glass chimes"

SHOT 3 (6-9s) — MEDIUM on samurai: he turns his head, alert, sensing her. pencil note: "rack focus, head turn"
SHOT 4 (9-12s) — MEDIUM on ballerina: she pauses mid-pose, noticing him. pencil note: "slow track left"
SHOT 5 (12-15s) — TWO-SHOT WIDE: both small in frame, facing each other across the distance, eyes meeting.
pencil note: "static, hold, silence then wind"
Cold blue palette, pencil texture, visible eraser marks, frame numbers circled in pencil. Annotations in clear handwritten English. No color except subtle blue wash. No watermark.

BLOQUE 03 · VÍDEO

Vídeo en Seedance 2.0

Prompt de uno de los vídeos en Seedance 2.0 (Dreamina), modo Omni Reference. Cuatro referencias por @mención: storyboard, samurái, bailarina y fondo helado. Estructura GLOBAL / TIMELINE / SOUND / RESTRICTIONS, con la regla anclada de sonido sí, música no.

Recuerda: en Dreamina la música se apaga con el toggle de audio en la interfaz antes de generar, no por texto. Selecciona Multiframe / Omni Reference, no Pro 2.0.

[GLOBAL]

Follow the shot composition and camera notes from the storyboard in

@1f6ee221-b117-4a52-bb69-b3804ffe7aa6. The ice-samurai's appearance, armor and material reference @7b0c0adc-08a6-4505-8854-3c7bc7729a45. The crystal ballerina's appearance, costume and material reference @ed019862-6ad6-4e34-8bc2-52b47f65b39b. The environment, frozen reflective plain, crescent moon, starry night and floating crystal shards reference @817ba65e-f8b5-48a7-91a3-5ec5ef0af0b3. Cohesive cold-blue cinematic palette across all shots, photoreal crystalline and ice materials with subsurface light, 2K, 16:9 horizontal, multi-shot continuous 15 seconds.

[TIMELINE]

0-3s — SUBJECT: ice-samurai alone in profile on the frozen plain. ACTION: stands still, faint frost drifting.

CAMERA: static wide establishing, very slow push-in. STYLE/LIGHT: moonlit, cold, vast.

3-6s — SUBJECT: crystal ballerina far across the ice. ACTION: materializes from drifting crystal shards, settling on pointe. CAMERA: mirror wide angle from opposite side. STYLE/LIGHT: shimmer of forming crystal.

6-9s — SUBJECT: ice-samurai. ACTION: turns his head, alert, sensing her. CAMERA: medium shot, rack focus from background to his face. STYLE/LIGHT: sharp on him.

9-12s — SUBJECT: crystal ballerina. ACTION: pauses mid-pose, noticing him. CAMERA: medium shot, slow track left. STYLE/LIGHT: soft, expectant.

12-15s — SUBJECT: both figures small, facing each other across the distance. ACTION: stillness, eyes meeting. CAMERA: static two-shot wide, hold. STYLE/LIGHT: cold, charged.

[SOUND] Diegetic and ambient only: low wind across ice, faint glassy crystal chimes, subtle frost crackle. No dialogue.

[RESTRICTIONS] NO music, no soundtrack, no score of any kind. Sound effects and ambience only. Keep both characters strictly consistent with Image 1 and Image 2 in every shot. No text, no captions, no watermark. Do not change character designs.

BLOQUE 04 · MÚSICA

Música en Suno

Prompt de banda sonora en Suno. Ambient orquestal glacial, arco en tres partes (apertura dispersa, swell cálido central, clímax disonante que se disuelve en silencio). Sin percusión, instrumental, atmósfera congelada con mucha reverb.

Cinematic ambient orchestral, glacial and ethereal. Solo piano and sustained strings, glass harmonica and crystalline bell textures, soft choir pads. Slow tempo, intimate and melancholic. Three-part arc: sparse and distant opening, a tender warm swell in the middle, then a fracturing dissonant climax dissolving into silence. No drums, no percussion hits, minimal rhythm. Reverb-heavy, spacious, frozen atmosphere. Instrumental.

Herramientas y porqué

El stack del proyecto y el motivo de cada elección.

Magnific con GPT Image 2 — Para los estudios de personaje. Fija la identidad del samurái de hielo a partir de la referencia y genera la hoja completa (turnaround, faciales, callouts, paleta) manteniendo material, translucidez y color idénticos en cada panel.

Magnific con Nano Banana 2 — Para los storyboards. Genera la rejilla de viñetas a lápiz manteniendo a los dos personajes reconocibles plano a plano, con la anotación de cámara y timing que después guía el vídeo.

Seedance 2.0 en Dreamina — Para los vídeos, porque el coste de tokens es más bajo y es la hostia de potente. Omni Reference engancha las cuatro referencias por @mención y respeta la composición del storyboard.

Suno — Para generar la música, porque es la leche. Resuelve el arco glacial en tres partes con el prompt de texto, instrumental y sin percusión.