KARA LEARNING

FREE ONE-PAGE GUIDE

The prompt framework: seven parts, in order.

Every generation starts fresh and remembers nothing, so the whole shot has to be in the prompt. Lock the first two parts and the rest holds together.

01 Character lock
Who must stay identical? Name the face, hair, build and age, and say outright that they may not be redesigned.

02 Background lock
What place must stay identical? Fix the room, the time of day and the light on it, so two shots read as one place.

03 Scene action
What is happening, and how far into it are we? Start in the middle of the action, not as someone walks in.

04 Dialogue
What is said, in as few words as possible. Short lines stay clean; long ones drift.

05 Camera
Type, position and movement — three things named, not a mood.

06 Transition
How this shot hands over to the next. An object carrying the cut beats a hard jump.

07 Style & mood
How it should look and feel: the light, the palette, the lens, the pace.

→ Say it once, plainly
Repeat anything that must survive into the next shot. The model keeps no memory between generations.

Camera = type + position + movement.
Weak: "make the camera dynamic."
Strong: "handheld, tracking backwards as she walks toward camera, then a quick push-in."

The 15-second map

0–3 SEC	3–7 SEC	7–11 SEC	11–15 SEC
Hook	**Develop**	**Message**	**Payoff**
Stop the scroll. Something interesting, immediately.	Show what is actually happening.	Deliver the one idea you want kept.	Reveal, result or the hand-over to the next shot.

The golden rule

May change: clothing, fabric, colour, texture, outfit design.

Must never change: face, identity, body, continuity.

The clothing may transform.
The person underneath may not.

One change at a time. When a shot drifts, fix a single thing per retry. Change two things at once and you won't know which one worked.

Before you generate

- ☐ One clear message?
- ☐ Something happens in the first seconds?
- ☐ Identity and clothing locked?
- ☐ Camera movement named, not implied?
- ☐ Every second has a purpose?
- ☐ Told the AI what **not** to do?

The face changes → strengthen the character lock.

The clothes change → add an outfit lock.

The camera is boring → name the movement.

Scenes don't connect → carry an object across the cut.

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