

01 Las cuatro fotos

Súbelas en este orden exacto. Los números del prompt dependen de él.

REF	QUÉ SUBIR
@Image1	Tu gato — cuerpo completo, de perfil o 3/4, con luz de día
@Image2	Tu gato — cara de frente, de cerca
@Image3	Tú — de pie o sentada, cara visible, con la ropa que quieras que salga en el video
@Image4	Tu sala y tu sofá vacíos, plano abierto

Reglas para las fotos.

Luz natural, nada borroso, nada de contraluz.

En la foto del sofá tiene que verse el mueble completo más un poco de piso a los lados: ese espacio es por donde va a entrar el gato.

El prompt no describe a tu gato en ninguna parte, así que todo depende de estas fotos. Una foto oscura o donde solo se vea la cara da un resultado malo.

02 El prompt

Funciona igual con cualquier gato, cualquier persona y cualquier sofá. No cambies nada.

COPIAR COMPLETO, DESDE [REFERENCE ROLES] HASTA EL FINAL

[Reference Roles]

@Image1 and @Image2 together set the exact identity of the cat. Copy its coat pattern, markings, colors, eye color, ear shape, whiskers, muzzle, body proportions and fur texture exactly as they appear in these references. Do not invent, simplify or alter any detail of its appearance. The only change is scale: in this video the cat is the size of a large horse, while its fur keeps natural feline texture and softness at that enlarged scale. It remains a real domestic cat, only enormous – not stylized, not a big wild cat.

@Image3 sets the exact identity of the woman. Copy her facial features, skin tone and texture, hair color, hair length and clothing exactly as they appear in this reference. Do not alter her face or make her look younger, thinner or different in any way.

@Image4 sets the exact location. Copy the couch shape, fabric and color, the wall, the floor and the natural light exactly as they appear in this reference. Do not use any people from @Image4.

[Scene]

Single continuous take, no cuts. Medium shot, 9:16 vertical frame, camera static in front of the couch at cushion level, slightly low angle.

0–3s. The woman from @Image3 sits down on the couch from @Image4 and lies on her side, her head resting on the armrest on the left of the frame. She settles, exhales, and looks off to the right. The right half of the couch is empty.

3–7s. From the right edge of the frame, the giant cat from @Image1 and @Image2 walks in slowly across the floor on soft paws. It is so large that only its chest, front legs and part of its belly fit in frame at first; its shoulders rise above the backrest of the couch. It takes five unhurried steps, then lowers its enormous head into frame from above and looks down at the woman. One of its eyes is as large as her hand.

7–11s. The cat steps onto the couch with real weight physics: the cushions compress deeply under its paws, the couch frame creaks and shifts, the fur ripples in slow waves along its sides. It lowers its body and lays its chest and one front leg gently across the woman, then rests its huge head beside her face, cheek against her cheek. One front paw hangs over the edge of the couch and reaches the floor.

11–15s. The woman wraps both arms around the cat's neck, sinking her fingers deep into the thick fur, closes her eyes and smiles. The cat half-closes its eyes and purrs deeply – the vibration is visible in her hair and in the fur of its throat. Its long whiskers brush across her face. It nuzzles the top of her head once, then settles and goes still. Both remain calm and at rest in the final frame.

The pacing is unhurried throughout; every movement is slow and heavy.

Scale anchors, strictly respected in every frame: the cat's head is larger than the woman's torso; one front paw is wider than her shoulders; its ear alone is the size of her head; its body spans the entire length of the couch; her whole arm reaches only partway around its neck. The cat's body fills at least 60% of the frame from second 7 onward.

[Camera]

One single uninterrupted take, no cuts, no shot changes. Camera static in front of the couch at cushion level, slightly low angle. Only one very slow, almost imperceptible dolly out between 3s and 7s, to fit the cat's body into frame and lock in the scale. After 7s the camera stops and holds completely still until the end.

[Continuity]

The cat is the same individual animal from @Image1 and @Image2 in every single frame – same markings, same coat, same eyes, no drift and no morphing. The woman's face, hair and clothing from @Image3 remain unchanged throughout. The couch, wall and floor from @Image4 remain unchanged. The cat's size relative to the woman never changes.

[Restrictions and Sound]

Photorealistic, real animal anatomy, natural fur physics. Clean video, no subtitles, no on-screen text, no background music, no hard cuts, no scene changes, no objects appearing from nowhere. Prohibit reducing the scale of the cat at any point. Prohibit any aggressive, startled or threatening behavior – every movement is slow, calm and affectionate. Prohibit the woman standing up or leaving the couch.

Sound: <soft heavy padding of large paws on wood><couch cushions creaking under weight><deep continuous purring><rustle of fur against fabric><quiet breathing>