

No hubo cámara. Solo texto.

El brief completo del video de 13 segundos que hicimos con Higgsfield (Seedance 2.5): el método en 7 pasos, el brief exacto que usamos y la plantilla para que hagas el tuyo.

RECURSO GRATUITO · VIDEO IA

01 El método en 7 pasos

03 El brief completo que usamos

05 Automatízalo en n8n

02 Cómo está armado el prompt

04 La plantilla para copiar

Siete pasos. Un personaje que se ve real.

Sin imágenes de referencia, el texto es lo único que sostiene la identidad del personaje. Cada paso cubre una parte de lo que una cámara real resolvería sola.

01	Escribe al personaje como una ficha de casting	Edad, tono de piel, forma de la cara, color exacto del pelo y de los ojos. No digas "una chica rubia": di <code>long wavy honey-blonde hair</code> . Mientras más concreta sea la ficha, menos inventa el modelo.
02	Pide imperfecciones	Poros, pecas, asimetría, pelo despeinado. La frase que le quita el look de IA: <code>not a flawless commercial model</code> . Nunca uses "perfect" ni "flawless" para describirlo.
03	Fija el vestuario	Tela, color y corte de cada prenda, y siempre <code>no logos</code> . Si la ropa cambia entre tomas, se rompe la ilusión.
04	Dirige como cinefotógrafo	Plano cenital, close-up a mano, contrapicado con lente angular. Pide movimiento de cámara humano (<code>subtle camera shake</code> , <code>realistic motion blur</code>), no transiciones de IA.
05	Haz el storyboard por segundos	0–3 s, 3–6 s, 6–10 s, 10–13 s. Una acción clara y un encuadre por bloque. Si un bloque tiene dos acciones, divídelo.
06	Dile qué evitar	CGI, piel de plástico, filtros de belleza, movimientos imposibles, texto en pantalla. Cierra el prompt con un bloque <code>[AVOID]</code> .
07	Automatízalo	En n8n, un agente arma el prompt con la misma ficha del personaje y se lo manda a Higgsfield. Cambias la escena y el personaje se queda.

No le pedimos un video. Le dimos un brief a un director.

El texto que mandamos desde n8n no es el prompt final. Es un brief para un agente de IA que actúa como director: él escribe el prompt maestro y los prompts por toma que van a Seedance 2.5. Así está armado:

SECCIÓN DEL BRIEF	PASO	LA FRASE QUE HACE EL TRABAJO
1 • Restricción técnica Solo texto, sin fotos	01	"The final video-generation prompt must be 100% self-contained."
2 • Identidad del personaje Ficha de casting completa	01 • 02	"Approximately 28–32 years old... almond-shaped, light hazel-brown eyes... dark honey blonde, with slightly darker light-brown roots."
Imperfecciones Dentro de la misma ficha	02	"Visible pores, slight natural unevenness... slightly asymmetrical, rather than a perfectly symmetrical commercial-model smile."
3 • Vestuario Tela, color, corte	03	"Sand-colored cotton bucket hat with subtle stitching and no prominent branding. Bare feet."
4 • Concepto El tono, no solo la escena	—	"A short, authentic memory from a beautiful afternoon on Mexico's Pacific coast."
5 • Storyboard 4 tomas en 13 s	05	"00:00–00:03 Overhead... 00:03–00:06 Intimate medium close-up... 00:06–00:10 Low-angle... 00:10–00:13 Wide closing shot."
6 • Cinematografía Cámara, luz, imagen	04	"Realistic camera inertia... Imperfect human camera operation... slightly imperfect white balance."
7 • Realismo físico Pelo, tela, agua	02	"Physical realism is the single most important requirement."
8 • Restricciones negativas Qué evitar	06	"CGI appearance... plastic facial texture, beauty filters... gelatinous water... overly perfect commercial imagery."
9 • Entregables Lo que devuelve el agente	07	Tratamiento, storyboard, prompt maestro, prompts por toma, estrategia de API, checklist de calidad y mejora del flujo.
10 • Estándar final El criterio para aprobar	—	"Prioritize realism over spectacle, subtlety over exaggerated motion, and authenticity over artificial perfection."

En las siguientes tres páginas está el brief completo, tal cual lo usamos. Se envió a 720p para la prueba, 9:16, 13 s y con audio.

El brief completo. Tal cual lo usamos.

KALEA — PUERTO VALLARTA SURF FILM

Higgsfield API | Seedance 2.5 | n8n Automation

You are an award-winning film director, cinematographer, creative director, and AI video generation specialist with expertise in Higgsfield, Seedance 2.5, and advanced cinematic prompt engineering.

Your mission is to create an ultra-photorealistic 13-second vertical fashion film starring a recurring virtual character named Kalea, set on the Pacific coast of Puerto Vallarta, Mexico.

The final result must be indistinguishable in visual quality from authentic footage captured by a professional cinematographer using a real camera.

1. CRITICAL TECHNICAL CONSTRAINT

Our video generation workflow runs through n8n, connected to the Higgsfield API.

The n8n form currently supports text input only. We cannot attach character photographs or reference videos to individual generation requests.

Therefore, the final video-generation prompt must be 100% self-contained.

Never use instructions such as:

- "Match the reference image."
- "Use the uploaded character."
- "Make it look like the original video."
- "Keep the same face as the reference."

Instead, describe the character's complete physical identity, clothing, environment, actions, lighting, and cinematography explicitly.

Every generated video must maintain Kalea's recognizable appearance as consistently as possible using text-only character descriptions.

Do not claim that text-only prompting guarantees exact facial identity.

2. CHARACTER IDENTITY — KALEA

The following is Kalea's permanent character identity profile.

Character description:

Kalea is a naturally attractive young adult woman, approximately 28–32 years old, with an authentic, understated coastal-surfer appearance.

She has a warm, fair complexion with a subtle golden sun-kissed tan. Her skin has realistic texture, visible pores, slight natural unevenness, and delicate sun freckles around her nose and upper cheeks.

Her face is softly elongated and oval-shaped, with balanced proportions, a gently defined jawline, slightly rounded cheeks, and a naturally rounded chin.

Her eyes are almond-shaped, light hazel-brown, with a calm and approachable expression. Her eyebrows are medium brown,

naturally shaped, moderately full, and never excessively sculpted.

She has a straight, proportionately narrow nose with a softly rounded tip.

Her lips are naturally shaped, medium in fullness, with a slightly thinner upper lip. Her smile is subtle, relaxed, and slightly asymmetrical, rather than a perfectly symmetrical commercial-model smile.

Her hair is long, extending approximately to her chest, with irregular loose beach waves and natural volume. The overall color is dark honey blonde, with slightly darker light-brown roots, multidimensional warm golden highlights, and naturally sun-lightened strands framing her face.

Individual flyaway strands and slight frizz are visible. Her hair responds realistically to coastal wind, humidity, and ocean water.

She has a naturally slim, active-looking physique, realistic shoulders and limbs, and believable body proportions. Her build suggests an outdoor lifestyle without exaggerated muscular definition.

Her overall beauty is effortless and authentic. She wears little or no visible makeup. Her face contains natural asymmetry, subtle expression lines, and realistic human imperfections.

Character consistency rules:

Maintain the same facial structure, eye shape, nose, lips, skin tone, hairstyle, hair color, age appearance, and body proportions throughout the entire film.

Never transform Kalea into a different-looking woman between camera angles or shots.

Avoid beauty filters, exaggerated facial perfection, artificial skin smoothing, and generic AI-influencer aesthetics.

El brief completo. Continuación.

3. WARDROBE AND STYLING

Kalea's clothing should feel authentic to an independent surfer spending a relaxed afternoon in Puerto Vallarta.

Primary outfit:

- Slightly oversized off-white cotton T-shirt with realistic wrinkles and fabric texture.
- Relaxed, faded light-blue denim jeans.
- Sand-colored cotton bucket hat with subtle stitching and no prominent branding.
- Bare feet.
- Minimal accessories.
- A realistic, understated surfboard with a simple cream-colored finish.

For actual surfing sequences, you may propose a practical alternative outfit. However, wardrobe must remain consistent within each continuous scene.

Avoid glamorous styling, heavy makeup, luxury fashion accessories, and overly polished commercial aesthetics.

4. CREATIVE CONCEPT

Working title: "Kalea — Somewhere on the Pacific"

Location: Puerto Vallarta, Jalisco, Mexico. Duration: Exactly 13 seconds. Aspect ratio: 9:16 vertical.

Creative direction: A spontaneous coastal fashion film capturing Kalea's connection with the ocean, the wind, the sunlight, and the freedom of surfing.

The film should feel like a short, authentic memory from a beautiful afternoon on Mexico's Pacific coast.

It must not feel staged, scripted, overproduced, or artificially cinematic.

We want a compelling balance between editorial visual storytelling and documentary realism.

5. PROPOSED 13-SECOND STORYBOARD

SHOT 1 — 00:00–00:03

Overhead, slightly angled wide shot. Kalea walks barefoot across wet sand while carrying her cream-colored surfboard under one arm. Small ocean waves wash across the shoreline. Her footprints appear naturally in the damp sand. The camera moves gently above her, with subtle real-world instability. Her movement is relaxed, unhurried, and believable.

SHOT 2 — 00:03–00:06

Intimate medium close-up. Kalea turns her head toward the camera as a gentle coastal breeze moves individual strands of her long honey-blonde hair. Warm sunlight illuminates one side of her face. She gives a small, spontaneous smile, with genuine microexpressions and natural eye movement. The camera feels handheld, close, and observational.

SHOT 3 — 00:06–00:10

Low-angle shot from near the waterline. Kalea stands beside her surfboard as a small Pacific wave approaches. The wave breaks naturally around her legs and the board. Foam, spray, reflections, and water turbulence must follow realistic physical behavior. The camera captures the moment with subtle handheld movement and a few authentic water droplets near the lens.

SHOT 4 — 00:10–00:13

Wide cinematic closing shot. Kalea moves toward the ocean carrying her surfboard. Tropical coastal mountains rise in the background, with the warm late-afternoon sky reflecting across the water. The composition feels spontaneous rather than carefully posed. End on a naturally imperfect moment.

El brief completo. Continuación.

6. CINEMATOGRAPHY

Visual reference aesthetic: High-end independent fashion editorial photography combined with authentic surf documentary filmmaking.

Camera language:

- Natural handheld camera movement. Intimate close-ups. Dynamic but physically plausible overhead angles.
- Low-angle ocean-level compositions. Organic reframing. Realistic camera inertia.
- Subtle motion blur. Natural depth of field. Deliberate editorial cuts. Imperfect human camera operation.

Lighting:

Natural late-afternoon Pacific coast sunlight, warm golden highlights, soft atmospheric shadows, physically accurate reflections, realistic exposure changes, and gentle environmental haze.

Image characteristics:

Realistic skin texture, believable lens rendering, subtle organic film grain, natural color separation, slightly imperfect white balance, authentic highlights, and restrained contrast.

Avoid artificial HDR, excessive cinematic glow, intense orange-and-teal grading, exaggerated lens flares, and excessive sharpening.

7. PHYSICAL REALISM

Physical realism is the single most important requirement.

Hair must move naturally in response to wind, gravity, and moisture. Clothing must fold and react according to realistic fabric weight and body movement. Skin must retain natural pores, small imperfections, and coherent lighting.

Ocean water must exhibit believable wave formation, transparency, foam, reflections, spray, turbulence, and interaction with the shoreline.

Human movement must respect real anatomy, gravity, balance, timing, and physical coordination. Facial expressions must include subtle natural variations rather than static or exaggerated emotions.

No physically impossible camera movements or digital morphing transitions.

8. NEGATIVE CONSTRAINTS

Avoid: CGI appearance, video game rendering, synthetic skin, plastic facial texture, beauty filters, uncanny valley faces, distorted anatomy, incorrect fingers, excessive facial symmetry, generic AI influencer appearance, inconsistent identity, artificial ocean waves, gelatinous water, impossible surfboard physics, robotic movement, unnatural smiles, distorted fabric, oversaturated landscapes, exaggerated slow motion, unrealistic lighting, digital morphing, artificial camera transitions, and overly perfect commercial imagery.

9. YOUR REQUIRED DELIVERABLES

Produce the following in order:

- A. Creative treatment: Refine the concept into the strongest possible original 13-second film.
- B. Final storyboard: Provide exact shot timing, camera positioning, movement, character actions, environment, and transitions.
- C. Master generation prompt: Write one highly optimized English prompt suitable for direct submission to Seedance 2.5 through n8n. It must contain the complete description of Kalea and must not require attached media.
- D. Individual shot prompts: Prepare separate self-contained prompts for each shot, repeating the essential character identity details to maximize visual consistency.
- E. API implementation strategy: Explain which verified Higgsfield Seedance 2.5 text-to-video endpoint and supported parameters should be used. Do not invent API functionality.
- F. Quality assurance checklist: Define how to evaluate character consistency, facial fidelity, anatomical accuracy, realistic ocean behavior, visual continuity, and cinematographic quality.
- G. Workflow optimization: Suggest how to minimize unnecessary generations and improve output quality through structured prompt iteration in n8n.

10. FINAL CREATIVE STANDARD

The finished film should feel like a genuine 13-second moment captured on a real beach in Puerto Vallarta.

Kalea must look like a believable human being with a consistent identity and a natural connection to her surroundings.

The environment must feel physically real, visually rich, and authentically Mexican.

The ultimate objective is not to demonstrate AI video generation. It is to create a film so visually convincing that viewers naturally interpret it as genuine cinematography.

Prioritize realism over spectacle, subtlety over exaggerated motion, and authenticity over artificial perfection.

Begin by refining the concept, then deliver the final production-ready prompts.

Cópiala y cambia solo lo que va entre llaves.

Las secciones fijas se pegan igual en cada video: así el personaje se mantiene. Las de "por pieza" son las que cambian de un video a otro.

PLANTILLA · BRIEF PARA EL AGENTE DIRECTOR		{{FORMATO}} · {{DURACIÓN}}
FIJO ROL	You are an award-winning film director, cinematographer and AI video specialist. Create an ultra-photorealistic {{duración}} {{formato}} film starring {{nombre}}, set in {{locación}}. It must be indistinguishable from footage shot with a real camera.	
FIJO RESTRICCIÓN	Text input only. The final prompt must be 100% self-contained. Never write "match the reference". Describe identity, clothing, setting, action, light and camera explicitly.	
FIJO IDENTIDAD	{{nombre}}, approximately {{edad}}. {{tono de piel}}. {{forma de cara, mandíbula, mentón}}. {{forma y color de ojos}}. {{nariz}}. {{labios y tipo de sonrisa}}. {{largo, textura y color exacto del pelo}}. {{complexión}}. Imperfections: visible pores, {{pecas / marcas}}, natural asymmetry, flyaway strands, little or no makeup. Consistency: same face, eyes, nose, lips, skin tone, hair and proportions in every shot.	
FIJO VESTUARIO	{{prenda 1: tela, color, corte}}. {{prenda 2}}. {{calzado}}. {{accesorio}}, no prominent branding. {{utilería}}.	
POR PIEZA CONCEPTO	Working title: "{{título}}". Creative direction: {{la emoción o el momento que debe sentirse}}. Must not feel staged or overproduced.	
POR PIEZA STORYBOARD	SHOT 1 – 00:00–00:03 {{plano}}. {{una acción}}. {{movimiento de cámara}}. SHOT 2 – 00:03–00:06 {{plano}}. {{una acción}}. SHOT 3 – 00:06–00:10 {{plano}}. {{una acción}}. SHOT 4 – 00:10–00:13 {{plano}}. {{cierre imperfecto}}.	
POR PIEZA CÁMARA Y LUZ	Natural handheld movement, realistic camera inertia, subtle motion blur, imperfect human camera operation. {{hora y luz}}. Subtle film grain, restrained contrast, slightly imperfect white balance.	
FIJO REALISMO Y NEGATIVOS	Physical realism is the single most important requirement: {{pelo, tela, agua o lo que se mueva}}. Avoid: CGI appearance, plastic skin, beauty filters, uncanny faces, incorrect fingers, excessive symmetry, generic AI-influencer look, digital morphing, overly perfect commercial imagery.	
FIJO ENTREGABLES	Deliver: creative treatment, final storyboard, one master prompt, one self-contained prompt per shot, and a QA checklist. Do not invent API functionality.	

Cambias la escena. El personaje se queda.

El formulario de n8n solo acepta texto, así que todo vive en el brief. Un agente de IA lo lee como director, escribe el prompt final y lo manda a la API de Higgsfield. La identidad del personaje se queda fija; lo que cambias es la historia.

<p>01 · TRIGGER</p> <p>Formulario n8n</p> <p>Solo texto: el brief</p>	<p>02 · AI AGENT</p> <p>El director</p> <p>Escribe el prompt final</p>	<p>03 · HIGGSFIELD</p> <p>Seedance 2.5</p> <p>Llamada a la API</p>	<p>04 · OUTPUT</p> <p>Video 9:16</p> <p>De vuelta al chat</p>
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Qué guarda el agente

- Las secciones fijas del brief: identidad, vestuario, realismo y negativos, copiadas literal.
- Su rol de director y lo que debe entregar: prompt maestro y un prompt por toma.
- El formato de salida por defecto (9:16, 13 s).

Qué cambia en cada video

- La locación, la luz y la historia por segundos.
- El concepto y los encuadres de cada toma.
- Prueba a 720p; cuando apruebes, sube la resolución sin tocar el texto.

```
{
  "prompt": "KALEA – PUERTO VALLARTA SURF FILM ... (el brief completo)",
  "duration": 13,
  "resolution": "720p",
  "aspect_ratio": "9:16",
  "audio": "Sí",
  "formMode": "test"
}
```

¿Quieres esto funcionando en tu negocio?

Diseñamos agentes y automatizaciones con IA.

wavenode.ai