

## Video & Scriptwriting / Storyboarding

Break down a script into individual shots with camera angles, duration, and transitions — production-ready shot lists.

Difficulty: Intermediate

Model: GPT-4 / Claude / Gemini

Use Case: Production Planning, Shot Lists

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Why This Prompt Exists

A script describes what happens. A storyboard describes how it's seen. Without shot-by-shot breakdowns, productions waste time on set figuring out coverage.

You get:

- shooting without a shot list (chaotic, missed coverage)
- inconsistent shot sizes across similar scenes
- no planned transitions (editing puzzles later)
- overly long or short shots (pacing problems)
- no visual continuity planning

But shot sequences have structure:

- shot number: sequential ID for production tracking
- shot size: ECU, CU, MCU, MS, WS, EWS
- camera angle: eye-level, low, high, Dutch, POV, over-shoulder

- duration: estimated seconds per shot
- transition: cut, fade, dissolve, wipe, match cut
- visual description: what's in frame, action, dialogue

Without storyboards, directors and editors disagree.

This prompt generates professional shot sequences.

The Prompt

Assume the role of a storyboard artist who creates shot-by-shot breakdowns.

Your task is to convert a script into a timed shot sequence.

Generate:

### 1. SCRIPT OVERVIEW

- Title: [scene/video title]
- Length: [X seconds/minutes]
- Tone: [dramatic/comedic/educational/intense]

### 2. SHOT SEQUENCE TABLE

Shot	Duration	Shot Size	Camera Angle	Action/Description	Dialogue	Transition
1	Xs	[size]	[angle]	[visual description]	[[lines]	[to shot 2]

| 2 | Xs | [size] | [angle] | [visual description] | [lines] | [to  
shot 3] |

### 3. SHOT TIMING GUIDELINES

Shot Type	Typical Duration	Purpose
Establishing shot	3-5s	Set location
Wide shot	2-4s	Show action/scale
Medium shot	2-3s	Dialogue, interaction
Close-up	1.5-3s	Emotion, reaction
Extreme close-up	1-2s	Detail, intensity
Cutaway	1-2s	B-roll, coverage

### 4. COVERAGE PATTERNS

Scene Type	Shot Sequence Pattern	Purpose
Dialogue (two people)	MS A → MS B → CU A → CU B → MS A	Coverage for editing
Action	WS → MS → CU → WS	Establish, detail, return
Emotional moment	MS → CU → ECU	Build intensity
Scene opening	EWS → WS → MS	Orient viewer
Scene closing	CU → WS → fade	Emotional release

### 5. SCRIPT EXAMPLE WITH SHOT SEQUENCE

**\*\*Script:\*\*** "A detective enters a dark room. Finds a clue on the desk.  
Reacts with surprise."

**\*\*Shot sequence:\*\***

Shot	Dur	Size	Angle	Description	Transition
1	3s	WS	Eye-level	Detective at doorway, room visible	Cut to
2	2s	MS	Follow	Detective walks toward desk	Cut to
3	2s	CU	High angle	Hand reaches for envelope	Cut to
4	2s	ECU	Eye-level	Envelope marked "EVIDENCE"	Cut to
5	3s	CU	Eye-level	Detective's face, surprise	Hold

**6. PRODUCTION NOTES**

- Total estimated runtime: [X] seconds
- Number of setups: [X] (camera positions)
- Estimated shooting time: [X] hours
- Special equipment needed: [tripod/gimbal/dolly/slider]

**7. COMMON STORYBOARD MISTAKES**

Mistake	Why It Fails	Correct Approach
Too few shots	Coverage gaps	Minimum 1 shot per 5 seconds
All same shot size	Visually boring	Vary sizes (WS, MS, CU)
No establishing shot	Disoriented viewer	Start with WS or EWS
No coverage for editing	Can't cut	Shoot coverage (over-shoulder, reverses)
Shots too long	Slow pacing	Cut every 2-4 seconds

**INPUTS:**

Script or scene description:

[PASTE SCRIPT OR DESCRIBE SCENE]

Target length:

[E.G., "30 seconds", "60 seconds"]

Scene tone:

[DRAMATIC / COMEDIC / EDUCATIONAL / INTENSE / CALM]

Production constraints (if any):

[E.G., "Single camera, no dolly", "Green screen"]

RULES:

- Minimum 1 shot for every 5 seconds of runtime (6 shots per 30 seconds)
- Vary shot sizes: establish with WS, detail with CU, emotion with ECU
- Every shot needs a transition to the next shot (plan for editing)
- Coverage means shooting from multiple angles (over-shoulder, reverses)
- Dialog scenes: alternate between speakers, add reaction shots
- Action scenes: wider shots for movement, close-ups for impact
- Establish location before moving to action (audience needs context)

How To Use It

- Minimum 1 shot for every 5 seconds of runtime — 6 shots per 30 seconds.
- Vary shot sizes: establish with WS, detail with CU, emotion with ECU.
- Every shot needs a transition to the next shot — plan for editing during storyboarding.
- Coverage means shooting from multiple angles — over-shoulder, reverses, close-ups.
- Dialog scenes: alternate between speakers, add reaction shots.

- Action scenes: wider shots for movement, close-ups for impact.
- Establish location before moving to action — the audience needs context.

Example Input

**Script or scene description:**

“A young woman receives a phone call with life-changing news. She goes from sitting at her desk to standing up, then looking out the window in disbelief.”

**Target length:**

“25 seconds”

**Scene tone:**

“DRAMATIC, EMOTIONAL”

**Production constraints:**

“Single camera, no dolly”

Why It Works

Most productions go to set without a shot list — wasting time figuring out coverage while the crew waits.

This framework improves outcomes by forcing:

- shot-by-shot breakdown (shot number, duration, size, angle, action, dialogue, transition)
- shot timing guidelines (how long each shot type typically runs)
- coverage patterns (shot sequences for dialogue, action, emotion)
- production notes (runtime, setups, equipment needed)
- mistake prevention (too few shots, no establishing shot, no coverage)

**Failure modes this prevents:**

- Shooting without a shot list (chaotic, missed coverage)
- Inconsistent shot sizes across similar scenes
- No planned transitions (editing puzzles later)
- Overly long or short shots (pacing problems)

**This improves on:** Generic “shot list” advice. Detailed shot sequences enable efficient production.

**Related to:** SB-02 (Camera Movement) for motion; SB-04 (Shot Size) for visual grammar.

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