

FREE PROMPT PACK · CINEMATIC AI SHORT

Through the Portal

The exact scene-by-scene prompts behind my multiverse portal short. A golden portal pulls one woman out of her bedroom, across a city skyline, into a futuristic kingdom and onto a battlefield, where a stranger already knows her name.

11 scene prompts | ≈ 56 seconds | 9:16 vertical | Image-to-video

H **Hakiba AI** · by Grace's Creations

START HERE

How to use this pack

1. **Make your character references first.** Generate one clear face image of your main character, then one full-body image per outfit: everyday clothes, the city jacket, the kingdom suit and the battlefield armour.
2. **Paste the Master Style block** (next page) at the top of every scene prompt. It keeps the face, bracelet and look consistent from shot to shot.
3. **Generate one scene at a time** using image-to-video. Use the matching outfit reference as your start frame.
4. **Make it yours.** Swap "Grace" for your own character's name everywhere, including the bracelet letters and the line the sorcerer calls out at the end.
5. **Edit the clips together** in CapCut or your editor of choice, in scene order. Add a hard cut to the sorcerer and keep the final shot on him.

> The heroes in these prompts are written as original characters. Design your own look for them so your video stays yours and safe to post.

THE STORY

Scene map

The full story at a glance

0:00	A golden portal tears open in her bedroom
0:06	She lands on a city rooftop at sunset
0:11	A masked rooftop hero lands beside her
0:15	A swing between skyscrapers, a slip, a fall into a portal
0:17	She arrives in a futuristic kingdom wearing a new suit
0:21	Pure disbelief, straight to camera
0:26	She meets the kingdom's guardian
0:34	The bracelet, a smile… then an explosion
0:38	Alone on a battlefield with an aged bracelet
0:44	An armoured hero crash-lands in front of her
0:49	Her suit lights up
0:51	A sorcerer at a portal calls her name

PASTE AT THE TOP OF EVERY SCENE

Master Style block

MODEL

MiniMax H3 — Cinematic Image-to-Video

STYLE

Ultra-photorealistic Hollywood live-action film, vertical 9:16, ARRI Alexa 35, 24fps, natural motion blur, cinematic colour grading, realistic skin texture, dramatic lighting and subtle film grain.

CHARACTER

Grace is the exact 28-year-old woman from the uploaded GRACE FACE reference. Preserve her warm caramel-brown skin, expressive brown eyes, natural dimples, long honey-blonde braids, gold hoop earrings and delicate circular G pendant. Her face, body proportions, skin tone and age must remain consistent in every shot.

WARDROBE (FOLLOW THE REFERENCE FOR EACH SCENE)

Bedroom: oversized cream knit sweater, black shorts, braids loose.
City rooftop: navy-and-red leather varsity jacket, black top, dark jeans, braids loose.
Kingdom: fitted black bodysuit with gold geometric line-work, stacked gold neck rings, gold triangular collar, gold arm bands and a long black split overskirt, braids loose.
Battlefield: black tactical suit with thin gold seams, bronze-gold shoulder armour, black cape, honey-blonde high ponytail.

BRACELET

Scenes 2–7: bright pastel GRACE bracelet with white letter beads and colourful round beads on her LEFT wrist.
Scenes 8–10: aged GRACE bracelet with faded translucent beads, aged cream letter cubes and frayed beige cord, always on her LEFT wrist.

EMOTIONAL PERFORMANCE

Natural human expressions with layered emotions, believable transitions, eye movements, subtle eyebrow changes, blinking, breathing, swallowing, trembling lips and realistic reactions. Avoid exaggerated theatrical expressions.

MOTION

Physically realistic walking, landing, turning, crouching, arm gestures and weight transfer. Realistic inertia, gravity, hair movement, cape physics and wind.

CAMERA

One smooth cinematic camera movement per shot. Keep heads fully visible and eye-lines clear.

DIALOGUE

Natural voice acting, accurate lip-sync, realistic pauses. Only the active speaker moves their lips.

AUDIO

Layered environmental sound, cinematic orchestral music and precisely timed impacts.

NEGATIVE

No facial morphing, extra fingers, duplicate characters, distorted bracelet letters, unplanned wardrobe changes, unnatural body movements, cropped heads, logos, unwanted text or subtitles.



SCENE 01

The Portal Opens

6 sec
9:16 · Bedroom

Arc: calm → startle → disbelief

0–2S QUIET EVENING

Medium shot. Grace sits on the edge of her bed in a warm, softly lit bedroom with framed art and bedside lamps, cream sweater, braids loose. A faint golden glow begins to flicker on the wall beside her.

2–4S THE RIP

A circle of crackling golden sparks tears open in mid-air beside the bed. Wind rushes out of the portal: sheets of paper fly off the shelves and her braids whip sideways. Grace jolts back, one hand flying to her chest, eyes wide, lips parted.

4–6S PULLED IN

The portal's pull grows stronger. Grace grips the mattress with her free hand, staring into the glowing ring in shocked disbelief as golden light floods her face.

SFX	Electric crackle, rushing wind, fluttering paper, a low hum building
MUSIC	Soft ambient pad, rising into a tense string swell
CAMERA	Slow push-in from medium to medium close-up
END	A flash of gold fills the frame



SCENE 02

Rooftop Landing

5 sec
9:16 · City rooftop, sunset

Arc: impact → disorientation → vertigo

0–2S THE LANDING

Wide shot of a gravel rooftop with a wooden water tower and a golden-hour skyline of tall towers behind. A golden portal bursts open behind Grace and she drops into a low crouch, one hand on the ground, now wearing the navy-and-red varsity jacket. Dust and sparks scatter.

2–3S WHERE AM I?

She rises slowly, breathing hard, eyes darting across the skyline, mouth open in confusion.

3–5S THE EDGE

Over-the-shoulder shot from behind: Grace steps to the ledge and looks straight down at the busy street far below. Traffic and crosswalks, a dizzying drop. Her braids blow in the wind.

SFX	Portal whoosh, gravel crunch, city traffic and distant sirens far below, wind
MUSIC	Bright, curious strings with light percussion
CAMERA	Slow arc from the front of Grace round to behind her shoulder
IMPORTANT	Pastel GRACE bracelet on her LEFT wrist

SCENE 03

A Hero on the Ledge

4 sec
9:16 · Rooftop

Arc: surprise → nervous laughter → trust

0–2S ARRIVAL

A masked rooftop hero in a sleek, original full-body suit drops from above and lands crouched on the ledge beside Grace with weightless agility. Grace flinches and turns to look.

2–4S TAKE MY HAND

Close-up: Grace talks fast and nervously, half laughing in disbelief. The hero reaches out and grips her hand firmly.

GRACE (breathless, half laughing)
"Okay… this is not my bedroom."

CAMERA	Medium two-shot pushing into a tight close-up on Grace
DESIGN TIP	Describe your own hero suit (colours, materials, mask shape). Don't copy an existing character.

SCENE 04

Swing & Fall

3 sec
9:16 · Skyscraper canyon

Arc: thrill → terror → wonder

0–1S THE SWING

Low-angle wide shot: the hero swings Grace between towering skyscrapers on a grappling line against a clear sky.

1–2S THE SLIP

Top-down POV: Grace hangs by one hand from the hero's gloved grip, screaming with joy and fear, the street far below, jacket and braids whipping upward.

2–3S THE FALL

A golden portal ignites on the street beneath her. Her fingers slip free and she falls toward it, arms outstretched, as golden light swallows the frame.

SFX	Wind roar, line tension, scream, portal crackle
CAMERA	Fast drop with the fall, then a white-gold flash transition

SCENE 05

A New Kingdom

4 sec
9:16



Arc: landing → shock → amazement

0–2S TRANSFORMATION

Grace steps out of a fading golden glow onto a sunlit stone terrace above a futuristic African city: curved towers, domes, bridges over a river, people on walkways. As the light fades, her clothes have become the black-and-gold kingdom suit.

2–4S LOOK AT ME

She looks down at the suit in astonishment, hands hovering over the gold line-work on her chest, then laughs softly in disbelief.

CAMERA Frontal medium-wide, slow tilt from her boots up to her face

MUSIC Warm African-inspired orchestral strings and gentle percussion

SCENE 06

Straight to Camera

5 sec
9:16 · Medium close-up

Arc: disbelief → excitement → joy

0–5S TALKING TO US

Grace faces the camera, hands pressed to her chest, the city skyline glowing at sunset behind her. Her eyebrows lift, eyes sparkling, and she speaks to the viewer with breathless, childlike excitement, dimples showing as a huge smile breaks through.

GRACE (to camera, almost laughing)
“Am I really here right now?”

CAMERA Gentle handheld-style push-in, head fully in frame

IMPORTANT Pastel GRACE bracelet on her LEFT wrist

SCENE 07

The Guardian & the Bracelet

12 sec total
Generate as 2 clips

Arc: curiosity → connection → warmth → sudden alarm

CLIP A · 0–8S MEETING THE GUARDIAN

Wide two-shot on the terrace, the river city behind them at golden hour. The kingdom's guardian, a tall figure in an original sleek black armoured suit with a full face mask, walks up beside Grace. They stand side by side looking out over the city, then turn to talk. The guardian gestures toward the skyline with an open hand while Grace listens, nodding, then answers with animated hands.

GUARDIAN (calm, deep)
"You came through the gate. Few people ever do."

GRACE (curious, smiling)
"I don't even know how I got here."

CLIP B · 0–2S THE BRACELET

Close-up: Grace lifts her LEFT wrist to show the pastel GRACE bracelet, touches it with her right fingertips and gives a soft, knowing smile.

CLIP B · 2–4S INTERRUPTION

A huge explosion blooms over the city behind her. Grace's smile vanishes; she snaps her head around toward the blast, the fire lighting her braids from behind.

SFX	City ambience, river, birds · then a deep distant explosion and rumbling ground
MUSIC	Warm strings, cut by a low brass hit on the explosion
CAMERA	Clip A: slow lateral dolly · Clip B: close-up, quick whip to over-the-shoulder
END	The fireball fills the frame and transitions to the battlefield

SCENE 08

The Battlefield

6 sec
9:16 · Night



Arc: determination → doubt → fear

Use the battlefield reference: black tactical suit, bronze-gold shoulder armour, black cape, high ponytail. Aged GRACE bracelet on her LEFT wrist.

0–2S THE WALK

Wide frontal shot. Grace walks slowly toward camera across a scorched battlefield: smoke, burning wreckage, small fires, a dark stormy sky. Her cape drags and lifts in the hot wind.

2–4S THE AGED BRACELET

Close-up looking down: Grace stops and touches the aged GRACE bracelet on her armoured LEFT wrist. Her brows draw together as if trying to remember something.

4–6S FEAR TAKES OVER

She looks up toward a nearby explosion, eyes glistening, jaw trembling, firelight flickering across her face.

GRACE (breathless, frightened, voice trembling)
“What is this place?”

SFX	Explosions, distant combat, metallic clashes, crackling flames, her breathing
MUSIC	Heavy war drums, dark brass, rising strings
CAMERA	Slow backward track ahead of her, then a cut to close-up
END	A metallic roar approaches from above

SCENE 09

The Armoured Landing

5 sec
9:16 · Over-the-shoulder

Arc: danger → instinctive terror → astonishment

0–2S THE LANDING

Over-the-shoulder shot from behind Grace, her cape and shoulder armour in the foreground. An original armoured hero in a polished metal suit with glowing thrusters blasts down from the sky and lands a few metres in front of her, one knee and one fist striking the ground. Sparks and debris burst outward. Grace recoils, cape snapping back in the shockwave.

2–5S FACE TO FACE

The armoured hero slowly rises to full height, a glowing light in the chest plate, and turns his helmet toward her. Grace lowers her arms, frozen, staring.

SFX Thruster roar, thunderous metal impact, scattering rocks, deep bass hit

CAMERA Continuous slow forward dolly, Grace in the foreground, the hero in focus

SCENE 10

Power Awakens

2 sec
9:16 · Close-up



Arc: shock → awe

0–2S THE GLOW

Frontal medium close-up of Grace on the battlefield, mouth open in astonishment. Thin lines of golden light ignite and race along the seams of her black suit, lighting her face from below.

GRACE (whispering, stunned)
“No way…”

SFX Rising energy hum, soft electric crackle

SCENE 11 · FINAL SHOT

The Sorcerer Calls

5 sec
9:16 · Over-the-shoulder

Arc: mysterious stillness → recognition → shock

0–2S THE FIGURE

Suspenseful over-the-shoulder shot from behind Grace, her high ponytail, shoulder armour and cape framing the foreground. Across the smoking battlefield, a mysterious sorcerer in a dark blue tunic and flowing crimson cloak stands in front of a huge ring of spinning golden sparks. His cloak moves in the portal wind.

2–3S THE TURN

He slowly turns to face Grace, raises his right arm and points directly at her. His hand stays perfectly steady. A beat of silence.

3–5S THE CALL

The portal pulses with brilliant golden energy as he speaks, with absolute authority and unmistakable recognition.

SORCERER (deep, commanding)
“GRACE!”

SFX	Battle noise drains away, one low heartbeat, cloak flutter, portal hum, deep impact under her name
MUSIC	Sudden silence, then a powerful low brass sting
CAMERA	Slow forward push toward the sorcerer
END	Hold on the portal, then cut to black

> Tip: end the video right on the name call. The unanswered question is what makes people comment "PART 2!"



IMAGINE IT, CREATE IT

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