

CLIP #1

Necesitas 3 referencias



Foto de tu mascota

Foto de paisaje

Foto de rostro

Foto de armadura

ve a la web de syntx.ai y selecciona video en el menú superior y asegúrate de que este en seedance 2.5, OMNI REFERENCIA en el menú del lado derecho

luego sube todas las referencias y pega el prompt en el cuadro de texto

Prompt:

[Reference Roles]

@imagen-mascota sets the appearance of a giant cat: tabby coat, dark stripes on a gray-brown base, white muzzle, ear shape, green eyes, and long whiskers. The cat is dragon-sized; its fur retains natural feline texture at an enlarged scale.

@imagen-paisaje sets the location — cliff edge, rocky formations, grassy slopes, misty valley, and a distant lake. Do not use any people from @imagen-paisaje.

@imagen-rostro sets the woman's face: platinum blonde hair, gray-blue eyes, fair skin with micropores, eyebrow, nose, and lip shape. Hair is long, below the shoulders.

@imagen-armadura sets the full appearance of black armor: breastplate with dragon relief, layered pauldrons, long skirted lower section, gloves, and boots.

[Scene]

Medium shot, 9:16 vertical frame. The woman from @imagen-rostro in armor from @imagen-armadura stands in profile in the central part of the frame, facing right, at the cliff edge from @imagen-paisaje. Her long platinum hair blows in the wind. She stares motionlessly into the misty valley.

From behind the woman, from the left side of the frame, the giant cat from @imagen-mascota approaches across the ground. It stands at the same height as the girl — on solid ground behind her back, not down the cliff. First the tips of ears and forehead with dark tabby stripes are visible, then the massive muzzle with a white patch. The cat stops on the right and tilts its head toward the girl. Its head towers above the woman's shoulder; one green eye looks down, whiskers pass near the girl's face.

The woman from @imagen-rostro smoothly turns her head and torso toward the cat. Her gray-blue eyes look up calmly and authoritatively. She speaks quietly, in a commanding tone: {dohaeris}.

[Camera]

Medium shot, slightly low angle, camera to the left of the woman, at her chest level. The woman is on the left, the massive cat head from @imagen-mascota on the right, at the same height. The cliff from @imagen-paisaje is visible behind and between them. As the cat approaches — camera slowly pulls back (dolly out) to lock in the scale: the cat's head fills the right and top edge of the frame, while the woman remains in the left lower quadrant. At the moment of the line — push-in on the woman's face, the cat stays in the background on the right, its fur and whiskers visible at the edges of the frame.

[Continuity]

Armor from @imagen-armadura remains unchanged: dragon relief on the chest, layered pauldrons, long lower section. The woman's long platinum hair from @imagen-rostro retains length and color. The cat's coat from @imagen-mascota exactly repeats stripes and white markings. Rocks and grass from @imagen-paisaje retain texture.

[Restrictions and Sound]

Clean video, no subtitles, no background music. Sound: <wind howling over the cliff><heavy breathing of the giant cat><ruffle of fur against stone>

en todos los lugares donde este un @ debes seleccionar la imagen que corresponde

CLIP #2

Necesitas 3 referencias

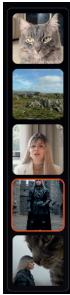


Foto de tu mascota

Foto de paisaje

Foto de rostro

Foto de armadura

último fotograma video anterior

ve a la web de syntx.ai y selecciona video en el menú superior y asegúrate de que este en seedance 2.5, OMNI REFERENCIA en el menú del lado derecho

luego sube todas las referencias y pega el prompt en el cuadro de texto

Prompt:

[Reference Roles]

@imagen-mascota sets the giant cat: tabby coat, white muzzle, green eyes, long whiskers, body shape, paws, and fur.

@imagen-paisaje sets the cliff and surroundings.

@imagen-rostro sets the woman's face and long platinum hair.

@imagen-armadura sets the black armor with dragon relief.

@imagen-ultimofps first frame.

[Scene]

Medium shot, slightly low angle, 9:16 vertical frame. Exact continuation of the previous shot: the woman from @imagen-rostro in armor from @imagen-armadura stands on the left in profile, facing right, long platinum hair blowing. She looks up. On the right — the massive cat head from @imagen-mascota, tilted toward her, one green eye at the girl's head level, whiskers passing near her face. The cat stands on solid ground at the same height.

The woman from @imagen-rostro takes a step to the right, toward the cat, and with both hands in black gloves grips the thick tabby fur at the base of the cat's neck. Simultaneously, the cat from @imagen-mascota begins to lower: front paws bend, body sinks down with real weight physics — ground sinks under the paws, small stones shift, fur ripples along the sides in waves. The girl uses this movement as support, climbs her hands up the fur, grabs the withers, and swings her leg over the cat's back. She sits between the shoulder blades, straightening her back, and with one hand grips the fur near the ears. Long platinum hair blows during the movement.

<Dull thud of paws on stone><low rumble from torso lowering><rustle of armor><rustling of fur in palms>

[Camera]

Start — same medium shot slightly low angle as at the end of the first clip: woman on the left, cat on the right. When the girl grabs the fur — follow shot of her gloved hand, showing scale: palm covers only a small tuft of fur. When the girl climbs — side view, slightly low angle, cat dominates the right half of the frame, girl small against its flank. Final — medium shot from behind-left: girl sits on the cat's broad back, long hair blowing, cliff from @imagen-paisaje visible behind.

[Continuity]

Exact tabby coat and white muzzle of the cat from @imagen-mascota. Long platinum hair, gray-blue eyes, and armor from @imagen-armadura remain unchanged. The cat stays at the same height as the girl until the jump. The cliff from @imagen-paisaje retains texture.

[Restrictions and Sound]

Clean video, no subtitles, no background music, prohibit hard cuts, prohibit objects appearing from nowhere.

Sound: <wind over the cliff><quiet purring of the cat><rustle of armor><rustling of fur under hands>

en todos los lugares donde este un @ debes seleccionar la imagen que corresponde

CLIP #3

Necesitas 3 referencias

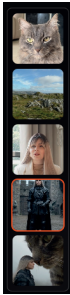


Foto de tu mascota

Foto de paisaje

Foto de rostro

Foto de armadura

último fotograma video anterior

ve a la web de syntx.ai y selecciona video en el menú superior y asegúrate de que este en seedance 2.5, OMNI REFERENCIA en el menú del lado derecho

luego sube todas las referencias y pega el prompt en el cuadro de texto

Prompt:

[Reference Roles]

@imagen-mascota sets the appearance of the giant cat: tabby coat, dark stripes on a gray-brown base, white muzzle, green eyes, long whiskers, body shape, paws, and fur.

@imagen-paisaje sets the cliff, valley, and gray sky.

@imagen-rostro sets the woman's face and long platinum hair.

@imagen-armadura sets the black armor with dragon relief.

@imagen-ultimofps sets scale and composition: the cat from @imagen-mascota must remain giant, its body fills at least 50–60% of the frame, fur close-up in the foreground, the girl from @imagen-rostro sits mounted in the upper part of the frame. Do not use faces or background from @imagen-ultimofps.

[Scene]

Low angle medium shot, 9:16 vertical frame. Exact continuation of the previous shot: massive tabby back of the cat from @imagen-mascota fills the lower part of the frame in close-up, as in @imagen-ultimofps — individual stripes and fur texture visible. The woman from @imagen-rostro in armor from @imagen-armadura sits mounted in the upper part of the frame, long platinum hair blowing in the wind, one hand in a black glove gripping the fur near the withers. Background — gray sky and cliff edge from @imagen-paisaje.

The cat from @imagen-mascota crouches — back muscles tense under the fur, hind legs bend. Then a powerful leap forward and down from the cliff. A moment of free fall — wind tears the woman's long platinum hair. The cat from @imagen-mascota begins moving its paws in a running rhythm straight through the air, without wings, massive body rising higher into the gray sky. Tabby fur flutters in the wind.

The camera makes a wide orbit around the pair during flight. The cat from @imagen-mascota remains the dominant mass in the frame — its body fills at least 50% of the frame at any point of the orbit, as in @imagen-ultimofps. Then push-in on the woman's face from @imagen-rostro. She opens her mouth and screams: {DRAKARIS}.

The cat's jaws from @imagen-mascota open wide. A powerful column of bright orange flame bursts from its mouth, directed downward and forward, illuminating the clouds.

[Camera]

Start — low angle medium shot, tabby back of the cat from @imagen-mascota at the bottom of the frame in close-up, as in @imagen-ultimofps, girl from @imagen-rostro above. At the jump — follow shot from below and behind, camera catches up to the pair, massive cat body from @imagen-mascota dominates the frame. In flight — wide orbit around the flying pair, cat from @imagen-mascota fills center and right part of frame, as in @imagen-ultimofps, cliff from @imagen-paisaje below. At the moment of the scream — push-in close-up on the woman's face, long hair blowing, cat fur from @imagen-mascota visible behind her. Then front-facing close-up on the cat's open jaws from @imagen-mascota and fire burst — cat head fills most of the frame.

[Continuity]

Exact tabby stripes and white muzzle of the cat from @imagen-mascota. Long platinum hair and gray-blue eyes of the woman from @imagen-rostro. Armor details from @imagen-armadura. Mountain landscape from @imagen-paisaje seen from above. The cat's scale from @imagen-mascota strictly matches @imagen-ultimofps throughout the entire scene — its body does not shrink relative to the frame.

[Restrictions and Sound]

Clean video, no subtitles, no background music, prohibit hard cuts, prohibit objects appearing from nowhere, prohibit reducing the scale of the cat from @imagen-mascota relative to the composition in @imagen-ultimofps.

Sound: <air whistle during jump><wind roar in flight>

en todos los lugares donde este un @ debes seleccionar la imagen que corresponde