Restyle footage and keep the motion

Restyle a clip or change one element while the camera move, timing and layout stay locked: a shoot-out, a style frame, two finals and a measured check.

PLAYBOOK

IN SHORT

- Restyle a 5-second running shot into a hand-drawn ink look, then change only the shoe color, with camera and stride locked.
- A three-model shoot-out on the same clip picks the model; a measured pan curve proves the camera held.
- Run the shoot-out at the lowest resolution; each 720p final waits about 2 minutes.

You need ✓ Any plan with credits ✓ A short source clip, 3 to 10 seconds ✓ ffmpeg, ImageMagick and Python with OpenCV for the checks (optional)

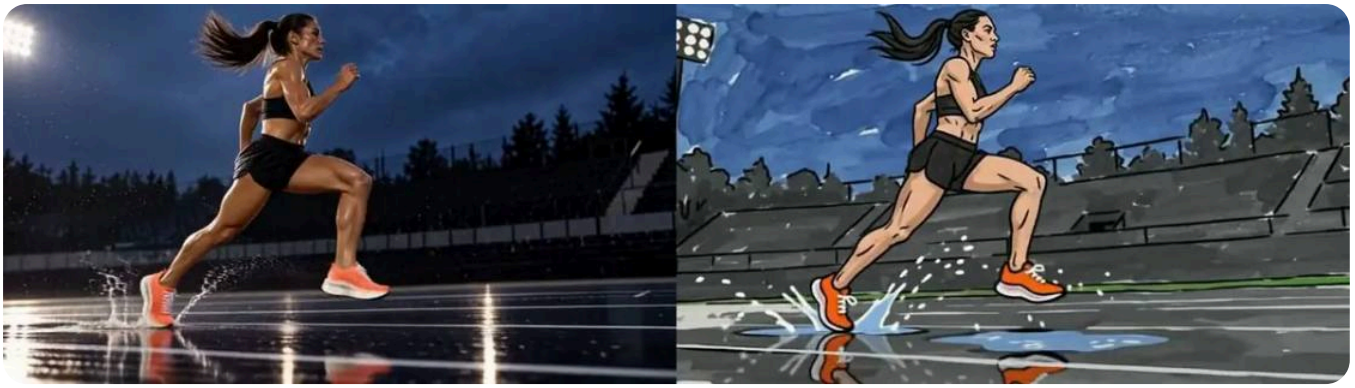
SEE IT MADE

- ALTER
- Green Screen to Any Scene

One 5-second tracking shot of a Vireo Athletics runner on a wet night track, restyled twice: into a hand-drawn ink look for a campaign film, then with only the shoe color changed. Camera, stride and layout stay locked, and a measurement proves it.

As of October 2026

The models, settings and screens in this article are the ones Scenario offered in October 2026. New models and updates arrive often, so check the app for newer options before you choose.



▷ Watch the video: https://ufgc0c9mhl4ueq76.public.blob.vercel-storage.com/academy/c4c814bd8d3c5a5d05b0846faba3e899fe5b743e9f50401ac9c997e4d423b102.mp4

Source (left) and the ink look (right): Gemini Omni 1.1 Flash Edit, 720p, with a style frame. Same 120 frames, same camera pan, same strides.

The brief

Field	Brief
Goal	Two new versions of one clip: a hand-drawn ink restyle, and the same shot with a new shoe colorway
Source	5 seconds, 24 fps, 120 frames, a side tracking shot that pans with the runner, no sound
Format	16:9, 720p, 24 fps, the same 120 frames as the source
Fixed	Camera move and speed, runner position, pose and every foot strike, shoe design, floodlight, stands and lane lines, clip length
May vary	Rendering (ink look); the shoe upper color only (colorway)
Accept when	The measured pan stays within 3% of frame width of the source at every frame; strides land on the same frames; the shoe keeps its laces, sole and heel mark; nothing new appears

The source is a generated clip: a first frame from GPT Image 2.5 Sunburst with the Vireo shoe and athlete references, animated with Minimax H3. Its pan moves the background across more than a quarter of the frame, so any camera drift shows.

Approach

1 Keep-list camera, stride, layout, shoe › **2 Shoot-out** three models, low resolution › **3 Style frame** frame 0 restyled › **4 Finals** Gemini Omni 1.1 Flash Edit, Seedance 2.5 › **5 Measure** pan curve, side by side

Edit models differ in how hard they hold the source: some keep the layout and add their own ideas, others rebuild the set, so choose on your own clip, at low resolution.

A full restyle needs a model that holds structure; a one-element change (a color, the light, one object) needs a model that changes as little as possible. See Edit video.

- **Model used:** Gemini Omni 1.1 Flash Edit for both finals: shoot-out winner, and it accepts a style frame in **Reference Images**. Seedance 2.5 in edit mode ran the colorway as a comparison.
- **Alternative:** FLUX.3 Edit Video kept the layout as well and was the fastest, but drew a torn-paper border around the frame. Luma Ray 3.2 Edit rebuilt the stands.

Steps

1. **Make and prepare the source.** This run generated it: a first frame with GPT Image 2.5 Sunburst, then **Create** > **Videos**, **Minimax H3**, **First Frame**, 5 s, 768P. Take 3 passed; takes 1 and 2 threw tall water crowns and left rings on the track. Keep only the seconds you need (edit models bill by input length) and remove the sound.

Prompt

```
Slow-motion tracking shot from a camera car, one continuous take. The runner
runs forward to the right in slow motion with a long, even stride, and the
camera travels to the right with her at the same speed, so she stays near the
center of frame, whole from head to shoes, while the whole background moves
past: over the 5 seconds the floodlight tower slides from the upper left out
of frame at the left edge, new sections of the dark stands and trees enter
from the right, and the white lane markings and the reflections on the wet
track stream from right to left under her feet. The track is wet but has no
puddles: at each foot strike only a fine mist of droplets flicks off the sole
and falls straight back, no tall splashes, no water crowns, no rings. Her
orange shoes keep exactly the same design in every frame: molten orange
upper, white laces, translucent sole with a dark line. Sound of rain and soft
footfalls, no music, no speech.
```

Shell

```
ffmpeg -i take-3.mp4 -frames:v 120 -an -c:v libx264 -crf 16 source.mp4
```

2 **Write the keep-list** (Write a keep-list). One block, pasted word for word at the end of every prompt for this clip:

Prompt

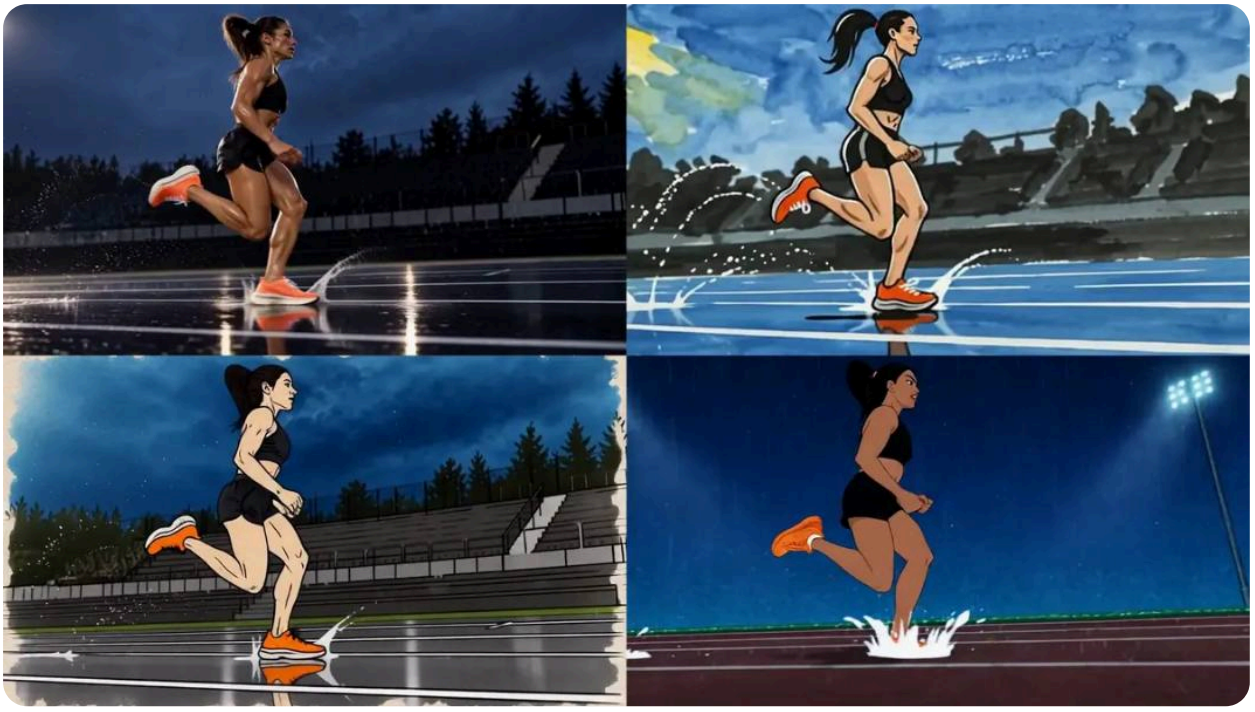
```
Motion stays as smooth as the source. Keep exactly the same camera move,
framing and speed at every moment, the runner's position, size and pose in
every frame, every stride and foot strike at the same moment, the floodlight,
stands and lane lines in the same places, and the same clip length. No new
objects, no text.
```

3 **Run a three-model shoot-out** (Run a same-input shoot-out). Same clip, same look prompt, lowest resolution: Gemini Omni 1.1 Flash Edit at 360p, Luma Ray 3.2 Edit at 540p, FLUX.3 Edit Video. Quote each run first (Quote before you run). All three returned within 3 minutes.

Prompt

```
Restyle the whole video as hand-drawn 2D animation for a sportswear campaign:
confident black ink outlines with varying line weight, flat gouache color in
two or three tones per shape, visible paper grain, the night sky as a painted
blue wash, the floodlight as a bright painted glow, rain and spray as white
ink flecks. The runner keeps her face, dark ponytail, black top and black
shorts; her shoes stay molten orange with white laces and a pale translucent
sole with a dark line.
```

Then the keep-list.



Frame 90. Top: source, Gemini Omni 1.1 Flash Edit. Bottom: FLUX.3 Edit Video, Luma Ray 3.2 Edit.

4 **Judge the shoot-out on frames and on the camera.** Luma replaced the stands, turned the track brown and added a floodlight: rejected. FLUX kept the layout but framed every frame in torn paper. Gemini applied the strongest look and kept the pan, but painted the track blue and washed the sky yellow around the floodlight, which a style frame can fix: Gemini wins. Numbers under Check the result.

5 **Make a style frame** (Approve the still first). Export frame 0 and restyle it with GPT Image 2.5 Sunburst, naming what the shoot-out got wrong: track color, floodlight, border. It takes 33 seconds and a fraction of a video take's price (Repair at the cheapest stage).

Shell

```
ffmpeg -i source.mp4 -frames:v 1 frame-0.png
```

Prompt

```
Re-render this exact frame as a still from a hand-drawn 2D animation for a
sportswear campaign. Use the image as a layout reference: keep the camera
angle, the framing, the runner's position, size and pose, the stands, the
tree line, the lane lines and the floodlight exactly where they are. Change
only the rendering: confident black ink outlines with varying line weight,
flat gouache color in two or three tones per shape, visible paper grain, the
night sky as a painted deep blue wash. Keep the colors of the scene: the
track stays dark wet charcoal grey with pale reflections, not blue; the
floodlight stays one small bright white painted glow in the upper left
corner, with no beam and no yellow wash; the stands stay dark grey. The
runner keeps her face, dark ponytail, black top and black shorts; her shoes
stay molten orange with white laces and a pale translucent sole with a dark
line, and the small VIREO on the heel. Rain and spray are small white ink
flecks. The drawing fills the whole frame edge to edge: no border, no paper
edge, no frame. No text other than the heel mark, no new objects.
```



Source frame 0 and the style frame.

6 **Run final A: the ink look. Create** > **Videos**, **Model** > **Edit** tab > Gemini Omni 1.1 Flash Edit. Load the source as the video and the style frame in **Reference Images**. **Resolution** 720p. Take 1 (1 minute 55 seconds) still drew a paper border and turned the floodlight into a blank sign, so take 2 says "full bleed" and describes the lamp bank. Take 2, 1 minute 43 seconds:

Prompt

```
Restyle the whole video as hand-drawn 2D animation for a sportswear campaign
that matches the reference image: confident black ink outlines with varying
line weight, flat gouache color in two or three tones per shape, a fine grain
texture inside the image, the night sky as a painted deep blue wash, rain and
spray as small white ink flecks. Full bleed: the picture runs to every edge
of the frame, with no paper border, no torn edge and no white margin. Keep
the colors of the scene: the track stays dark wet charcoal grey with pale
reflections, not blue; the floodlight stays a bank of bright white lamps on a
tall dark pole in the upper left, as in the source, with no beam and no
yellow wash; the stands stay dark grey. The runner keeps her face, dark
ponytail, black top and black shorts; her shoes stay molten orange with white
laces and a pale translucent sole with a dark line.
```

Then the keep-list.

7 **Run final B: change one thing** (Edit one thing). Same model, the source as the video, no reference image, **Resolution** 720p. 1 minute 36 seconds. As a comparison, the same prompt ran on Seedance 2.5 with the clip in **Reference Videos**, **Duration** Auto (follows the source clip) and **Generate Audio** off, starting with "Edit @video1.".

Prompt

```
Change only the color of the runner's shoes: the uppers become deep cobalt
blue instead of orange. The white laces, the pale translucent sole with its
dark line, the shape of the shoe and the small VIREO on the heel stay exactly
as they are. Everything else stays exactly as in the source: the runner, her
face, hair and clothes, every stride, the camera move, the wet track, the
stands, the floodlight, the light and the rain. No new objects, no text.
```

8 **Measure the camera, then pair the clips** (Check by measurement). Measure the horizontal shift between consecutive frames on two background strips beside the runner, add the steps, and compare the curve with the source's. Then bring every clip to one size and length, and stack them:

Python

```python
# per pair of consecutive frames (OpenCV, grayscale, background strip)
(dx, dy), response = cv2.phaseCorrelate(prev_strip, next_strip, hann)
pan += dx / width * 100   # cumulative pan, % of frame width
```

Shell

```shell
ffmpeg -i final.mp4 -vf "scale=640:360,fps=24" -frames:v 120 -an final-640.mp4
ffmpeg -i source-640.mp4 -i final-640.mp4 -filter_complex hstack -an side-by-side.mp4
```

With the Scenario MCP: `model_run` on `model_google-omni-1-1-flash-edit` with `video`, `referenceImages: [style frame]` and `resolution: "720p"`; final B drops `referenceImages`.

For the Seedance comparison, `model_bytedance-seedance-2-5` with `referenceVideos: [clip]`, `duration: -1` (follow the source), `resolution: "720p"`, `generateAudio: false`. The model schema says editing is inferred from the prompt, which is why the prompt opens with "Edit @video1.".

Check the result

Check before you accept

Accept when

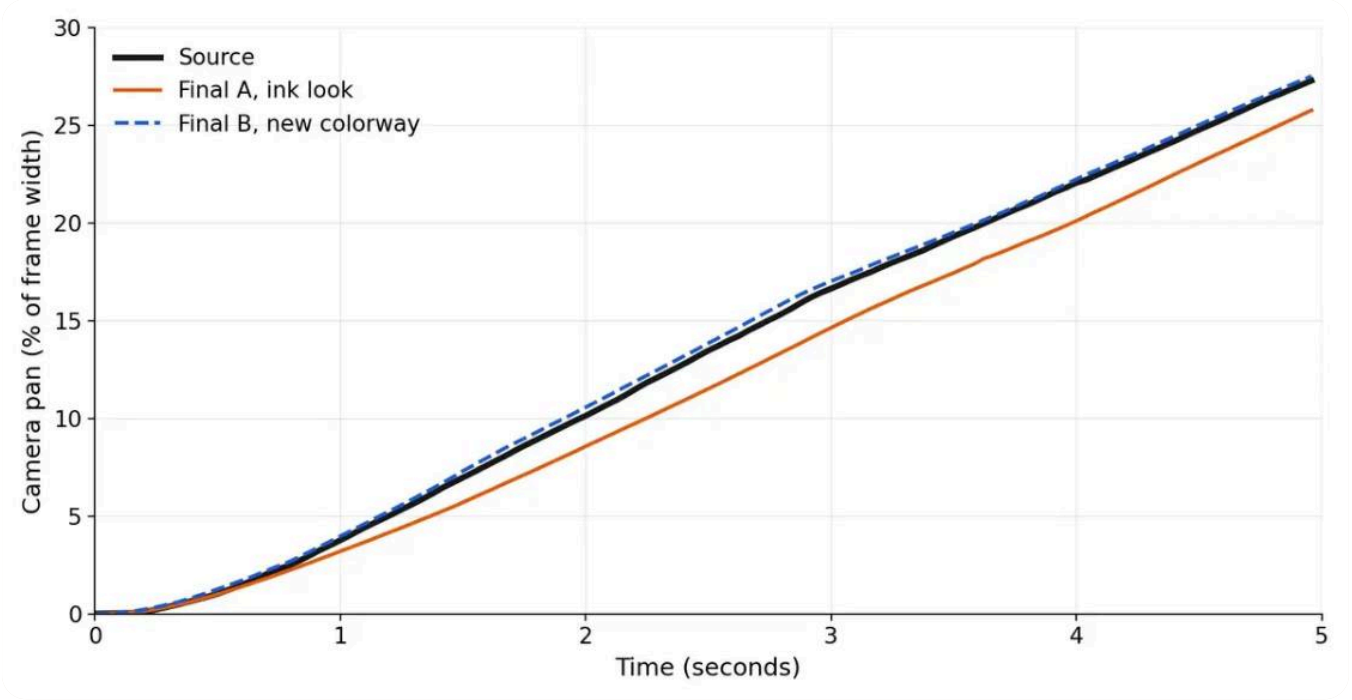
the pan curve follows the source within 3% of frame width at every frame; at matching frame times the runner stands in the same place and pose; the shoe keeps its laces, translucent sole and heel mark; the picture runs to every edge; nothing appears that the prompt did not ask for.

Reject when

a border or paper edge frames the picture; the pan runs ahead or behind; the stands, track or lights are rebuilt; the shoe changes design; the clip comes back shorter than the source.

Shoot-out	Gemini, 360p	FLUX.3	Luma, 540p
Ink look	full	full	full
Pan at the last frame (source 27.3%)	26.4%	26.9%	26.3%
Largest pan gap during the clip	0.99%	1.47%	2.04%
Scene	track painted blue, yellow sky wash	torn-paper border on every frame	stands replaced, brown track, extra floodlight

Finals	Source	A, ink, Gemini	B, cobalt, Gemini	B, cobalt, Seedance
Frames	120	120	120	113
Pan at the last frame	27.3%	25.8%	27.5%	not measured
Largest pan gap during the clip		2.07%	0.50%	
Frame where half the pan is reached	61	66	60	



Measured pan: the colorway stays within 0.5% of the source, the ink look within 2.1%.

Both Gemini finals pass. The ink look's camera runs a little slow in the middle (largest gap 2.07% of frame width, about 26 pixels at 1280) and the runner still hits the source poses at frames 70 and 119. The colorway is nearly frame-exact. The Seedance colorway came back 7 frames short, so its strides drift against the source: runner-up.



Take 1, rejected: paper border and a blank sign for a floodlight.



Take 2, kept: full bleed, lamp bank in place.



Source and final B: only the shoe upper color changed.

Take 1 had the style frame and still added a border: "no border" was not enough once the look said "paper grain". Take 2 moved the grain inside the image and said "full bleed".



▷ Watch the video: https://ufgc0c9mhl4ueq76.public.blob.vercel-storage.com/academy/ebffce1ffa27ac5a86fd95fc54e5abd7eb02450a8d2e0b58c5c1d6d12eab4bdc.mp4

Source (left) and the cobalt colorway (right): Gemini Omni 1.1 Flash Edit, 720p. Only the shoe uppers changed.

Check yourself

2 questions

1 **Two ink takes of frame 92. The brief fixes a full-bleed picture and the floodlight in its place. Which take passes?**



Take A



Take B

- **A** **Take A: the picture runs to every edge and the lamp bank sits where the source has it**
- B Take B: the paper edge makes it read as hand-drawn, which the look asks for
- C Both: the runner and the stride match, so the camera check decides

Answer: A. Take B frames the picture in a paper border and loses the floodlight's lamps, two things the brief fixes. Take A came from the prompt that asked for full bleed and described the lamp bank.

2 **In the shoot-out, one model ends its pan close to the source but replaces the stands, turns the track brown and adds a floodlight. What do you do?**

- **A** **Reject it and go with a model that kept the set**
- B Keep it and repair the set with a style frame
- C Lower the edit strength one step and run it again

Answer: A. A rebuilt set fails the keep-list even when the camera matches. A run on another model costs less than a repair.

LEVEL 3 · A SYSTEM

Make it repeatable

- **Restyle a whole sequence** (Package it as a workflow or skill). In the **Node Editor**: a **Video** node with the shots, a **Loop** over them (its **Input List** port), an **Image Generator** on GPT Image 2.5 Sunburst for each style frame, a **Video Generator** on Gemini Omni 1.1 Flash Edit, and an **Approval** after the first shot.
- **Keep one style frame per look** and reuse it as the reference for every shot's frame (Lock a style anchor).
- **Split the prompt into inputs:** the look, the keep-list, and the "Edit @video1." prefix for Seedance.
- **Keep the paired clips** for reviews and edits, and note the price per shot (Keep a cost receipt).

Runs and time

Step	Model	Runs	Kept	Wait
Source first frame, 2048x1152	GPT Image 2.5 Sunburst	1	1	45 s
Source clip, 5 s, 768P	Minimax H3	3	1 (take 3)	2 min 36 s to 3 min 13 s
Source drafts	Seedance 2.5	2	0	1 min 23 s and 2 min 21 s
Shoot-out, 360p	Gemini Omni 1.1 Flash Edit	1	winner	1 min 2 s
Shoot-out	FLUX.3 Edit Video	1	runner-up	50 s
Shoot-out, 540p	Luma Ray 3.2 Edit	1	0	2 min 55 s
Style frame, 1536x864	GPT Image 2.5 Sunburst	1	1	33 s
Final A, ink, 720p	Gemini Omni 1.1 Flash Edit	2	1 (take 2)	1 min 55 s and 1 min 43 s

Step	Model	Runs	Kept	Wait
Final B, cobalt, 720p	Gemini Omni 1.1 Flash Edit	1	1	1 min 36 s
Final B, cobalt, 720p	Seedance 2.5	1	runner-up	2 min 43 s
Trim, measure, pair	ffmpeg, OpenCV	0	n/a	seconds

About 10 minutes of waiting with the runs in parallel. The source takes and the shoot-out are most of the cost; once the model is chosen, a shot is one style frame and one final.

The price shows on the **Generate** button before you run.

Variations

- **Product clip:** a turntable packshot restyled as a pencil sketch or a seasonal set. Put the product's shape, label position and colors in the keep-list.
- **Game footage:** a gameplay capture or a grey previs restyled into the key-art look.
- **Learning:** a recorded demo restyled into the course's illustration style.
- **One element only:** a colorway, a season, the sky. Use the model that changed least in your shoot-out and name the single change. See Edit one thing.
- **A new performer, same moves:** see Swap the actor, keep the performance.

If it breaks

- **A border or paper edge appears.** Say "full bleed" and move texture words inside the image ("grain inside the image", not "paper grain").
- **A color or a light changes with the look.** Make a style frame that names the colors to keep, attach it, and add them to the prompt.
- **The look barely changes.** Move to the model with the strongest look in your shoot-out, and keep the style frame as the guide.
- **The pan runs slow or fast.** Use the model whose curve matched in the shoot-out; Luma had the largest gap here, 2.04% against 0.99% for Gemini.
- **The clip comes back shorter.** Reject it for a paired edit: the strides no longer land on the source frames.
- **The set is rebuilt.** Reject it; a run on another model costs less than a repair.

Related

Swap the actor and keep the performance

For Artist, Creator Page 13 of 26 in Use-case playbooks

Verified in Scenario on Oct 16, 2026.