INTRODUCING

WARP RACER

ONE CONTINUOUS 20-SECOND TAKE.
PLANNED IN BLENDER. GENERATED IN SEEDANCE 2.5.



Warp Racer is a new story world I'm building: futuristic anti-gravity pod racing, a dystopian world where creatures and humans race for their freedom, and an impossible track weaving high above the clouds.

This opening shot is a single unbroken take. It starts on a young fan's face in the stadium tunnel, runs out into the stands, and drops onto the track at full speed for the jump across the Gap.

A camera move with that much precision is impossible to describe in a prompt. So I mapped out the whole move as a simple **Blender previz** first (rough 3D blocks that plan where everyone is and where the camera goes), and **Seedance 2.5** turned it into the final look. I wanted to see how far I could push it, so I included several referenced objects for the camera to move through.

Turn the page for every reference, next to its previz block and the final frame.

REFERENCE BY REFERENCE

EVERY COLOUR IS ONE REFERENCE.

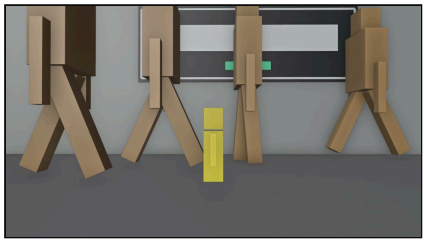
In the previz, each coloured block stands in for one reference image. The colour stays the same in every frame, so Seedance always knows who is who and exactly where they need to be. Here is every reference in the shot, in the order it appears: the reference, its previz block, and the same moment in the finished film.

BLACK PLATE · THE WARP RACER LOGO

2.4 s



REFERENCE



PREVIZ · BLACK PLATE



FINAL

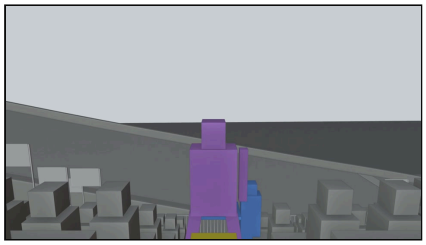
The only lettering in the film. The reference keeps every letter and chevron exact, on the tunnel wall and over the arch.

PURPLE · THE FAN IN THE AISLE

5.8 s



REFERENCE



PREVIZ · PURPLE BLOCK



FINAL

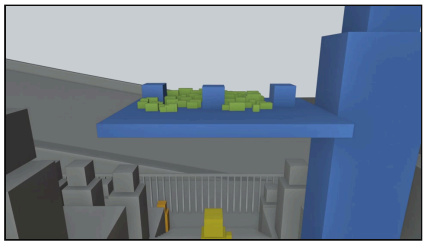
Seen from behind the whole time, both fists up. The kid runs between his boots and the camera follows her through.

BLUE · THE DRINKS VENDOR

7.25 s



REFERENCE



PREVIZ · BLUE + GREEN BLOCKS



FINAL

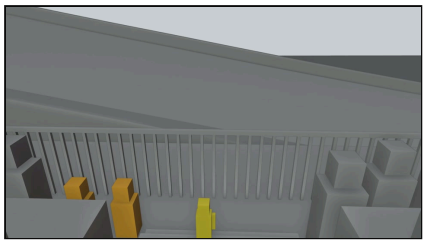
Blue is him and his tray, yellow-green is the drinks. She brushes past, the cups slop over and we fly through the splash.

REFERENCE BY REFERENCE

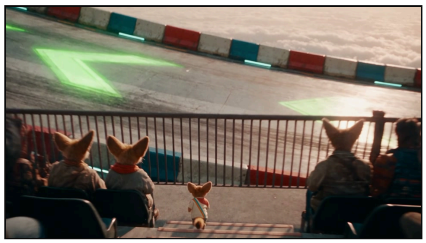
YELLOW + ORANGE · THE FAN FAMILY — 8.0 s



REFERENCE



PREVIZ · YELLOW + ORANGE



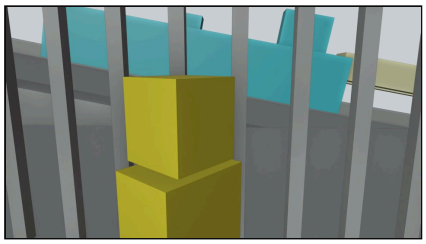
FINAL

The kid in yellow, her parents in orange. The reference gives their look, the previz gives where they stand at the rail.

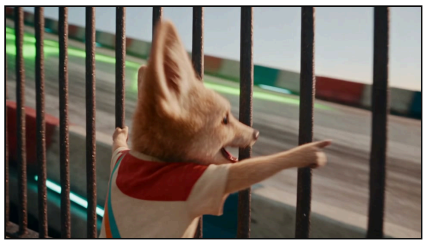
CYAN · BRUISER + THE BRUTE — 9.12 s



REFERENCE



PREVIZ · CYAN BLOCK



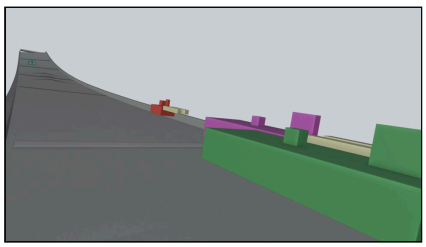
FINAL

The huge rival and his pod, leading alone. At full speed he's a streak of colour past the kid, timed by the cyan block to the moment she points.

GREY · THE TAKE-OFF SIDE OF THE TRACK — 9.9 s



REFERENCE



PREVIZ · THE TRACK ITSELF



FINAL

Not a character, a place: barriers, glowing boost chevrons and the 60 m ramp up to the Gap. The previz only has the shape.

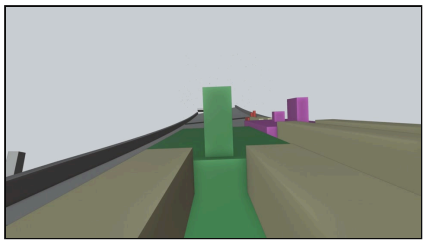
REFERENCE BY REFERENCE

GREEN · THE WILD ONE + THE BLADE

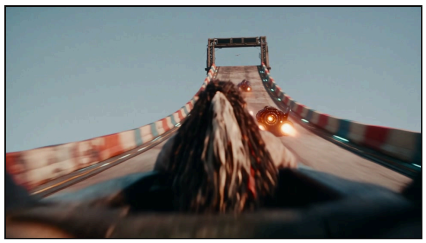
10.7 s



REFERENCE



PREVIZ · GREEN BLOCK



FINAL

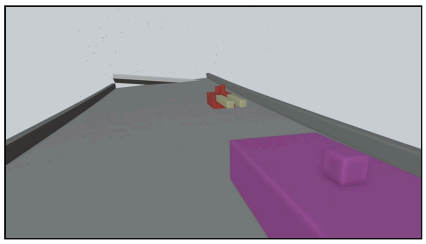
Braids, white face paint and his pod. We ride in behind him, straight through the Blade's twin flames.

MAGENTA · JUNKER + THE GRINDER

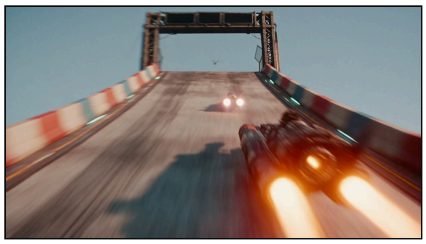
11.15 s



REFERENCE



PREVIZ · MAGENTA BLOCK



FINAL

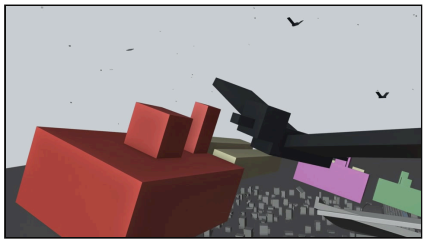
The wild-haired mechanic and his grimy pod. Magenta stays magenta in every frame, so he never swaps faces with a rival.

BLACK · THE SHOCKED GULL

12.8 s



REFERENCE



PREVIZ · BLACK BIRD



FINAL

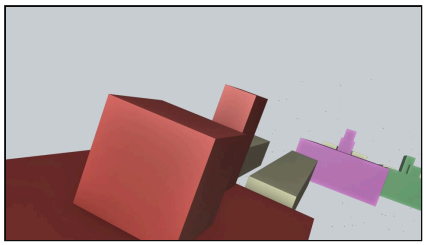
Charcoal feathers, spiky crest, huge eyes. Without the reference you get a plain white seagull.

REFERENCE BY REFERENCE

RED · DAZZA + THE COMET — 15.6 s



REFERENCE



PREVIZ · RED BLOCK



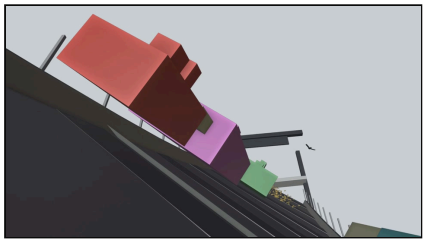
FINAL

Our pilot and his pod: the amber goggles, the fur, and the wink at the gull.

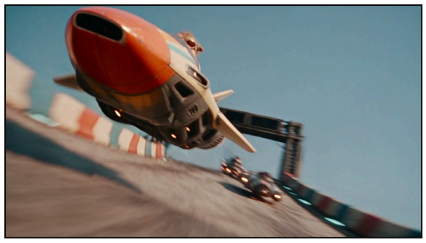
NEAR-BLACK · THE LANDING RAMP — 17.1 s



REFERENCE



PREVIZ · GANTRY FRAME



FINAL

The steel gantry, catch-fences and the steep drop beyond the lip, all from one image. The previz just marks where it stands.

THE 11TH REFERENCE: THE PREVIZ ITSELF.

The Blender previz went in as a video reference. It sets the camera path, the timing and where every block is, second by second. The 10 images tell Seedance what each block really looks like. Same colour, same reference, every frame.

Want to make your own? Follow **@ody.next** on Instagram to get the full how-to next week.