Direct the *camera* and the motion in a shot

Name one camera move, describe the subject's action with a start and an end, and use a driving video when choreography must be exact.

GUIDE Step 1 · Learn

IN SHORT

- Name one camera move as a film term and one subject action with an end state, per clip.
- When choreography must be exact, give the model a driving video instead of more words.
- Test the move as a cheap 480p draft, then finish the take you like at 1080p without generating it again.

You need
- ✓ An approved first frame in the target aspect ratio
- ✓ Credits for a few video takes (any plan; the price shows on the Generate button)

A video model moves the camera whether you ask it to or not. This lesson shows how to choose the move yourself: from one first frame of a sunny living room with a cat, you write a Seedance 2.5 prompt that names one camera move, says what else moves, and test it as a cheap 480p draft. Then you see nine camera moves made from the same frame by changing only the camera words.

As of November 2026

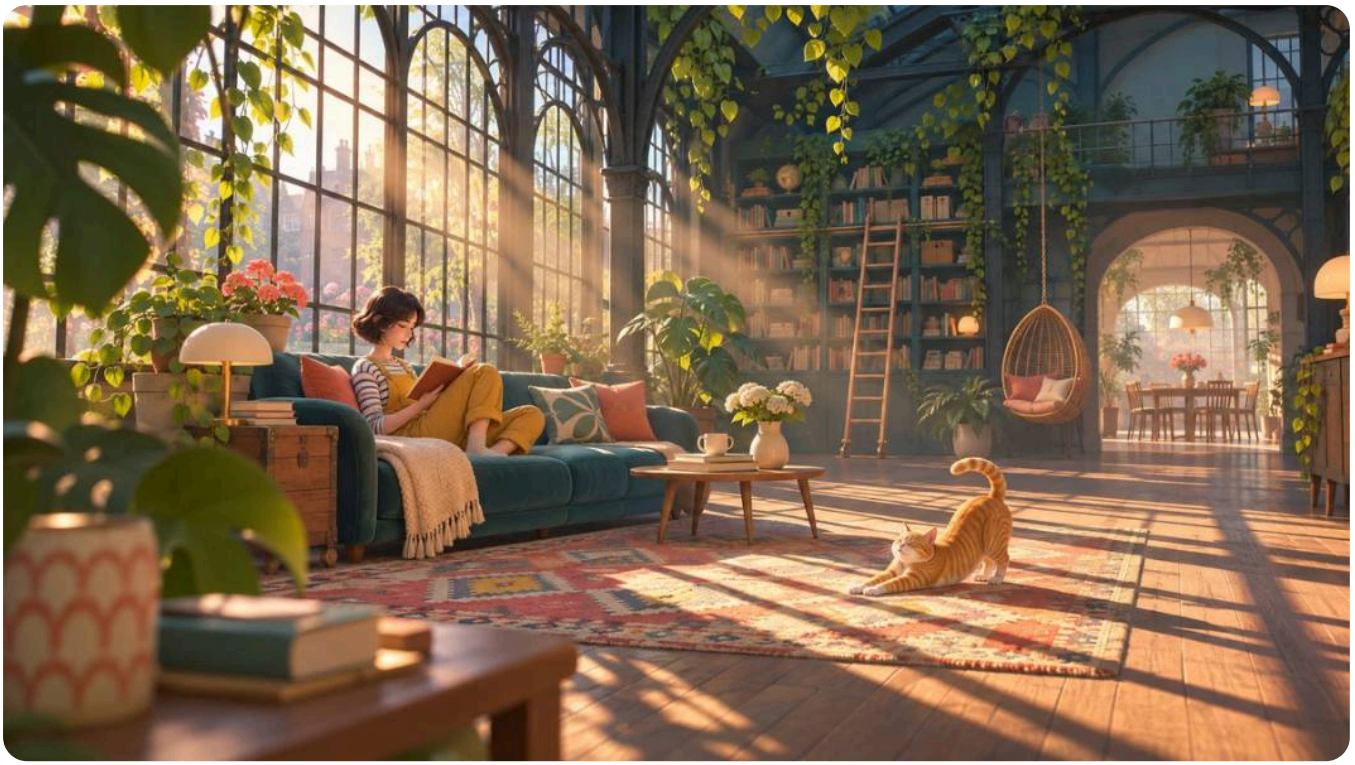
The models, settings and prices in this article are the ones Scenario offered in November 2026. New models and updates arrive often, so check the model library for newer options before you choose.

Quick version

1. Start from an approved first frame in **First Frame**.
2. In the prompt, name one camera move, how fast it goes, and where it ends.
3. Say what else moves and what stays still, and end with "one continuous camera move, no cuts".
4. Turn on **Draft** for a cheaper 480p test, and click **Generate**.
5. Keep the take whose move is right, then finalize it in 1080p.

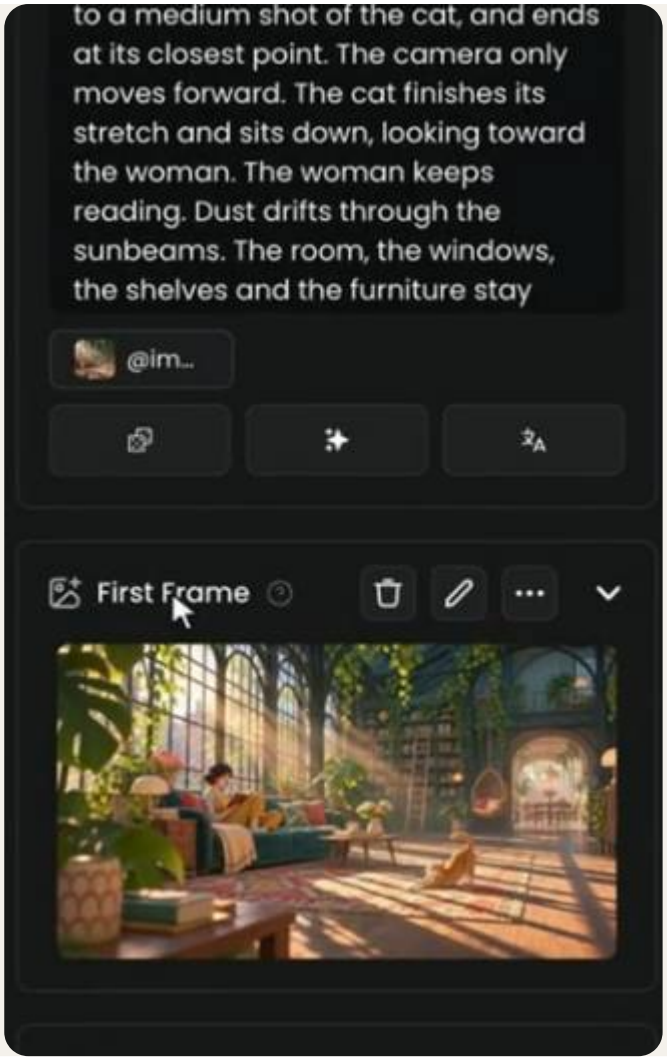
Before you start

- **An approved first frame in the shape you want.** With a first frame, the clip takes its shape from the image, so make it in the target aspect ratio. Here it's a wide, sunlit room with tall windows, a woman reading on a green sofa, and an orange tabby cat stretching on the rug.
- **Where it lives: Create › Videos**. The film uses **Seedance 2.5**. To pick a model, see Generate video.
- **One move per clip.** A clip of a few seconds has room for one clear camera move. Two moves in one prompt usually come out as neither. For several moves, make several shots and cut them together.
- **Camera words are film words.** Push-in, pull-out, pan, tilt, tracking, orbit, crane, handheld, static. The models know these terms better than a description of where the camera should go.



Step 1: Start with a first frame

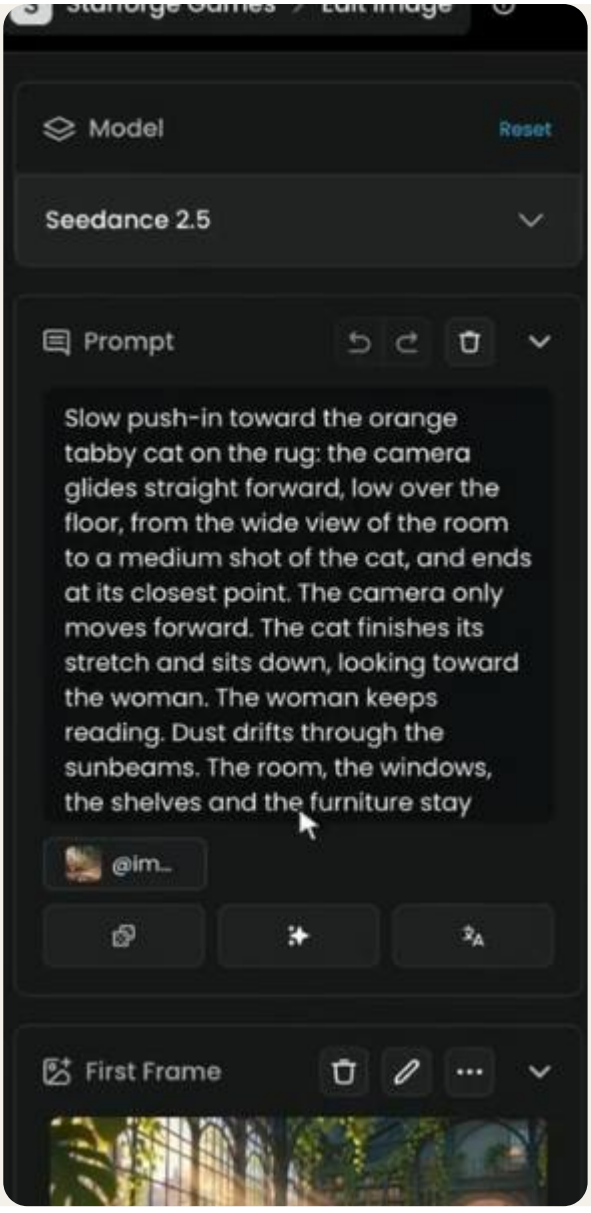
Add the image to **First Frame**: drag and drop or paste it, or choose it from your library. Leave **Last Frame** empty: the move decides where the shot ends.



Step 2: Name one camera move

Write the camera move first, in three parts:

1. **The move**, as a film term: "Slow push-in toward the orange tabby cat on the rug".
2. **How it moves and how fast**: "the camera glides straight forward, low over the floor".
3. **Where it starts and ends**: "from the wide view of the room to a medium shot of the cat, and ends at its closest point". Then rule out other moves: "The camera only moves forward."



Step 3: Say what else moves

Then describe the subject's action with an end state, and what stays still:

- The cat finishes its stretch and sits down, looking toward the woman.
- The woman keeps reading.
- Dust drifts through the sunbeams.
- The room, the windows, the shelves and the furniture stay unchanged, in the same style as the first frame.

End with "One continuous camera move, no cuts", a steady speed, and the sound. The full prompt the film uses:

Text

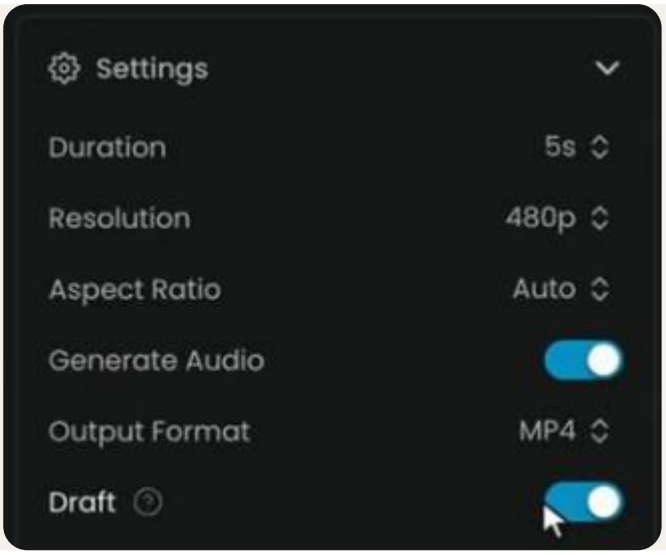
```
Slow push-in toward the orange tabby cat on the rug: the camera glides straight forward, low over the floor, from the wide view of the room to a medium shot of the cat, and ends at its closest point. The camera only moves forward. The cat finishes its stretch and sits down, looking toward the woman. The woman keeps reading. Dust drifts through the sunbeams. The room, the windows, the shelves and the furniture stay unchanged, in the same stylized 3D look as the first frame. One continuous camera move, no cuts, steady speed. Sound: quiet room tone, soft birdsong outside the windows. No music, no voices.
```

Step 4: Test it as a draft

Open **Settings**. The film uses:

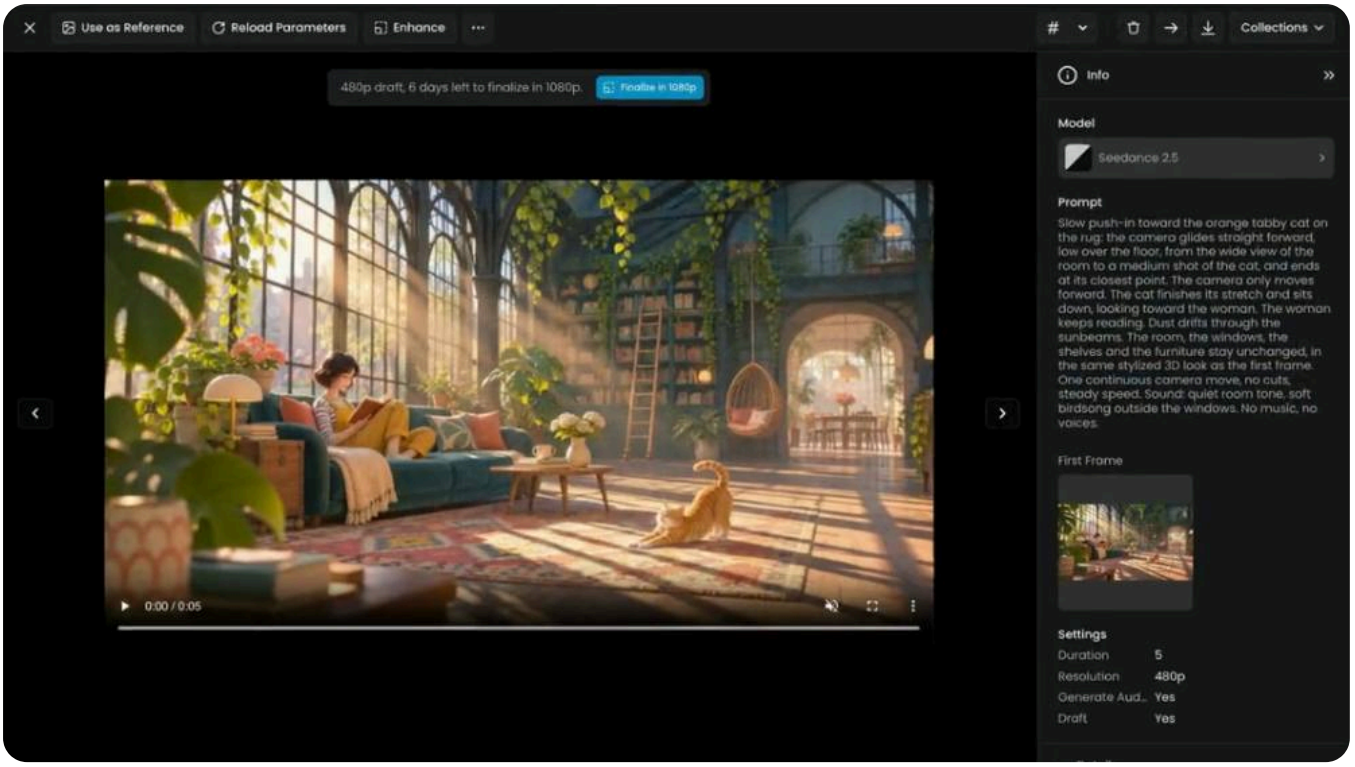
- **Duration:** 5s.
- **Resolution:** 480p. While **Draft** is on, the output is 480p whatever you set here.
- **Aspect Ratio:** Auto. The clip takes the shape of the first frame.
- **Generate Audio:** on, so the room tone and birdsong in the prompt are generated with the picture.
- **Output Format:** MP4. MOV keeps more color for grading but makes larger files.
- **Draft:** on. A draft is a cheaper test at 480p.

The price shows on the **Generate** button. Click **Generate**.



Step 5: Check the move

Open the draft. This move is a push-in: the camera glides forward in one smooth move, and stops on the cat. A banner above the video shows how long you have left to finalize the draft, for example "480p draft, 6 days left to finalize in 1080p".



Watch the whole clip, not just the first and last frames. The move should be the one you named, at a steady speed, with nothing else moving that you didn't ask for.



First frame



Last frame

Check before you accept

Accept when

the camera makes the one move you named, at a steady speed, and stops where you said; the cat sits and the woman keeps reading; the room, furniture and style match the first frame; there are no cuts.

Reject when

the camera adds a second move (a pan or a zoom you didn't ask for), cuts to another angle, speeds up or jerks, the subject doesn't reach its end state, or the room changes. Make the move words more exact and generate another draft.

Step 6: Finalize the take you keep

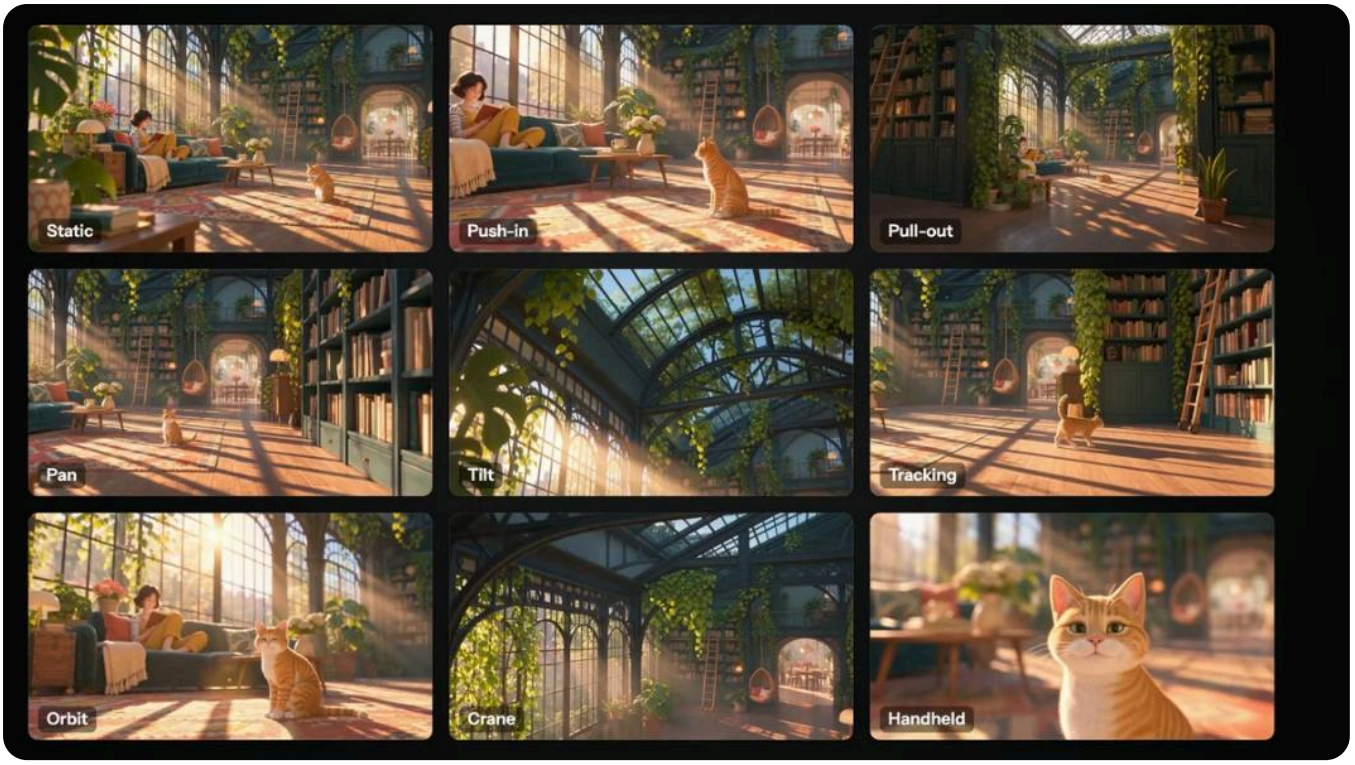
When a draft has the right move, click **Finalize in 1080p** in the banner above it. This opens **Create › Videos** with **Seedance 2.5 Draft Complete** selected and the draft already loaded under **Draft Video**. Click **Generate** to get the 1080p version of the same take, without generating it again. It's delivered as a MOV file.

A draft can be finalized for 7 days from when it was made. After that, the banner says it has expired, and you need a new draft.

Nine camera moves from one frame

From the same first frame, change only the camera words. The rest of the prompt stays the same. These are the camera words the film uses for each move:

Move	Camera words	What it does
Static	static camera, locked-off	The camera stays still, and only the scene moves.
Push-in	slow push-in toward the cat	The camera moves closer.
Pull-out	slow pull-out	It moves back to show more of the room.
Pan	camera pans right	The camera sweeps sideways across the scene.
Tilt	slow tilt up	It turns up or down.
Tracking	tracking shot from the side	It follows a moving subject.
Orbit	slow orbit around the cat	It circles around the subject.
Crane	rising crane shot	It rises up over the scene.
Handheld	handheld, camera shake	The shot sways and bounces, like a camera held in the hand.



Ask for one move per clip. For several moves, make several shots.

Writing camera and motion

- **Put the move first.** The subject and the main action belong in the first words of the prompt; the camera move is part of that.
- **Give the move a size and a speed.** "Slow push-in", "a small pan", "a fast whip pan". Without them the model picks its own.
- **Give the action an end state.** "The cat sits down, looking toward the woman" tells the model where the action finishes, so it doesn't loop or stall.
- **Say what doesn't move.** "The woman keeps reading", "the furniture stays unchanged". Anything you leave out is free to change.
- **For a still camera, say it at the start.** Some models add a slow zoom or dolly by default. "Static camera, locked-off" or "the camera does not move" stops it.
- **For a longer clip, write beats.** Seedance 2.5 reads a shot split into short timed beats, each with one main action and one camera move, better than one dense paragraph.

When words aren't enough: a driving video

When the choreography must be exact (a dance, a fight, a precise gesture), describing it gets you close at best. Give the model a video of the movement instead:

- **Kling V3 Std - Motion Control** and **Kling V3 Pro - Motion Control** animate a **Character Image** by copying the movement in a **Reference Video**. **Character Orientation** aligns the result to the image or to the video, and **Keep Original Sound** keeps the reference video's audio. Use Pro for hands and complex body movement.
- **Seedance 2.5** also takes reference videos to guide motion; tag them in the prompt as @video1.

Common problems

What you see	What to do
The camera moves when you wanted it still	Start the prompt with "Static camera, locked-off. The camera does not move."
The camera does two moves, or the wrong one	Name one move as a film term, add "The camera only moves forward" (or the direction you want), and remove any other camera words
The shot cuts to another angle	End with "One continuous camera move, no cuts"
The move is jerky or changes speed	Add "steady speed" and say how fast: slow, smooth
The subject doesn't finish the action	Give it an end state: "sits down", "stops on the top stair"
The room or style changes during the move	Say that the room and furniture stay unchanged, in the same look as the first frame
The Finalize in 1080p button is gone	The draft is older than 7 days. Generate a new draft and finalize that one

What's next

Write the rest of the prompt with Prompt video. To fix both the start and the end of a shot, use a first and a last frame in Generate video. To keep a character the same while the camera moves around it, see Reference to video.

Related

Write video prompts

Generate video

A longer video from key frames and camera angles

For All roles Page 3 of 10 in Video

Verified in Scenario on Nov 11, 2026.