BRUCE'S BESPOKE BRANDS

10 SMALL STEPS • THE COMPLETE VISUAL FIELD GUIDE

CREATE YOUR OWN CINEMATIC TRANSFORMATION VIDEO



START HERE →
One scene. One useful test.

Follow this short route first. The ten-step workshop and original briefs are your reference library.

01.

NAME ONE ACTION • p. 7

A sleeve forms, a room becomes a forest, or a camera passes a prop. Choose one success check and a retry limit.

02.

APPROVE THE LOOK • p. 17

Take your face/body/prop photos. Create one character master, then only the extra views the shot needs.

03.

CHOOSE THE MOVEMENT • p. 33

For a first test, animate one approved picture. To copy a real action, use your recording in a workflow that accepts it.

04.

PERSONALIZE THE BRIEF • p. 62

Use the short template below. Replace every bracket. Your words and attached picture should describe the same person and objects.

05.

REVIEW, TRIM, EXPORT • p. 35

Check face, hands, outfit and prop. Keep the strongest seconds; edit, add cleared sound and play the saved export.

YOUR FIRST PROMPT • ANIMATE A STILL

Animate the attached approved image of [your character]. Keep [face, outfit and prop details] consistent. Show only [one visible action]. Use [a steady camera OR one simple camera move]. Keep the background stable. No new objects. Silent output. Aim for five seconds, using a length your tool supports.

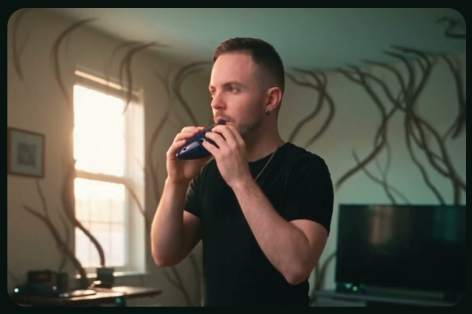
DONE WHEN: the action reads clearly and the person and prop stay recognizable.

Choose your route →

AI help + lightweight text file: p. 80 →

Rather have your AI guide the process?

Start small. Choose how much guidance you want.



START



CHANGE



FINISH

My Zelda-inspired film is one case study. Bring your own subject and theme. Generated film stills show appearance; motion and sound need separate review.

BEFORE YOU START • YOUR LEVEL + TOOLS

Starter-friendly first test; Builder-level full project. Follow the lessons at your own pace. Bring your idea and suitable references. Generating and finishing a clip needs image/video tools and an editor; subscriptions and credits are separate.

THE PAID AI DIRECTOR KIT

Less setup. A clearer next step.

Attach one kit file to your AI assistant, or paste it. It helps plan your scene, asks for essential details and references, drafts prompts, and guides approvals, review and the next test.

Includes a record you save, spend/retry checkpoints, recovery guidance and a visual desk guide.

YOU PROVIDE. YOU REVIEW. YOU APPROVE.

Supply your references and approve the look and spending. Tools and credits are separate. The kit guides the work; generation, editing and inspection depend on your tools. It does not guarantee a finished video.

AI DIRECTOR KIT • VIEW ON SHOPIFY →

Paid kit on Shopify. Free route: p. 2. Clickable workshop map: p. 4.

YOUR FILM. TEN SMALL STEPS.

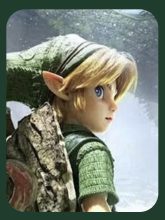
Pick the step you're doing. Each button opens the lesson and examples.
Start at 01 if this is your first transformation video.



01 Choose your film

One idea. One short test.

OPEN THIS STEP → LESSONS →



02 Gather visual inspiration

Turn what you see into directions.

OPEN THIS STEP → LESSONS →



03 Build your character

One person. Consistent views.

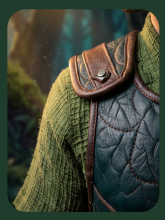
OPEN THIS STEP → LESSONS →



04 Record the real action

Your playing, your hands, your prop.

OPEN THIS STEP → LESSONS →



05 Make your first AI clip

Add the right inputs. Test one action.

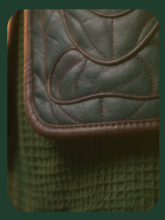
OPEN THIS STEP → LESSONS →



06 Make the camera travel

Show the clothes, shield and player.

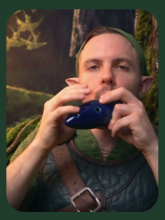
OPEN THIS STEP → LESSONS →



07 Build the video edit

Select, arrange, trim and match.

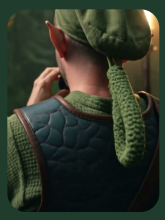
OPEN THIS STEP → LESSONS →



08 Add music and sound

Give each sound a visible reason.

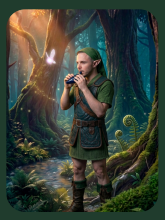
OPEN THIS STEP → LESSONS →



09 Review and export

Find the weak spots. Check the file.

OPEN THIS STEP → LESSONS →



10 Make your own version

Use the templates. Share what you learn.

OPEN THIS STEP → LESSONS →

All lessons and prompts →

Independent fan-inspired case study • Nintendo references: see ownership notice

Need a specific detail?

Key lessons open directly. The character workshop links its reference steps. Use the ten-step map for the simple route.

01 Choose your film

07 Ready before you spend credits
08 Your first win. Your next audience.
09 Pictures, clips and real movement.
10 See the edit. Know the words.
11 Your small creative toolkit

02 Gather visual inspiration

13 Look at the materials
14 See it. Name it. Describe it.
15 Build the outfit brief

03 Build your character

17 First, collect your character references.
19 Make your starting character picture.
21 Create your costume reference
22 One character. Separate view prompts.
25 Build the sheet. Keep the separate views.
26 Check what stayed the same
27 Pack your character references

04 Record the real action

29 Keep the instrument consistent
30 Record a believable performance
31 Show the fingers separately

05 Make your first AI clip

33 One real clip. Follow the recipe.
34 The exact example prompt, in one place
35 Watch it. Trim it. Finish one test.
36 Copy your playing into the scene
37 Decide what must stay the same
38 Give every shot a job
39 Make one clip. Check it.
40 Pick the right kind of generation

06 Make the camera travel

42 Let the shield tell the story
43 Give the camera a simple route
44 Move around a living performance

07 Build the video edit

46 Bring in only your best takes
47 Make the sequence make sense
48 Arrange your first cut
49 Keep the good seconds
50 Help neighboring shots match

08 Add music and sound

52 Let the music lead
53 Make the world feel alive
54 Place sound on the action

09 Review and export

56 Export. Watch. Listen.
57 See the actual problem
58 Keep this. Change that.
59 Make the next version stronger
60 Spend on a clear improvement

10 Make your own version

62 Write your own five-second scene
63 Change the right parts. Keep the logic.
64 Your first-scene checklist
65 Open the right file. Practise the right task.
66 The Bespoke method behind the film
67 A quick note on ownership and use.
68 Keep your recipe and evidence
69 Opening transformation
71 Real performance transfer
73 Shield camera sweep
75 Playing orbit
77 Hat formation troubleshooting

Back to the ten-step map →

01

THE TRANSFORMATION FIELD GUIDE

ONE IDEA. ONE SMALL SCENE.

Choose a clear action before you build a whole world.

IN THIS SECTION

The brief

Your toolkit

The first test

BEGIN THIS STEP →



FRAME FROM THE FINISHED GENERATED FILM

STEP 01 / 10 • CHOOSE YOUR FILM

Ready before you spend credits

WHAT YOU'LL LEARN

Gather only what the first short scene needs.

1. Tools and access

A phone camera, an image/video generation account and an editor such as Videoleap, Final Cut Pro or another timeline editor. Choose a workflow that accepts your required inputs. Check its displayed price before submitting a test.

2. Your small input folder

One approved identity/character reference, costume or material inspiration, and real prop photos if the object matters. Add a real performance video only when your chosen workflow uses recorded movement.

3. Set a retry limit

Choose your maximum spend and number of attempts before starting. Use the spending planner in Step 9. Start with one small action so each test gives you a useful answer.

4. Write one visible action

Example: "A coarse green sleeve weaves into finished cloth while I keep playing." Avoid combining the forest, hat, shield and whole costume in the first test.

5. Know your success check

The person stays recognizable, the action reads clearly, and the prop stays the same. A shorter convincing moment is a successful first result.

6. Save in a simple order

Make your own project folders: inputs, generated takes, selected clips, audio and exports. Keep your original files and the editable project. Use the checklist in this guide to track your progress.



PAGE SUMMARY

You are ready when you can name the action, identify your inputs and save your result.

Your first win. Your next audience.

WHAT YOU'LL LEARN

Choose a small result, then share it with the right context.

Brand-new to this?

Record a short clip on your phone and practise importing, trimming and exporting it in your editor. Then create an approved character picture and try one generated shot. No sample video is required to use this guide.

For LinkedIn readers

Show the interesting result early, then explain the creative problem, a decision and a lesson. Be honest about AI and imperfections. Give the free guide a clear role: help someone make their first test.

Make it readable without sound

If you add speech, provide accurate captions. Keep important text and faces away from interface edges. Preview on a phone. For a music-only film, a short on-screen line can establish the idea without covering the visual.

Already comfortable editing?

Jump to the complete example in Step 5. Study the pictured input and historical prompt, then use your own approved image and personal details. Review each generated result before editing.

For YouTube viewers

A Short can show the transformation; a longer video can explain the process. For a long tutorial, show the finished moment, then inputs, one test, a correction and the edit. Add chapters and a clear resource link.

Choose the format deliberately

YouTube treats square or vertical videos up to three minutes as Shorts under its current guidance. A landscape tutorial is a separate deliverable: reframe intentionally rather than stretching the vertical film. Check platform previews before publishing.

YOUTUBE SHORTS HELP →

LINKEDIN VIDEO HELP →

PAGE SUMMARY

First make one clear scene. Then choose a LinkedIn post, a YouTube Short or a longer explanation.

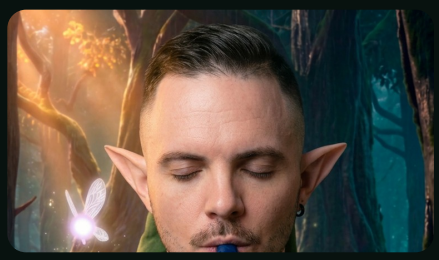
Pictures, clips and real movement.

WHAT YOU'LL LEARN

Understand the terms before you follow the software steps.

THREE INPUTS. THREE DIFFERENT JOBS.

A PICTURE SHOWS THE LOOK



YOUR PICTURE

Reference image = the picture you give the tool so it can follow a face, outfit or object.

EXAMPLE: your approved character picture

A STILL CAN BECOME A MOVING SHOT



ONE PICTURE → NEW MOVEMENT

Animate a still = ask the tool to invent movement from one picture. It can invent hand and prop details too.

EXAMPLE: three frames from a generated orbit

A REAL VIDEO CAN GUIDE MOVEMENT

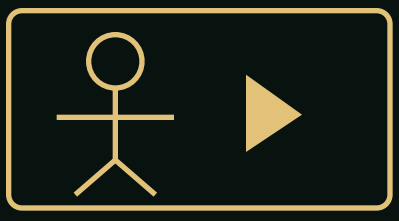


ILLUSTRATION: YOUR REAL VIDEO

Motion transfer = use your real recording for movement and a character picture for appearance. The tool must support both.

EXAMPLE: your recording supplies the timing

PAGE SUMMARY

The picture tells the tool the look. A real performance video can guide the movement.

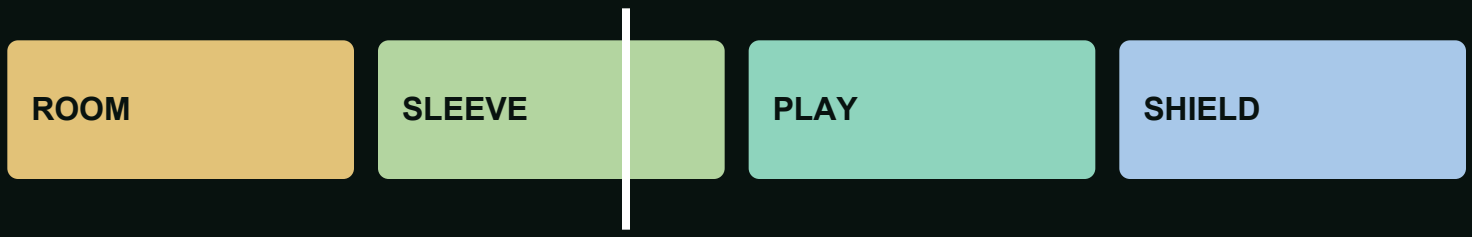
See the edit. Know the words.

WHAT YOU'LL LEARN

Recognize the timeline, playhead, trim and audio tracks before using an editor.

THE TIMELINE = CLIPS ARRANGED IN ORDER

Read left to right. Each block below is a piece of your video.



PLAYHEAD = YOU ARE WATCHING HERE

Move this marker to preview a different moment. It does not change the clip by itself.

TRIM = KEEP ONLY THE GOOD SECONDS



Move the beginning or ending of a clip inward. Split means cut it into separate pieces at the playhead.

SOUND LAYERS = SEPARATE AUDIO TRACKS



EXPORT = SAVE A PLAYABLE VIDEO FILE. Open that saved file and check it.

PAGE SUMMARY

Arrange clips, preview a moment, trim what you keep, then export a saved file.

Your small creative toolkit

WHAT YOU'LL LEARN

Know what each tool did before opening a generator.

1. Phone camera

Record yourself and photograph your own instrument. These files anchor the person and performance.

2. AI assistant

Plan the idea, describe references, write prompts and review what the tool actually made.

Higgsfield

Create the character images and short AI scenes. Choose the workflow for the task.

4. Video editor

Use Videoleap, Final Cut Pro or another timeline editor to arrange clips, trim weak moments and add your sound.

5. Sound layers

Add forest, cloth, wood and magic on separate tracks. The extra sound pass was prepared outside Videoleap.

6. Final export

Watch and listen to the saved file. Keep the project, original clips and matching audio.

Official Higgsfield icon. Numbered markers show the workflow; use your preferred editor.

PAGE SUMMARY

The film was a workflow across tools, not the result of one prompt.

02

THE TRANSFORMATION FIELD GUIDE

GATHER THE GOOD STUFF.

Turn inspiration into visible details your references can explain.

IN THIS SECTION

Materials

Costume cues

Your input folder

BEGIN THIS STEP →

FRAME FROM THE FINISHED GENERATED FILM

Look at the materials

WHAT YOU'LL LEARN

Separate material ideas from identity and performance references.



SUPPLIED LINK REFERENCE • LOOK AT THE MATERIALS

YOUR TURN • Try it • zoom before you prompt

Find three visible properties: the weave, the bark and the cap. Describe what each is made of.

PAGE SUMMARY

These are the actual online reference screenshots I supplied, not generated Ray references.

STEP 02 / 10 • GATHER VISUAL INSPIRATION

See it. Name it. Describe it.

WHAT YOU'LL LEARN

Convert a visual reference into specific material decisions.



SUPPLIED PLAYING REFERENCE • POSE + MATERIAL LANGUAGE

See it → name it

Coarse green fibers • visible seams • weathered bark • leather edges. Write properties, not only a character name.

Keep source context

These third party screenshots were supplied by me. Original publication and creator were not independently established.

Keep your own identity

My face and real ocarina came from separate photos and performance recordings.

Save your evidence

Record the source and the detail it informs. This is an independent educational fan inspired case study.

PAGE SUMMARY

Save the source and the detail it informs. Keep identity references separate.

Build the outfit brief

WHAT YOU'LL LEARN

Turn visible details into usable generation instructions.



SUPPLIED OUTFIT REFERENCE

01 Tunic and sleeves

Request heavy plant fiber weave, readable strands and hand stitched edges.

02 Vest and harness

Specify dark teal leather, curved brown piping and stable panel shapes.

03 Cap and shield

Describe a long drooping cap and irregular layered bark with carved branding.

Write a material lock

"Coarse green woven plant fiber short sleeves • dark teal leather vest • curved brown stitching • brown harness • bark shield with engraved supplied mark."

PAGE SUMMARY

A material brief gives the generator a concrete target beyond "make it like Link."

03

THE TRANSFORMATION FIELD GUIDE

SAME PERSON. NEW WORLD.

Approve the face, outfit and prop before asking them to move.

IN THIS SECTION

Identity

Character views

Consistency checks

BEGIN THIS STEP →

FRAME FROM THE FINISHED GENERATED FILM

First, collect your character references.

WHAT YOU'LL LEARN

Gather a small set of clear photos before creating a character image.

1. Face photos

Take a clear front photo and an angled photo at eye level in even light. Keep the same hairstyle. Avoid beauty filters, heavy shadows and wide-angle distortion.

2. Starting-look photo

Take one full-body front photo in the clothes you want at the beginning. Keep head and feet in frame. A simple background helps you inspect proportions.

3. Prop photos, if needed

Photograph your object from the front, back and side. Include important openings, markings and your grip. Use your own object's details; the case-study instrument layout is only a case-study example.

4. Outfit and material ideas

Collect a few own or appropriately licensed references showing fabric, seams, color, construction and accessories. Keep design inspiration separate from face references.

5. Choose the best inputs

Start with the clearest front and angled face, one useful body view and the prop photos that matter for your shot. More near-duplicate files do not automatically help.

6. Organize YOUR files

Suggested names for files you create: Face_Front, Face_Angled, Body_Front and Prop_Back. These are naming examples, not files supplied with this booklet.

STARTING LOOK → COSTUME → VIEW PROMPTS → SHEET EXAMPLE →

PAGE SUMMARY

Your own photos establish the person and object. Outfit inspiration explains the design.

Meet your starting character

WHAT YOU'LL LEARN

Separate a real identity source from a generated character image.



THE TAKEAWAY

Same Ray. New world.



ORIGINAL GENERATED FRONT + SIDE REFERENCES

Keep the person recognizable

Use the original black-shirt character set to check age, facial proportions, short hair and stubble. Compare the costume against that same person, not just an attractive new face.

Use the right reference for each job

Keep your own identity photos private. Use approved character views as image inputs. Correct a drifting face before adding more costume or scenery.

PAGE SUMMARY

An attractive AI portrait is not evidence that likeness was preserved.

Make your starting character picture.

WHAT YOU'LL LEARN

Use your photos to create one approved starting look before the costume transformation.

ATTACH YOUR OWN INPUTS

Use your clear front and angled face photos, full-body starting-look photo and real prop photos if the object will be visible. Choose an image generator that supports those reference inputs.

FILL THE BRACKETS FIRST

Replace every bracket with your own details. Delete the prop sentence if there is no prop. This is a new teaching template; it is not an exact recovered prompt from the original film.

COPY AND PERSONALIZE THIS PROMPT

Create one photoreal adult character reference of [your subject] using the supplied face photos for identity. Preserve [actual hairstyle, facial proportions, age and distinguishing features]. Match the body proportions in the body reference. Wear [your starting clothes]. Show a neutral front full-body view, head and feet inside the frame, arms relaxed, simple even light and a clean background. If holding [your prop], preserve its exact visible shape and markings from the supplied prop photos. No costume transformation yet. Produce one image, not a collage.

REVIEW BEFORE CONTINUING

Compare the output with your photos. Check face, hair, body, hands and object. Ask for one specific correction if needed. Save only an image you are willing to reuse as the identity reference.

PAGE SUMMARY

Approve this image against your real photos. A beautiful portrait alone does not prove likeness.

Lock the black-shirt starting look

WHAT YOU'LL LEARN

Approve your real world character before starting the transformation.



THE TAKEAWAY

Character first. Magic second.



ORIGINAL GENERATED ANGLED + FULL-BODY REFERENCES

Approve the starting look

Check face, hairstyle, body proportions and the black T-shirt before animation. Save front, side, back and full-body views separately so every new shot starts with the same decisions.

Then add the performance inputs

The character sheet controls appearance. Real instrument photos control shape; your real playing video guides timing and movement. The recording instructions appear in Step 4.

PAGE SUMMARY

A black shirt reference anchors identity and the beginning of the story. It is not raw performance footage.

Create your costume reference

WHAT YOU'LL LEARN

Combine identity, materials and prop references in a controlled first image.

COPYABLE TEMPLATE • WRITTEN FOR THIS GUIDE

Create one photoreal adult costume reference of [your subject], using your supplied front and angled face photos for identity. Preserve [actual facial proportions, age, hairstyle and distinguishing features]. Match the approved body proportions. Use the outfit references only for materials and construction: [describe your weave, seams, colors, layers and accessories]. Example material language: coarse green woven short sleeves, dark teal leather and curved brown stitching. Add only the accessories you actually want in your design. Show one neutral full-body front view with head and feet inside the frame, simple even light and a clean background. If a prop is present, attach your real prop photos and preserve its actual shape, color, openings and markings. Keep hands and prop visible in a comfortable position. No invented symbols or extra accessories. Produce one image, not a collage.

Attach in clear roles

Identity photos • costume inspiration • real prop photos. State which source controls which feature. Use the current tool's supported reference inputs.

Review before angles

Check face, hands, proportions, weave, vest seams and instrument. Correct the master first. Do not propagate a face or prop you already know is wrong.

See the character views →

PAGE SUMMARY

This example prompt explains the method. It was written for the guide, rather than recovered from an original image job.

One character. Separate view prompts.

WHAT YOU'LL LEARN

Create useful angles from one approved master without redesigning it.

FRONT VIEW

"Show the same approved adult character in a neutral full-body front view. Preserve the face, hairstyle, proportions, outfit construction and prop. Keep head and footwear in frame. One image."

REAR VIEW

"Show the same character from behind. Keep the approved costume and proportions. Use the supplied rear/object reference for straps, cap and shield if relevant. Do not invent a new emblem or extra accessories."

DETAIL VIEW

"Show a clear close-up of [one material, seam or object detail] from this approved character. Preserve its construction, color and markings. Use neutral light so the detail is easy to inspect."

SIDE VIEW

"Show the same approved character in a true [left/right] profile. Change only the viewpoint. Preserve hairstyle, sleeve length, seam shapes, straps and accessories. Do not redesign the outfit."

PLAYING OR ACTION VIEW

"Show the same approved character [your action] from [your chosen view]. Use the real prop photos for shape and hand contact. This is an appearance reference, not a replacement for a real performance video."

CHECK EACH RESULT

Compare the new view with the master. Mark it approved, needs revision or rejected. If the hidden side changes, correct it before animation. Delete irrelevant cap/shield/playing instructions for your own design.

PAGE SUMMARY

Attach the same approved master each time. Review each view before adding it to the sheet.

Turn the same character around

WHAT YOU'LL LEARN

Generate useful views without quietly redesigning the character.



CHARACTER / MATERIAL REFERENCE

01 Start from the accepted master

Attach the approved face/costume master again for each view. Specify the exact view: front, left profile, right profile or rear view.

02 Change only the camera view

Teaching instruction: "Rotate this same adult into a true right profile. Preserve face, short hair, seam paths, harness and cap. Do not redesign the costume."

03 Give your prop its own reference

For a rear view with a carried object, attach your own approved object reference. Ask for plausible mounting straps and only your own supplied artwork, if any. Omit this instruction when your character has no carried prop.

04 Inspect the result

Compare neckline, buckle, vest panels and sleeve length. A generated rear view may invent hidden construction; revise it rather than calling the set automatically consistent.

PAGE SUMMARY

Ask for angles separately, then compare their construction together.

Front and back. Same person.

WHAT YOU'LL LEARN

Use different approved angles to explain the costume and object construction.



GENERATED • FRONT



GENERATED • REAR

YOUR TURN • COMPARE TWO VIEWS

Check the neckline, seams, harness and cap. Keep both images only if those details agree.

PAGE SUMMARY

Generated turnarounds are proposals to inspect, not proof of one consistent 3D model.

Build the sheet. Keep the separate views.

WHAT YOU'LL LEARN

Assemble a labelled overview after approving the individual pictures.

TEACHING ASSEMBLY • REVIEW EACH VIEW BEFORE REUSE



A • FRONT



B • SIDE



C • REAR

MAKE YOUR OWN OVERVIEW

Place your approved front, side and rear pictures together on a clean page in a document, slide or image editor. Add labels. This case-study assembly shows a layout, not a guaranteed consistent 3D model.

KEEP THE SOURCE PICTURES

Save each approved view separately at full resolution. Add action, prop and fabric close-ups when needed. Attach only the useful source views for each generation, not an entire small collage.

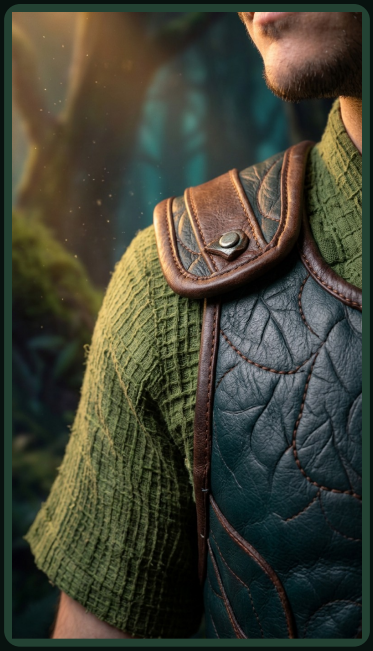
PAGE SUMMARY

The sheet is a visual map. Separate full-resolution images are usually more useful as generation inputs.

Check what stayed the same

WHAT YOU'LL LEARN

Compare construction before asking the character to move.



DETAIL • TRACE THE SEAMS



FILM DETAIL • CHECK SHOULDER + HARNESS

1. Trace the same shapes

Check neckline, seams, leather panels, cap silhouette and boot height. Compare shape as well as color.

2. Give every image a status

Accepted • provisional • rejected. Generated turnarounds are proposals, not one guaranteed consistent 3D model.

YOUR TURN • the two-image test

Compare these reference and film details. Name one matching feature and one detail you would send back.

PAGE SUMMARY

Approve each angle individually. A strong front view does not fix a mismatched rear.

Pack your character references

WHAT YOU'LL LEARN

Package approved views so every later shot starts from the same decisions.



EARLIER FRONT • INSPECT DETAILS



CORRECTED SIDE • SAME CHARACTER

Build the overview

Place front, side, rear and playing views on a clean labeled page. Label any provisional detail. Keep the original files separately at their full resolution.

Use a small reference pack

For a shield shot, use identity/costume + shield detail. For playing, use identity/costume + real prop + motion. Do not attach unrelated references just because they exist.

PAGE SUMMARY

A sheet is the overview. Separate full-resolution views are the useful inputs.

04

THE TRANSFORMATION FIELD GUIDE

RECORD THE REAL ACTION.

Let your performance explain the movement. Let references explain the look.

IN THIS SECTION

Breathing

Hand contact

Real motion inputs

BEGIN THIS STEP →

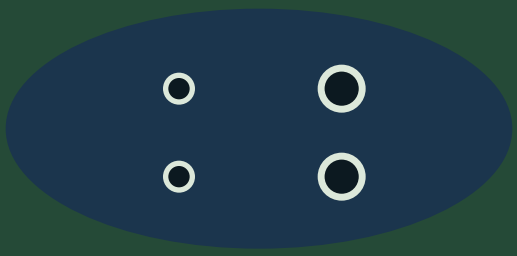
FRAME FROM THE FINISHED GENERATED FILM

Keep the instrument consistent

WHAT YOU'LL LEARN

Use physical prop evidence instead of accepting an invented instrument.

SIMPLE FINGERHOLE MAP • NOT A PRODUCT RENDER



FRONT: FOUR



BACK: ONE

Color and hole count

the case-study instrument is dark navy blue. It has four front fingerholes and one back thumbhole. Do not add holes or turn the glaze purple.

Separate the openings

The mouthpiece and acoustic opening are not fingerholes. A covered fingerhole stays in the same position; it has not disappeared.

Use real prop photos privately

Take front, back and mouthpiece photos in neutral light. Keep them with your generation inputs. The simple diagram here explains the count, not the full product shape.

Check each new clip

Pause at the start, middle and end. Fingers should meet fixed holes. We removed a sloppy gold emblem from later directions instead of accepting a distorted symbol.

PAGE SUMMARY

Five fingerholes means four at the front and one at the back; a covered hole does not disappear.

STEP 04 / 10 • RECORD THE REAL ACTION

Record a believable performance

WHAT YOU'LL LEARN

Understand what your real recording should capture and what it can guide.



THE TAKEAWAY

Play it.
Then replay it.



ACTUAL FILM FRAMES • GENERATED PLAYING, NOT RAW RECORDING

Record your own performance

Record a steady short take showing your face, hands and the whole instrument. Capture lip contact, finger lifts, breathing and small head movements. Leave a little time before and after the action.

Know what the examples show

The images above are frames from a generated film, not the private recording used for movement. Use your own recording as the motion input and compare the generated result against it.

PAGE SUMMARY

The real playing recording guides motion; the approved character image guides appearance.

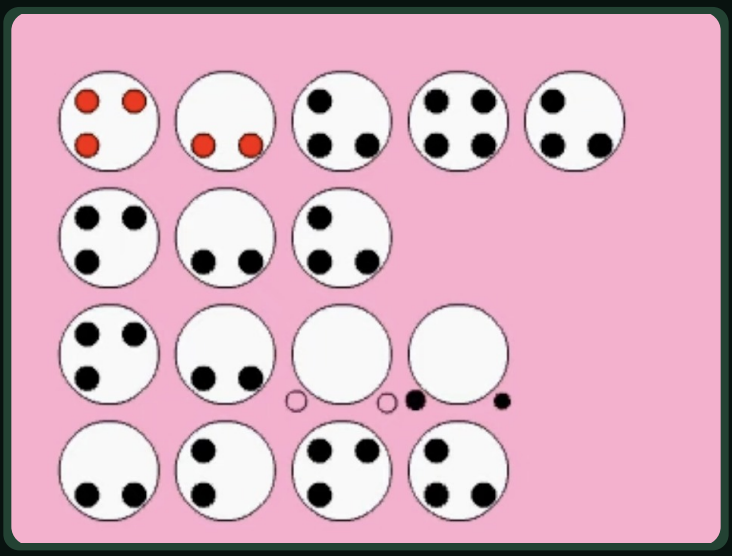
Show the fingers separately

WHAT YOU'LL LEARN

Distinguish the hand demonstration from a complete playing performance.



PLAYING DETAIL FROM THE EDITED CLIP



FINGER CHART SUPPLIED BY RAY

Record a hand demonstration

If the action depends on hand placement, record a close-up that clearly shows fingers, grip and the object. Keep this separate from the full performance if that makes it easier to see.

Keep timing separate

A hand demonstration explains placement. It may not show the same timed performance as your main recording. Do not assume that a chart or a still image automatically synchronizes generated hands to music.

Use the chart for YOUR instrument

If a fingering chart is relevant, use one that matches your instrument. Label what open and filled marks mean, including thumb holes. The illustrated case-study chart is not universal.

Review against your own recording

For a motion-based workflow, compare the generated output with the actual recording you supplied. If precise musical technique matters, keep the real performance or use a controlled replacement.

PAGE SUMMARY

Finger-reference evidence helps explain placement. It is not automatic note-perfect synchronization.

05

THE TRANSFORMATION FIELD GUIDE

MAKE A SCENE. THEN TEST IT.

One short generation gives you something concrete to review.

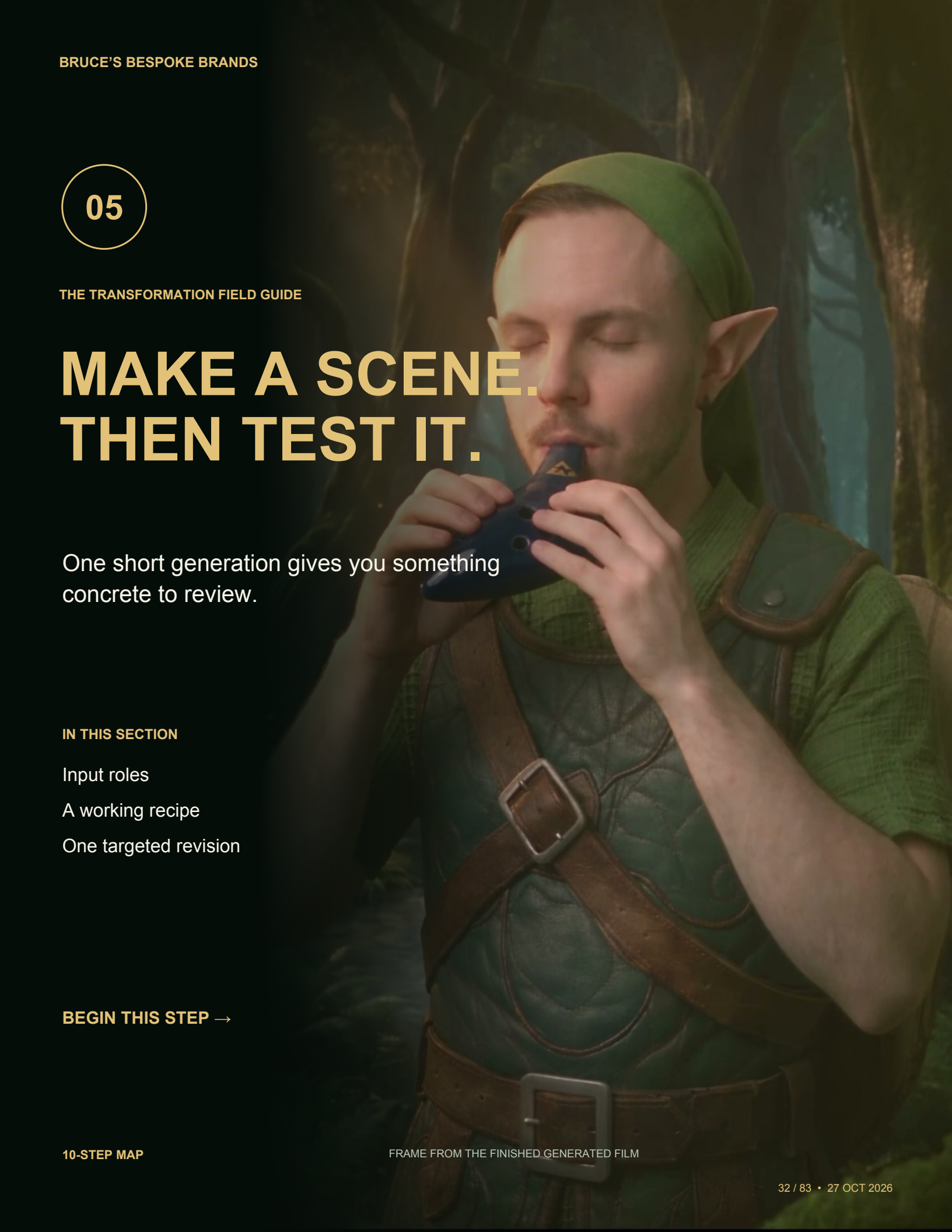
IN THIS SECTION

Input roles

A working recipe

One targeted revision

BEGIN THIS STEP →

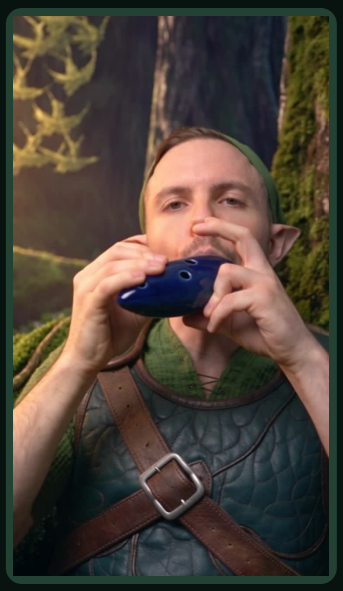


FRAME FROM THE FINISHED GENERATED FILM

One real clip. Follow the recipe.

WHAT YOU'LL LEARN

Trace an actual project image through generation, review and a simple edit.



CASE-STUDY CHARACTER PICTURE • GENERATED

One image.
One camera move.
One honest review.

Study the picture shown here. For your own version, create and attach your approved character picture. The next pages show the saved prompt and explain how to review and edit your own result.

Next: study the advanced example →

1. Start with an approved picture

The picture shown on this page was the starting appearance for an accepted animation from a still image experiment. For your own film, attach your own approved character picture with the desired costume, prop and setting.

2. Choose the matching route

This example animated a still image. Choose a tool that accepts your approved picture and test one action. Copying a real recording is a different route.

3. Start simple

Use page 2's fill-in prompt first. The next page is an advanced ten-second example for later study. Replace its person, outfit, prop and setting with your own.

4. Review YOUR result

Generate one short supported test. Inspect its beginning, middle and end. Keep a believable section, then follow the trim and export lesson. The original video is not included; the stills illustrate what to check.

PAGE SUMMARY

This is an animation-from-a-still example. It does not demonstrate recorded motion transfer.

Advanced example: a ten-second orbit.

WHAT YOU'LL LEARN

Start with page 2. Return here to study a longer, more detailed camera brief.

YOUR INPUT: an approved character picture like the example on the previous page.

ADVANCED CASE STUDY • Saved recipe: Kling 3.0 standard, 10 seconds, vertical 9:16, sound off. Start with the five-second teaching prompt on page 2.

EXACT SAVED PROMPT

Photoreal live-action adult man exactly matching reference identity, short dark hair and stubble, natural pores. Preserve dark navy blue glazed ceramic ocarina geometry throughout: exactly FOUR front fingerholes two large two small, ONE hidden back thumbhole, plain mouthpiece NO emblem. Fingers repeatedly lift a few millimeters and seal corresponding fixed holes, supporting thumbs, sealed lips and restrained natural blowing cheeks and jaw, expressive absorbed eyes, gentle breath and body motion. Forest already surrounds him, softly defocused layered deep real woodland, warm sun shafts green bounce coherent contact shadows. Only distributed tiny warm magical sparks, no fairy or creature. Costume coarse grass-fiber woven green short sleeve tunic, intricately stitched dark teal leaf-pattern leather vest brown harness. No long hair, bald scalp, morphing fingers, extra holes, pasted overlays or digital crop. CAMERA physically travels through the scene with strong foreground/background parallax and changing perspective, not zooming a flat frame. Fully dressed continuous performance. 10 second actual semicircular dolly orbit: start frontal chest-up showing eyes and active hands, move sideways past left three-quarter to near side profile while modestly rising, ending wider shoulder-up profile with hands and instrument visible. A near branch passes frame edge with parallax to prove camera motion. Short hair unchanged and cap already fully formed. Lift and reseal individual fingers on actual holes; face absorbed with small brow movement eyes alternating focus and softly closed, subtle cheeks exhaling; natural torso sway. Forest leaves stir warm particles drift in depth. Do not change clothing or prop.

Next: review and edit your own test →

PAGE SUMMARY

Advanced reference, not your first assignment. For your first test, use one action and a simple camera.

Watch it. Trim it. Finish one test.

WHAT YOU'LL LEARN

Finish your own short test with the review, trim and export steps below.

1. Watch YOUR generated result

After your tool produces a clip, watch it once at normal speed. Then pause at the beginning, middle and end. Compare the person, costume, prop and camera movement with your approved references.

2. Keep the strongest seconds

Import your clip into Videoleap, Final Cut Pro or another editor. Use a vertical canvas for this example. Keep a clear three-to-five-second moment. Do not keep a weak tail just because the generated clip is longer.

3. Check the new cut

Play the trimmed scene. Does the action still make sense? Did a face, hand or object change? Keep the stronger section, revise one specific issue or choose another take.

4. Add your own audio

If you want music, import audio you are allowed to use. Put forest ambience and physical effects on separate tracks. Align each cue to the action in your own edit; no audio files accompany this booklet.

5. Export and play it

Export a short test and open the saved video file. Check the beginning, ending, framing and sound. Keep the editable project. A silent first test is fine.

6. Decide the next improvement

Write one thing that worked and one thing to change. Use the same approved references for the next test. Expand to a longer film once one short shot works.

PAGE SUMMARY

Success is one playable short scene and a saved recipe, not a promise that every generated detail is correct.

Copy your playing into the scene

WHAT YOU'LL LEARN

Use one picture for the look and one real video for the movement.

Higgsfield

PICTURE = THE LOOK + VIDEO = THE MOVEMENT



FILM APPEARANCE EXAMPLE • GENERATED



FILM HAND DETAIL • NOT THE MOTION SOURCE

1 Choose recorded-movement mode

In Higgsfield, choose a workflow that accepts a real video plus character references. Ordinary animation from a still image is a different task.

2 Add your two main inputs

Upload the approved costumed character image for appearance. Add your real playing video for movement and timing.

3 Run one small test

Ask for source finger movement, subtle breathing and the same instrument shape. Compare the result to your recording before making more clips.

Open the exact saved performance prompt →

PAGE SUMMARY

Do not replace the performance source with a still image and expect recorded fingering.

Decide what must stay the same

WHAT YOU'LL LEARN

Use these case-study details as an example, then write the fixed details for your own character.

Face and hair

Same adult face and proportions • short dark hair • stubble. Reject aged faces, long forelocks and bald formation frames.

Instrument

Dark navy glazed ceramic • four front fingerholes • one hidden back thumbhole. Mouthpiece and acoustic opening are separate.

Forest and light

Established forest behind later shots • warm light • consistent shadows • distributed sparks rather than a fairy.

Clothing

Green coarse plant weave • short sleeves • dark teal vest • brown curved stitching • brown harness • drooping cap.

Shield

Thick irregular natural bark • supplied oval ring and separate four point star carving. Inspect the mark's proportions.

Performance

Fingertips contact fixed holes • subtle breath • hands keep playing. A covered hole remains present.



LESSON LEARNED

**Same seams.
Same story.**

PAGE SUMMARY

The prompt asks for consistency. Reviewing the output confirms whether it survived.

Give every shot a job

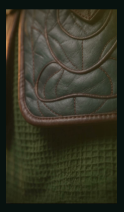
WHAT YOU'LL LEARN

Give each shot a job before generating expensive variations.



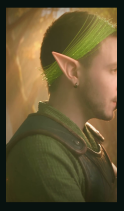
01 Start in the real world

Show the player first. Begin the forest change around the room.



02 Let the outfit form

Show fibers weaving into a sleeve and seams becoming finished cloth.



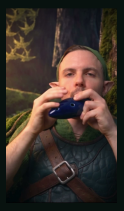
03 Reveal the character

Connect the cap, ears and costume to the same expressive player.



04 Visit the shield

Travel past bark and the carving, then back toward the shoulder.



05 Let the ending land

Hold the finished world long enough for the music to resolve.

PAGE SUMMARY

This is a teaching shot plan, not a frame accurate reconstruction of the final cut.

Make one clip. Check it.

WHAT YOU'LL LEARN

Match the workflow to the input and evaluate one short shot.

Choose the workflow

animation from a still image • animate an approved frame. Motion transfer • use a real driving performance. Video edit • revise an existing shot.

Describe a physical route

Start at shoulder • travel beside arm • rise toward ear • finish behind cap. Ask for changing perspective.

Revise one thing

Name one failure and make one primary change. Keep the same approved references rather than restarting identity.

Attach references

Use the model's required media roles. A prompt without its input images or video is not the complete recipe.

Check start middle end

Face • hair • fingers • prop holes • seams • logo • light • forest. Play at normal speed and pause details.

Choose a supported workflow

Match your task to the inputs the tool accepts: a picture for animation, a real recording for movement, or an existing clip for an edit. Check the displayed price before submitting.



LESSON LEARNED

One change. One clear test.

PAGE SUMMARY

One approved shot gives you a stable starting point for the next.

Pick the right kind of generation

WHAT YOU'LL LEARN

Choose by the task and required inputs, then select a tool that supports that route.



THE TAKEAWAY

Big magic. Small tests.



FOREST CONCEPT + ACTUAL SLEEVE-FORMATION FRAME

Choose the job before the model

Animate a still for a new scene. Use motion transfer to follow recorded playing. Use a supported video-edit workflow to repair an existing shot. Keep each test focused on one action and one camera route.

Save the whole recipe

Keep inputs, prompt, settings, displayed cost and your review decision. Historical saved jobs used Seedance 2.5 and Kling 3.0 for different tasks; the exact briefs and settings remain in the prompt section.

PAGE SUMMARY

Choose the task first: animate a picture, copy a recorded action or edit an existing clip.

06

THE TRANSFORMATION FIELD GUIDE

MAKE THE CAMERA TRAVEL.

Reveal the texture, the character and a genuinely new viewpoint.

IN THIS SECTION

Shield sweeps

Camera routes

Living performance

BEGIN THIS STEP →

FRAME FROM THE FINISHED GENERATED FILM

Let the shield tell the story

WHAT YOU'LL LEARN

Show the shield's edge, carving and shoulder in a clear order.



ACTUAL SHIELD FOOTAGE • STUDY THE GRAIN + CARVING

YOUR TURN • Look for depth

The carving stays anchored to the bark. Ridges, edges and the forest shift as the viewpoint travels.

PAGE SUMMARY

The shield should stay fixed on the body while the viewpoint changes.

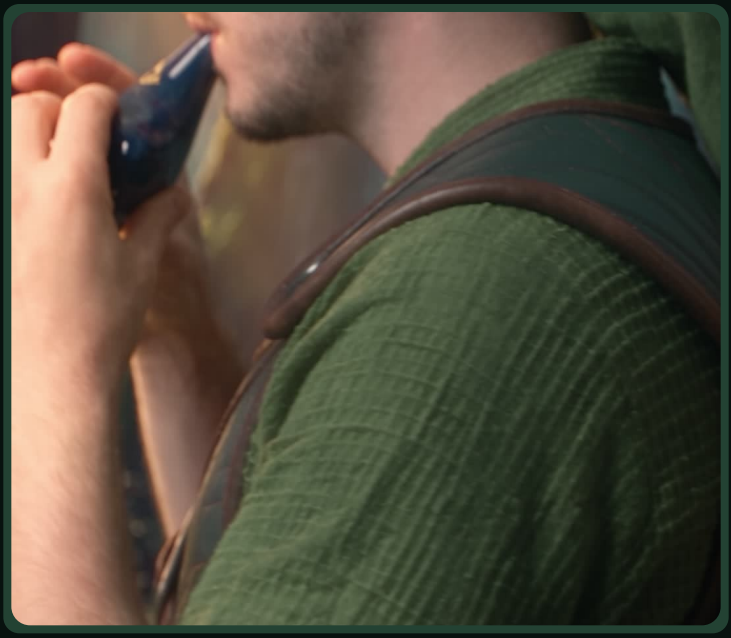
Give the camera a simple route

WHAT YOU'LL LEARN

Tell the camera where to start, where to travel and where to stop.



01 GRAZING THE EDGE



02 AROUND THE SHOULDER

Start → travel → finish

Skim the thick bark edge • cross the carving • move around the shoulder. Compare the result to the requested route.

Protect the person

A very close shot can invent a new face as it pulls wide. End on an approved shoulder or profile.

Watch the near objects shifting against distant scenery

Near bark ridges shift against the distant forest. A changing crop alone is a flat crop or digital pan.

Protect your own artwork

If your prop includes a mark, attach your own approved artwork. Exact proportions may need controlled compositing. Omit the mark if your scene does not need one.

PAGE SUMMARY

The shield stays on the body. The camera reveals new surfaces.

Move around a living performance

WHAT YOU'LL LEARN

Ask for a motivated orbit while preserving a believable performance.



CHARACTER / MATERIAL REFERENCE

Move with a purpose

Start front • travel to an angled front-to-side view • finish near profile. A foreground branch reveals depth.

Keep the player alive

Small finger lifts and reseals • lips at mouthpiece • restrained cheek and jaw movement • natural eyes and torso.

Spot a false orbit

A moving crop is a flat crop or digital pan. A wider generated move can also drift the face and costume.

Select the believable moment

Keep a shorter approved section. This orbit retained likeness; the sleeve and hat takes in its batch were rejected.

PAGE SUMMARY

The accepted orbit was chosen for likeness and costume consistency, not certified musical fingering.

07

THE TRANSFORMATION FIELD GUIDE

FIND THE FILM IN THE FOOTAGE.

Use Videoleap, Final Cut Pro or another editor. Keep the moments that belong together.

IN THIS SECTION

Select

Arrange

Trim and match

BEGIN THIS STEP →

FRAME FROM THE FINISHED GENERATED FILM

Bring in only your best takes

WHAT YOU'LL LEARN

Bring a clean selection into Videoleap instead of an unfiltered pile of generations.



THE TAKEAWAY

Keep the good. Cut the rest.



SELECTED FILM FRAME + SHIELD DETAIL

Build a small selects folder

Download original files. Name them by scene and version; mark usable start/end times and continuity issues. Keep rejects elsewhere. Check orientation, duration and source audio before moving selected clips to the editing device.

Protect your editing ingredients

Keep original media, music and the effects file matched to the correct picture version. Confirm transfers open on the phone. Duplicate the project before major revisions when the app supports it, and preserve a review export.

PAGE SUMMARY

Original downloads and clear versions make every later edit easier.

Make the sequence make sense

WHAT YOU'LL LEARN

Connect the scene order and protect the ending.

Build the spine

Opening • formation detail • playing • shield • ending. Keep only the strongest sections.

Separate audio

Keep music and effects on independent layers while possible. Mixed audio may not separate cleanly.

Export a test

Use the editor's original export when available. 1080 × 1920 at 30 fps is a practical test, not a universal rule.

Inspect the joins

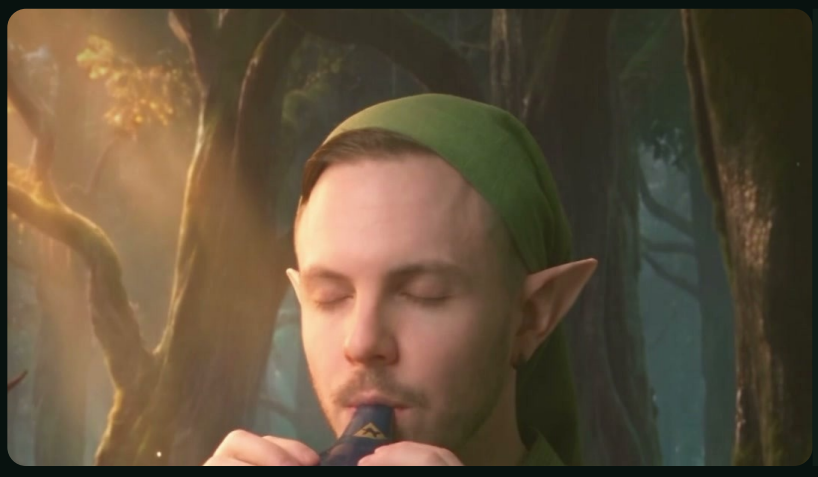
Compare cap, light, costume and direction between adjacent shots. Do not use a long take just because it exists.

Replace versus remove

An earlier alternate replaced shots without shortening the film. Agree which edit you want before changing musical timing.

Keep the originals

Watch the export fully. Preserve sources, selected takes and the original project.



LESSON LEARNED

Great clips still need a good cut.

PAGE SUMMARY

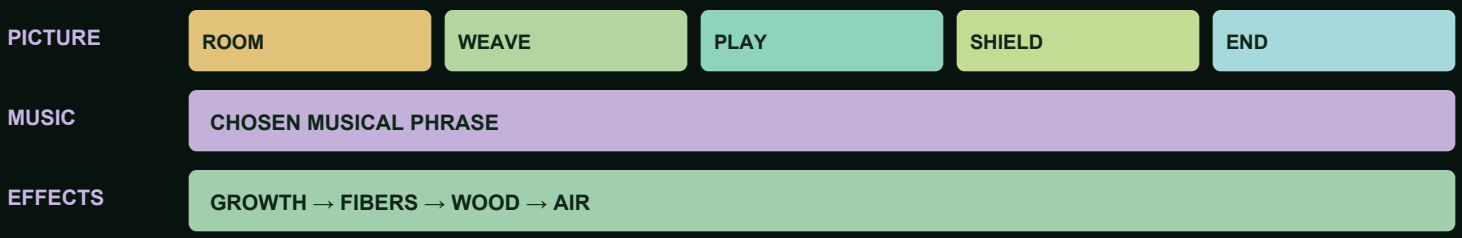
Replacing footage keeps duration. Removing footage changes timing.

Arrange your first cut

WHAT YOU'LL LEARN

Turn selected clips into one readable sequence before polishing.

ILLUSTRATED WORKFLOW • NOT AN APP SCREENSHOT



1. Start a project and import

Create a project and add the selected video files. Set a vertical canvas for this type of film; review the framing of every landscape source.

2. Put the story in order

Real player → forest begins → material formation → character playing → shield reveal → ending. This is the teaching order; adapt the exact shots to your footage.

3. Watch once without effects

Can a new viewer tell what is changing and why? Remove duplicate views and moments that undermine likeness.

Project evidence

My roughly 35-second Videoleap assembly established the desired look and order. The illustrated timeline here is a teaching reconstruction, not a screenshot of his editable project.

PAGE SUMMARY

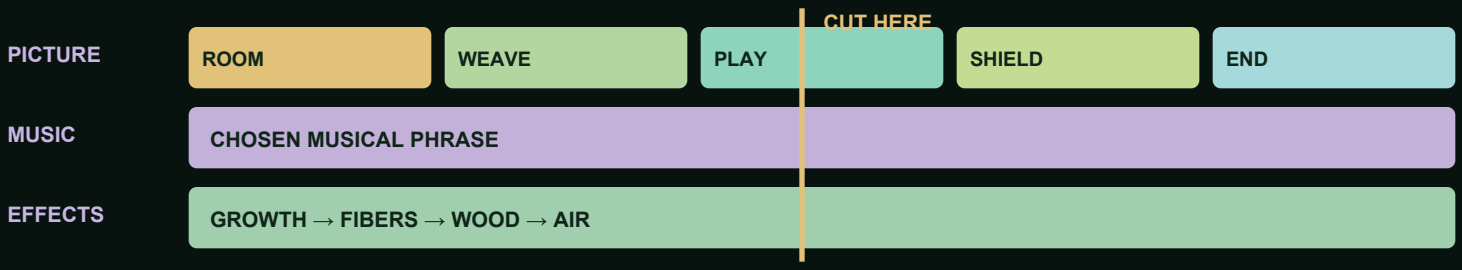
The first cut needs a clear story, not a transition on every join.

Keep the good seconds

WHAT YOU'LL LEARN

Use the strong section of a generated clip and remove the weak tail.

ILLUSTRATED WORKFLOW • NOT AN APP SCREENSHOT



1. Find the failure boundary

Scrub until the face, cap, fingers or material starts to drift. Move back to the last convincing frame. Keep a little room for the action to register.

2. Trim or split

Select the clip and adjust its start/end, or split at the playhead and remove the unwanted section. Exact tool labels and placement depend on your installed version.

3. Recheck what moved

After removing a section, later picture may shift earlier. Music or an effects track may no longer align. Recheck the next cut and ending immediately.

Replace is different from remove

Replacing an equal-length clip keeps the overall duration. Removing footage changes the timeline. One earlier alternate kept duration; it was not a shorter edit.

PAGE SUMMARY

Split at a useful moment, then inspect both sides of the new join.

Help neighboring shots match

WHAT YOU'LL LEARN

Match neighboring shots through action, light and construction.

ILLUSTRATED WORKFLOW • NOT AN APP SCREENSHOT



SHOT A • SIDE VIEW



SHOT B • PLAYING VIEW

CHECK THE JOIN • FACE, LIGHT AND COSTUME

1. Compare two adjoining frames

Look at face age, hair, cap, vest seams, prop holes and forest light immediately before and after the cut.

2. Cut during a motivated move

A camera pass, hand movement or foreground leaf can help connect shots. It cannot fix a redesigned face or shield.

3. Use transitions sparingly

Start with a straight cut. If needed, try a brief transition and compare it at normal speed. Avoid a dissolve that makes physical formation look like fading clothes.

4. Match gently

Adjust exposure, warmth and saturation toward a shared look using the editor's available controls. Compare skin and greens; avoid crushing texture or turning the blue instrument purple.

PAGE SUMMARY

A short believable cut beats a longer transition that exposes a mismatch.

08

THE TRANSFORMATION FIELD GUIDE

MAKE THE WORLD AUDIBLE.

Music sets the feeling. Physical detail makes the transformation feel alive.

IN THIS SECTION

Music

Forest ambience

Cloth and wood cues

BEGIN THIS STEP →



FRAME FROM THE FINISHED GENERATED FILM

Let the music lead

WHAT YOU'LL LEARN

Align the picture to a deliberate musical phrase without promising perfect fingering.

ILLUSTRATED WORKFLOW • NOT AN APP SCREENSHOT



1. Add the chosen music

Import your own cleared audio or a suitable licensed track. Videoleap supports adding music and editing audio; confirm the rights for your intended publication.

2. Choose start and ending first

Place the phrase where you want it. Protect the ending that already works with the visuals. Mark a few audible accents for the larger reveals.

3. Fit the picture to the phrase

Trim and move clips so forest growth, the outfit reveal and shield sweep land intentionally. Do not cut every beat if the material needs time to be seen.

4. Review fingers honestly

This project's generated hands were not verified note-perfect. If exact fingering matters, use the real synchronized performance or a controlled replacement/composite.

5. Avoid duplicate audio

Mute unwanted generated clip sound when using separate music. Do not stack two copies of the same soundtrack slightly out of alignment.

Official tool reference

videoleapapp.com/tools/add-music-to-video describes importing, arranging and trimming clips, adding audio and exporting. Screens and subscription options can change.

PAGE SUMMARY

Keep the music separate so you can edit picture and sound deliberately.

Make the world feel alive

WHAT YOU'LL LEARN

Give environment, materials and magic their own roles.

Forest growth

A quiet forest bed, wood creaks, leaves and rising air follow the first visible changes.

Wood and camera travel

Wood detail and nearby moving leaves help the shield pass feel physical.

Match your own picture

Place your own ambience and action effects against the current edit. If you change the picture, recheck the sound cues. No effects-only track is supplied with this booklet.

Cloth and leather

Small rustles and soft creaks happen where sleeves, vest and straps move.

Magic

Use sparse airy swells and delicate glints rather than a loud whoosh on every cut.

Listen on two devices

Try headphones and a phone speaker. Keep the music readable and leave space below the maximum level.



LESSON LEARNED

Hear the world. Feel the change.

PAGE SUMMARY

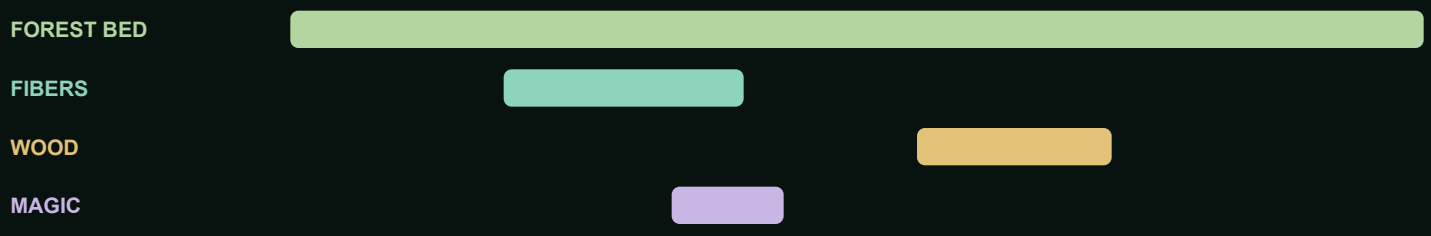
Keep the existing music readable. More cues are not automatically better.

Place sound on the action

WHAT YOU'LL LEARN

Place ambience, material cues and magic on separate purposeful layers.

ILLUSTRATED WORKFLOW • NOT AN APP SCREENSHOT



CONTINUOUS AMBIENCE + SHORT CUES AT VISIBLE ACTIONS

1. Lay a quiet forest bed

Use a continuous restrained ambience under the scene. Bring growth creaks, leaves and rising air forward when the room first changes.

2. Add physical detail

Place fiber rustles on sleeve formation, leather/strap creaks on body movement and wood detail on the shield sweep. Each cue needs a visible reason.

3. Add magic as an accent

Use small glints and airy swells to connect changes. Keep them distinct from the musical melody and avoid an oversized whoosh at every cut.

4. Use separate audio tracks

Keep the forest bed, material details and magic accents on separate tracks in your editor. Import audio you own or are allowed to use. Match each cue to your own scene, not to an unseen project file.

5. Recheck after revisions

When you remove or move picture, split and retime its sound cues. Separate tracks make revisions easier. Do not assume an earlier full-length mix will follow new cuts.

6. Audition the whole mix

Bring effects down until music and performance remain readable. Avoid clipping, hard cutoffs and a second audible ocarina performance. Preserve the ending phrase that works.

PAGE SUMMARY

If you shorten the picture, retime the cues. A full-length mix will not follow new cuts automatically.

09

THE TRANSFORMATION FIELD GUIDE

LOOK CLOSER. KEEP THE BEST.

A beautiful frame can still be the wrong take.
Check before you export.

IN THIS SECTION

Spot failures

Revise deliberately

Play the saved file

BEGIN THIS STEP →

FRAME FROM THE FINISHED GENERATED FILM

Export. Watch. Listen.

WHAT YOU'LL LEARN

Create a delivery copy and handle a stalled export without losing your work.

1. Export a short test first

Check crop, orientation, music and effects. 1080 × 1920 at 30 fps is a practical test target if the project and app support it; higher settings do not restore missing detail.

2. Inspect the saved video

Watch beginning to end on a phone. Listen on headphones and the phone speaker. Look for a black final frame, clipped captions, silence or an abrupt audio tail.

3. If export stalls

My export stalled at 34%. Preserve the project and source media. Check available storage and try a fresh export after safely reopening the app; test a shorter duplicate or lower setting to isolate the issue.

4. Avoid destructive troubleshooting

Do not delete the app or project as a first step. Confirm backups and use the app's current support guidance if a repeatable stall remains.

5. Screen recording is a fallback

Prefer a direct export from your editor. A screen recording can be a review copy, but may lose quality or include the player interface. You do not need a screen recording to follow this exercise.

6. Save the handoff

Keep original media, editable project, final picture version, music/effects files and final export together. Note which sound track belongs to which picture length.

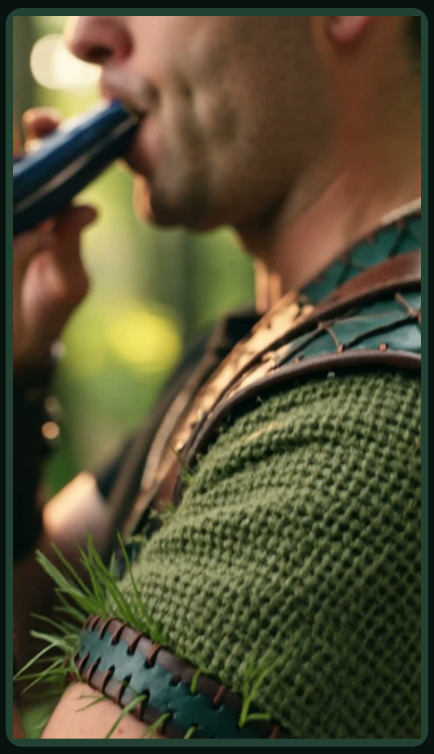
PAGE SUMMARY

An export is complete only after you play the saved file all the way through.

See the actual problem

WHAT YOU'LL LEARN

Recognize the failures that made us reject attractive clips.



FULL FRAME • REJECTED TAKE

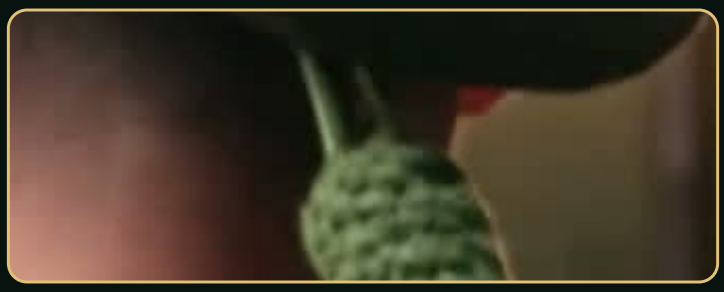


FULL FRAME • REJECTED TAKE



01 LOOSE GRASS

The sleeve ends in blades of grass instead of clean woven cloth.



02 DISCONNECTED CAP

A narrow connector makes the tail look like a separate hanging piece.

PAGE SUMMARY

A corrective prompt is a request. Keep checking the actual result.

Keep this. Change that.

WHAT YOU'LL LEARN

Match each failure to a specific next action.

Face aged or changed

What broke • likeness. Next move • return to earlier approved face and playing references.

The cap arrived incorrectly

What broke • cap slid on, erased hair or grew a separate tail. Next move • isolate the formation and inspect start, middle and end.

What actually happened

A later sleeve repair still left loose threads. More words did not solve every cap take. We selected stronger material and stopped when further attempts lost likeness. I hit two IP rejections; review the concept and asset permissions before another attempt.

Grass never became cloth

What broke • the material stayed as spikes or loose threads. Next move • test one sleeve and demand a clean woven finish.

Instrument drifted

What broke • extra holes, messy symbols and missed finger contact. Next move • reuse the real prop and performance. Motion transfer still needs geometry checks.

YOUR TURN • Try it • be your own art director

Pause one generated shot. Write: "Keep ___. Change ___." Make the next attempt test only that change.

PAGE SUMMARY

A corrective prompt is a request. Review the output before calling it fixed.

Make the next version stronger

WHAT YOU'LL LEARN

Choose specific improvements instead of regenerating everything.

Better reference coverage

Record a well lit full performance plus side and hand angles. Keep hairstyle, lens distance and instrument visible.

Smaller transformation tasks

Separate sleeves, hat and forest growth into controlled shots. Let each take solve one physical action.

Earlier editorial decisions

Set a maximum number of repeated angles. Review the sequence before spending on more variations.

One stronger costume lock

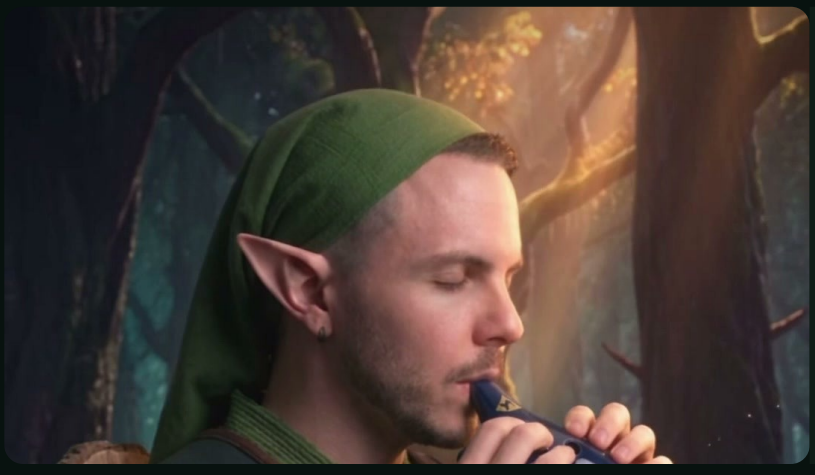
Approve front, side and rear construction together before more motion. Reject redesigned vest panels early.

Prop and mark control

For strict accuracy, explore tracked compositing or controlled 3D for instrument and shield logo rather than expecting AI accuracy.

A clear stopping point

Define what must be correct and what imperfection is acceptable for this experiment. Save notes for version two.



LESSON LEARNED

Keep the lesson. Raise the standard.

PAGE SUMMARY

More time and budget create opportunities to refine. Selection still determines the result.

Set your test budget.

WHAT YOU'LL LEARN

Plan the spend before generating, then record what each attempt taught you.

DISPLAYED COST PER ATTEMPT × MAXIMUM ATTEMPTS = YOUR GENERATION ALLOWANCE

Use the price shown in your own account. Keep the same unit throughout: currency or credits. Compare credit packs with their actual purchase price before paying.

Cost per attempt (currency or credits)	
Maximum number of attempts	
Generation allowance (multiply above)	
Other costs: tools, subscriptions, licensed assets	
Total cash limit you are willing to spend	

EXAMPLE MATH • ILLUSTRATION ONLY

If your screen shows 20 credits per attempt and you allow 3 attempts, set aside 60 credits. This is arithmetic, not a quoted tool price or the cost of this film.

AFTER EACH ATTEMPT

Save the settings and cost. Note one success, one failure and one next change. At your limit, stop and decide whether to keep, simplify or pause. Also track active editing time separately from render waiting.

PAGE SUMMARY

Stop at your limit. Keep a useful result or change the plan before spending more.

10

THE TRANSFORMATION FIELD GUIDE

YOUR IDEA. YOUR NEXT TAKE.

Take the method with you and make something of your own.

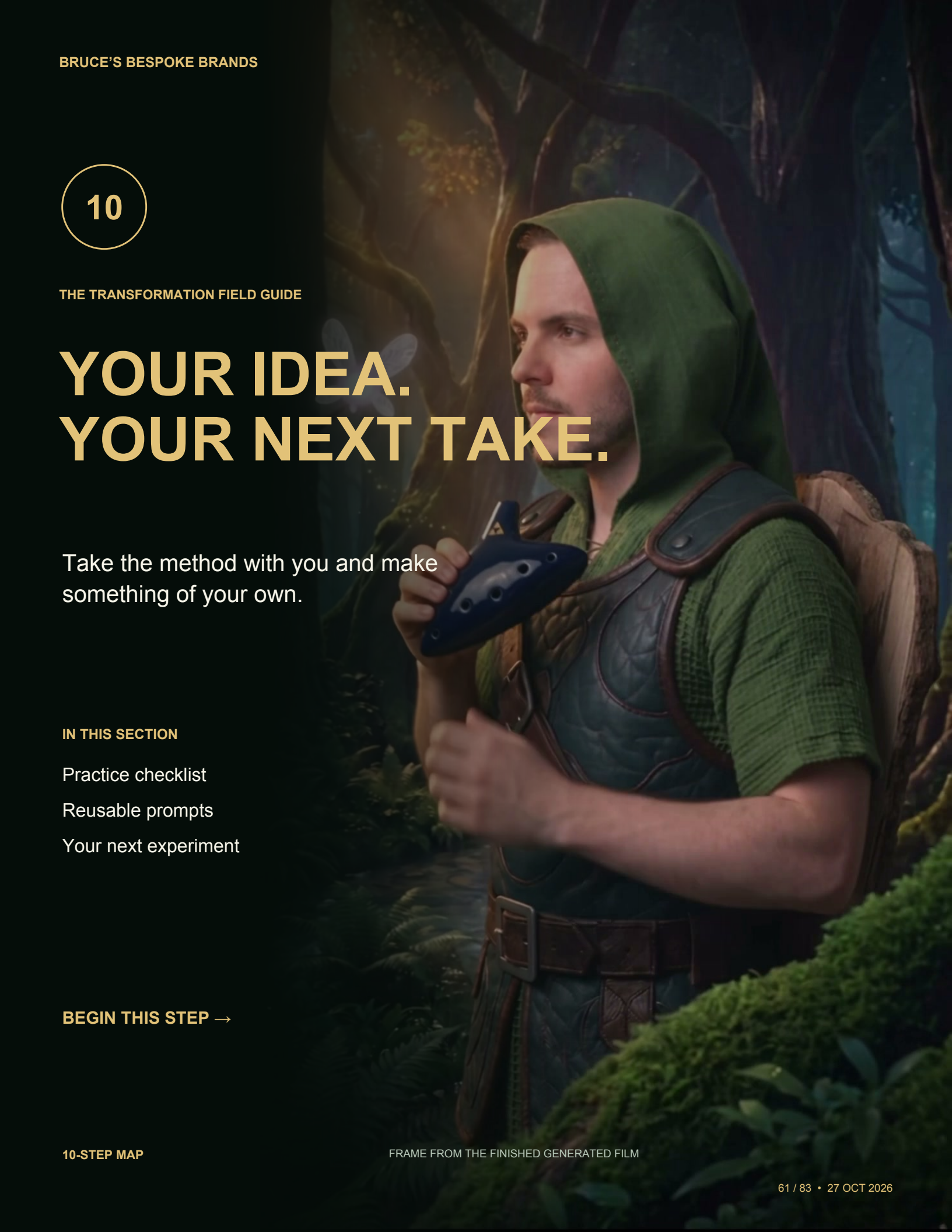
IN THIS SECTION

Practice checklist

Reusable prompts

Your next experiment

BEGIN THIS STEP →



FRAME FROM THE FINISHED GENERATED FILM

Write your own five-second scene

WHAT YOU'LL LEARN

Use this new teaching template to plan one clear shot.

01 Subject

[Your approved adult subject] • preserve [face, proportions, hair and expression] • attach [approved reference].

02 Action and materials

[One visible physical change] using [weave, grain, seams, finish and construction].

03 Camera route

Start [view] • travel [physical route] • finish [view].

04 World and constraints

[Environment and light] • keep [prop and costume] fixed • avoid [the specific failure you observed].

05 Test and decide

Make a five second version. Save start, middle and end frames. Name one success and one issue. Change only the issue for the next test.

PAGE SUMMARY

This template is new instructional material, not a historical submitted project prompt.

Change the right parts. Keep the logic.

WHAT YOU'LL LEARN

Replace the case-study details with your own subject, props and scene.

YOUR PERSON

Replace the pictured face, hair, stubble and body details with your own approved subject. Attach your identity and character references. Do not leave another person's descriptive traits in the prompt.

YOUR PROP

The four-front/one-back hole count belongs to the case-study instrument. Use the actual geometry of your own prop. Replace the Bespoke shield carving with your own supplied artwork, or omit a mark.

EARLIER VS LATER INSTRUCTIONS

The historical opening prompt asked for a gold emblem; later playing prompts removed it. Some briefs exclude a fairy, though the finished edit includes one. These are different attempts. Choose one deliberate visual rule for your own project.

YOUR WORLD + CLOTHES

Replace the forest, coarse green weave, teal vest and cap with the look you want. Describe visible materials and construction. Use approved references for the new outfit instead of mixing contradictory examples.

YOUR ACTION + CAMERA

Choose one action and one camera route. If no one is playing an instrument, remove the breathing/fingering directions. Use a real recording only in a supported motion-transfer workflow.

KEEP THE METHOD

Preserve approved identity and construction, make a visible beginning/change/finish, save the recipe and inspect the output. A prompt describing a ten-second action still needs a supported duration in the tool. Start short when possible.

PAGE SUMMARY

A prompt and its reference files must describe the same project. Change them together.

Your first-scene checklist

WHAT YOU'LL LEARN

Walk through the whole loop with a small scene.

01 PREPARE

- [ ] One short scene idea
- [ ] Approved face/costume reference
- [ ] Real prop reference photos

02 MAKE A TEST

- [ ] Choose one movement or transformation
- [ ] Add the correct image/video inputs
- [ ] Generate a short supported clip

03 CHECK THE RESULT

- [ ] Face and hair still match
- [ ] Holes stay fixed; fingers meet them
- [ ] Costume and light stay consistent

04 EDIT + FINISH

- [ ] Keep only the strong part
- [ ] Add music and effects separately
- [ ] Export, then watch and listen fully

PAGE SUMMARY

Starting gives you evidence of what works and a direction for the next attempt.

What is here. What you create.

WHAT YOU'LL LEARN

Use this booklet on its own, without private project files or a video download.

IN THIS BOOKLET

A ten-step workflow, reference-photo checklist, character prompts, example sheet layout, camera directions, editing diagrams, sound instructions and historical prompt examples.

IMAGES YOU CAN SEE

The character illustrations and selected generated film frames are teaching examples. They show what to inspect. They are not raw recordings or a set of media files you must locate.

PHOTOS YOU CREATE

Take your own identity, body and prop reference photos. Save approved character views at full resolution. The suggested file names in the character exercise are names for your own files.

VIDEO YOU CREATE

Record your own performance if your chosen workflow uses recorded motion. Generate and edit your own short clip. The finished case-study video and private performance recordings are not included.

SOUND YOU SUPPLY

Use original or appropriately licensed music, ambience and effects. Match them to your picture. No soundtrack, effects mix or stems are included with this standalone guide.

PROMPTS YOU ADAPT

Copy the teaching prompts after filling in your own details. Historical briefs describe different past attempts; use their labels and the personalization key to avoid contradictory instructions.

PAGE SUMMARY

All instructions should lead to something you can create or inspect yourself. No video is required to read this guide.

Bespoke thinking. Practical decisions.

WHAT YOU'LL LEARN

Use the decisions demonstrated here to direct, review and refine your own scene.

THE FRAMEWORK BEHIND MY DECISIONS

Bespoke OS is my evolving creative framework of 250+ rules and principles for directing, reviewing and refining work. Here, I teach the practical workflow demonstrated in this experiment. You can follow it with your own subject and assets; the full framework remains proprietary.

GIVE EACH REFERENCE ONE JOB

Identity photos explain the person. Costume views explain construction. Real prop photos explain shape. A performance recording supplies movement. This avoids asking one image to explain everything.

TURN A WISH INTO SOMETHING VISIBLE

Instead of "make it magical," describe fibers weaving into one sleeve, where the light comes from and where the camera finishes. Review what you can actually see.

USE A FAILURE TO CHOOSE THE NEXT TEST

A loose sleeve end calls for a connected weave. A detached cap calls for a clearer attachment. Keep the approved face and outfit while changing the one failed action.

KEEP THE STRONG SECONDS

A convincing moment can survive an imperfect generation. Trim around weak frames, match neighboring shots and check the saved export. Selection is part of making the film.

These are project lessons, not a reproduction of the private rule library.

PAGE SUMMARY

The full Bespoke OS remains proprietary. This guide gives you a usable project workflow.

A quick note on ownership and use.

WHAT YOU'LL LEARN

Understand the independent fan-project context and what this guide does not license.

INDEPENDENT CASE STUDY

This is an educational and entertainment case study from Bruce's Bespoke Brands. It is not affiliated with, sponsored by, approved by or endorsed by Nintendo.

NO RIGHTS ARE GRANTED

This booklet does not grant permission to reproduce Nintendo or third-party material. An "entertainment purposes only" label, free distribution or attribution does not by itself supply permission.

SCOPE OF THE EXAMPLES

Illustrations and generated film frames show a creative experiment, including imperfect results. The finished video, private recordings and music are not included. The guide teaches a method; it does not promise an identical output.

NINTENDO REFERENCES

The Legend of Zelda, Ocarina of Time, Link and associated Nintendo game characters, names, trademarks and original game imagery are owned by Nintendo. Other artwork, music and third-party material remain with their respective rights holders.

MAKE YOUR OWN VERSION

Use your own identity and performance with consent, original designs and appropriately licensed assets. For brand or paid projects, choose original characters and obtain any permissions required for your use.

CHECK BEFORE DISTRIBUTION

Nintendo's online game-content guidelines have a defined scope; do not assume they authorize every fan artwork, branded PDF or commercial use. Review the applicable terms and seek qualified advice when your intended use is uncertain.

NINTENDO'S OFFICIAL SHARING GUIDELINES →

PAGE SUMMARY

Attribution identifies ownership. It does not grant a license or guarantee that a proposed use is permitted.

Keep your recipe and evidence

WHAT YOU'LL LEARN

Distinguish project files, reconstructed lessons and current tool guidance.

Private inputs are not included

The original experiment used real identity, prop and performance references. You do not need those private files. Create your own inputs using the checklist and recording instructions in this guide.

Teaching exercises

The starting-look prompt, character workshop, naming suggestions and editor diagrams turn the project decisions into exercises you can use with your own assets.

Audio you can use

Source or record audio you have permission to use. Add music, ambience and material effects on separate tracks. No original music, sound effects or full film accompanies this PDF.

Historical examples are labelled

The saved briefs later in this booklet describe different original attempts, including weaker results. The original input clips are not supplied. When adapting a video-edit brief, use your own existing clip in a tool that supports that task.

Official software help

Use the linked official help for current software controls. The diagrams here are illustrations. Tools, models, prices and input requirements can change.

Original work and attribution

The Zelda-inspired case study is independent of Nintendo. See the ownership notice for attribution and scope. Use original designs and cleared assets for your own project.

HIGGSFIELD HELP →

VIDEOLEAP HELP →

PAGE SUMMARY

The package includes historical prompts plus new teaching templates; their labels tell you which is which.

Opening transformation: make it yours.

WHAT YOU'LL LEARN

Choose the inputs, replace the case-study details and define a result you can inspect.

ANIMATE AN APPROVED STARTING IMAGE



GENERATED FILM FRAME • LOOK EXAMPLE

RESULT TO AIM FOR

One early change: fibers form a sleeve while the person continues the action. Keep the rest of the outfit unfinished. For a first test, simplify this long brief to one visible change.

1 ATTACH YOUR OWN INPUTS

Your approved starting-look image: face, body, starting clothes and room. Add approved finished-outfit/material images to explain the target. Add real prop photos only if the prop appears.

2 REPLACE THESE DETAILS

Replace the ocarina, hole counts, gold emblem, green weave, vest, cap, ears and shield with YOUR design. Delete accessories not yet visible. Replace room, lighting and the 0–10 second beats with your own action and supported duration.

Next: original prompt + historical result →

PAGE SUMMARY

Match each input to its job: appearance, object shape, recorded movement or the clip to edit.

Opening transformation

WHAT YOU'LL LEARN

Read the original submitted text alongside the adaptation guide on the previous page.

Historical result and settings

The opening source informed selected sleeve edits. This was not proof that every detail or musical finger movement was correct.
Seedance 2.5 • 10 seconds • 1080p • vertical 9:16 • generated audio off.

Actual submitted prompt

Photoreal 9:16 live action, same adult face and proportions as reference, natural breathing, subtle weight shifts, fingers visibly lift and reseal fixed ocarina holes throughout playing. Dark blue ceramic ocarina, four front finger holes (two large two small), hidden fifth rear finger hole, small clean gold emblem, no extra holes. Fine grassy coarse green plant-fiber weave; dark teal leaf-pattern leather vest with brown piping, curved stitching and rivets, brown harness, long green drooping cap, pointed ears. Rugged fissured bark shield with exact carved Bespoke oval ring and separate tilted four-point star from shield reference, never letters or wheel. Warm physically integrated illumination, sparks cast restrained light; leaves and grass move in shared breeze. No fairy, winged orb or character, no outfit tug. No dissolves, physical construction and unfurling only. No dialogue, music or instrument sounds; silent output for effects-only postproduction. Hold detail shots long enough to read; camera moves with purpose, not constant orbit or zoom. PART ONE of continuous thirty-second film, only earliest transformation. Frame zero tight face/hands playing in black shirt in real room. 0-2s hook: moving fingertips, warm spark curls around hand and illuminates first green fibers on cuff. 2-5s smooth short side arc reveals breathing and intent expression, sparks float naturally. 5-8s motivated cut to arm macro: cotton threads unravel and physically interweave into grassy sleeve, rich tactile texture under raking light. 8-10s ease back to three-quarter upper-body: sleeves green but torso still black, no cap, normal ears and no shield yet. Small foliage sprouts at room floor edge, forest only beginning; do NOT finish costume in this section.

PAGE SUMMARY

Read the matching adaptation page first. Replace personal details and check the result against your inputs.

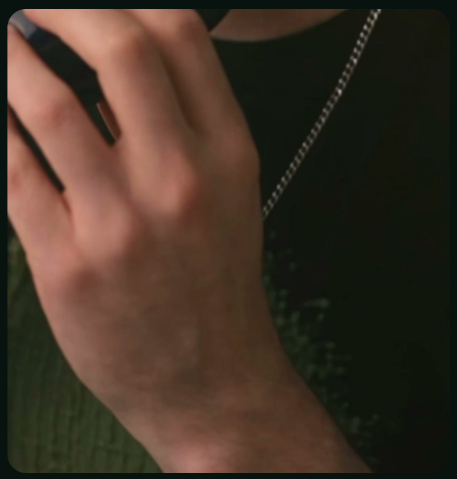
STEP 10 / 10 • MAKE YOUR OWN VERSION

Real performance transfer: make it yours.

WHAT YOU'LL LEARN

Choose the inputs, replace the case-study details and define a result you can inspect.

COPY MOVEMENT FROM YOUR REAL RECORDING



GENERATED FILM FRAME • LOOK EXAMPLE

RESULT TO AIM FOR

A generated character follows the recorded action while keeping the approved look. Compare hands, mouth contact, breathing and timing against your real recording.

1 ATTACH YOUR OWN INPUTS

Your real performance video supplies timing and movement. Your approved finished-character image supplies appearance. Clear photos of your own instrument or object explain its shape and contact points.

2 REPLACE THESE DETAILS

Replace the person, outfit, setting, instrument and exact hole/contact instructions. Match any timing to YOUR recording. Remove musical directions if your action is not musical; describe the real hand and body action instead.

Next: original prompt + historical result →

PAGE SUMMARY

Match each input to its job: appearance, object shape, recorded movement or the clip to edit.

Real performance transfer

WHAT YOU'LL LEARN

Read the original submitted text alongside the adaptation guide on the previous page.

Historical result and settings

The performance read more naturally. Precise instrument technique was still unverified; retain the real performance if accuracy is essential.
Saved model: hf_mult_motion_control • 720p. No duration is specified here because the saved recipe does not establish one.

Actual submitted prompt

Transfer the REAL adult performer's precise playing motion from the driving video to the same adult man in the completed green woven forest costume reference. Driving video is the sole authority for finger lifts/reseals, hand grip, lip seal, cheek/jaw breathing, chest movement, expression and subtle head/body sway; preserve timing, do not invent random finger wiggling. Frame front-facing chest-up, same short dark hair, no long forelock, pointed ears, complete green cap, green woven short sleeves, dark teal leaf-pattern vest, brown harness, bare forearms. Outfit/identity/photoreal warm forest appearance from first image, instrument exact geometry from second product image: dark blue ceramic ocarina, FOUR front finger holes two large two small and ONE hidden rear finger hole; no extra holes and holes remain fixed across frames. Fingertips naturally cover actual holes in correct relationship to playing source. Remove mouthpiece gold emblem completely so plain dark blue glaze, no text, symbol or metal collar. Realistic natural controlled blowing with subtle cheeks/jaw movement copied from source, no inflated balloon cheeks or singing. Adult must be fully costumed in every frame. Soft living forest background, warm canopy lighting consistent with previous clips, no fairy, no new chest logos, no wrist decorations. Use source motion only; no source room or clothing appearance. Source driver is silent: no music, instrument audio or dialogue. Preserve real performance rather than synthetic motion.

PAGE SUMMARY

Read the matching adaptation page first. Replace personal details and check the result against your inputs.

Shield camera sweep: make it yours.

WHAT YOU'LL LEARN

Choose the inputs, replace the case-study details and define a result you can inspect.

EDIT YOUR EXISTING SHIELD / OBJECT SHOT



GENERATED FILM FRAME • LOOK EXAMPLE

RESULT TO AIM FOR

A readable camera pass reveals the object's edge, face and mounting while preserving its shape. Check artwork at several moments; exact marks may need compositing.

1 ATTACH YOUR OWN INPUTS

Your own existing playing/object clip for a supported video-edit route. Approved character and carried-object views explain the look. Supply your own artwork only if the object needs a mark.

2 REPLACE THESE DETAILS

Replace shield, bark, oval/star mark, straps, costume and forest with your object and setting. Specify a start view, route and finish view. Replace all time marks to fit your actual clip.

Next: original prompt + historical result →

PAGE SUMMARY

Match each input to its job: appearance, object shape, recorded movement or the clip to edit.

Shield camera sweep

WHAT YOU'LL LEARN

Read the original submitted text alongside the adaptation guide on the previous page.

Historical result and settings

An earlier shield source was accepted with mark limitations. This brief does not guarantee exact carving or lettering.
Seedance 2.5 • saved duration 11 seconds • 1080p • horizontal 16:9 • generated audio off. The original text describes 10 seconds: this mismatch belongs to the historical record. Make your own timing agree.

Actual submitted prompt

Revise final ten-second source into elegant multi-angle bark shield showcase connected to same adult's playing pose. Keep exact identity, dark hair, long green cap, pointed ears, coarse grassy woven green short sleeves, dark teal leaf-pattern vest and stitching, bare forearms, active fingers, realistic breathing, dark blue ceramic ocarina, no chest crest. Shield rugged layered fissured tree bark with exact oval ring and separate tilted four-point star carved naturally; no letters, wheels or invented symbols. 0-3s close oblique rear-left camera glide over shield edge and carved star, shallow focus with forest soft bokeh. 3-6s sweep slightly upward and around rear-right side to reveal bark thickness, harness mounting and cap cloth moving naturally, warm canopy light sweeps across carved grooves with correct occlusion and parallax; brief readable settle on emblem. 6-8s travel across shoulder seam into side playing pose, focus glides from fine stitching to moving fingertips and absorbed face. 8-10s gentle pullback, focus opens to living surrounding forest, leaves and grasses sway, warm rays, fine distributed spark trails; natural cinematic finish. Background remains defocused during shield/body details while woodland subtly grows and light shifts continuously. Never use constant zoom, disconnected random angles, fairy, winged orb, outfit tug, floating shield or static hands. Preserve full costume continuity and source length. Silent output, no music or instrument sounds.

PAGE SUMMARY

Read the matching adaptation page first. Replace personal details and check the result against your inputs.

STEP 10 / 10 • MAKE YOUR OWN VERSION

Playing orbit: make it yours.

WHAT YOU'LL LEARN

Choose the inputs, replace the case-study details and define a result you can inspect.

ANIMATE ONE FINISHED CHARACTER PICTURE



GENERATED FILM FRAME • LOOK EXAMPLE

RESULT TO AIM FOR

A short camera arc around a stable character, with subtle action and depth from nearby scenery. Movement is invented from the still; this is not recorded-performance transfer.

1 ATTACH YOUR OWN INPUTS

One approved picture already showing your person, finished outfit, prop and environment. The pictured example in Step 5 shows this kind of starting image. No real motion video was used for this historical example.

2 REPLACE THESE DETAILS

Replace identity, hair, costume, instrument, forest, camera arc and foreground leaves. Preserve only directions that match your attached picture. Choose your own aspect ratio and supported length.

Next: original prompt + historical result →

PAGE SUMMARY

Match each input to its job: appearance, object shape, recorded movement or the clip to edit.

Playing orbit

WHAT YOU'LL LEARN

Read the original submitted text alongside the adaptation guide on the previous page.

Historical result and settings

Accepted for likeness and costume in a three-shot batch. The musical fingering was not verified. The still below illustrates the look, not a guaranteed future output.
Kling 3.0 • standard mode • 10 seconds • vertical 9:16 • sound off.

Actual submitted prompt

Photoreal live-action adult man exactly matching reference identity, short dark hair and stubble, natural pores. Preserve dark navy blue glazed ceramic ocarina geometry throughout: exactly FOUR front fingerholes two large two small, ONE hidden back thumbhole, plain mouthpiece NO emblem. Fingers repeatedly lift a few millimeters and seal corresponding fixed holes, supporting thumbs, sealed lips and restrained natural blowing cheeks and jaw, expressive absorbed eyes, gentle breath and body motion. Forest already surrounds him, softly defocused layered deep real woodland, warm sun shafts green bounce coherent contact shadows. Only distributed tiny warm magical sparks, no fairy or creature. Costume coarse grass-fiber woven green short sleeve tunic, intricately stitched dark teal leaf-pattern leather vest brown harness. No long hair, bald scalp, morphing fingers, extra holes, pasted overlays or digital crop. CAMERA physically travels through the scene with strong foreground/background parallax and changing perspective, not zooming a flat frame. Fully dressed continuous performance. 10 second actual semicircular dolly orbit: start frontal chest-up showing eyes and active hands, move sideways past left three-quarter to near side profile while modestly rising, ending wider shoulder-up profile with hands and instrument visible. A near branch passes frame edge with parallax to prove camera motion. Short hair unchanged and cap already fully formed. Lift and reseal individual fingers on actual holes; face absorbed with small brow movement eyes alternating focus and softly closed, subtle cheeks exhaling; natural torso sway. Forest leaves stir warm particles drift in depth. Do not change clothing or prop.

PAGE SUMMARY

Read the matching adaptation page first. Replace personal details and check the result against your inputs.

Hat formation repair: make it yours.

WHAT YOU'LL LEARN

Choose the inputs, replace the case-study details and define a result you can inspect.

REPAIR ONE PART OF YOUR EXISTING CLIP



GENERATED FILM FRAME • LOOK EXAMPLE

RESULT TO AIM FOR

A single connected hat forms plausibly without changing face, hairline or existing action. Check attachment, tail, shadows and the final silhouette frame by frame.

1 ATTACH YOUR OWN INPUTS

Your own existing transformation clip is the edit source. Approved front, side and rear head/hat views explain the intended hairline, attachment and finished silhouette.

2 REPLACE THESE DETAILS

Replace the cap, hair, head details and formation action with your own design. State exactly what stays unchanged. Adapt the original 3–7 second events to the actual source length; remove those timings if irrelevant.

Next: original prompt + historical result →

PAGE SUMMARY

Match each input to its job: appearance, object shape, recorded movement or the clip to edit.

Hat formation troubleshooting

WHAT YOU'LL LEARN

Read the original submitted text alongside the adaptation guide on the previous page.

Historical result and settings

This take needed further repair. It is a troubleshooting example, not an approved success recipe. Use the failed-formation lesson to judge your own result.
Seedance 2.5 • video-edit mode • 1080p • generated audio off. A saved duration is not documented; the original brief refers to a ten-second source.

Actual submitted prompt

Revise this ten-second middle transformation shot with precise action choreography. The man's ocarina playing is the magical cause of the transformation. Preserve existing face, instrument, active fingers, camera shots, vest formation, ears, bark shield and carved oval with separate star, forest and warm light. Replace the cap entrance entirely: never a premade hat sliding up, being pulled onto head, dropped on head, or fading into view. At 3-4 seconds warm fine sparks pulse upward from the instrument along shoulders in response to playing. At 4-6 seconds luminous green plant-fiber strands spiral gently around his bare head, individual fibers visibly interlace from the hairline upward into the textured green cap; a small readable pause shows cloth being woven in place. At 6-7 seconds the long cap tail is woven progressively outward from crown, extends backward and settles under gravity with natural weight. Cap ends exactly like source final long drooping green cap. Hands never leave instrument; no tugging clothing or touching cap. Magic particles cast subtle moving warmth on skin and forming fibers, connect formation stages; no fairy or winged entity. Maintain all existing music-playing body movement and realistic breathing. Also keep short upper-arm sleeves consistently coarse grassy green woven throughout this middle shot; no black short sleeves and no added wrist cuffs or forearm gauntlets, forearms remain bare. No audio, music, ocarina tones, dialogue or sound generation; effects-only audio added later.

PAGE SUMMARY

Read the matching adaptation page first. Replace personal details and check the result against your inputs.

Your next scene starts here.

WHAT YOU'LL LEARN

Bring the method together, then make one short scene of your own.



YOUR START



ONE CHANGE



YOUR NEXT SCENE

CASE-STUDY FRAMES • CREATE YOUR OWN INPUTS AND RESULT

COLLECT → APPROVE

Take identity and prop photos. Make one character master, then approve the views you need. Keep the separate full-resolution pictures.

TEST → REVIEW

Choose one action. Attach the right inputs for animation, recorded movement or a clip edit. Check face, costume, object and motion. Revise one problem at a time.

EDIT → FINISH

Keep the strongest seconds. Arrange clips in Videoleap, Final Cut Pro or another editor. Add cleared sound on separate tracks. Export and watch the saved file fully.

YOUR NEXT ASSIGNMENT: ONE FIVE-SECOND SCENE.

Name one visible action, one success check and one retry limit. Save the inputs, prompt, settings, selected clip and editable project together.

PAGE SUMMARY

Start small. Keep what works. Change one thing. Make the next test.

Let your AI help you.

Use this free guide as a reference for your own scene. Start with a clear request.

COPY THIS INTO YOUR AI CHAT

Read the guide. Help me plan a five-second scene. Say what you can inspect.
Draft my prompts. Distinguish appearance references from real motion recordings.
Ask at most two questions or requests per reply, even in prose. One decision each.
Get my approval before spending. If I want to spend nothing, I will say so.
Verify a free route. Suggest a retry limit of 2. Wait for confirmation before any attempt.
Log unverified outside charges as UNKNOWN. Review results before saying a fix worked.
Keep a short project record so I can resume.
My idea is: [describe it in your own words].

WHAT IT CAN USE

For a lighter AI attachment, use BBB_Free_Guide_AI_Text_Companion.txt from this download. It contains the guide as text, without images or form fields. Attach actual references separately. Use the PDF when a lesson needs its illustrations; ask your AI to explain one lesson or adapt one prompt.

WHAT YOU STILL NEED TO SUPPLY

Your own suitable references and any source recordings. The film, music, original full-resolution inputs and editable video project are not included. Printed example pictures do not replace those source files.

CHECK THE HANDOFF

Save the project record and attach it next time with the actual files. If the assistant cannot generate, edit or inspect media, ask for a prepared next step. A prompt is not a completed video.

Free guide. Guided companion.

Choose the amount of structure you need. The free guide remains useful on its own.

YOU ALREADY HAVE THE WORKFLOW

This free book contains useful lessons, character templates, original prompt examples and review checks. You may ask your AI to explain and adapt them to your own project. You do not need to buy a companion to start.

WHAT THE SEPARATE AI DIRECTOR KIT ADDS

A prepared conversation structure

Intake, reference roles, character approvals and focused next steps.

Reusable working files

Prompt recipes, an editable project record and a character workshop.

A consistent review and recovery path

Keep what works, change one thing, and resume from the last approval.

VIEW THE PAID AI DIRECTOR KIT ON SHOPIFY

Visual Edition 21 is available from the Bearback Shopify store.
bearbackgear.com/products/bbb-ai-director-kit
AI tools and credits are separate. No purchase is required to use this free book.



BRUCE'S BESPOKE BRANDS

THANK YOU FOR CREATING WITH US

Keep creating.
Make it bespoke.

Keep the useful bits. Learn from the messy ones.
Your next idea starts here.

Connect with Ray on LinkedIn

Creative experiments. Honest lessons.

linkedin.com/in/rsgambati →

Follow Bruce's Bespoke Brands

Behind the scenes and what's taking shape next.

instagram.com/brucesbespokebrands →

Made something? Tag @brucesbespokebrands.

The next thing I'm going to try is:

Start small. Make a test. See where it takes you.

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