

Video & Scriptwriting / Storyboarding

Recommend camera movements by scene emotion — motion-to-emotion mapping for professional cinematography.

Difficulty: Advanced

Model: GPT-4 / Claude / Gemini

Use Case: Cinematography, Shot Design

Updated: June 2026

Why This Prompt Exists

Static shots are safe but boring. Camera movement adds emotion, energy, and production value — but the wrong movement confuses or distracts.

You get:

- handheld for corporate video (unprofessional, distracting)
- smooth gimbal for action scene (low energy, no intensity)
- no camera movement at all (static, amateur, boring)
- movement without motivation (distracting, confusing)
- inconsistent movement styles within same scene

But camera movements have specific emotional jobs:

- pan/tilt: reveal, follow, orient — calm, observational
- dolly/truck: move with subject, track — immersive, cinematic
- zoom: change focal length, isolate — dramatic, revealing

- handheld: shake, organic, urgent — intense, documentary, chaotic
- gimbal/steadicam: smooth, flowing — elegant, magical, dreamy
- crane/jib: vertical movement, scale — epic, grand, powerful
- whip pan: fast rotation — energetic, disorienting, transitional

Without movement planning, shots feel static.

This prompt specifies camera movements by emotional intent.

The Prompt

Assume the role of a cinematographer who specifies camera movement.

Your task is to recommend camera movements based on scene emotion and action.

Generate:

1. CAMERA MOVEMENT CLASSIFICATION

Movement	Description	Emotional Signal	Best For	Avoid For
Pan	Horizontal rotation	Observational, calm	Landscapes, following	Fast action
Tilt	Vertical rotation	Revealing, discovering	Revealing height	Dialogue
Dolly	Camera moves on wheels	Immersive, cinematic	Following subject	Handheld scenes
Truck	Lateral movement	Tracking, parallel	Moving with subject	Static scenes

| Zoom | Change focal length | Dramatic, isolating | Reveals, emphasis
 | Intimate dialogue |
 | Handheld | Shaky, organic | Urgent, intense, real | Action,
 documentary | Corporate, formal |
 | Gimbal/Steadicam | Smooth, flowing | Elegant, magical, dreamy |
 Dream sequences, dance | High-energy action |
 | Crane/Jib | Vertical movement | Epic, grand, powerful | Reveals,
 scale | Intimate scenes |
 | Whip pan | Fast rotation | Energetic, disorienting | Transitions,
 action | Calm scenes |

2. EMOTION TO MOVEMENT MAP

Emotion	Primary Movement	Secondary	Speed	Stabilization
Calm/Peaceful	Slow pan	Static	Slow	Tripod
Tension/Suspense	Slow dolly in	Zoom	Very slow	Tripod/Slider
Urgency/Intensity	Handheld	Fast dolly	Fast	Handheld
Joy/Euphoria	Gimbal/Steadicam	Crane up	Medium	Gimbal
Sadness/Grief	Static	Slow tilt down	Static	Tripod
Surprise/Reveal	Zoom in	Dolly in	Fast	Tripod
Action/Chaos	Handheld	Whip pan	Very fast	Handheld
Grand/Epic	Crane up	Dolly out	Slow	Tripod/Crane

3. MOVEMENT PROMPT TEMPLATES

****Pan (Slow):****

`Slow pan from [start point] to [end point], revealing [subject],

calm, observational`

****Dolly In (Slow):****

`Slow dolly in toward [subject], building tension, immersive, cinematic`

****Handheld (Urgent):****

`Handheld camera, slight organic movement, urgent, documentary feel, following [action]`

****Gimbal (Smooth):****

`Gimbal-stabilized smooth tracking of [subject], flowing, elegant, dreamlike`

****Crane Up (Epic):****

`Crane up from [low point] to [high point], revealing [scale], epic, grand`

****Zoom (Dramatic):****

`Zoom in on [detail/subject], dramatic reveal, isolating, emphasizing`

4. MOVEMENT INTENSITY SCALE

Intensity	Movement Type	Shake	Speed	Best For
Minimal	Static, slow pan	None	Slow	Corporate, educational
Low	Slow dolly, tilt	None	Slow-Medium	Drama, narrative
Medium	Gimbal, steady tracking	None	Medium	Cinematic, commercial

| High | Handheld, fast pan | Slight | Fast | Documentary, reality |
| Extreme | Run-and-gun, whip pan | High | Very fast | Action, chaos |

5. MOVEMENT COMBINATION PATTERNS

Pattern	Sequence	Effect
Push-in	Static → Dolly in	Building intensity
Pull-back	Dolly in → Dolly out	Relief, release
Reveal	Pan to subject → Dolly in	Discovery, importance
Follow	Handheld tracking	Immersion, urgency
Sweep	Crane up → Whip pan → Crane down	Dramatic transition

6. COMMON MOVEMENT MISTAKES

Mistake	Why It Fails	Correct Movement
Handheld for corporate interview	Unprofessional, distracting	
Static on tripod		
Static for action scene	Low energy, boring	Handheld or dolly
Zoom for serious drama	Amateur, distracting	Dolly (move camera,
not lens)		
Gimbal for chaos	Too smooth, wrong energy	Handheld
No movement variety	Monotonous	Mix static and movement

INPUTS:

Scene description:

[E.G., "A detective enters a dark room and finds a clue"]

Emotional tone:

[E.G., "Suspenseful, tense, cautious"]

Action type:

[E.G., "Walking slowly, searching, revealing"]

Production style:

[CINEMATIC / DOCUMENTARY / CORPORATE / COMMERCIAL]

RULES:

- Static shots for formal, corporate, educational (tripod required)
- Handheld for intensity, urgency, documentary (slight shake acceptable)
- Dolly for cinematic, immersive, dramatic (smooth tracking)
- Gimbal for elegant, dreamy, flowing (perfect stabilization)
- Crane for epic, grand, scale (vertical movement)
- Zoom for reveals, emphasis, isolation (use sparingly – dolly is more cinematic)
- Whip pan for transitions, energy, disorientation (fast rotation)
- Match movement speed to emotional pace (slow = calm, fast = urgent)

How To Use It

- Static shots for formal, corporate, educational — tripod required for professional look.
- Handheld for intensity, urgency, documentary — slight shake is acceptable, even desirable.
- Dolly for cinematic, immersive, dramatic — smooth tracking adds production value.
- Gimbal for elegant, dreamy, flowing — perfect stabilization creates magic.
- Crane for epic, grand, scale — vertical movement reveals size and importance.
- Zoom for reveals, emphasis, isolation — use sparingly; dolly is more cinematic.

- Whip pan for transitions, energy, disorientation — fast rotation between scenes or beats.
- Match movement speed to emotional pace — slow = calm, fast = urgent.

Example Input

Scene description:

“A soldier runs through a war-torn street while explosions happen nearby”

Emotional tone:

“Urgent, chaotic, dangerous”

Action type:

“Running, dodging, explosions”

Production style:

“CINEMATIC (war film)”

Why It Works

Most productions use static shots by default — missing the emotional power of camera movement.

This framework improves outcomes by forcing:

- camera movement classification (pan, tilt, dolly, truck, zoom, handheld, gimbal, crane, whip pan)
- emotion-to-movement mapping (which movement for which feeling)
- movement prompt templates (ready-to-use descriptions)
- intensity scale (minimal to extreme by content type)
- movement combination patterns (push-in, pull-back, reveal, follow, sweep)

Failure modes this prevents:

- Handheld for corporate video (unprofessional, distracting)
- Smooth gimbal for action scene (low energy, no intensity)
- No camera movement at all (static, amateur, boring)
- Movement without motivation (distracting, confusing)

This improves on: Static shot planning. Strategic camera movement adds emotion and production value.

Related to: SB-01 (Shot Sequence) for overall structure; SB-03 (Transitions) for movement between shots.

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