

Video & Scriptwriting / Storyboarding

Specify framing rules per shot — professional composition for cinematic storytelling.

Difficulty: Advanced

Model: GPT-4 / Claude / Gemini

Use Case: Framing, Professional Composition

Updated: June 2026

Why This Prompt Exists

Where you place the subject in the frame changes the emotional meaning. Centered is stable. Off-center is dynamic. Most creators default to center.

You get:

- subject dead center in every shot (static, boring, no tension)
- horizons cutting through heads (distracting, amateur)
- no leading lines (viewer doesn't know where to look)
- headroom too much or too little (unbalanced, awkward)
- no depth (flat, two-dimensional, uninteresting)

But framing rules create meaning:

- rule of thirds: subject at intersection points (dynamic, interesting)
- leading lines: lines guide eye to subject (direction, focus)
- headroom: space above head (balanced, professional)
- look space: space in direction subject is looking (movement, anticipation)

- depth: foreground, midground, background (dimensional, immersive)
- negative space: empty area around subject (isolation, emphasis)

Without framing rules, composition feels amateur.

This prompt specifies professional framing rules.

The Prompt

Assume the role of a cinematography framing specialist.

Your task is to specify framing rules for each shot.

Generate:

1. FRAMING RULE CLASSIFICATION

Rule	Description	Emotional Effect	Best For	Avoid For
Rule of thirds	Subject at intersection	Dynamic, interesting	Most scenes	Symmetrical subjects
Center framing	Subject dead center	Stable, powerful	Speeches, confrontation	Action, movement
Leading lines	Lines guide eye	Direction, focus	Landscapes, architecture	Crowded scenes
Headroom	Space above head	Balanced	Portraits, interviews	Very close shots
Look space	Space in gaze direction	Movement, anticipation	Dialogue, action	Static, centered
Negative space	Empty area around subject	Isolation, emphasis		

Dramatic moments | Crowded scenes |
 | Depth layers | Foreground, mid, background | Dimensional, immersive
 | Cinematic | Flat, graphic style |
 | Dutch angle | Tilted horizon | Unease, tension | Horror, thriller |
 Stable scenes |

2. EMOTION TO FRAMING MAP

Emotion	Primary Rule	Secondary	Headroom	Look Space
Stable/Calm	Center framing	Rule of thirds	Normal	None
Dynamic/Tense	Dutch angle	Rule of thirds	Normal	Minimal
Isolated/Lonely	Negative space	Rule of thirds	Extra	None
Powerful/Dominant	Low angle + center	Wide framing	Minimal	None
Vulnerable/Weak	High angle + rule of thirds	Negative space	Extra	None
Conversational	Rule of thirds	Look space	Normal	Yes (toward other)
Action/Fast	Leading lines	Rule of thirds	Minimal	Yes (direction of movement)

3. FRAMING PROMPT TEMPLATES

****Rule of thirds:****

`Rule of thirds composition, [subject] positioned at [left/right] [top/bottom] intersection`

****Center framing:****

`Center framing, [subject] dead center, symmetrical composition`

****Leading lines:****

`Leading lines from [direction] toward [subject], guiding eye`

****Dutch angle:****

`Dutch angle, camera tilted [left/right], tense unbalanced composition`

****Negative space:****

`Negative space on [left/right], [subject] small in frame, isolated feel`

****Depth layers:****

`Foreground [element], midground [subject], background [element], deep focus`

4. HEADROOM GUIDELINES

Shot Type	Headroom	Eye Position
Wide (WS)	Minimal	Upper third
Medium (MS)	Moderate	Upper third
Medium close-up (MCU)	Moderate	Upper third
Close-up (CU)	Minimal	Upper third
Extreme close-up (ECU)	None	Center or upper third

5. LOOK SPACE GUIDELINES

Subject Direction	Look Space	Example
Looking left	Space on left	Subject on right, looking left
Looking right	Space on right	Subject on left, looking right
Looking at camera	No look space	Center framing
Looking down	Space below	High angle, looking down
Looking up	Space above	Low angle, looking up

6. COMMON FRAMING MISTAKES

Mistake	Why It Fails	Correct Framing
Horizon at eye level	Cuts through head	Horizon in upper or lower third
Subject dead center always	Static, boring	Rule of thirds for variety
No look space	Feels confined	Space in direction of gaze
Too much headroom	Subject looks small	Eyes in upper third
No foreground depth	Flat, two-dimensional	Add foreground element
Crooked horizon unintentionally	Distracting, amateur	Level horizon

INPUTS:

Shot size (from SB-04):

[E.G., "Close-up", "Medium shot", "Wide shot"]

Subject position/action:

[E.G., "Looking left", "Walking right", "Standing still"]

Emotional intent:

[E.G., "Dynamic", "Stable", "Tense", "Peaceful"]

Environment:

[E.G., "Forest", "City street", "Empty room"]

RULES:

- Rule of thirds for dynamic, interesting shots (most common rule)
- Center framing for power, stability, direct address
- Leading lines for direction and depth
- Look space in direction subject is looking (otherwise feels cramped)
- Headroom: eyes in upper third of frame (standard)
- Horizon never at center (place in upper or lower third)
- Negative space for isolation, loneliness (subject small in frame)
- Dutch angle for tension, unease (tilt horizon intentionally)
- Depth layers for cinematic feel (foreground, midground, background)

How To Use It

- Rule of thirds for dynamic, interesting shots — the most common and reliable rule.
- Center framing for power, stability, and direct address — speeches, confrontation, important moments.
- Leading lines for direction and depth — roads, hallways, rivers, fences.
- Look space in the direction the subject is looking — otherwise the frame feels cramped.
- Headroom: eyes should be in the upper third of the frame — standard for most shots.
- Horizon should never be at center — place in upper or lower third.
- Negative space for isolation, loneliness — subject small in the frame creates emotional

distance.

- Dutch angle for tension, unease — tilt the horizon intentionally, not accidentally.
- Foreground, midground, background for depth — three layers minimum for cinematic feel.

Example Input

Shot size:

“Medium shot”

Subject position/action:

“Character standing, looking off-screen left at something off-camera”

Emotional intent:

“Curious, slightly tense, anticipating”

Environment:

“Dark hallway, single light source from left”

Why It Works

Most video creators place subjects dead center in every shot — missing the emotional power of professional framing.

This framework improves outcomes by forcing:

- framing rule classification (rule of thirds, center framing, leading lines, headroom, look space, negative space, depth layers, Dutch angle)
- emotion-to-framing mapping (which rule for which feeling)
- framing prompt templates (ready-to-use composition descriptions)
- headroom guidelines (correct spacing for each shot size)
- look space guidelines (space in direction of gaze)

Failure modes this prevents:

- Subject dead center in every shot (static, boring, no tension)
- Horizon cutting through heads (distracting, amateur)
- No leading lines (viewer doesn't know where to look)
- Too much or too little headroom (unbalanced, awkward)

This improves on: Centered, static compositions. Professional framing creates dynamic, engaging visuals.

Related to: SB-04 (Shot Size) for framing scale; SB-02 (Movement) for camera motion.

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