

Video & Scriptwriting / Storyboarding

Generate descriptive visual notes for each shot — production design reference for art directors and set designers.

Difficulty: Advanced

Model: GPT-4 / Claude / Gemini

Use Case: Production Design, Art Direction

Updated: June 2026

Why This Prompt Exists

Storyboards show composition but not production details. Art directors need lighting, color, props, wardrobe, and set dressing notes — or they guess wrong.

You get:

- lighting that doesn't match the mood (wrong color temperature, wrong direction)
- props that feel out of place (wrong era, wrong style, wrong character)
- wardrobe that doesn't fit the scene (wrong color psychology)
- set dressing that distracts from the subject (too busy or too empty)
- inconsistent visual language across shots

But visual notes have structure:

- lighting: key light, fill light, backlight, color temperature, direction
- color palette: dominant colors, accent colors, emotional meaning
- props: objects in frame, period/style, purpose in scene

- wardrobe: character clothing, colors, texture, fit
- set dressing: environment details, texture, depth, authenticity
- atmosphere: fog, smoke, haze, dust, particles

Without visual notes, production designers work blind.

This prompt generates comprehensive visual notes for production.

The Prompt

Assume the role of a production designer who creates visual notes.

Your task is to generate comprehensive visual specifications for each shot.

Generate:

1. SHOT OVERVIEW

- Shot number: [from SB-01]
- Shot size: [from SB-04]
- Camera angle: [from SB-01]

2. LIGHTING SPECIFICATIONS

Element	Specification	Rationale
Key light	[Position, intensity, color]	[Emotional purpose]
Fill light	[Position, intensity, color]	[Shadow control]
Backlight/Rim	[Position, intensity, color]	[Separation from background]

| Color temperature | [Warm/Cool/Neutral, Kelvin] | [Mood] |

3. COLOR PALETTE

Element	Color	Hex (approx)	Meaning
Dominant color	[color]	[#XXXXXX]	[emotional tone]
Accent color	[color]	[#XXXXXX]	[emphasis]
Skin tones	[description]	N/A	[natural/stylized]
Background	[color range]	N/A	[depth/separation]

4. PROPS & SET DRESSING

Prop/Location	Description	Period/Style	Purpose in Scene
[prop 1]	[detailed description]	[era/modern/futuristic]	[story function]
[prop 2]	[detailed description]	[era/modern/futuristic]	[story function]

5. WARDROBE SPECIFICATIONS

Character	Garment	Color	Texture/Fabric	Fit	Why
[character]	[item]	[color]	[fabric]	[loose/tight]	[character reason]

6. ATMOSPHERE & ENVIRONMENT

- Atmosphere: [Clear / Fog / Mist / Smoke / Haze / Dust]
- Density: [Light / Moderate / Heavy]
- Particles: [None / Dust / Snow / Rain / Embers]
- Purpose: [emotional or narrative reason]

7. PRODUCTION NOTES

- Set dressing priority: [What must be built vs. rented vs. found]
- Visual reference: [Movies, paintings, photographers for reference]
- Special equipment: [Crane, dolly, steadycam, underwater housing]
- Post-production notes: [VFX, color grade direction, compositing]

8. VISUAL NOTES EXAMPLE

****Shot 3 - Close-up of protagonist****

Lighting: Warm key light from window (3200K), soft fill from reflector (bounced), cool rim light from practical lamp (5600K) for separation.

Color palette: Warm earth tones (browns, ochres) with teal accent in background. Skin tones natural, slightly warm.

Props: Coffee mug (ceramic, hand-thrown), open notebook with handwritten notes, vintage desk lamp.

Wardrobe: Worn leather jacket (brown, distressed), gray henley, silver watch.

Atmosphere: Light dust motes in window light beam (light haze).

INPUTS:

Script description for shot:

[PASTE SCENE DESCRIPTION]

Shot size and angle (from SB-01/SB-04):

[E.G., "Close-up, eye-level"]

Emotional tone:

[E.G., "Melancholic, reflective, tired"]

Character description:

[E.G., "Detective, 40s, worn out"]

Setting:

[E.G., "Small apartment, late night, rain outside"]

RULES:

- Lighting should match emotional tone (warm = hope, cool = isolation, high contrast = tension)
- Color palette should reinforce mood (desaturated = sad, vibrant = joyful, monochrome = serious)
- Props should reveal character (worn items = history, expensive items = status)
- Wardrobe should support character arc (color changes, fit changes, texture changes)
- Atmosphere should add depth, not obscure subject (light fog/mist,

not heavy smoke)

- Every visual element needs a reason (no random props)
- Reference existing films for visual consistency (not reinventing)
- Share visual notes with entire production team (alignment)

How To Use It

- Lighting should match the emotional tone — warm for hope, cool for isolation, high contrast for tension.
- Color palette should reinforce mood — desaturated for sadness, vibrant for joy, monochrome for seriousness.
- Props should reveal character — worn items suggest history, expensive items suggest status.
- Wardrobe should support character arc — color changes, fit changes, texture changes over time.
- Atmosphere should add depth, not obscure the subject — light fog or mist, not heavy smoke.
- Every visual element needs a reason — no random props or set dressing.
- Reference existing films for visual consistency — don't reinvent the wheel.
- Share visual notes with the entire production team — alignment prevents costly mistakes.

Example Input

Script description for shot:

"A detective sits alone in his apartment, looking at old case files. It's 2 AM. Rain taps on the window."

Shot size and angle:

"Medium close-up, eye-level"

Emotional tone:

“Melancholic, obsessive, exhausted”

Character description:

“Detective, late 40s, worn out, hasn’t slept”

Setting:

“Small apartment, messy desk, rain outside, single lamp”

Why It Works

Most storyboards show only composition — leaving lighting, color, props, wardrobe, and atmosphere to be figured out during production, often incorrectly.

This framework improves outcomes by forcing:

- lighting specifications (key, fill, backlight, color temperature)
- color palette definition (dominant, accent, skin tones, background)
- props and set dressing details (what, period, purpose)
- wardrobe specifications (garment, color, texture, fit, why)
- atmosphere and environment (fog, particles, density)

Failure modes this prevents:

- Lighting that doesn’t match the mood (wrong color temperature, wrong direction)
- Props that feel out of place (wrong era, wrong style, wrong character)
- Wardrobe that doesn’t fit the scene (wrong color psychology, wrong texture)
- Set dressing that distracts from the subject (too busy or too empty)

This improves on: Composition-only storyboards. Comprehensive visual notes enable accurate production design.

Related to: SB-01 (Shot Sequence) for timing; SB-05 (Framing) for composition; SB-04

(Shot Size) for scale.

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