



Ming Tang

# Video prompt

| Type                | AI / Model             | Developer            | Main Strengths                          | Link                          |
|---------------------|------------------------|----------------------|-----------------------------------------|-------------------------------|
| Open / Open-weight  | Wan 2.2                | Alibaba              | Strong motion; T2V/I2V; local workflows | <a href="#">GitHub</a>        |
| Open / Open-weight  | LTX-2                  | Lightricks           | Fast; audio + video; LoRA/control       | <a href="#">GitHub</a>        |
| Open / Open-weight  | MiniMax H3             | MiniMax              | Multimodal; native audio; up to 2K/15s  | <a href="#">MiniMax H3</a>    |
| Open / Open-weight  | HunyuanVideo           | Tencent              | Realistic video and motion              | <a href="#">GitHub</a>        |
| Open / Open-weight  | CogVideoX              | Z.ai / Tsinghua      | T2V/I2V; research and fine-tuning       | <a href="#">GitHub</a>        |
| Open / Open-weight  | Mochi 1                | Genmo                | Strong motion; customizable             | <a href="#">GitHub</a>        |
| Open / Open-weight  | Open-Sora              | HPC-AI Tech          | Open research and training              | <a href="#">GitHub</a>        |
| Open / Open-weight  | AnimateDiff            | Research / Community | SD animation; extensive controls        | <a href="#">GitHub</a>        |
| Open / Open-weight  | Stable Video Diffusion | Stability AI         | I2V; influential research model         | <a href="#">GitHub</a>        |
| Closed / Commercial | Veo 3.1                | Google DeepMind      | Cinematic quality; native audio         | <a href="#">Veo</a>           |
| Closed / Commercial | Runway                 | Runway               | Generation + professional editing       | <a href="#">Runway</a>        |
| Closed / Commercial | Kling AI               | Kuaishou             | Motion; camera and characters           | <a href="#">Kling AI</a>      |
| Closed / Commercial | Seedance               | ByteDance            | Cinematic motion; multi-shot video      | <a href="#">Seedance</a>      |
| Closed / Commercial | Dream Machine          | Luma AI              | I2V; creative transformation            | <a href="#">Dream Machine</a> |
| Closed / Commercial | Adobe Firefly Video    | Adobe                | Adobe workflow integration              | <a href="#">Adobe Firefly</a> |
| Closed / Commercial | Pika                   | Pika                 | Easy effects and transformations        | <a href="#">Pika</a>          |
| Closed / Commercial | Hailuo AI              | MiniMax              | I2V; motion; start/end frames           | <a href="#">Hailuo AI</a>     |
| Closed / Commercial | PixVerse               | PixVerse             | Fast generation and effects             | <a href="#">PixVerse</a>      |
| Closed / Commercial | Vidu                   | ShengShu             | Reference video; consistency            | <a href="#">Vidu</a>          |

Times Laps and Orbit Camera, spinning table.

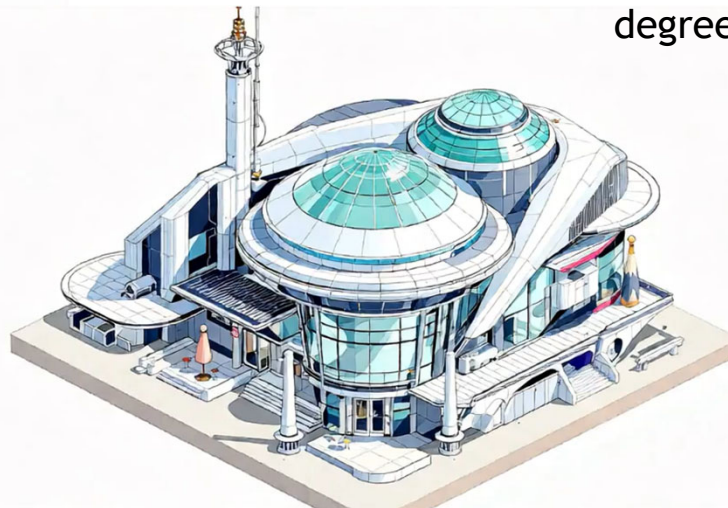


<https://ming3d.com/videotutorial/?p=4474>

## Turntable



Smooth architectural turntable shot. The camera slowly orbits 180 degrees around the building, maintaining a constant distance, height, and downward viewing angle. The complete building remains stationary and centered while the camera moves smoothly around it. Preserve the exact architectural geometry, proportions, domes, tower, façade, windows, columns, roof forms, materials, and site platform. Reveal the unseen sides naturally and consistently. Stable rigid architecture, accurate perspective, clean white background, smooth continuous cinematic orbit, no zoom, no vertical camera movement.



Suggestion: 5 seconds. 960 X 544. 180-degree orbit.

**Camera control**

**Image to video**

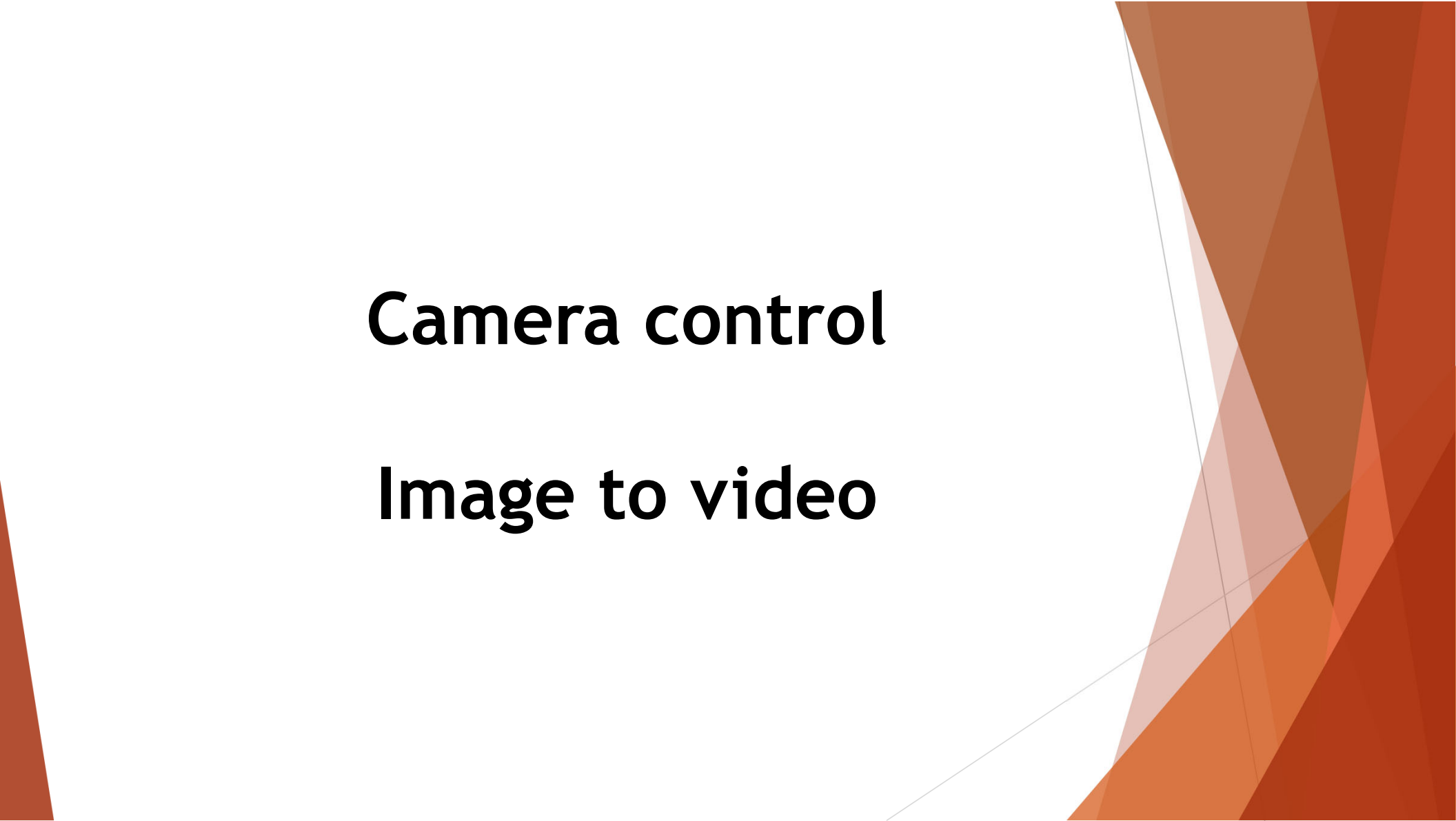


Image to video

Cinematic camera **orbit** **approximately 25 degrees** around the building over 5 seconds. Smooth, steady, continuous camera movement at a constant speed. Keep the building centered in frame. Architecture remains rigid, stable, and unchanged. Preserve geometry, proportions, materials, and details. Consistent lighting and subtle atmospheric movement.



## Image to video

Moderately fast cinematic camera **push forward** toward the architecture over 5 seconds. Smooth, steady, continuous forward movement at a consistent speed. Keep the architecture centered in frame. Strong but natural depth and parallax. Architecture remains rigid, stable, and unchanged. Preserve geometry, proportions, materials, and details. Consistent lighting and subtle atmospheric movement.



## Image to Video

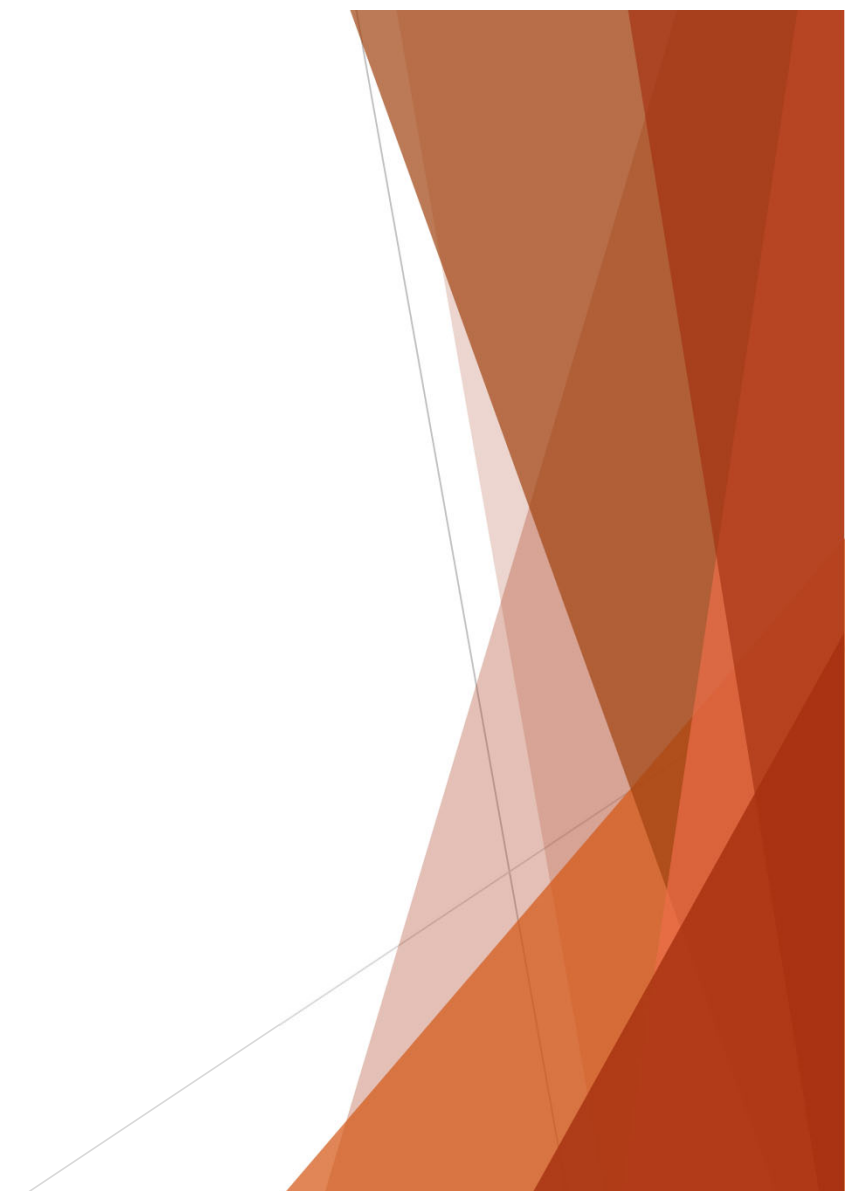
Cinematic camera rises smoothly from **human eye-level perspective to a high bird's-eye view** over 5 seconds. Moderate-fast continuous upward and backward camera movement, gradually revealing the building, surrounding landscape, and site layout from above. Smooth natural transition with the architecture remaining centered. Architecture remains rigid, stable, and unchanged. Preserve geometry, proportions, materials, and details. Consistent lighting and subtle atmospheric movement.

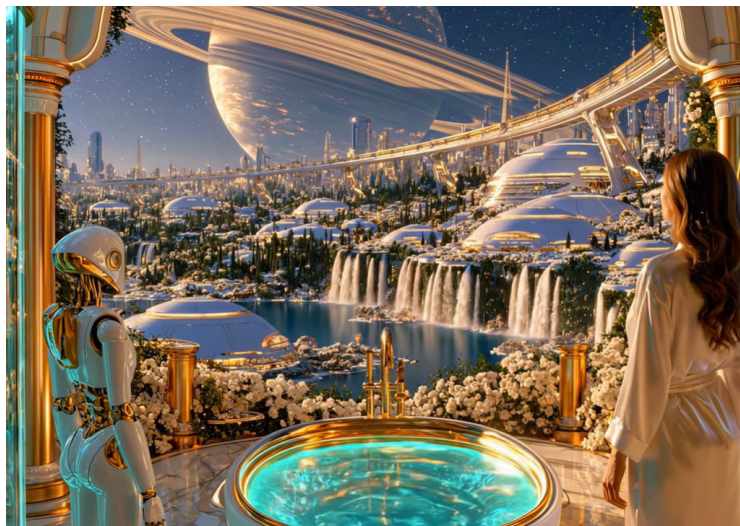
warping, morphing, distorted architecture, deformed buildings, unstable geometry, changing building shapes, sudden perspective change, abrupt camera movement, excessive camera rotation, camera shake, jitter, flickering, blurry, artifacts



# Text to video

## A guessing game





#### Text to Video

Cinematic camera pushes forward at a moderate speed toward the futuristic city, creating strong natural depth and parallax. The woman gently looks toward the city while the humanoid robot remains nearby with subtle natural movement. Water in the circular pool softly ripples and reflects the golden and blue lights. Waterfalls flow naturally in the distance, flowers and vegetation move gently in a light breeze, and subtle lights shimmer across the futuristic city. The enormous ringed planet remains majestic and stable in the night sky. Smooth, steady camera movement. Architecture, elevated structures, and city geometry remain stable and unchanged. Consistent cinematic lighting.

warping, morphing, distorted architecture, changing buildings, unstable geometry, distorted planet, moving planet, deformed human, changing face, distorted hands, extra limbs, deformed robot, changing robot, duplicate people, flickering, jitter, camera shake, sudden movement, excessive motion, blurry, artifacts

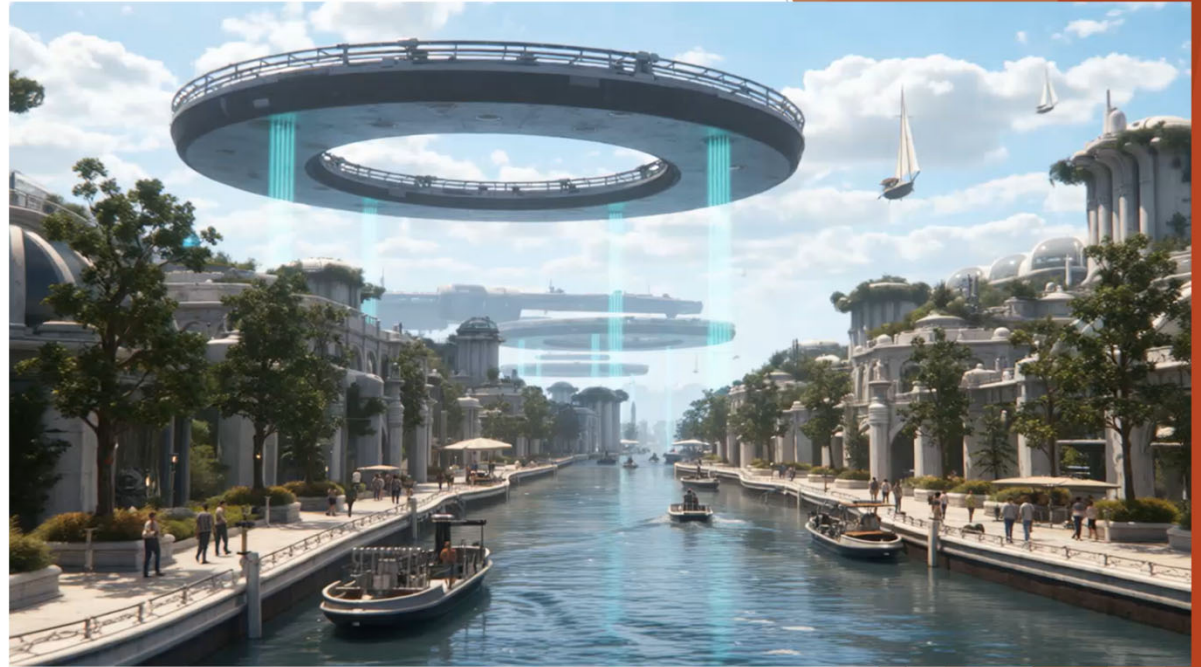




Slow cinematic camera push forward along a grand futuristic canal city. Sleek boats glide gently across the water, creating subtle ripples and reflections. People along the waterfront promenade walk naturally with small, controlled movements. Massive floating circular structures hover steadily overhead, with soft cyan light beams extending downward. Trees and vegetation sway gently in the breeze, while distant sailboats and flying vehicles move slowly across the scene. Clouds drift subtly through the bright blue sky. Keep the architecture, floating structures, and overall composition stable and unchanged.

**Negative prompt:**

warping, morphing, distorted architecture, bending buildings, changing building shapes, unstable floating structures, moving structures, distorted boats, disappearing objects, deformed people, changing faces, duplicate people, extra limbs, unnatural walking, flickering, jitter, camera shake, sudden movement, fast motion, rotation, unstable geometry, blurry, low detail, lighting changes, artifacts





**5-second video prompt:**

Slow cinematic camera push forward through a luxurious futuristic botanical research hall. Scientists in white coats make subtle natural movements while observing plants and glass displays. Gentle aquatic plants sway behind the curved glass walls, with soft rays of blue light filtering through the water. Warm golden lamps glow and reflect across the polished marble floor. Keep the ornate bronze arches, architecture, people, and composition stable and consistent. Smooth, elegant, atmospheric motion.

**Negative prompt:**

warping, morphing, distorted architecture, bending arches, changing geometry, moving walls, unstable background, deformed people, changing faces, duplicate people, extra limbs, distorted hands, disappearing objects, flickering, jitter, camera shake, sudden movement, fast motion, zoom distortion, blurry, low detail, lighting changes, artifacts





**Prompt:**

Cinematic camera slowly pushes forward through the futuristic office toward the panoramic window and city skyline. Smooth, steady forward movement with subtle parallax. People make small natural movements and gestures while working and conversing. Distant flying vehicles move slowly across the sky. Plants gently sway. Warm golden sunset light remains consistent. Architecture, furniture, window frames, and city buildings remain stable and unchanged. Photorealistic, cinematic, highly detailed.

**Negative prompt:**

warping, morphing, distorted architecture, changing buildings, unstable geometry, bending walls, moving furniture, deformed people, distorted faces, extra limbs, duplicate people, flicker, jitter, camera shake, sudden movement, zoom, blur, lighting changes, object popping, disappearing objects





- **Video prompt:**
  - Cinematic forward tracking shot through a futuristic city plaza over 5 seconds. The humanoid robot rides smoothly forward on a futuristic electric skateboard, leaning naturally with the motion. The camera moves forward at a moderate-fast speed, smoothly following the robot. Pedestrians walk naturally through the plaza while futuristic flying vehicles glide slowly across the sky. Subtle reflections move across the polished ground. Strong natural depth and parallax. Futuristic architecture remains rigid, stable, and unchanged. Preserve building geometry, proportions, and details. Bright daylight, consistent lighting, smooth steady cinematic movement.
- **Negative prompt:**
  - warping, morphing, distorted architecture, changing buildings, unstable geometry, deformed robot, changing robot, extra limbs, distorted joints, floating feet, deformed skateboard, skateboard changing shape, robot separating from skateboard, deformed pedestrians, duplicate people, unnatural walking, flickering, jitter, camera shake, sudden movement, blurry, artifacts



- **Video prompt:**

- Cinematic camera glides forward at a moderate speed through the futuristic control room over 5 seconds. Smooth, steady forward movement with strong natural depth and parallax. Scientists subtly interact with the glowing control panels and holographic displays. Blue holographic interfaces gently animate, pulse, and shift across the transparent dome. The distant futuristic city glows with subtle moving lights while the trees sway gently. Architecture and interior structures remain rigid, stable, and unchanged. Preserve geometry, proportions, furniture, and details. Consistent warm-and-blue cinematic lighting, smooth reflections.

- **Negative prompt:**

- warping, morphing, distorted architecture, changing structures, unstable geometry, bending walls, deformed people, changing faces, extra limbs, distorted hands, duplicate people, disappearing people, distorted furniture, changing control panels, excessive hologram movement, flickering, jitter, camera shake, sudden movement, blurry, artifacts

Image to Video.  
Much better control



Add atmosphere. Ask GPT to suggest text prompt



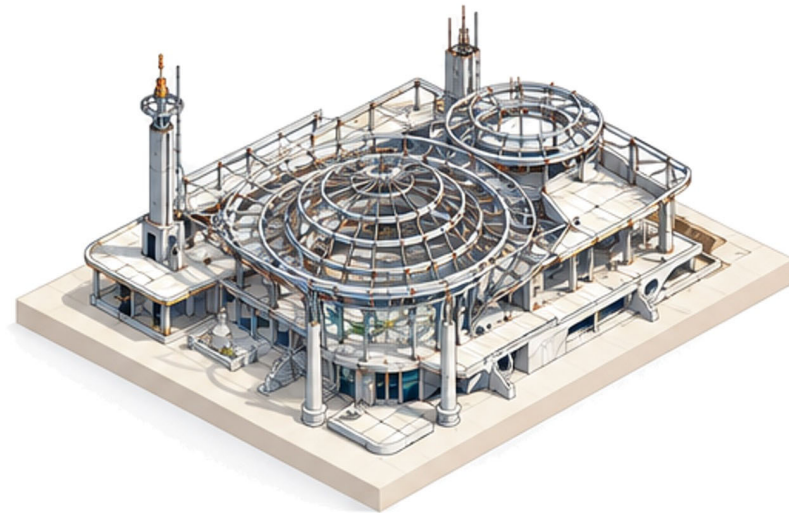


**5-second cinematic architectural time-lapse with a very slow, subtle camera orbit.** Preserve the exact futuristic architecture, landscape, pools, composition, and overall geometry from the reference image. Show an accelerated passage of time from **bright noon through late afternoon to golden sunset**. Begin with strong, clear midday sunlight and a bright blue sky. As time progresses, the sun gradually moves lower toward the horizon. The sunlight slowly becomes softer, warmer, and dimmer, transitioning from neutral daylight to rich golden-orange sunset light. Shadows gradually become longer and move naturally across the curved white architecture, pathways, trees, and water. Reflections in the pools evolve naturally with the changing sunlight and sky. The white architectural surfaces transition from bright daylight to warm golden illumination.



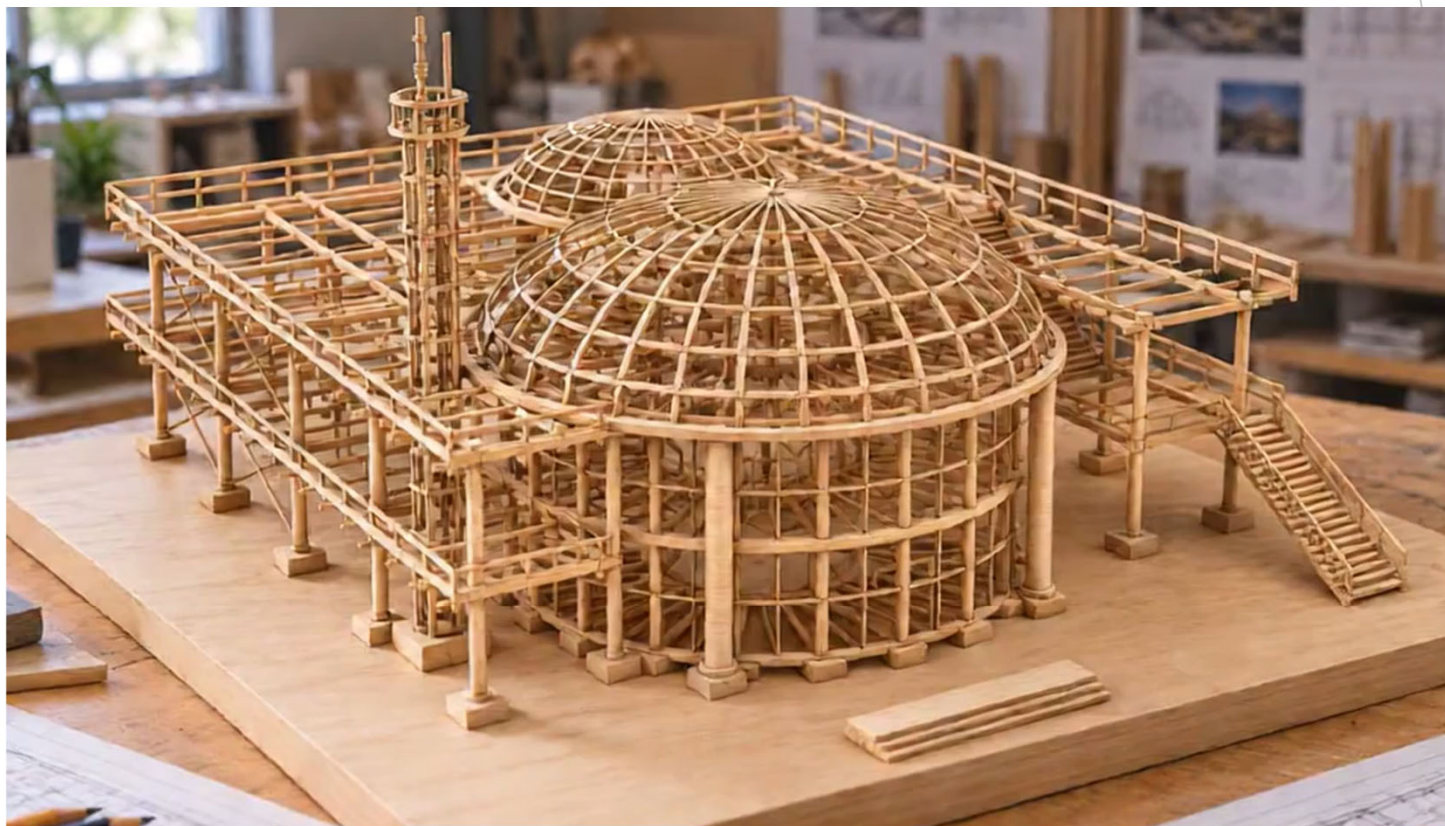
## Text prompt for building construction sequence.

Ask GPT





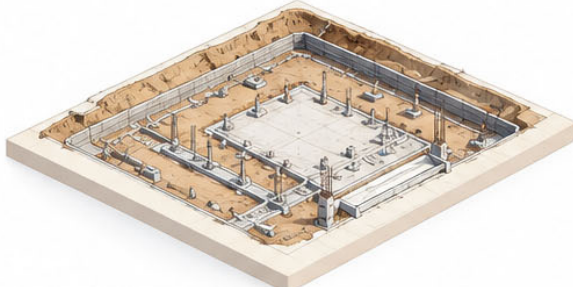




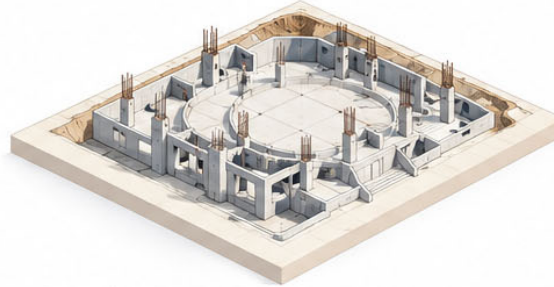




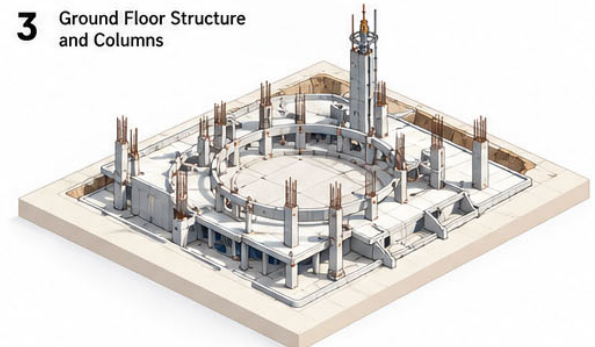
**1** Site Preparation and Foundation



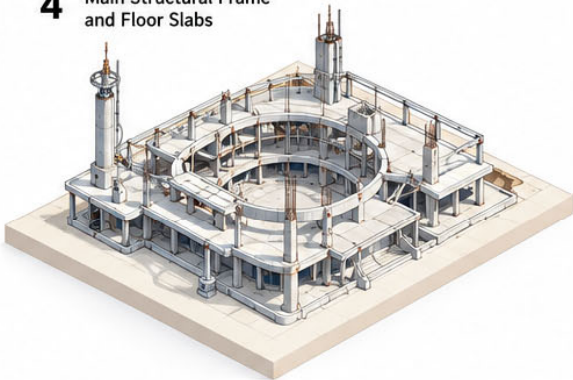
**2** Basement and Core Structures



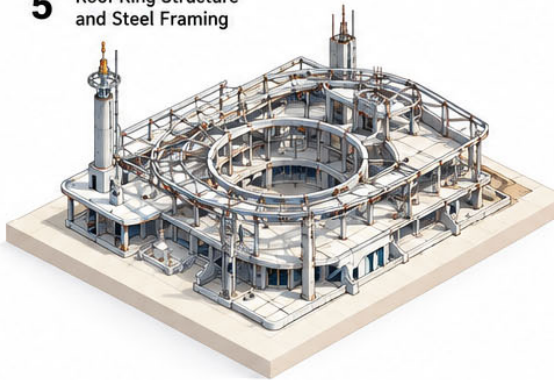
**3** Ground Floor Structure and Columns



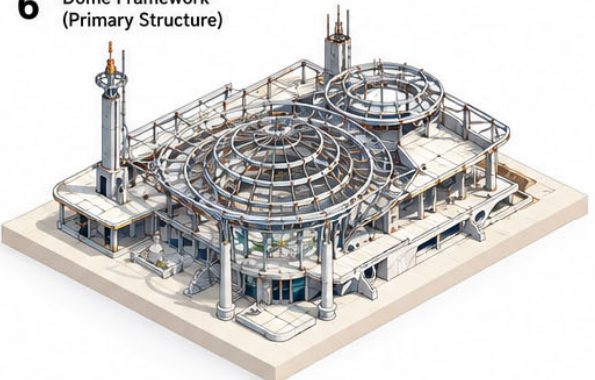
**4** Main Structural Frame and Floor Slabs



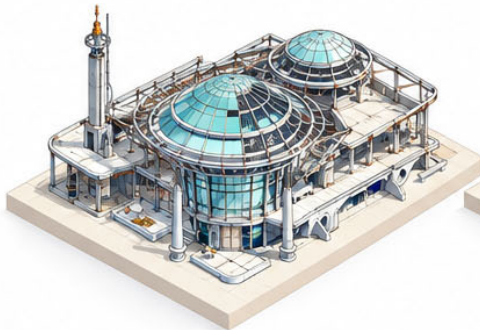
**5** Roof Ring Structure and Steel Framing



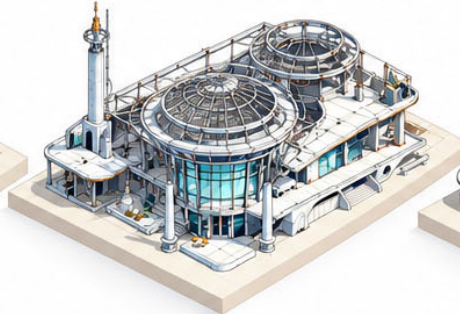
**6** Dome Framework (Primary Structure)



**7** Dome Glazing (Partially Completed)



**8** Exterior Envelope and Facade Installation

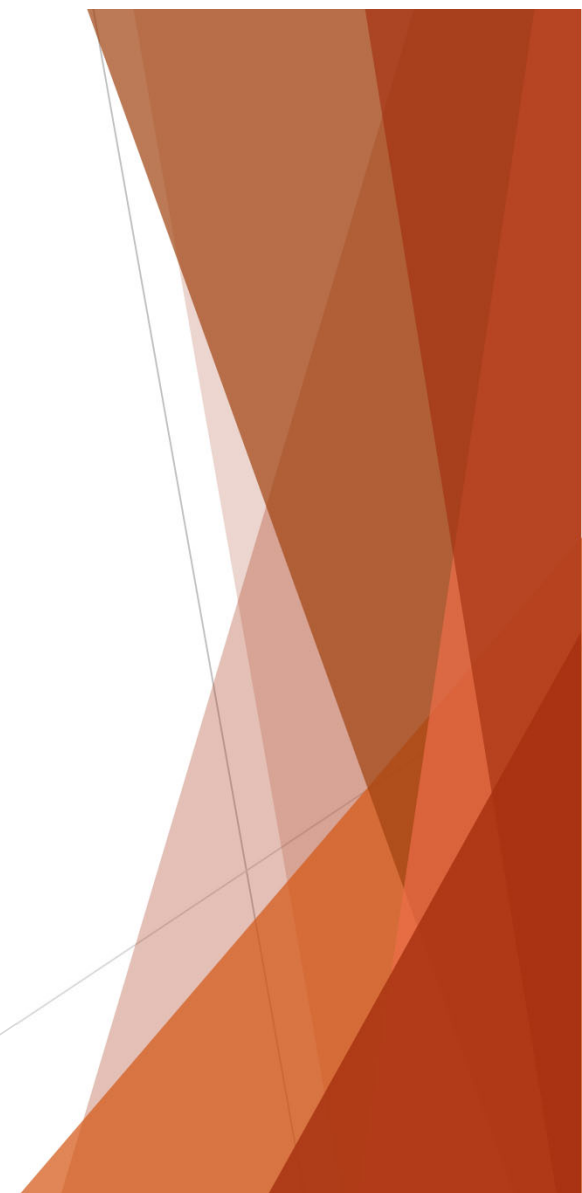


**9** Roof and Finishing Systems



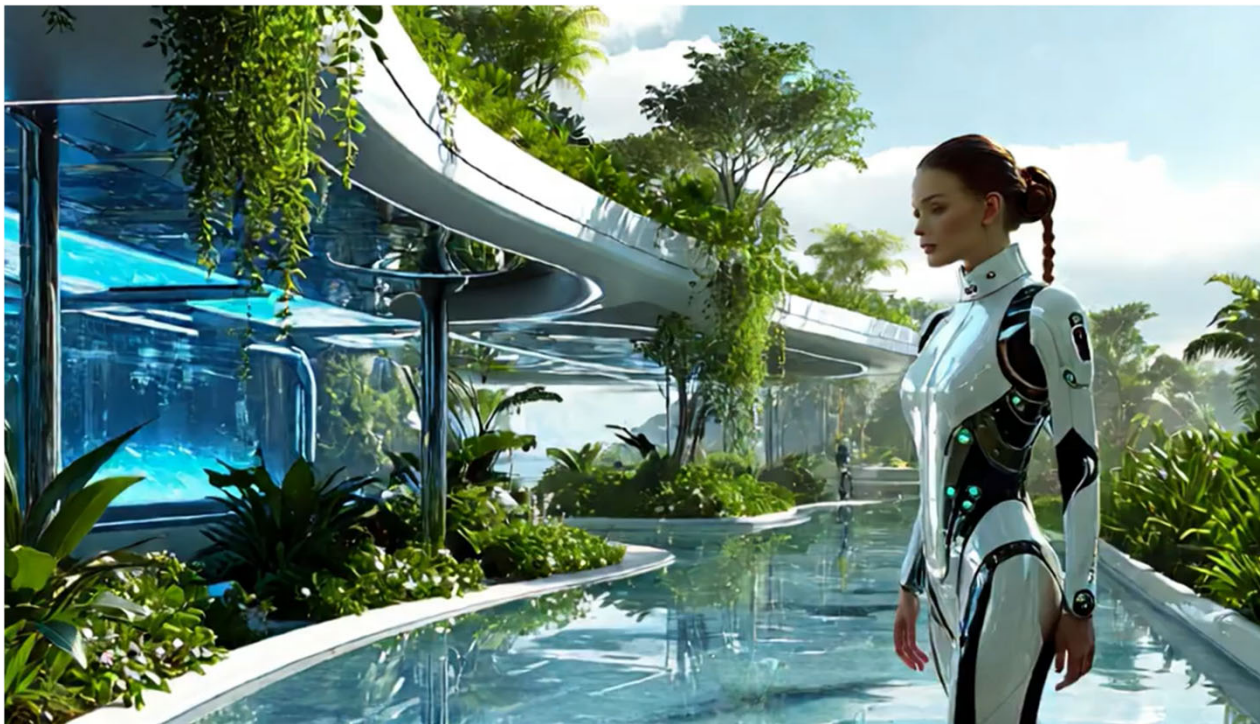
**10** Completed Building



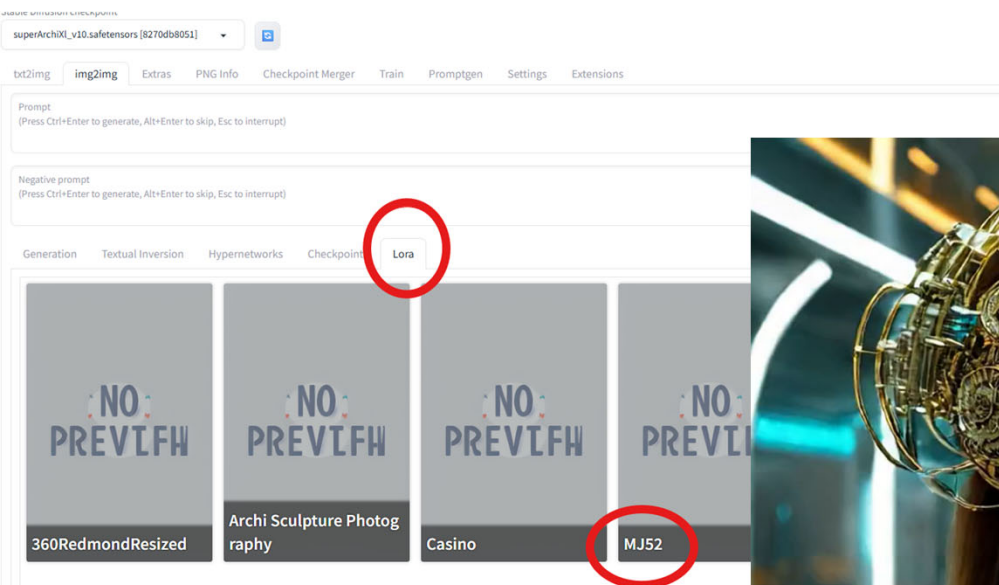


Use people in your video

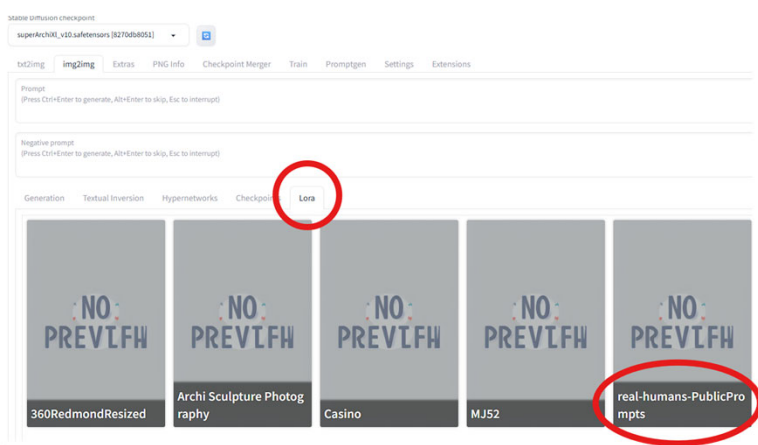




**For Stable Diffusion users:** Load the “MJ52” LoRA to give your generated images a more Midjourney-like visual style. Once you are satisfied with the image, use it as the source image for image-to-video generation in Wan 2.2.



**For Stable Diffusion users:** Load the “Real-humans-PublicPro mpts” LoRA to give your generated images a more realistic human. Once you are satisfied with the image, use it as the source image for image-to-video generation in Wan 2.2.



**Image-to-Video:** No specific text prompt is used to control human facial expressions. Camera push forward.



**Image-to-Video:** ask GPT to write text prompt to control human facial expressions. Camera orbit.



Use AI video not simply to **animate your design**, but to **communicate architectural ideas through time, movement, and experience**.

**Site** — Connect architecture, landscape, and context.

**Structure** — Reveal how the building stands and shapes space.

**Entrance** — Choreograph arrival as a spatial journey.

**Façade** — Explore dynamic, responsive building envelopes.

**Digital** — Merge physical space with interactive experiences.

**Daylight** — Use changing light to reveal atmosphere and material.

**Think beyond a still image. Tell the story of how your architecture is experienced over time.**

