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## 🎬 Phase 1: Core Cinematography (The 7 Essential Shots)

### 1. The Wide Establishing Shot

**Purpose:** To anchor the geography, scale, and time of day.

- **The Template:** > "Wide establishing shot of [Location] at [Time/Weather], viewed from [Vantage Point]. Composition: [Lens] lens, horizon on [Upper/Lower] third, deep focus. Lighting: [Technical Lighting]. Style: cinematic realism, [Color Grade]."
- **Technical Keyword Bank:**
  - **Optics:** 14mm T2.1, Anamorphic wide-angle, Deep DoF, Infinite focus.
  - **Lighting:** Volumetric scattering, 6500K daylight, Atmospheric haze, Ray-traced shadows.
  - **Color Science:** Rec.709 color space, Low-contrast log profile, Teal and orange split-toning.
- **The Example:**  
"Wide establishing shot of a **brutalist concrete outpost** in a **sandstorm**, viewed from a **high-altitude drone vantage point**. Composition: **14mm anamorphic lens**, horizon on lower-third, deep focus. Lighting: **Volumetric dust scattering with harsh 5000K sunlight**. Style: cinematic realism, **Denis Villeneuve** color grade."

Wide establishing shot of a **brutalist concrete outpost in a swirling orange sandstorm**, viewed from a **high-altitude drone**. **14mm anamorphic lens**, horizon on lower-third. Lighting: **Volumetric dust scattering with harsh 5000K sunlight**. Style: **Denis Villeneuve** color grade

### 2. Emotional Character Close-Up

**Purpose:** To capture internal performance, skin texture, and micro-expressions.

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## 🎬 第一阶段：核心摄影（7个基本镜头）

### 1. 广角建立镜头

目的：确定地理位置、规模和时间。

- **模板:** > "广角建立镜头 [地点] 在[时间/天气], 从 [视角]观看。构图: [镜头]镜头, 地平线在[上/下] 三分之一, 深景深。照明: [技术照明]。风格: 电影现实主义, [色彩等级]。"
- **技术关键词库:**
  - **光学:** 14mm T2.1, 变形广角, 深景深, 无限对焦。
  - **照明:** 体积散射, 6500K 日光, 大气雾霭, 光线追踪阴影。
  - **色彩科学:** Rec.709 色彩空间, 低对比度日志曲线, 青色和橙色分色调。
- **示例:**  
"广角建立镜头, 展示一个粗犷的混凝土前哨在沙尘暴中, 从一个高空无人机的视角观看。构图: **14mm 变形镜头**, 地平线位于下三分之一, 深度对焦。照明: **体积尘埃散射, 伴随强烈的 5000K 阳光**。风格: 电影现实主义, 丹尼斯·维伦纽瓦色彩分级。"

广角建立镜头, 展示一个粗犷的混凝土前哨在旋转的橙色沙尘暴中, 从一个高空无人机观看。**14mm 变形镜头**, 地平线位于下三分之一。照明: **体积尘埃散射, 伴随强烈的 5000K 阳光**。风格: **丹尼斯·维伦纽瓦色彩分级**

### 2. 情感角色特写

目的：捕捉内部表现、皮肤纹理和微表情。



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- **The Template:**  
"Intense close-up of **[Character]**, **[Emotion]** as they **[Action]**. Composition: **[Lens]** lens, tight framing on face, ultra-shallow depth of field. Lighting: **[Lighting Rig]**, soft rim light. Style: realistic cinema, **[Texture Details]**."
- **Technical Keyword Bank:**
  - **Optics:** 85mm Prime, 100mm T2.8, f/1.8 aperture, Creamy bokeh, Soft-focus fall-off.
  - **Lighting:** Rembrandt lighting, 3-point setup, High-key fill, Catchlight in pupils.
  - **Surface:** Subsurface scattering (skin), Detailed pores, Individual hair follicles.
- **The Example:**  
"Intense close-up of a **weary detective**, **betrayal** in his eyes as he **stares into a rain-slicked window**. Composition: **85mm Prime at f/1.8**, tight framing, ultra-shallow DoF. Lighting: **Rembrandt setup with cool blue rim light**. Style: realistic cinema, 35mm film grain."

**[Consistency Core].** Intense close-up of **ELARA**, **determination** in her eyes. **85mm Prime lens**, tight framing, ultra-shallow DoF. Lighting: **Rembrandt setup with harsh side-light**, soft rim light. Style: **detailed skin pores**

### 3. Dialogue Two-Shot / OTS

**Purpose:** To establish a connection, eye-lines, and relationship between characters.

- **The Template:**  
"Over-the-shoulder two-shot of **[Character A]** and **[Character B]** at **[Location]**, framed from **[A/B's]** shoulder. Composition: **[Lens]** lens, eye-line match, rule-of-thirds. Lighting: **[Motivated Light Source]**."
- **Technical Keyword Bank:**
  - **Optics:** 35mm Summilux, 50mm Standard, T3.5 aperture, Medium shot.
  - **Composition:** Dirty frame (foreground shoulder), Eye-line match, Headroom balance.
  - **Lighting:** Motivated softbox key, Negative fill, Naturalistic shadows.
- **The Example:**  
"Over-the-shoulder two-shot of a **rebel leader** and a **soldier** in a **shadowy bunker**, framed from the **leader's** shoulder. Composition: **50mm Standard lens**, dirty frame,



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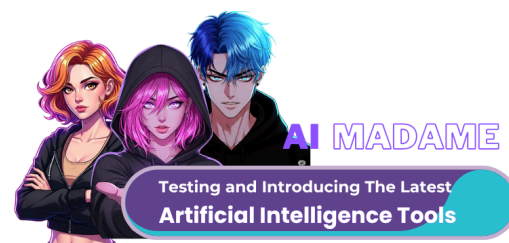
- **模板:**  
“特写镜头[角色], [情感]在他们[动作]时。构图: [镜头]镜头, 紧密框架在脸部, 超浅景深。照明: [照明设备], 柔和的边缘光。风格: 现实主义电影, [纹理细节]。”
- **技术关键词库:**
  - 光学: 85mm定焦镜头, 100mm T2.8, f/1.8光圈, 奶油般的散景, 柔焦渐变。
  - 照明: 伦勃朗照明, 三点布光, 高调补光, 瞳孔中的反光。
  - 表面: 次表面散射(皮肤), 细致的毛孔, 单独的毛囊。
- **示例:**  
“特写镜头疲惫的侦探, 背叛在他眼中, 当他凝视着一个雨水湿滑的窗户。构图: 85mm定焦镜头在f/1.8, 紧密框架, 超浅景深。照明: 伦勃朗布光, 带有冷蓝色边缘光。风格: 现实主义电影, 35mm胶卷颗粒。”

**[一致性核心]。**特写镜头**ELARA**, 决心在她的眼中。85mm定焦镜头, 紧密框架, 超浅景深。照明: 伦勃朗布光, 带有强烈的侧光, 柔和的边缘光。风格: 细致的皮肤毛孔

### 3. 对话双镜头 / 过肩镜头

**目的:** 建立角色之间的联系、视线和关系。

- **模板:**  
“肩上双人镜头, [角色 A] 和 [角色 B] 在 [地点], 从 [A/B的] 肩膀处取景。构图: [镜头] 镜头, 视线匹配, 三分之一法则。光线: **[激励光源]**。”
- **技术关键词库:**
  - 光学: 35mm Summilux, 50mm 标准, T3.5 光圈, 中景。
  - 构图: 脏框(前景肩膀), 视线匹配, 头部空间平衡。
  - 光线: 激励的柔光箱主光, 负填充, 自然阴影。
- **示例:**  
“肩上双人镜头, 一个叛军领袖和一个士兵在一个阴暗的掩体中, 从领袖的肩膀处取景。构图: 50mm 标准镜头, 脏框,



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eye-line match. Lighting: **Warm light from a desk lamp as motivated key.** Style: grounded drama."

**[Consistency Core].** Over-the-shoulder two-shot of **ELARA and KAI** in a **dimly lit airlock**, framed from **ELARA's** shoulder. **50mm lens**, eye-line match. Lighting: **flickering red emergency lights** as motivated key.

#### 4. The Action "Freeze"

**Purpose:** To capture a high-kinetic, energetic moment with maximum clarity.

- **The Template:**  
"[Character] mid-action as they [Action] through [Environment]. Composition: [Lens] lens, [Low/High] angle, strong perspective lines. Lighting: [Contrast Tech]."
- **Technical Keyword Bank:**
  - **Optics:** 24mm Wide-angle, High shutter speed clarity, Low-angle hero perspective.
  - **Visuals:** Leading lines, Particle effects (debris/dust), Diagonal composition.
  - **Color:** High-dynamic range (HDR), Deep blacks, Crushed shadows.
- **The Example:**  
"A samurai mid-action as he **deflects an arrow** in a **snowy courtyard**. Composition: **24mm wide-angle**, extreme low-angle, strong diagonal leading lines. Lighting: **Hard directional sun creating high-contrast HDR**. Style: gritty kinetic realism."

**[Consistency Core].** Tracking shot following **KAI** as he **sprints** down a narrow concrete corridor toward the reactor. **24mm wide-angle lens**, strong perspective lines. Lighting: **Overhead industrial lights streaking** in the dust.

#### 5. Dramatic Reveal / Chiaroscuro

**Purpose:** To build tension or mystery by using extreme light and shadow.



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视线匹配。光线：**来自桌灯的暖光作为激励主光。**风格：**扎根的戏剧。**"

**[一致性核心]。** ELARA和KAI的肩上双镜头在一个昏暗的气闸中，从ELARA的肩膀处取景。50mm镜头，视线匹配。照明：**闪烁的红色紧急灯作为主要光源。**

#### 4. 动作“冻结”

目的：捕捉一个高动能、充满活力的瞬间，确保最大清晰度。

- **模板:**  
"[角色] 在他们[动作] 穿过[环境]时的中间动作。构图: [镜头] lens, [低/高] 角度, 强烈的透视线。光线: [对比技术]。"
- **技术关键词库:**
  - 光学: 24mm广角, 高快门速度清晰度, 低角度英雄视角。
  - 视觉效果: 引导线, 粒子效果 (碎片/灰尘), 对角线构图。
  - 颜色: 高动态范围 (HDR), 深黑色, 压缩阴影。
- **示例:**  
"一名武士在他偏转一支箭时的中间动作在一个雪白的庭院中。构图: 24mm广角, 极低角度, 强烈的对角线引导线。光线: 强烈的方向性阳光创造高对比度HDR。风格: 粗犷的动感现实主义。"

**[一致性核心]。** 跟随KAI 在狭窄的混凝土走廊中向反应堆冲刺的追踪镜头。24mm广角镜头, 强烈的透视线。光线: **头顶工业灯光在灰尘中划过。**

#### 5. 戏剧性揭示 / 明暗对比

目的: 通过极端的光与影来营造紧张感或神秘感。



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- **The Template:**  
"Dramatic shot of **[Subject]** in **[Location]**, background in deep shadow. Composition: **[Lens]** lens, subject centered, negative space. Lighting: **[Lighting Tech]**."
- **Technical Keyword Bank:**
  - **Optics:** 50mm Prime, T1.5 fast lens, Vignette.
  - **Lighting:** Chiaroscuro, Low-key lighting, Single-source spotlight, Hard shadows.
  - **Framing:** Negative space, Silhouette, Obscured foreground.
- **The Example:**  
"Dramatic reveal of an **ornate golden key** on a **wooden table**, background falling into pitch black. Composition: **50mm T1.5 lens**, key centered, heavy vignette. Lighting: **High-contrast chiaroscuro with single-source spotlight**. Style: tense suspenseful cinema."

## 6. Atmospheric Insert (B-Roll)

**Purpose:** To focus on texture and small details that represent a mood or theme.

- **The Template:**  
"Atmospheric close-up of **[Object/Detail]** in **[Location cues]**. Composition: **[Macro Lens]**, extreme shallow DoF. Lighting: **[Texture Lighting]**."
- **Technical Keyword Bank:**
  - **Optics:** 100mm T2.8 Macro, Extreme Close-up (ECU), Micro-texture.
  - **Vibe:** Painterly bokeh, Dreamy halation, Specular highlights, Refractions.
- **The Example:**  
"Atmospheric ECU of **heavy raindrops hitting a pool of oil on asphalt**. Composition: **100mm Macro lens**, extreme shallow DoF, tactile texture. Lighting: **Flickering neon reflections in the water**. Style: poetic painterly realism."

Atmospheric close-up of **orange sand grains grinding** inside a rusted metal gear. **100mm Macro lens**, extreme shallow DoF. Lighting: **Harsh 5000K sun** hitting the rust. Style: tactile texture, poetic realism

## 7. The Montage Beat



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- **模板:**  
"戏剧性的镜头，拍摄**[主题]**在**[地点]**，背景深处阴影。构图：**[镜头]**镜头，主体居中，负空间。照明：**[照明技术]**。"
- **技术关键词库:**
  - 光学：**50mm 定焦镜头**，**T1.5 快速镜头**，**渐晕**。
  - 照明：**明暗对比**，**低调照明**，**单一光源聚光灯**，**硬阴影**。
  - 构图：**负空间**，**轮廓**，**被遮挡的前景**。
- **示例:**  
"戏剧性揭示一把华丽的金钥匙放在木桌上，背景陷入漆黑。构图：**50mm T1.5 镜头**，**钥匙居中**，**重渐晕**。照明：**高对比度的明暗对比**，**配合单一光源聚光灯**。风格：**紧张悬疑的电影**。"

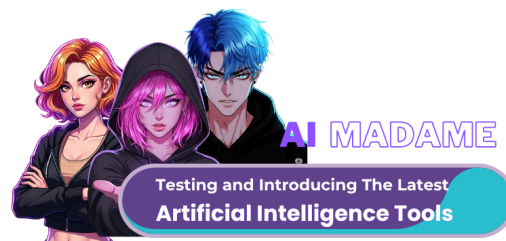
## 6. 大气插入 (B-Roll)

目的：专注于代表情绪或主题的纹理和细节。

- **模板:**  
氛围特写**[物体/细节]**在**[位置提示]**。构图：**[微距镜头]**，**极浅的景深**。光线：**[纹理光照]**。
- **技术关键词库:**
  - 光学：**100mm T2.8 微距**，**极近特写 (ECU)**，**微纹理**。
  - 氛围：**绘画般的散景**，**梦幻的光晕**，**高光**，**折射**。
- **示例:**  
**氛围ECU重雨滴击打沥青上油池**。构图：**100mm 微距镜头**，**极浅的景深**，**触感纹理**。光线：**水面上闪烁的霓虹反射**。风格：**诗意的绘画现实主义**。

氛围特写**橙色沙粒**在**生锈的金属齿轮**内研磨。100mm微距镜头，极浅的景深。光线：**刺眼的5000K阳光**照射在锈迹上。风格：**触感纹理**，**诗意现实主义**。

## 7. 蒙太奇节拍



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**Purpose:** To create a bold, stylized, and high-energy image for fast-paced sequences.

- **The Template:**  
"[Description of Moment], showing [Character] in [Situation]. Composition: [Bold Angle], stylized lens. Color: [Palette/LUT]."
- **Technical Keyword Bank:**
  - **Optics:** Dutch angle (15-degree tilt), Fish-eye lens, Wide-angle distortion.
  - **Grade:** Cross-processed color, Aggressive LUT, High saturation, Heavy film grain.
- **The Example:**  
"A boxer throwing a final punch, sweat flying in the air. Composition: Dutch angle tilt, fish-eye lens distortion. Color: High-saturation technicolor palette with heavy 35mm grain. Style: music-video style montage."

## 🧑‍🎨 Phase 2: Casting & Identity Locking (The Actor)

**Goal:** Define the "Genetic Code" of your character so they never "morph."

### 8. The Master Character Bible (From Scratch)

- **Template:** "Create a detailed character reference sheet of one [Age, Gender, Ethnicity, Style] character. Show 5 panels: front full-body, side full-body, back full-body, and two close-up headshots (front and 3/4 view). Keep the exact same face, bone structure, eye shape, nose, lips, skin tone, and hairstyle in every panel. Neutral pose, [Technical Lighting], [Background Specs], consistent proportions, art-book layout."
- **Technical Keyword Bank:** Orthographic views, Anatomical symmetry, Subsurface scattering (skin), Flat studio lighting (5500K), Neutral gray background, High-resolution textures, Identical facial geometry.
- **The Example:** "Character reference sheet: \*\*45-year-old Scandinavian male explorer\*\*. 5 panels: front/side/back/headshots. \*\*Identical weathered skin texture and sharp jawline\*\*. Lighting: \*\*Flat 5500K studio lighting\*\*. Background: \*\*Neutral light gray\*\*."



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**目的:** 创建一个大胆、风格化和高能量的图像，以适应快速节奏的序列。

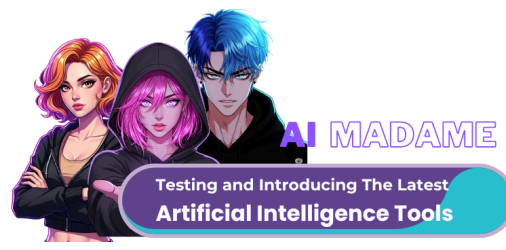
- **模板:**  
“时刻描述”，展示[角色]在[情境]中。构图：[大胆角度]，风格化镜头。颜色：[调色板/LUT]。
- **技术关键词库:**
  - **光学:** 荷兰角度（15度倾斜），鱼镜头，广角畸变。
  - **等级:** 交叉处理色彩，激进的LUT，高饱和度，重胶卷颗粒。
- **示例:**  
“一名拳击手挥出最后一击，汗水在空中飞舞。构图：荷兰角度倾斜，鱼镜头畸变。颜色：高饱和度的技术彩色调色板，带有重35mm颗粒。风格：音乐视频风格的蒙太奇。”

## 🧑‍🎨 第二阶段：选角与身份锁定（演员）

**目标:** 定义你角色的“基因密码”，使其永远不“变形”。

### 8. 大师角色圣经（从零开始）

- **模板:** “创建一个详细的角色参考表，包含一个[年龄，性别，种族，风格]角色。展示5个面板：正面全身，侧面全身，背面全身，以及两个特写头像（正面和3/4视角）。在每个面板中保持完全相同的面孔、骨骼结构、眼形、鼻子、嘴唇、肤色和发型。中性姿势，[技术照明]，[背景规格]，一致的比例，艺术书布局。”
- **技术关键词库:** 正投影视图，解剖对称，次表面散射（皮肤），平面工作室照明（5500K），中性灰色背景，高分辨率纹理，相同的面部几何。
- **示例:** “角色参考表: \*\*45岁斯堪的纳维亚男性探险家\*\*。5个面板：正面/侧面/背面/头像。 \*\*相同的风化皮肤纹理和锋利的下颌线\*\*。光照: \*\*平坦5500K摄影棚灯光\*\*。背景: \*\*中性浅灰色\*\*。”



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Create a detailed character reference sheet of one **45-year-old female lead, gaunt face, salt-and-pepper hair in a tight military braid. She wears a heavy industrial exosuit and has a weathered mechanical prosthetic right hand.** Show 5 panels: front, side, back, and two close-ups. **Technical:** Neutral pose, **5500K studio lighting**, plain gray background, **identical bone structure** in all panels, 8K

## 9. Master Character Bible (From Image)

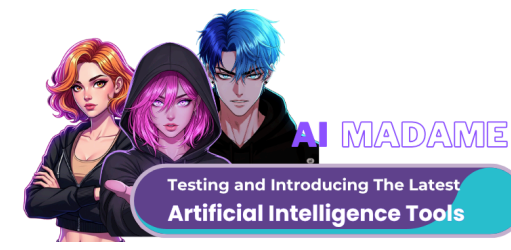
- **Purpose:** To lock a character based on an existing generation.
- **The Template:** Create a 5-panel character reference sheet based on the [Uploaded Image]. Maintain 1:1 facial bone structure and outfit textures. Show front/side/back/headshots.

## 10. The Actor's Multi-Emotion Grid

- **Template:** "4x4 grid of the same [Character Description]'s face, 16 distinct emotions: [Emotion List]. Consistent hairstyle and lighting, neutral background, [Lens] close-up portraits, each square clearly labeled with white text below the face."
- **Technical Keyword Bank:** Facial muscle deformation, Micro-expression accuracy, 85mm Prime lens, Catchlight consistency, Grid topology, Text labels.
- **The Example:** "4x4 grid of the **\*\*Scandinavian explorer\*\***. 16 emotions: joy, betrayal, fear, etc. **\*\*85mm Prime lens\*\***, **\*\*identical skin pores and beard density\*\***. Each square labeled with white text. 4K."

## 11. The "Consistency Core" Clause (CRITICAL)

- **The Technical Block:** "[Consistency Core]: Use the uploaded character reference sheet as the primary identity source. Force-match the facial bone structure, eye-to-nose ratio, skin melanin levels,



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创建一份详细的人物参考表，描述一位**45岁的女性主角，面容消瘦，头发为盐和胡椒色，扎成紧致的军用辫子。她穿着一套重型工业外骨骼，并且有一副风化的机械手臂。**

义肢右手。展示5个面板：正面、侧面、背面和两个特写。技术要求：中性姿势，5500K摄影棚灯光，纯灰色背景，所有面板的骨骼结构相同，8K

## 9. 主角角色圣经（来自图像）

- **目的：**基于现有的生成来锁定一个字符。
- **模板：**根据[上传的图像]创建一个5面板的人物参考表。保持1:1的面部骨骼结构和服装纹理。展示正面/侧面/背面/头像。

## 演员的多情感网格

- **模板：**“4x4网格中相同[角色描述]的面孔，16种distinct情感：[情感列表]。发型一致且照明，中性背景，[镜头]特写肖像，每个方框下方用白色文字清晰标注。”
- **技术关键词库：**面部肌肉变形，微表情准确性，85mm定焦镜头，高光一致性，网格拓扑，文本标签。
- **示例：**“**\*\*斯堪的纳维亚探险家\*\***的4x4网格。16种情感：快乐、背叛、恐惧等。**\*\*85mm定焦镜头\*\***，**\*\*相同的皮肤毛孔和胡须密度\*\***。每个方框用白色文字标注。4K。”

## 11. “一致性核心”条款（关键）

- **技术块：**“[一致性核心]：使用上传的角色参考表作为主要身份来源。强制匹配面部骨骼结构、眼鼻比例、皮肤黑色素水平，



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and hair follicle pattern. Do not allow identity drift. Maintain 1:1 likeness to the reference image across all camera angles and lighting setups."

## Phase 3: World Building (The Set)

**Goal:** Scout your "Virtual Location" before the actors arrive.

### 12. Modular Set Designer (World Bible)

- **Template:** "Design a production 'world bible' sheet for [Location Name]. Create 8 panels on a single page: Panel 1: wide view. Panel 2: reverse angle. Panels 3-4: corner details. Panel 5: low-angle ceiling. Panel 6: top-down. Panel 7: texture detail. Panel 8: hero angle. [Technical Perspective], identical style."
- **Technical Keyword Bank:** Architectural blueprints, Material shaders, Global illumination, Orthographic projection, Texture mapping (concrete/metal/wood), Symmetrical layout.
- **The Example:** "World bible: \*\*Cyberpunk medical lab\*\*. 8 panels including \*\*reverse angles and top-down floorplan\*\*. \*\*Brushed steel and glass material shaders\*\*. Shared \*\*cool cyan global illumination\*\*."

Design a production 'world bible' sheet for the **Reactor Room**. 8 panels: wide view, reverse angle, corner detail of rusted concrete, top-down floorplan. **Identical industrial aesthetic and 5000K global illumination.**

### 13. Time-of-Day Continuity Test

- **Template:** "Create a 4-panel 'time of day' sheet for [Location]. Panel 1: dawn (soft cool light). Panel 2: noon (hard overhead). Panel 3: golden hour (warm directional). Panel 4: night (artificial lighting). [Technical Geometry] must stay identical."



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和毛囊模式。不要允许身份漂移。保持  
在所有相机角度和照明设置下与参考图像的1:1相似度。”

## 阶段3：世界构建（场景）

目标：在演员到达之前勘察你的“虚拟地点”。

### 12. 模块化设置设计师（世界圣经）

- 模板：“为[地点名称]设计一份生产‘世界圣经’表。创建8个面板在一页上：面板1：广角视图。面板2：反向角度。面板3-4：角落细节。面板5：低角度天花板。面板6：俯视图。面板7：纹理细节。面板8：英雄角度。[技术视角]，风格一致。”
- 技术关键词库：建筑蓝图，材质着色器，全局光照，正投影，纹理映射（混凝土/金属/木材），对称布局。
- 示例：“世界圣经：\*\*赛博朋克医疗实验室\*\*。8个面板包括\*\*反向角度和俯视平面图\*\*。\*\*拉丝钢和玻璃材质着色器\*\*。共享\*\*冷青色全局光照\*\*。”

为反应堆室设计一份生产‘世界圣经’表。8个面板：广角视图，反向角度，锈蚀混凝土的角落细节，俯视平面图。一致的工业美学和5000K全局光照。

### 13. 时间连续性测试

- 模板：“为[地点]创建一份4面板的‘时间段’表。面板1：黎明（柔和的冷光）。面板2：正午（强烈的顶光）。面板3：黄金时刻（温暖的方向光）。面板4：夜晚（人造光照）。[技术几何]必须保持一致。”



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- **Technical Keyword Bank:** Kelvin temperature (3200K - 7000K), Volumetric fog, Long-shadow rendering, High-noon contrast, Ray-traced reflections.

4-panel 'time of day' sheet for the **Outpost Exterior**. Panel 1: Dawn (7000K cool). Panel 2: Noon (5000K harsh). Panel 3: Golden Hour (3200K warm). Panel 4: Night (Dark/Neon). Architecture stays identical.

#### 14. The Material Bible (Macro Texture Reference)

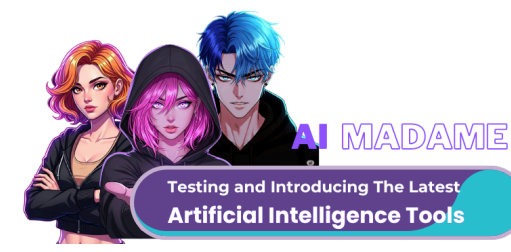
- **Purpose:** To lock the "DNA" of your surfaces so the sand and metal look identical in every shot.
- **The Template:** "Create a 4-panel material texture reference sheet for [Material]. Panel 1: Macro. Panel 2: Angled. Panel 3: Interaction with [Element]. Panel 4: Flat sample. [Technical: PBR Shaders]."
- **The Example:** "[Consistency Core Scene 1]. 4-panel material sheet for **corroded industrial iron and orange silica sand**. Panel 1: Extreme macro of pitted rust. Panel 2: Sand grains trapped in metal teeth. Panel 3: Scratched metal surface. 8K hyper-realism."

## Phase 4: Storyboarding & Blocking (The Layout)

Goal: Test the "Edit" and the "Flow" of your scene.

#### 15. Camera-Language Storyboard Grid

- **Template:** "Create a 3x3 cinematic storyboard grid exploring different camera framings of [Scene]. Row 1: wide. Row 2: medium. Row 3: close-ups. Keep character identities and environment consistent. [Technical Specs: 16:9 panels, white gutters]."
- **Technical Keyword Bank:** 16:9 Aspect ratio, White gutters (spacing), Rule of thirds framing, Sequential logic, Focal length variation.
- **The Example:** "3x3 storyboard: **\*\*Character escaping a burning building\*\***. Row 1: **\*\*24mm wide shots\*\***. Row 2: **\*\*50mm medium shots\*\***. Row 3: **\*\*100mm macro inserts\*\***."



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- 技术关键词库：开尔文温度（3200K - 7000K），体积雾，长影渲染，正午对比，光线追踪反射。

4面板“日间时间”表用于前哨外观。面板 1：黎明（7000K冷）。面板 2：正午（5000K刺眼）。面板 3：黄金时刻（3200K温暖）。面板 4：夜晚（黑暗/霓虹）。建筑保持一致。

#### 14. 材料圣经（宏观纹理参考）

- 目的：锁定表面的“DNA”，使沙子和金属在每个镜头中看起来一致。
- 模板：“为[材料]创建一个4面板材料纹理参考表。面板 1：宏观。面板 2：角度。面板 3：与[元素]的互动。面板 4：平面样本。[技术：PBR 着色器].”
- 示例：“[一致性核心场景 1]. 针对腐蚀的**工业铁和橙色硅砂的4面板材料表**。面板 1：凹坑锈蚀的极端特写。面板 2：金属齿中夹杂的沙粒。面板 3：划伤的金属表面。8K 超现实主义。”

## 阶段 4：分镜头脚本与布置（布局）

目标：测试场景的“编辑”和“流畅性”。

#### 15. 摄影机语言分镜头网格

- 模板：“创建一个3x3的电影分镜头网格，探索[场景]的不同摄影机构图。第1行：广角。第2行：中景。第3行：特写。保持角色身份和环境的一致性。[技术规格：16:9面板，白色间隔].”
- 技术关键词库：16:9 纵横比，白色间隔（间距），三分之一构图，顺序逻辑，焦距变化。
- 示例：“3x3分镜头：**\*\*角色逃离燃烧的建筑\*\***。第1行：**\*\*24mm广角镜头\*\***。第2行：**\*\*50mm中景镜头\*\***。第3行：**\*\*100mm微距插图\*\***。”



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3x3 cinematic storyboard grid of **KAI sprinting to the generator**. Row 1: 24mm Wide. Row 2: 50mm Mediums. Row 3: 100mm Macro of his boots. **Keep KAI's (Image 2) identity and jumpsuit consistent across all 9 panels**

## 16. Shot-Sequence Contact Sheet

**Purpose:** To map a single continuous movement across multiple frames. This ensures that if Elara jumps in Frame 1, she is landing in Frame 9 with the same physics.

- **The Template:** > "Create a cinematic contact sheet of 9 frames showing a single continuous take of **[Character]** performing **[Action]**. Frame 1: start. Frame 5: mid-point. Frame 9: conclusion. **[Technical: Identical identity, consistent focal length, high-shutter speed clarity]**. 16:9 panels, white gutters."
- **The Example (The Chasm Leap):**

"**[Consistency Core Image 1]**. Create a cinematic contact sheet of **9 frames** from a continuous take of **ELARA leaping over a collapsing floor**. Frame 1: The run-up. Frame 5: Mid-air extension. Frame 9: The heavy landing. **Perfect consistency of her mechanical hand and canvas cloak across all frames**. 24mm wide-angle lens, gritty kinetic realism."

## 17. Blocking + Timing Animatic

**Purpose:** To define the "beats" and the specific timing (in seconds) for the final video render. This is what you give to a Video AI to tell it how long a shot should last.

- **The Template:** > "Create a 6-panel horizontal storyboard strip with precise timing notes for **[Scene Description]**. **0-1s:** [Action A]. **1-3s:** [Action B]. **3-5s:** [Action C]. **[Technical: Lighting continuity, eye-line match, 16:9 aspect ratio]**."
- **The Example (The Window Breach):**

"**[Consistency Core Image 2]**. Create a 6-panel horizontal storyboard strip of **the airlock window breaching**. **0-1s:** Medium shot, Kai freezes. **1-3s:** Close-up, glass spider-webbing in his reflection. **3-5s:** Wide shot, the orange storm bursts through. **High-contrast lighting, 5000K sunlight**. 16:9 panels."



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3x3 电影分镜网格，KAI 奔向发电机。行 1: 24mm 广角。行 2: 50mm 中焦。行 3: 100mm 微距拍摄他的靴子。在所有 9 个面板中保持 KAI (图像 2) 的身份和连体衣一致。

## 16. 镜头序列接触表

目的：在多个画面中映射一个连续的动作。这确保了如果 Elara 在第 1 帧跳跃，她将在第 9 帧以相同的物理效果着陆。

- 模板：> “创建一个包含 9 帧的电影接触表，展示一个连续的 [角色] 执行 [动作]。第 1 帧：开始。第 5 帧：中间点。第 9 帧：结尾。[技术：身份一致，焦距一致，高快门速度清晰度]。16:9 面板，白色边距。”
- 示例（深渊跳跃）：

"**[一致性核心图像 1]**。创建一个包含 9 帧的电影接触表，来自于 ELARA 跳过崩塌地板的连续拍摄。第 1 帧：助跑。第 5 帧：空中伸展。第 9 帧：重重着陆。在所有帧中，她的机械手和帆布斗篷完美一致。

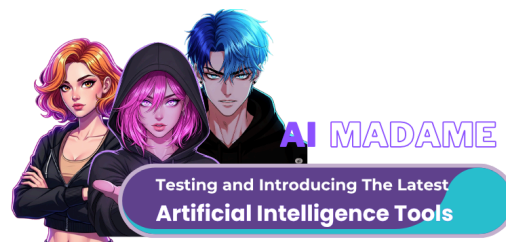
24mm 广角镜头，粗犷的动感现实主义。”

## 17. 阻塞 + 时间动画

目的：定义最终视频渲染的“节拍”和具体时长（以秒为单位）。这就是你给视频人工智能的指示，告诉它一个镜头应该持续多长时间。

- 模板：> “创建一个包含精确时间备注的 6 面板横向故事板条用于 [场景描述]。0-1 秒：[动作 A]。1-3 秒：[动作 B]。3-5 秒：[动作 C]。[技术：光线连续性、视线匹配、16:9 宽高比]。”
- 示例（窗户突破）：

"**[一致性核心图像 2]**。创建一个关于空气锁窗户突破的 6 面板横向故事板条。0-1 秒：中景，凯停住。1-3 秒：特写，玻璃在他的倒影中出现蜘蛛网状裂纹。3-5 秒：广角镜头，橙色风暴冲破而出。高对比度光照，5000K 阳光。16:9 面板。”



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## Phase 5: Multi-Character Directing (The Staging)

**Goal:** Manage multiple actors without them "merging" or looking messy.

### 18. Known Characters in One Scene

- **Template:** "Cinematic [Shot Type] of [Location] featuring: [Character A from Image 1] at [Position], [Character B from Image 2] at [Position]. Use images as exact identity references. [Technical Staging: Eye-line match, Z-axis depth]."
- **Technical Keyword Bank:** Z-axis depth (foreground/background separation), Eye-line match, Spatial orientation, Shallow DoF on Character A, Triangular blocking.
- **The Example:** "Medium shot: \*\*The explorer (Image 1) arguing with the pilot (Image 2)\*\*. \*\*Eye-line match: Explorer looks up-left, Pilot looks down-right\*\*." \*\*50mm T2.8 lens\*\*."

**[Consistency Core].** Medium shot of the Reactor Room. ELARA (Image 1) in the foreground, sharp focus. KAI (Image 2) in the background, out of focus. **Eye-line match: ELARA looks down-right at KAI.** 35mm lens, high-contrast lighting.

### 19. Triple-Reference Staging

- **Purpose:** Using two character bibles + one world reference.
- **Template:** [Consistency Core A + B + C]. Over-the-shoulder shot of [A] and [B] in [Location]. Match style of Image C.
- **Unified Example:** "[Consistency Core A+B+C]. Over-the-shoulder of ELARA and KAI in the airlock. Match the concrete texture and 5000K light from Scene 1."

### 20. Group Dialogue Blocking

- **The Template:** "Over-the-shoulder shot of five characters in [Location]. Character A and B in foreground, C-D-E in background."



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## 阶段5：多角色导演（布景）

**目标：**管理多个演员，使他们不会“融合”或显得杂乱。

### 18. 同一场景中的已知角色

- **模板：**“电影风格的[镜头类型]在[地点]中呈现：[图像1中的角色A]在[位置]，[图像中的角色B]在[位置]处使用图像作为准确的身份参考。[技术分阶段：视线匹配，Z轴深度]。”
- **技术关键词库：**Z轴深度（前景/背景分离），视线匹配，空间方向，角色A的浅景深，三角形阻挡。
- **示例：**“中景：\*\*探险者（图像1）与飞行员（图像2）争论\*\*。”\*\*视线匹配：探险者向左上方看，飞行员向右下方看\*\*。”\*\*50mm T2.8 镜头\*\*。”

**[一致性核心]。**反应堆室的中景。ELARA（图像1）在前景，清晰对焦。KAI（图像2）在背景，模糊不清。视线匹配：ELARA向右下方看向KAI。35mm镜头，高对比度照明。

### 三重参考分期

- **目的：**使用两个角色圣经 + 一个世界参考。
- **模板：**[一致性核心 A + B + C]。在[地点]拍摄[A]和[B]的肩上镜头。匹配图像 C 的风格。
- **统一示例：**“[一致性核心 A+B+C]。在气闸内的ELARA和KAI的肩膀上。匹配混凝土纹理和 5000K光来自场景1。”

### 20. 群体对话布置

- **模板：**“五个角色的肩上拍摄 [地点]。角色A和B在前景，C-D-E在背景。”



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Maintain clear eye lines and body orientation. Naturalistic staging."

- **Keywords:** Triangular blocking, Shallow focus on speaker, Symmetrical arrangement, Staged depth.

Medium two-shot of **ELARA and KAI** huddling by a flickering monitor. **ELARA (foreground-right)** pointing at a screen, **KAI (background-left)** looking on with panic. **35mm lens**, eye-line match. Lighting: **Cool blue holographic glow** on their faces

## 21. Multi-Character Interaction (Action Staging)

- **Purpose:** To define physical contact or close-proximity action between two locked actors.
- **The Template:** "Cinematic action shot: [Character A] and [Character B] performing [Shared Action]. [Technical: Tangential contact, shared physics, lighting wrap]."
- **The Example:** "[Consistency Core Image 1 + Image 2]. **ELARA** grabbing **KAI** by his jumpsuit to pull him away from the breach. **35mm lens**, shallow DoF. Lighting: The orange storm light wraps around both characters. Style: Gritty realistic action."

## 🎬 Phase 6: Animation Prep (The Hand-off)



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保持清晰的视线和身体方向。自然的布景。"

- **关键词:** 三角布置, 聚焦于发言者, 对称排列, 布景深度。

ELARA和KAI的中景双人镜头在闪烁的显示器旁边聚在一起。ELARA (前景右侧) 指着屏幕, KAI (背景左侧) 惊慌地看着。35mm镜头, 视线匹配。照明: 冷蓝色全息光照射在他们的脸上

## 21. 多角色互动 (动作布置)

- **目的:** 定义两个锁定演员之间的身体接触或近距离动作。
- **模板:** “电影动作镜头: [角色A]和[角色B]执行[共享动作]。[技术: 切线接触, 共享物理, 光照包裹]。”
- **示例:** “[一致性核心图像1 + 图像2]。ELARA抓住KAI的飞行服, 将他拉离缺口。  
。35mm镜头, 浅景深。光照: 橙色风暴光环绕着两个角色。风格: 粗犷现实的动作。”

## 🎬 阶段6: 动画准备 (交接)



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Goal: Prepare keyframes for video models like **Veo** or **Kling**.

## 22. Vertical Anchor Stack

- **Template:** "A vertically stacked diptych in a 1:1 square aspect ratio. Top Panel (16:9): [Characters] in start pose. Bottom Panel (16:9): Same [Characters] in end pose. [Technical Continuity: 1:1 Identity Lock, shared lighting, matching 16:9 composition]."
- **Technical Keyword Bank:** Vertical diptych, 16:9 panels, Stacked storyboard, Identity Anchor, 1:1 container.
- **The Example:** > "Vertically stacked diptych, 1:1 ratio. Top Panel (16:9): (Character A: Tactical officer, matte black helmet) and (Character B: Young scout, red bandana) stacked at a closed door. Bottom Panel (16:9): The same two characters standing inside the room with weapons raised. Identical armor textures, 1:1 facial features, 16:9 native frame for both panels."

## 23. Image-to-Video Camera Direction (FOR VIDEO MODELS)

- **Template:** "Use the character and style from the uploaded image. Camera: [Dolly-in / Orbit / Crane-up] while the character [Action]. Maintain 1:1 style and lighting consistency."
- **Technical Keyword Bank:** Dolly-in (Z-axis push), Lateral truck (X-axis), Orbit (circular path), Handheld-jitter, Parallax effect



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目标：为视频模型如**Veo** 或**Kling**准备关键帧。

## 22. 垂直锚点堆叠

- **模板：**“一个垂直堆叠的二联画，比例为1:1的正方形。上面面板（16:9）：[角色]处于起始姿势。下面面板（16:9）：相同的[角色]处于结束姿势。[技术连续性：1:1身份锁，共享光照，匹配16:9构图]。”
- **技术关键词库：**垂直二联画，16:9面板，堆叠故事板，身份锚点，1:1容器。
- **示例：**> “垂直堆叠的二联画，1:1比例。上面面板（16:9）：（角色A：战术官，哑光黑色头盔）和（角色B：年轻侦察员，红色头巾）堆叠在一扇关闭的门前。”

底部面板（16:9）：同样的两个角色站在房间内，举起武器。相同的盔甲纹理，1:1的面部特征，两个面板均为16:9原生框架。

## 23. 图像到视频相机方向（适用于视频模型）

- **模板：**“使用上传图像中的角色和风格。”  
**相机：**[推拉镜头 / 横移 / 升降机]，同时角色[动作]。保持1:1的风格和光照一致性。
- **技术关键词库：**推拉镜头（Z轴推），横移（X轴），轨道（圆形路径），手持抖动，视差效果