

Great Prompt Breakdown

1. Intent

What are we trying to do?

“I want you to independently do an end-to-end complete pass on making an updated version of this video.”

“Use the exact same audio track and think and feel very deeply about what is the best way to visually represent all of the lyrics on screen.”

“The goal is to make a banger for Twitter, and the stretch goal is to make something better than anyone's ever seen before.”

2. Style & Taste & References

What should it feel like? What else feels that way, that I can use as a reference?

“beautifully rendered JavaScript animations with a papery feel”

“I think that K-pop is a good anchor point visually that you can pull from, but I'll let you cook here.”

“I wouldn't fit too heavily to Pixar. I think it's kind of slop.”

“Instead, I'd be more impressed if you come up with a coherent style that works well with the image gen models that are available via fowl. Generate the style sheet.”

3. Audience & Outcome

Who is this for, and what response do we want from them?

“The goal for this is to have it be appreciated by people widely in a San Francisco tech Twitter audience.”

“We need a very strong, compelling visual hook that gets people excited and appreciates the work that you've done here really quickly.”

“I think too, we want to think about how to retain attention, and one of the best ways to do this is through text on screen.”

4. Tools & Resources

What specific tools or resources should I be using?

“You can go through the full /asic folder and look at the other work that I've done.”

“use the skill mesh to look at the compendium of references that I've pulled, and also the skill video scoring to learn how to make JavaScript songs from references that are passed in”

“You can also use the ElevenLabs API to do sound design. There's documentation in /asic to do this, and you can see the API key.”

“You can use the gen media documentation for seedance 2.5 that exists in my markdown files and come up with your own style that makes sense and that works well with the models.”

“I have a Claude Max plan with 100% available usage. I want you to spend all of the usage.”

“I think that there's roughly two grand in fowl credits.”

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5. Freedom, Constraints, and Specific Suggestions

Which decisions are fixed (constraints), and what is left up to the agent?

Fixed

“Use the exact same audio track”

Agent's choice

“You do not need to anchor to the current style, you can do truly anything that you think might best let you visually express yourself, including abstract motion graphics.”

Freedom within boundaries

“You should feel very creatively free in order to do what you want here, but try and anchor to visual references that people will be able to understand.”

“Again, be economical; don't go crazy, but spend what you want here and see what you can cook up”

Specific suggestions

“There's already an anchor point where Claude has a sunflower-esque character, and you could likely do an adapted version of this that is similar to the feminine vocals that are being delivered and is inspired by the Claude character, but maybe feels a bit more personified in some way.”

“As you're making backgrounds and inserting characters, we can think about where we want to have lyrics be really big and really present, so the background can be less busy there, and you can position the characters perhaps on the right as lyrics appear on the left.”

6. Workflow

How should the work be organized, and in what order should it happen?

“You need to be really rigorous in planning of composition and timing to make sure this goes well.”

“Once you have your character sheet, you can make a few backup dancers and some supporting characters as you see fit.”

“I think after that, what might be fun is if you use your visual reasoning skills and your ability to build animations in JavaScript, and then reconstruct the video from scratch as sort of an overlay, so that the visual continuity of the base is really there. It's like that animation technique where you shoot first in traditional film and then draw over top of it. I think you could do this in such a way that we're only looking at the beautiful drawing that you've produced in JavaScript as an overlay, and we don't even see the base assets from seedance 2.5.”

7. Evaluation / Verification Loop

How will the model inspect, judge, and improve its own work?

“You're going to want to watch the entire video multiple times, take screenshots at individual parts, and think about if something is really up to the bar of quality that we need here.”

“You also need to be open to going back and revisiting things in order to be able to reiterate.”

“You'll want to build out the right verification loops so that you can run seedance 2.5 as much as you need, and confirm that the audio is properly synced up.”