



Video Action Prompt Library

Classic cinema moves translated into ****ready-to-paste**** action prompts. Each line specifies motion, framing, speed ramps, and timing—perfect for AI video tools, motion designers, and rapid content creation.

Intro

Most people download prompts and never use them. I want you to *actually* put these into action. Here's a 60-second workflow: create a still image → drop it into an AI video tool → apply one of these cinematic motion prompts → export your own Hollywood-style micro video.”

Suggested Workflow

- **Step 1: Create Your Image**
 - Use free or paid AI image generators:
 - *Ideogram* (for ultra-realistic scenes)
 - *Canva AI* (fast, friendly)
 - *Leonardo.ai* (great for cinematic styles)
- **Step 2: Import Into a Motion Tool**
 - Suggested video AI software:
 - *Pika Labs* (super easy for short clips)
 - *Runway Gen-2* (more control + professional look)
 - *Kaiber* (perfect for music-driven visuals)
- **Step 3: Apply a Motion Prompt**
 - Copy a move from the **Video Action Prompt Library** — e.g., *Crash Zoom*, *Whip Pan*, *Vertigo Effect*.
 - Paste it into the motion field.
- **Step 4: Export + Use Immediately**
 - Upload to TikTok, Reels, or Shorts for scroll-stopping content.

- Or use them in ads, intros, or social posts to grab attention fast.

PROMPTS TO ANIMATE IMAGE

Copy and Paste ONE of these below into the box that says image to video description

Play around with various ones to get the right result

Push-In Dolly — Hero Reveal (Slow Burn)

5s slow dolly-in toward the subject from a medium shot to a tight close-up; begin at shoulder level, maintain eye-line; gentle ease-in on first 1s, constant speed for 3s, micro ramp (10%) in final 1s; keep center framing with 5% headroom; background parallax minimal; settle clean for 0.6s.

Pull-Back Dolly — Context Expansion

6s controlled dolly-out from tight close-up to wide establishing; start on face, pull back along a straight track; ease-out for first 0.8s, then constant; maintain center framing; allow environment details to fill edges; slight depth of field shift to keep subject sharp; settle 0.8s.

Whip Pan — Kinetic Transition

0.9s whip pan left→right at shoulder height; begin with 0.2s pre-hold, accelerate to full speed by 0.4s, decelerate by 0.1s, end on 0.2s clean hold; maintain horizon lock; add natural motion blur through pan; perfect for match-cut transitions; keep subject center at landing.

Tilt Up Reveal — From Detail to Wonder

4s tilt up from hands or product (bottom third) to face (top third); start with tight detail, smooth constant speed; maintain vertical center; shallow DOF at start then broaden by 10% over move; small ease-in/out (0.3s each end); hold final frame 0.5s for emphasis.

Jib / Crane Rise — Ascend to Perspective

7s boom up from eye level to 3m high while drifting in a 15° rightward arc; maintain subject in lower third during ascent; start at 20% speed for 1s, constant 5s, decelerate 1s; subtle horizon correction; final composition: subject bottom third, vista emphasized; hold 0.7s.

Half-Orbit — Over-the-Shoulder → Face

3s clockwise half-orbit around the subject; start over-the-shoulder, reveal face by 90°; maintain center framing; soft background blur; slight speed-ramp at midpoint; settle clean for 0.6s.

Rack Focus — Attention Transfer

2.5s rack focus from foreground object (left third) to subject eyes (right third); begin with 0.4s pre-hold; linear focus pull over 1.3s; micro-breathe of the frame allowed; end with 0.8s hold; maintain exposure no zoom; DOF adjusted to keep bokeh creamy

Crash Zoom — Impact Cue

0.8s crash zoom from medium to tight close-up timed to audio impact; quick ease-in 0.1s, full speed 0.6s, ease-out 0.1s; maintain center framing; slight handheld micro-shake allowed; end with 0.3s freeze for punchline or CTA insert.

Follow Move — Walk-With Energy

5s steady follow behind subject at shoulder height; slight lateral bob for realism; keep subject in center third; gentle push-in of 5% over duration; micro speed-ramp (5%) on steps; maintain horizon; finish with side-step reveal to profile; hold 0.5s.

Parallax Reveal — Slide + Pan

4s lateral slide right while counter-panning left to keep subject locked center; start tight on foreground object to occlude, then reveal subject by 1.2s; maintain rule-of-thirds; constant speed, no tilt; shallow DOF with foreground bokeh for depth; settle 0.6s. Tracking

Lateral — Scene Momentum

6s dolly track move left-to-right, subject centered on left third; maintain constant speed, no pan until final 1s when you gently swing to face subject head-on; background parallax emphasized for motion energy; horizon steady; hold 0.5s at end.

Overhead God's-Eye

Omniscient Angle 5s top-down move from 2.5m height to 1.5m height (straight vertical drop); subject remains perfectly centered; slight rotation ($\leq 10^\circ$) for visual interest; constant speed with soft ease-out last 0.5s; flat lighting emphasized for graphic look; hold final frame 0.4s.

Push-Pull (Vertigo Effect) — Psychological Tension

3s dolly-in while simultaneously zooming out to maintain subject size but warp background; linear ramp; maintain eye-line and center composition; add slight depth of field change to exaggerate effect; settle on neutral focus for 0.5s.

Table Sweep — Product Heroic Entry

2.5s sweeping lateral dolly 10–15cm above surface level; start occluded behind foreground object, reveal product center-frame by 1s; micro parallax on background to add depth; keep motion buttery smooth; settle with product clean and sharp.

Rise + Tilt Combo — Scale Establishment

4.5s rise from hip level to above head while tilting down to keep subject's head center-frame; speed ramp first 0.7s, constant 3s, decel last 0.8s; horizon gently corrected; finish on wide to show environment scale; hold 0.6s.

Spiral Move — Dreamlike Entry

5s circular track clockwise while simultaneously lowering 20cm and tilting up to keep face locked center; constant motion with 15° roll to create dreamy feeling; slow ease-out for last 0.5s; background blur accentuated.

Crash Tilt Down — Reveal Drop

0.7s fast tilt from skyline to ground-level object or subject; strong motion blur allowed; decelerate 0.1s before hitting ground view; hold 0.3s frozen for emphasis or title overlay.

Mirror Pull-Through — Reflection Trick

3s dolly-in toward reflective surface (mirror/window), focus on reflection for 1.2s then rack focus to real subject beyond glass by 1.8s; slight speed ramp for transition moment; hold 0.6s on clear subject.