

TALECRAFTERS STUDIO

ORIGINAL SHORT / SYNTHETIC PRODUCTION, START TO FINISH

TWIN MOONS



Two moons, one wet rooftop, and nobody left standing between them.

ORIGINAL IP
SEEDANCE 2.0



SELECTED FRAMES / BLOCKS A, C, E, F, H

RUNTIME	0:35	VIDEO MODEL	Seedance 2.0	SKILLS	tig-scene-engine
FORMAT	1920 x 1080 / 30 fps / 16:9	DESIGN	ChatGPT Image 2		tig-acting-task
BLOCKS	8 generation blocks, 18 internal cuts	CONTROL LAYER	Claude x Higgsfield MCP		cinedance

WRITTEN, DESIGNED, DIRECTED AND ASSEMBLED BY KONSTANTINOS CHATZIMICHAIL

THE FILM

WHAT IT IS AND HOW IT MOVES

LOGLINE

A red-armoured bladesman clears a rooftop arena of engineered predators while a phase assassin cuts his way off a burning strike deck above the same city. The two survivors meet on wet metal under twin moons, and the rain does the talking.

STORY SPINE

- Beaten out with the tig-scene-engine skill before a single frame was generated. Thirty-five seconds still need a chain, otherwise the cut is only a reel of pretty motion.
- GOAL Stand as the last blade on the platform, and be the one still holding it when the rain stops.
 - OBSTACLE The arena is stocked with a predator pack and patrolled from the air. Each stage threatens the one after it.
 - TACTIC The Shogun fights low and close, using the wet deck. The Ronin fights wide, using phase movement and the enemy's own ordnance.
 - REVERSAL The interceptor sent to kill the Ronin becomes his transport and his weapon. The fireball that ends the patrol also announces him to the Shogun.
 - VALUE SHIFT The Shogun reads as a survivor, then as an executioner standing on a mound of the dead. The Ronin reads as prey under fire, then as the thing the platform should have feared.

Every reversal has to move the audience verdict on a character. A turn that changes only the plot is dead weight.

TIG-SCENE-ENGINE, APPLIED TO A WORDLESS ACTION PIECE

DELIVERY

RUNTIME	0:35
MASTER	1920 x 1080, 30 fps, H.264
SOUND	Model audio, layered and mixed in the edit
DIALOGUE	None. The film carries on action and light
STATUS	Complete. Original characters and world

BEAT MAP

A	0:00	CONTACT
B	0:04	THE BRUTE
C	0:08	THE MOUND
D	0:11	SHOCKWAVE
E	0:15	TRACER RUN
F	0:19	THE FIREBALL
G	0:22	THE MEETING
H	0:28	BLADE LOCK

EACH BLOCK IS ONE GENERATION, CUT INTERNALLY WHERE THE MODEL WAS ASKED FOR A HARD CUT



C / THE MOUND



F / THE FIREBALL

CAST AND WORLD

FIVE DESIGN SHEETS, BUILT IN CHATGPT IMAGE 2 BEFORE ANY MOTION WORK

Identity is settled on paper first. Each sheet carries orthographic views, close details, a fixed colour palette and a scale guide, so the video model receives one source of truth per character and per location. Sheets were then uploaded into Higgsfield and bound to a tag that stays constant across every generation.

IDENTITY LOCK

A futuristic samurai bound by discipline and purpose. Clad in lacquered red lamellar armour reinforced with advanced composites, the Red Moon Shogun moves with lethal precision and silent resolve.

His helmet, crowned with a tall crest and crescent horns, evokes both tradition and intimidation. Beneath the armour is a dark flex-weave undersuit that ensures mobility and resilience.

He wields a blue energy katana—an edge forged from focused power, capable of cutting through steel and deflecting modern threats alike.

DESIGN IMPRESSION

- Futuristic feudal warrior
- Disciplined, silent, relentless
- Honour-bound and battle-ready
- Striking silhouette with iconic helmet crest

ORTHOGRAPHIC VIEWS

FRONT SIDE BACK

SHOULDER ARMOUR
Large sode (shoulder plates) made of lamellar segments laced together.

CHEST ARMOUR
Layered red plates over a reinforced chest cuirass. White cloth wrappings secure the armour and add visual contrast.

GAUNTLETS
Red forearm guards with layered plates. Flexible at joints for agility and control.

GLOVES
Armored gloves with reinforced knuckles and tactile grip.

WAIST WRAPPING
Multiple white cloth binds stabilize the armour and secure the scabbard.

LEG ARMOUR
Segmented thigh plates and knee guards. Greaves protect the shins with articulated mobility.

FOOTWEAR
Traditional waraji-inspired bindings over reinforced split-toe footwear for grip and balance.

WEAPON: ENERGY KATANA

HILT DETAIL SCABBARD BLADE (ACTIVE)

COLOUR PALETTE

MATERIALS & CONSTRUCTION

- Armour: Lacquered lamellar plates over composite backing

@SHOGUN_V1 / RED MOON SHOGUN, WANDERING BLADESMAN

A spectral warrior that moves between moments like a blade through smoke. The Neon Void Ronin exists at the edge of perception—seen only as a rip of violet light and the whisper of a blade.

Clad in adaptive shadow-weave and wrapped in flowing layers, the Ronin erases presence before striking with inhuman precision. Every movement leaves a trace of phased energy, making pursuit futile and retaliation nearly impossible.

Armed with a Phase Poleblade, a weapon that channels unstable void energy, the Ronin can cleave through armour, disrupt technology, and collapse space for a heartbeat—then vanish without a trace.

DESIGN IMPRESSION

- Ghostlike and elusive silhouette
- Cyber-feudal assassin aesthetic
- Electric magenta energy signature
- Lethal speed and precise execution

ORTHOGRAPHIC VIEWS

FRONT SIDE BACK

FACE VOID
Absolute darkness—no features, no reflection. Presence feels wrong.

OUTER CLOAK
Torn, wind-swept layers flow with motion. Edges catch and scatter energy light.

ENERGY AURA
Unstable phase energy clings to the body, flaring with movement or intent.

UNDERSUIT
Body-hugging, flexible weave enhances mobility and dampens sound.

ARMS / GAUNTLETS
Segmented wrappings and reinforced gauntlets protect while maintaining dexterity and grip.

LEG SILHOUETTE
Tapered, agile profile built for silent dashes and sudden direction changes.

FOOTWEAR
Split-toe design with high-flex sole for grip, balance, and silent landings.

WEAPON: PHASE POLEBLADE

HILT / GRIP SHAFT DETAIL BLADE (ACTIVE)

COLOUR PALETTE

MATERIALS & CONSTRUCTION

- Undersuit: High-stretch nano-weave for mobility and silence.
- Outer Cloak: Lightweight phase-weave, frayed edges resist physical wear.
- Waist Layers: Multi-wrap synthetic sash with micro-weight balance.

@RONIN_V1 / NEON VOID RONIN, PHASE ASSASSIN

Countless battles, the Moonclaw Raptor is a savage reptilian combatant built for speed, precision, and brutal efficiency. It hunts in packs, striking with poisonous talons or searing Thermal Blades to overwhelm foes in a blur of claws and fangs. Under the twin moons, it reigns.

DESIGN IMPRESSION

- Feral and brutal
- Built for speed and close-quarters violence
- Blade-armed and highly vocal
- Predatory silhouette with a low, hunched gait
- Pack hunter, coordinated and relentless
- Amphibious heritage, thrives in wet environments
- Glowing bio-luminescent weapon systems

WEAPON SYSTEM: TOXIC SICKLES
Curved mono-edge blades channel bio-toxin through microducts. Causes rapid hemorrhage and paralysis.

BLADE-ARMED ARMS
Long reach and leverage amplify slashing power.

OUTRIGGER LEGS
Designed for speed, jumping, and explosive acceleration.

ORTHOGRAPHIC VIEWS (STANDARD VARIANT)

FRONT SIDE BACK

WEAPON SYSTEMS & VARIANTS

TOXIC SICKLES (STANDARD) THERMAL BLADE (BRUTE VARIANT) BRUTE VARIANT (THERMAL)

COLOUR PALETTE

MATERIALS & BIOLOGY NOTES

- Skin: Thick, scaly, and highly resistant to fire and toxins.
- Talons: Reinforced with keratin and bio-metallic inclusions.
- Senses: Enhanced night vision and heat detection.

@RAPTOR_V1 + @BRUTE_V1 / MOONCLAW PREDATOR

An open-air rooftop platform built for duels and trials above a cyberpunk megacity. The arena is constructed from dark, metallic panels with integrated cyan illumination. The surface is slick with rain, reflecting the twin moons and the neon glow of the distant city.

- Cyan lighting with unobstructed sightlines
- Symmetrical, minimalist layout for combat clarity
- Cyan illumination for visibility and atmosphere
- Built to withstand extreme weather and high winds

TOP VIEW / PLAN

SCENE IMPRESSION

- Rain-slicked, glossy surfaces
- Cold cyan illumination
- Wet scale and wet metal
- Absorption of high-intensity light
- Stark, cinematic, and desolate

DETAILS & CALLOUTS

WET REFLECTIVE SURFACE: Rain-slicked metallic panels, showing strong reflections of moons and city lights.

ILLUMINATED INSET STRIPS: Cyan light strips are recessed into the floor for a clean, futuristic look and even glow.

EDGE PROFILE: The arena's edge features a continuous cyan light band for visibility and safety.

PANEL SEAMS & JOINTS: Precision-engineered joints allow for expansion and drainage.

MESASITY BULWARK: Elevated, sloped barriers with integrated cyan lighting and atmospheric haze.

TWIN MOON SKY: Two massive moons illuminate the arena, casting cool light through rain clouds.

MATERIALS & CONSTRUCTION

- 1. TOP PLATE: High-gloss alloy panels with anti-slip micro-texture and thermal coating.
- 2. STRUCTURAL SUBFRAME: Reinforced support grid for wind resistance and durability.

COLOUR PALETTE

ENVIRONMENT NOTES

- Designed for extreme weather: materials are waterproof, corrosion-resistant, and built for high winds.

@ARENA_V1 / TWIN MOON DUEL PLATFORM

A high-altitude combat platform used for interrogation and security operations above a mega-city. Constructed from armored composite panels with integrated lighting and drainage channels. The surface is slick with rain, reflecting the neon glow of the city below.

The platform shows evidence of a recent engagement—multiple security troopers lie fallen across the deck, their bodies partially obscured by the rain-slicked surface.

SCENE IMPRESSION

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TOP VIEW / PLAN

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MATERIALS & CONSTRUCTION

- 1. ARMORED COMPOSITE: Reinforced support grid for wind resistance and durability.
- 2. STRUCTURAL SUBFRAME: Reinforced support grid for wind resistance and durability.

COLOUR PALETTE

MATERIALS & CONSTRUCTION

- Armored composite floor panels with anti-slip micro-texture
- Integrated drainage channels between panels
- Reinforced cyan light strips for guidance

SECURITY TROOPER NOTES

- Standard security trooper armor: Full-body defense and sensory capabilities
- Headgear: Night vision, thermal imaging, and sensor array, model R500
- Body Armor: Reinforced plate over undersuit, reinforced at chest, shoulders

SCALE GUIDE

0.5m 1.0m

@STRIKE_V1 / STRIKE PLATFORM, CASUALTY STATE

TAG NAMING HOLDS FOR THE WHOLE FILM. NO STALE TAG EVER ENTERS A LATER PROMPT.

PIPELINE

FROM BEAT SHEET TO GRADED CUT, INSIDE ONE CHAT WINDOW

STORY ENGINE

tig-scene-engine

Thirty-five seconds beaten into eight blocks with one reversal that earns a value shift. Blocks that failed the causal test were cut before design started.

01

DESIGN SHEETS

ChatGPT Image 2

Character and location sheets with orthographic views, detail crops, materials notes and a locked palette. Roughly four passes per sheet until the silhouette read at thumbnail size.

02

REFERENCE LOCK

Higgsfield library

Every sheet ingested and bound to one tag. Character, creature and location tags stay separate so a location never drags a costume with it.

03

SHOT DESIGN

cinedance

Each block written as an engineering document: first frame, spatial blocking, lens choice, timed action, physics, lighting priority, audio. Style prose stays out of the control sections.

04

PERFORMANCE

tig-acting-task

For the beats where a stance carries the story, the character is given a task to play instead of a face to pull. Stance, weight shift and head angle are written as doing, not as mood.

05

GENERATION

Seedance 2.0 via Claude x Higgsfield MCP

Prompts fired straight from chat as batches, jobs polled in the same thread, candidates returned for review. No tab switching, no copy and paste between tools.

06

SELECTION

Review pass

Candidates judged on identity match, physics, light direction and hand or weapon state. Anything that broke the cyan key light was dropped even when the action looked good.

07

ASSEMBLY

Edit

Cut on motion. Joins hidden inside whip pans, blade passes and the explosion flash so the eight blocks read as one take of coverage.

08

FINISH

Grade and sound

Contrast pulled down in the rain, cyan and magenta held apart in the mids, rain and metal sitting under the blade hits.

09

ONE THREAD HOLDS THE STORY WORK, THE PROMPT WORK AND THE GENERATION QUEUE. THAT IS THE WHOLE POINT OF THE MCP LAYER.

THE STACK

FOUR TOOLS, THREE CUSTOM SKILLS, ONE OPERATOR

SEEDANCE 2.0

VIDEO MODEL

Image-to-video and multi-shot generation with native sound. Every frame in the film comes out of it. Multi-shot support is what allows a hard cut to live inside one block.

CHATGPT IMAGE 2

DESIGN

Character sheets, creature sheets and location plates. Chosen for typography inside the sheet and for holding a palette across several passes.

CLAUDE x HIGGSFIELD MCP

CONTROL LAYER

The studio floor. Prompts are written, batched, submitted, polled and reviewed in one conversation, with the reference library addressed by tag.

EDIT AND GRADE

FINISH

Assembly, speed adjustment on two impacts, grade and sound layup.

CUSTOM CLAUDE SKILLS

tig-scene-engine

STRUCTURE

Goal, obstacle, tactic, reversal, value shift, applied with bespoke definitions. Used to write the spine and to audit it afterwards.

tig-acting-task

PERFORMANCE

Acting direction written as an invested tactic instead of described expression. Keeps a masked character alive through stance and eye work.

cinedance

PROMPT DIRECTION

Turns a beat into a production-ready Seedance prompt: blocking, optics, timing, physics, lighting locks, audio. Failure modes are blocked with positive instructions placed next to the rule they protect.



Working method in one line: design once, tag it, then let the text carry blocking, optics, timing and light so the model has nothing left to guess.



G / THE MEETING, 100MM COMPRESSION ON THE WRECK

The prompt is an engineering document, not copy. Every failed generation costs money and time.



D / SHOCKWAVE, SINGLE GENERATION, OVERHEAD LENS

SHOT SHEET

PROMPTS AS WRITTEN FOR SEEDANCE 2.0, BUILT WITH THE CINEDANCE SKILL

A CONTACT

0:00 - 0:04



Opening block. The pack is already moving when the first frame appears, so the film starts mid-fight.

SCENE CONTEXT

A lone red-armoured bladesman sprints across a rain-slick rooftop arena and takes the first strike from an engineered predator.

ACTIVE REFERENCES

@shogun_v1: adult male bladesman, lacquered red lamellar armour, horned silver helm, white waist wraps, blue energy katana in the right hand. 100% matches the reference.

@brute_v1: 2.8m grey-green reptilian predator, heavy shoulders, single orange thermal blade in the right claw. 100% matches the reference.

@arena_v1: open rooftop platform, dark metal panels, recessed cyan strips, standing rainwater.

LOCATION MAP

Camera 1.2m above the deck facing the far edge. Cyan strips run left to right through the midground. City glow and storm cloud fill the background. Rain falls near vertical, drifting screen-left.

FIRST FRAME AND SPATIAL BLOCKING

Frame opens on wet deck panels with @shogun_v1 already visible in the centre distance, running towards camera. @brute_v1 enters from screen-right at 0:02 and closes to within 2 metres. Both stand on the same strip line so the ground reads flat.

OPTICS

35mm for the run, 65mm for the strike. Deep focus on the deck, soft falloff on the city.

CAMERA

Low tracking move retreating with the run, then a hard whip to screen-right on the swing. Handheld weight, no float.

ACTION TIMING

0:00 to 0:02 @shogun_v1 runs at camera, water spraying off each footfall.

0:02 to 0:03 HARD CUT. @brute_v1 swings the thermal blade across frame, a red arc throws screen-left.

0:03 to 0:04 @shogun_v1 drops under the arc on one knee, katana trailing behind him.

PHYSICS

Rain beads and runs off armour plates. Water sheets under the sliding knee. Blood arcs and falls, it does not hang.

LIGHTING

Cold moonlight from behind, cyan uplight from the deck strips, orange rim off the thermal edge. Faces stay in shadow, no flat front light.

AUDIO

Rain on metal, one heavy blade pass, no music.

POSITIVE CONSTRAINTS

Two figures only. Katana stays in the right hand. Blue for the katana, orange for the thermal edge, colours never swap.

B THE BRUTE

0:04 - 0:08



Scale block. The predator is framed against both moons so the size gap reads instantly.

SCENE CONTEXT

The bladesman squares off against the largest predator of the pack, which rises to full height under twin moons and opens its arms in challenge.

ACTIVE REFERENCES

@shogun_v1: red lamellar armour, horned silver helm, blue energy katana held low in a two-hand grip. 100% matches the reference. @brute_v1: 2.8m grey-green predator, orange thermal blade in the right claw, chest and shoulder harness. 100% matches the reference.

@arena_v1: rooftop platform, cyan strips, heavy rain, two full moons low on the horizon behind the far edge.

FIRST FRAME AND SPATIAL BLOCKING

@shogun_v1 occupies the lower screen-left quarter, back three-quarters to camera, facing screen-right. @brute_v1 stands 4 metres away on the right, both moons directly behind its torso. Two dead predators lie in the far background as silhouettes.

OPTICS

85mm from a low deck-level position. The long lens compresses the moons to fill the sky behind the predator and stacks the two figures.

CAMERA

Slow rise from knee height to chest height, no pan. The predator grows in frame through camera height alone.

ACTION TIMING

0:00 to 0:02 @brute_v1 straightens from a hunch, thermal blade sweeping a slow arc at hip height.

0:02 to 0:03 It spreads both arms wide, head tipping back, chest open to camera.

0:03 to 0:04 @shogun_v1 shifts his weight onto the front foot and drops the katana tip towards the deck.

ACTING TASK

@shogun_v1 measures the reach of the blade, not the creature. He is deciding which distance kills him and stepping to the edge of it. The helm hides the face, so the task lives in the weight shift and in the tilt of the head tracking the blade tip.

PHYSICS

Rain runs off the thermal edge as steam. Muscle mass moves before the limb does. Water rings spread from each footfall.

LIGHTING

Moons act as a hard backlight and hold both figures as silhouettes. Cyan floor bounce separates the legs from the deck. No fill on the front.

AUDIO

Low breath, rain, the hum of the thermal edge. No music.

POSITIVE CONSTRAINTS

Both moons stay visible and stay behind the predator. Two figures in the foreground, nothing else enters frame.

SHOT SHEET

PROMPTS AS WRITTEN FOR SEEDANCE 2.0, BUILT WITH THE CINEDANCE SKILL

C

THE MOUND

0:08 - 0:11



The value shift. Same character, new verdict: the audience stops reading survival and starts reading appetite.

SCENE CONTEXT

The fight is over. The bladesman stands on top of the bodies he has made, blade driven down into the pile, blood running with the rain.

ACTIVE REFERENCES

@shogun_v1: red lamellar armour spattered dark, horned silver helm, both hands on the katana grip. 100% matches the reference.
@arena_v1: rooftop platform, cyan strips, twin moons low behind him, storm cloud.

FIRST FRAME AND SPATIAL BLOCKING

@shogun_v1 stands centre frame on a mound of dead predators roughly 1.5m high, facing camera, feet apart. The larger moon sits directly behind his helm, the smaller moon screen-right. Blood spray marks the deck in the foreground.

OPTICS

50mm from slightly below eye level. Neutral field, so the height comes from the low angle instead of distortion.

CAMERA

Static hold with a very slow creep in. The frame stops moving because the story does.

ACTION TIMING

0:00 to 0:01 Blood falls past camera in the foreground, out of focus.
0:01 to 0:03 @shogun_v1 drives the katana down into the pile and holds. Rain sheets off the shoulder plates.

ACTING TASK

He is listening for the next one. The stillness is work, not rest: the head turns two degrees at a time across the platform, checking whether anything is still breathing, and the grip stays closed the whole time.

PHYSICS

Bodies compress under his weight. The blade enters and stays. Rain runs off the helm crest in a continuous line.

LIGHTING

Hard rim from the moons, deep shadow across the front of the armour, cyan spill low on the corpses. Keep the face plate unreadable.

AUDIO

Rain, dripping, one long exhale.

POSITIVE CONSTRAINTS

One living figure only. The blade stays vertical in the pile. The moons do not move between frames.

D

SHOCKWAVE

0:11 - 0:15



Hard switch of protagonist, colour and altitude in a single frame. Magenta enters the film here and never leaves.

SCENE CONTEXT

On a second platform, a hooded assassin releases a ring of unstable energy that throws an entire security squad off their feet.

ACTIVE REFERENCES

@ronin_v1: tall hooded figure in layered shadow-weave, face void with no features, magenta phase poleblade. 100% matches the reference.
@trooper_v1: security troopers in dark segmented armour, full-face visors, compact rifles. Twelve of them.
@strike_v1: high-altitude combat platform, armoured composite panels, cyan inset strips, wet surface.

FIRST FRAME AND SPATIAL BLOCKING

Overhead view, camera directly above the deck. @ronin_v1 stands at the exact centre, poleblade held vertical. The troopers form a loose ring 6 to 9 metres out, all of them already airborne or falling outward. A magenta ring of light expands from the centre through the whole frame.

OPTICS

24mm top-down. The wide field keeps the full ring in frame and bends the platform edges outward for scale.

CAMERA

Locked overhead, then a fast fall to a low three-quarter angle on the deck at the cut.

ACTION TIMING

0:00 to 0:02 The magenta ring expands from @ronin_v1 outward, bodies thrown back with it, rifles leaving hands.
0:02 to 0:03 HARD CUT to a low angle behind @ronin_v1, two troopers closing from screen-right.
0:03 to 0:04 The poleblade sweeps once across frame, magenta trailing behind the edge.

PHYSICS

Bodies travel outward and tumble, they do not slide. Loose gear leaves at the same moment as the impact. Standing water lifts off the deck inside the ring.

LIGHTING

The ring is the only key light for two seconds and throws hard shadows outward from centre. Cyan deck strips read underneath. No ambient fill.

AUDIO

One low concussive hit, armour on metal, no music.

POSITIVE CONSTRAINTS

One hooded figure only, never duplicated. Magenta belongs to the assassin, cyan belongs to the deck.

E

TRACER RUN

0:15 - 0:19



The chase beat that sets up the reversal. The jet is introduced as a threat so that it can be stolen four seconds later.

SCENE CONTEXT
The assassin runs the length of the strike deck under fire from an interceptor while the last troopers shoot from the ground.

ACTIVE REFERENCES
@ronin_v1: hooded assassin, magenta phase poleblade held low and behind. 100% matches the reference.
@interceptor_v1: dark arrowhead jet with orange engine glow, banking above the platform.
@strike_v1: combat platform above the megacity, cyan strips, fallen troopers across the deck.

FIRST FRAME AND SPATIAL BLOCKING
High three-quarter view from the far corner of the platform. @ronin_v1 enters lower screen-left and runs a diagonal towards the far edge at screen-right. Cannon rounds walk across the deck one metre behind him for the whole run. @interceptor_v1 crosses the upper third from screen-right to screen-left.

OPTICS
28mm, high and wide, so the diagonal of the platform carries the run and the city drops away underneath.

CAMERA
Fast tracking move that leads the runner, then a whip up to the jet as it crosses.

ACTION TIMING
0:00 to 0:02 Impacts walk across the deck in a line behind @ronin_v1, sparks and panel fragments thrown up.
0:02 to 0:03 He plants one foot on the raised edge and leaps clear of the platform.
0:03 to 0:04 HARD CUT. Side view, the assassin closes on the fuselage of @interceptor_v1 in mid-air over the city.

PHYSICS
Sparks bounce and die on wet metal. Impacts throw water and debris in the same direction as travel. The leap keeps its arc, no hover.

LIGHTING
City neon underneath as a base glow, muzzle flashes as intermittent key, magenta trail from the blade. Keep the hood interior black.

AUDIO
Cannon fire, wind, one jet pass.

POSITIVE CONSTRAINTS
One jet, one runner. The blade stays in the left hand through the leap.

F

THE FIREBALL

0:19 - 0:22



The reversal itself. The weapon sent to kill him carries him down to the arena.

SCENE CONTEXT
The interceptor detonates above the city and the assassin rides a falling wing down towards the duel platform.

ACTIVE REFERENCES
@ronin_v1: hooded assassin crouched on a sheared wing section, poleblade planted through the metal. 100% matches the reference.
@interceptor_v1: the jet, now a fireball and falling debris.
@arena_v1: duel platform below, cyan strips, wet panels, twin moons behind cloud.

FIRST FRAME AND SPATIAL BLOCKING
Wide side view over the megacity. The fireball fills the upper centre. @ronin_v1 sits in silhouette on the wing at lower centre, falling from screen-right to screen-left across frame. Tower blocks pass behind in the far background.

OPTICS
40mm on a long throw, so the explosion stays big without swallowing the silhouette.

CAMERA
Camera falls with the debris at matched speed. The background moves, the figure holds position in frame.

ACTION TIMING
0:00 to 0:01 The jet detonates, the shockwave clears the smoke outward.
0:01 to 0:02 @ronin_v1 is revealed inside the flash, crouched, cloak thrown flat by the airflow.
0:02 to 0:03 HARD CUT to the arena deck: the wing hits the far edge and the assassin lands in a low crouch, fire behind him.

PHYSICS
Fire rolls upward, debris keeps its forward momentum. The cloak follows airflow, not gravity. The landing takes weight through both legs and one hand.

LIGHTING
The blast is the key light for the whole block, orange on every surface. Magenta stays only on the blade. Rain lights up between camera and fire.

AUDIO
Detonation, then a low hollow roar and falling metal.

POSITIVE CONSTRAINTS
One figure on the debris. Fire behind, never in front of the silhouette.

G

THE MEETING

0:22 - 0:28



The two leads share a frame for the first time. Neither moves for two full seconds, which is a long time in a thirty-five second cut.

SCENE CONTEXT
The bladesman and the assassin stand facing each other on the duel platform while the wreck burns behind them.

ACTIVE REFERENCES
@shogun_v1: red lamellar armour, horned helm, blue energy katana drawn and held low at the right side. 100% matches the reference.
@ronin_v1: hooded assassin, magenta poleblade angled down across the body. 100% matches the reference.
@arena_v1: duel platform, cyan strips, burning wreck on the far edge, rain and drifting smoke.

FIRST FRAME AND SPATIAL BLOCKING
@ronin_v1 stands screen-left in the near foreground, back three-quarters to camera, facing screen-right. @shogun_v1 stands screen-right, 5 metres away, facing screen-left. Eye lines meet across the centre of frame. The burning wreck sits between them in the background. Neither figure crosses the centre line until the last second of the block.

OPTICS
100mm from the side. Compression flattens the distance between them and stacks the fire directly behind.

CAMERA
Slow lateral dolly to screen-right, so the two figures swap depth relationship without either one moving.

ACTION TIMING
0:00 to 0:02 Both hold position. Only smoke, rain and cloth move.
0:02 to 0:04 @shogun_v1 turns his shoulders square and lifts the katana to a mid guard.
0:04 to 0:06 @ronin_v1 lowers into a wide stance and levels the poleblade at hip height.

ACTING TASK
Each one is looking for the tell in the other. The task is reading, not posing: the head tracks the opponent's weapon hand, then the front foot, then back to the hand. Whoever moves first has already lost the read, so both keep working and neither commits.

PHYSICS
Cloth and rain drift with the heat from the fire. Water runs off both weapons. Breath is visible in the cold.

LIGHTING
Orange from the wreck behind, cyan from the deck below, blue and magenta from the weapons. Faces and hood stay dark.

AUDIO
Fire, rain, no dialogue, no music.

POSITIVE CONSTRAINTS
Exactly two figures. Blue stays with the katana, magenta stays with the poleblade, colours never cross.

H

BLADE LOCK

0:28 - 0:35



Close coverage, then back out wide to end on the standoff. The film stops before the fight resolves, which is the point.

SCENE CONTEXT
The two blades meet, hold against each other, and break apart into a standoff that does not resolve.

ACTIVE REFERENCES
@shogun_v1: red lamellar armour, horned helm, blue energy katana in a two-hand grip. 100% matches the reference.
@ronin_v1: hooded assassin, magenta poleblade in a two-hand grip. 100% matches the reference.
@arena_v1: duel platform, wet panels, cyan strips, mist at deck level, twin moons behind cloud.

FIRST FRAME AND SPATIAL BLOCKING
Open on a tight two-shot at chest height, blades crossed at the centre of frame, @ronin_v1 screen-left and @shogun_v1 screen-right. Both hold their side of frame for the whole block and never swap sides.

OPTICS
75mm for the lock, 32mm for the closing wide. Shallow field on the close work, deep on the wide.

CAMERA
Handheld pressure on the lock with small shakes on each shove, then a fast pull back to a locked wide for the final hold.

ACTION TIMING
0:00 to 0:02 The blades cross and grind, sparks thrown at the contact point, both fighters leaning in.
0:02 to 0:03 HARD CUT to a tight detail of the crossed edges and the gauntlets.
0:03 to 0:05 They shove apart, each taking two steps back on the wet deck.
0:05 to 0:07 HARD CUT to a wide from deck level. Both settle into low stances at opposite sides of frame and hold to the last frame.

PHYSICS
The energy edges throw sparks where they touch and light the water underneath. Feet slide slightly on the wet panels when they break. Mist parts around movement.

LIGHTING
Blade light is the key at close range, blue from the right and magenta from the left across both faces. Deck strips carry the wide.

AUDIO
Energy contact, boots on wet metal, rain, then near silence on the final hold.

POSITIVE CONSTRAINTS
Two figures only, screen sides fixed. End the block on a static frame with both fighters in the same shot.

THE LOOK

WHAT WAS ASKED FOR EVERY TIME, SO THAT EIGHT BLOCKS READ AS ONE FILM

ANIMATION STYLE

- Cel-shaded anime action. Hard ink line, flat shadow shapes, painted background plates behind moving figures.
- Impacts carry smear frames and a two-frame hold. Everything else runs at full 30 fps.
- Figure animation stays weighted. Armour lands before cloth, cloth lands before hair and rain.

PALETTE

- Dark metal and charcoal hold the base. Cyan lives in the deck, magenta lives with the assassin, blue with the katana, orange only where fire or a thermal edge exists.
- Blood reads near-black in the rain and only turns red inside a key light.
- No colour crosses ownership between characters at any point in the film.

CAMERA GRAMMAR

- Wide lenses for the arena and the run, long lenses for the duel. Scale comes from lens choice, not from stacking effects.
- The camera behaves like an operator on the deck: it can be knocked, it cannot fly.
- Cuts land on motion. Whip pans, blade passes and the explosion flash cover the joins between generations.

WEATHER AND LIGHT

- Rain is continuous through the film and is the main depth tool.
- Twin moons act as a hard back light in every arena block, so figures read as silhouettes first.
- Faces and helm visors stay dark. Flat front light was blocked in every prompt.



SILHOUETTE FIRST, DETAIL SECOND



ONE COLOUR PER CHARACTER



CLOSING FRAME, STATIC HOLD

Rain was cheaper than any effect and did more work than all of them.

LOCKS AND QUALITY CONTROL

THE FAILURE MODES THAT COST GENERATIONS, AND THE INSTRUCTION THAT CLOSED EACH ONE

IDENTITY DRIFT

SYMPTOM

Armour details and helm shape wandered between blocks.

LOCK

One tag per character, described with the minimum anchors that matter for that shot. Costume detail already visible on the sheet stays out of the text so the reference wins.

SIDE FLIPPING

SYMPTOM

Fighters swapped screen sides across a cut.

LOCK

Screen position written explicitly in every block, plus a line fixing which side each one holds for the whole exchange.

WEAPON COLOUR BLEED

SYMPTOM

Magenta crept onto the katana and blue onto the poleblade.

LOCK

Colour ownership stated as a positive rule next to the blocking, not as a list of things to avoid.

FLAT FRONT LIGHT

SYMPTOM

The model kept lifting faces out of shadow.

LOCK

Lighting written as a priority lock with the direction named, and the shadow state of the face stated as the desired outcome.

FLOATING MOTION

SYMPTOM

Leaps and landings drifted and lost weight.

LOCK

Physics section on every prompt: arcs keep momentum, water and debris travel with the movement, landings take weight through named limbs.

EMPTY FIRST FRAME

SYMPTOM

Generations opened on an establishing plate and wasted a second.

LOCK

First frame occupancy stated at the top of the blocking section. Characters are already in shot and already moving at 0:00.



CREDIT

TWIN MOONS. Original short film written, designed, directed and assembled by Konstantinos Chatzimichail for TaleCrafters Studio. Characters, creatures and locations are original designs. Runtime 0:35.

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