BEGINNER FRIENDLY

PREVIZ → AI VIDEO

**PRECISE CONTROL OF THE CHARACTERS IN YOUR SCENE.
EVEN IF YOU'VE NEVER TOUCHED BLENDER.**

A **previz** is a rough test version of your scene, made from simple 3D blocks. It plans where everyone stands, how they move and where the camera goes.

Most of the time, a good **prompt** (the words you type to the AI) is enough. When you want **precise control of the characters within a scene**, add a previz too. It's one more tool to use with prompting.

Claude (an AI chat app) builds the previz for you in **Blender** (free 3D software). Then the AI video tool **Seedance 2.5** copies its moves.

THE 3 STEPS

01
CAST
Make a picture sheet for each character, so they look the same every time.
PAGE 2

02
BLOCK IT
Plan every move of your scene in Blender. Claude builds it for you.
PAGES 3–4

03
GENERATE
Put the previz, sheets and location into Seedance. Check it, fix it, try again.
PAGE 5

ALSO INSIDE

1. How to connect Claude to Blender (no coding)
2. A starter prompt you can copy
3. A colour trick, and beginner mistakes

WHEN TO USE IT

PROMPT ONLY

Good for most shots. You describe the scene, and the AI decides where things go.

PROMPT + PREVIZ

For when you want **precise control of the characters**: where they stand, when they move, and what the camera does.



ONE FRAME FROM OUR CRICKET VIDEO. LEFT: THE BLENDER PREVIZ. RIGHT: WHAT SEEDANCE MADE FROM IT.

STEP 1 · CAST

First, decide who is in your scene. Then make a **character sheet** for each one. That's one picture that shows the character from every side. The video AI looks at it to keep them the same in every shot.

1. **Make the look.** Use an AI image tool to make one picture of your character. Show the whole body on a plain background.
2. **Make a three-view sheet.** Ask for the same character from the front, the side and the back, all in one picture.
3. **Do props too.** Anything a character holds, like a bat or a skateboard, gets its own sheet.
4. **And the location.** Make one picture of where the scene happens, like the street or the ground, so the place looks the same every time too.
5. **Check it.** Is the face, outfit and size the same in every view? If not, fix it now. The video will copy any mistakes.

IN OUR VIDEO: GPT IMAGE 2.5 FOR REAL-LOOKING SKIN. THE KANGAROO STARTED IN MIDJOURNEY, THEN BECAME A THREE-VIEW SHEET IN GPT IMAGE.

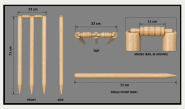
OUR REFERENCES FOR THE CRICKET VIDEO

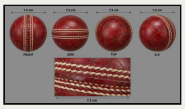

DAZZA


BARRY


UMPIRE


GROUND


STUMPS


BALL


BAT

STEP 2 · BLOCK IT

Plan every move of your scene in Blender. You don't animate anything yourself. You tell Claude what happens, and Claude builds it in Blender.

This works through the **Blender MCP**. An MCP is a plug-in that lets Claude use another app, like Blender.

CONNECT CLAUDE TO BLENDER (ONCE, NO CODING)

1. **Get Blender** (free, version 5.1 or newer): **blender.org/download**
2. **Get the Claude desktop app**: **claude.ai/download**
3. **Open Blender's official MCP page.** It has the files you need: **https://www.blender.org/lab/mcp-server/**
4. **Ask Claude to help.** Paste that link into Claude and say:

```
Help me set up the official Blender MCP from this page,
so you can control Blender on my computer. Go one step
at a time. Wait for me to say "done" before the next step.
```

5. **Test it.** Open Blender, then ask Claude: "*Can you see my Blender scene?*"

SAFETY TIP FROM BLENDER: THE MCP LETS AI RUN CODE IN BLENDER WITH NO SAFETY CHECKS. SAVE YOUR WORK FIRST. KEEP PRIVATE FILES OFF THAT COMPUTER.

Give Claude your references first. Share your script, sheets and location picture before you ask for the previz. Claude builds the blocks from them: each character's height, the ground, where everyone stands.

THE GOLDEN RULE: SIMPLE BLOCKS BEAT DETAILED LIMBS

A box for a body and a box for a head is enough. Add fingers, faces or bendy arms, and **Seedance copies every mistake**. Keep the characters simple. Spend your time on the moves and the camera. Get those right, and every camera move lands the same way, every time.

THEN GIVE NOTES, LIKE A DIRECTOR

1. **Watch each test video** Claude makes. Then ask for changes, with times: "*at 0:02, make the run 1 second slower*", "*camera lower*", "*start wider*".
2. **Keep each shot simple.** One clear action and one clear camera move work best.

Not just Blender. Unreal Engine 5.8 has its own official MCP (still experimental) that works with Claude Code. Or skip the MCP: Claude can write a Python script that Blender runs. That's how we built ours.

STEP 2 · YOUR STARTER PROMPT

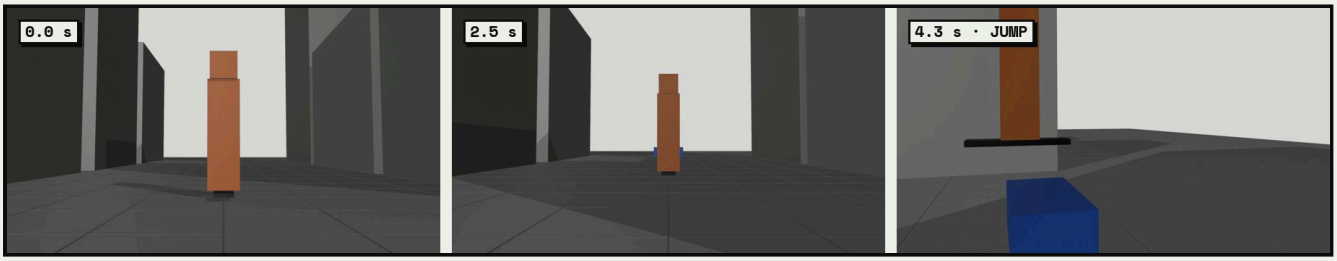
Talk to Claude like a film director talking to a 3D artist. Use simple shapes. Say who moves where. Add a **shot list**: what happens, second by second.

TEMPLATE

```
Build a simple block previz in Blender.
Plain block characters only: no limbs, no faces.
SCENE       the setting, made from simple shapes
CHARACTERS  one coloured block figure each + height
PROPS       simple shapes, one colour each
CAMERA      where it starts + lens
SHOTS       0–2s   who moves where + the camera move
            2–5s   the next move
OUTPUT      24 fps · 1920×1080 · flat grey · render MP4
```

EXAMPLE

```
Build a simple block previz in Blender.
Plain block characters only: no limbs, no faces.
SCENE       a long street lined with box buildings
CHARACTERS  an ORANGE block skater, 1.8 m tall
PROPS       a flat black board · a small BLUE box
CAMERA      low behind the skater, wide lens
SHOTS       0–3.5s   skater rolls 15 m, camera follows
            3.5–4s   camera swings out to the side
            4–5s     skater jumps the blue box and lands
OUTPUT      24 fps · 1920×1080 · flat grey · render MP4
```



THAT EXAMPLE, BUILT IN BLENDER: A BLOCK SKATER ON A BOARD. THE CAMERA FOLLOWS, THEN SWINGS OUT FOR THE JUMP.

BEGINNER MISTAKES

1. **Too much detail in the previz**, like arms, fingers or faces. Seedance copies every mistake.
2. **Sheets that don't match.** If the views look different, fix the sheet first.
3. **The wrong length.** Don't use an 8-second previz for a 15-second video. Make them match.
4. **Notes that are too vague.** Give detailed notes with timecodes (the exact second) to get it the way you want: "*at 0:03 the ball should bounce before the stumps.*"

STEP 3 · GENERATE

Now make the real video in **Seedance 2.5**. Upload your **references** (files the AI copies from): the previz video for the moves, your sheets for the characters and props, and the location picture for the setting.

Write the Seedance prompt with Claude. Claude made your shot list, so it already knows every timing. Ask it: "*Turn my previz shot list into a Seedance 2.5 prompt.*" It will use a simple shape like this:

```
REFS   @video1 = the previz: copy its moves, timing and camera,
       not its look. @image1 = skater sheet. @image2 = board sheet.
       @image3 = the street (location picture).
SCENE  One sentence: who, where, what happens.
SHOTS  0–3.5s  what we see + what the camera does
       3.5–5s  what happens next (same times as the previz)
LOOK   One line: light, time of day, film style.
```

SAME LENGTH AS THE PREVIZ. TAGS LIKE @image1 CHANGE FROM APP TO APP.

REVIEW

Watch it next to the previz. Are the moves, timing and camera right?

REFINE

Tell Claude what to fix, with times. Wrong move? Fix the previz.

RE-ROLL

Make it again. Compare the tries and keep the best one.

ADVANCED TIP · COLOUR-CODE IT

Is something not following the prompt? Give its block a bright colour in the previz. Then ask Claude to name that colour in your Seedance prompt. Our umpire was a blue block at the far end, so Claude wrote: "*the blue block is the umpire, standing behind the stumps at the bowler's end.*"



THAT'S THE STARTER KIT. Our cricket video started just like this: sheets first, grey blocks next, Seedance last. More guides are coming.

FOLLOW @ODY.NEXT