BEHIND THE GENERATION

PROMPT ARCHITECTURE

How the idea became an executable 15-second scene

Design the scene before writing the prompt.

01 ONE DRAMATIC DEVELOPMENT

The tiger reaches the end of its route—and the world must continue.

02 ONE ROLE PER OBJECT

Tiger = moving subject • City = environment • Moon = background light

03 ONE JOB PER REFERENCE

Character identity • Atelier world • Previous frame continuity

04 ONE DESIGNED ENDING

A stable final composition becomes the next scene’s opening state.

The prompt did not invent the structure. It translated it.

The prompt controlled execution—not appearance.

0–4s

OPEN

Establish geography

4–10s

DEVELOP

One cause → action → consequence

10–15s

RESOLVE

Reaction + handoff

3–5 deliberate setups • hard cuts • short dialogue • restricted audio • clean final hold

SELECTED PROMPT CONTROLS

“Continue directly from the attached final frame.”

“Maintain camera side, screen direction and object placement.”

“Use one visible cause, one response and one consequence.”

“End on a stable, reusable handoff frame.”

The goal was not a longer prompt. It was fewer ambiguous decisions.