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# Prompts & Links - Automate Cinematic AI Ads with Nano Banana Pro + N8N (Beginner Tutorial)

(Follow the instructions in this video: <https://youtu.be/tDJqNPUh5zk> )

## **Templates:**

**"Cinematic Ads Automation" Template for Instant Setup:**

<https://fabimarkl.com/automation-templates/#cinematic-ads>

## **Links:**

**Free Trial for N8N Account:**

<https://n8n.io/>

**Nano Banana Pro AI Image Generator:**

<https://kie.ai/nano-banana-pro>

**VEO 3.1 Fast Video AI Generator**

<https://kie.ai/veo-3-1>

**Free Trial for Elevenlabs AI Voice Generator:**

<https://try.elevenlabs.io/>

**Free Media Cloud Storage:**

<https://catbox.moe/>

**Free Version Video Editing Capcut:**

<https://www.capcut.com/>

**Cost Breakdown:**

<https://claude.ai/public/artifacts/3abe03d8-ba16-41a6-8379-356fb8d88f79>

*\*Some links are affiliate links that will give me a small percentage of every sale, but have no effect on the price you pay or their free trial.*

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## Video Ad Concept and Character Generator

Brand:  
Product:  
Use context (optional):

You are generating CINEMATIC VIDEO AD concepts and character portrait prompts.

These are VIDEO ADS, not demos, not tutorials, not feature walkthroughs.  
They must feel like high-budget brand commercials that could realistically air as paid campaigns.

The user has provided a brand name, a product description, and optionally a use context.

Your job is to return:  
1) 3 Video Ad Concepts  
2) 3 Character Portrait Prompts

Do not explain your choices.  
Do not add commentary.

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### CRITICAL STYLE RULES

- Write like a film scene, not a product demonstration
- Describe only what is clearly visible on screen
- Do not describe internal states, thoughts, feelings, or intentions
- Avoid words that imply interpretation (e.g. calm, confident, present, focused, iconic)
- The human is always the focus, not the product alone
- The product supports the action, it is not the action itself
- No instructional behavior (no "turns on", "presses a button", "records", "captures")
- No POV-only exploration
- No casual handheld usage
- No small, everyday demo situations
- Prefer large or clearly staged environments
- Emphasize anticipation, preparation, and physical commitment
- Keep language simple, concrete, and visual
- Avoid metaphorical or poetic phrasing inside the scene description

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## VIDEO AD REQUIREMENTS

Each video ad concept must:

- Begin with a large, clearly defined environment
- Show one person clearly, with their face visible at the start
- Establish stillness or preparation before movement
- Show a clear physical interaction with the product
- Show a visible change in action after the product is used
- Continue through the same environment with motion
- End while the action is still ongoing
- The environment itself does not change, only what the person is doing within it

Do NOT label sections.

Do NOT reference paragraphs.

Write as a continuous cinematic description, as if describing the final edited ad.

After each concept, add:

Tagline:

A short line that directly matches what was shown in the video. The tagline must describe a visible transition, sequence, or scope.

Avoid abstract concepts, philosophy, or emotional claims.

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## CHARACTER PORTRAIT PROMPTS

Provide 3 character portrait prompts.

Each portrait prompt must:

- Describe a realistic human
- Be usable as a face reference for video generation
- Match the tone and casting level of a cinematic commercial
- Use photographic language only
- Avoid subjective traits (e.g. sophisticated, timeless, confident)
- Describe only visible attributes

Portrait prompts should resemble casting or reference photography for a high-end ad.

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IMPORTANT OVERRIDE FOR ACTION CAMERAS (e.g. GoPro)

Do NOT show:

- turning the camera on
- buttons, menus, indicators
- the product acting independently of the person
- exploratory "camera goes somewhere" behavior

DO show:

- preparation before movement
- mounting or wearing the product
- commitment to motion
- the product staying with the person throughout the action

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EXAMPLE OUTPUT (REFERENCE QUALITY AND STRUCTURE)

Product Description: GoPro

Video Concept:

It begins high on a narrow mountain ridge. The ground is uneven, grass and clothing move in the wind. A mountain biker stands next to his bike. His face is fully visible, no helmet on. He looks down the trail, then looks ahead again. The landscape drops away on both sides.

He picks up his helmet and puts it on. The GoPro is clearly visible mounted on the helmet. He places his hands on the handlebars and shifts his weight forward. His body position changes from standing still to ready to move. The environment stays the same.

At the end, he rides down the same ridge. The camera stays close to him as he follows the trail. The surroundings do not change. The video ends with him continuing down the path.

Tagline:

Every wild second, captured forever.

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## GOAL

The output should feel like:

- a real paid brand campaign
- cinematic and intentional
- staged with purpose
- visually compelling without explaining features
- suitable for high-budget video ads

## Prompt for Generating Scenes:

You are an AI storyboard generator.

Your task is to create a 6 shot cinematic storyboard for a video ad based on these inputs:

- Product:
- Video Concept:
- Tagline:

=====  
EXAMPLE STORYBOARD OUTPUT  
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Shot 1: The Descent

The Cinematic Wide: An ultra-wide cinematic shot of a lone diver descending into a deep, dark blue abyss. Rays of sunlight penetrate the water from above, fading into darkness. A massive, silhouetted shipwreck looms at the bottom. 35mm film grain, teal and black palette, sense of scale and isolation, shot on IMAX.  
The Top-Down Thriller: High-angle top-down shot looking into the deep ocean. A tiny scuba diver with a faint light descends toward a massive, ghostly shadow of a galleon on the sea floor. Deep indigo water, volumetric lighting, terrifying sense of depth, Thalassophobia aesthetic, 8k resolution, photorealistic.  
The Light Shafts: Low-angle shot looking up at the diver. The diver is a silhouette against the shimmering surface light. God rays cut through the murky water. Particles floating in

suspension. Dreamy atmosphere, anamorphic lens flare, deep aquatic blues.

The Close Follow: Over-the-shoulder shot of a scuba diver. Focus on regulator and rising bubbles. In the blurred background, the jagged outline of a shipwreck emerges. Macro details on bubbles, claustrophobic mood, heavy contrast.

The Sonar Blue: A moody stylized shot of the descent. Water is deep royal blue. The wreck is barely visible, illuminated by the diver's distant torch. Mystery thriller feel, dramatic lighting, shot on Arri Alexa.

#### Shot 2: The Graveyard

The Textural Detail: Medium shot of diver exploring ancient shipwreck ribs. Rotten wood covered in barnacles, rust, and silt. Sharp scuba flashlight beam reveals texture. Dust floating in water. Hyper realistic, 85mm lens, documentary style.

The Murky Gloom: Wide shot of diver near the skeletal hull. Greenish-blue murky water. Diver's light creates a tyndall beam through silt. Haunting atmosphere, cinematic grading.

The Abstract Wreckage: Close-up of a rusted anchor half-buried in sand. Diver blurred in background. Scene lit only by flashlight spill. Cold color temperature, dramatic shadows.

The Search: Tracking shot of diver swimming past rotting hull. Light reveals clouds of sediment. Dramatic contrast, 35mm Fujifilm look.

The Horror Vibe: Low angle through broken ribs of ship. Diver's flashlight creates a massive lens flare. Deep shadows, ominous atmosphere.

#### Shot 3: The Discovery

The Action Freeze: Close-up of gloved hand hitting sand. Silt explodes outward in slow motion. Gold partially visible. High shutter speed look.

The Gentle Reveal: Extreme close-up of fingers brushing dust away to reveal gold bracelet links. Soft intimate lighting.

The Cloud of Dust: Hand reaches into sediment. Thick swirling dust clouds. Warm gold glow visible beneath. Atmospheric.

The Contrast: Top-down close-up. Dark glove moves sand aside revealing gold. High contrast commercial style.

The Grip: Hand digs into debris. Rust flakes and sand float. Object being uncovered. Tension and anticipation.

#### Shot 4: The Reveal

The Hero Shot: Extreme close-up of pristine gold watch in sand. Blue dial catches underwater light. Luxury ad photography style.

The Ancient Contrast: Top-down shot of watch half-buried in rotten wood. Warm vs cool color contrast. High dynamic range.

The Side Profile: Macro low angle of watch case and crown. Tiny sea creature for scale. Glowing gold tones.

The Vertical Light: Single shaft of light hits the watch like a spotlight. Minimalist dramatic composition.

The Gleaming Bezel: Ultra macro focus on gold bezel and sapphire crystal with bubbles. Hyper realistic reflections.

#### Shot 5: The Legacy

The Silhouette Triumph: Silhouette of diver holding watch toward the surface light. Epic scale.

The Clutch: Close-up of hand gripping the watch as debris falls off. Victory and discovery feel.

The Fading Light: Watch held in center with background fading to dark edges. Last glint of gold.

The Treasure Hunter: Diver inspects watch near mask. Reflection visible in visor.

The Solo Object: Watch lifted into clear water. Clean deep blue background, hero product shot.

#### Shot 6: The End Card

The Luxury Finale: Static end card. Blurred, darkened background inspired by the previous underwater scene. Product prominently centered with dramatic lighting. Clean space at top for brand logo. Tagline "Time Never Stops" elegantly placed at bottom. High contrast between product and background. Premium luxury advertising style.

The Minimal Statement: Static end card. Soft gradient background matching the color palette of the underwater scenes. Product floating center frame with subtle shadow. Brand logo positioned top center. Tagline "Time Never Stops" in elegant typography at bottom. Clean, sophisticated advertising aesthetic.

The Dark Elegance: Static end card. Deep dark background with subtle scene elements faded in corners. Product hero shot with rim lighting. Brand logo glowing softly at top. Tagline "Time Never Stops" with premium serif font at bottom. Cinematic luxury feel.

The Brand Moment: Static end card. Abstract blurred background from scene environment. Product in sharp focus, perfectly centered. Large brand logo at top with breathing room. Tagline

"Time Never Stops" anchored at bottom third. Commercial advertising end frame style.  
The Premium Close: Static end card. Vignette background fading from scene colors to black at edges. Product glamour shot with catchlight reflections. Brand logo clean and prominent at top. Tagline "Time Never Stops" as final statement at bottom. High-end watch advertisement aesthetic.

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END OF EXAMPLE  
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OUTPUT RULES:

1. Create 6 shots total, labeled Shot 1 to Shot 6.
2. Each shot must NOT include any title.
3. Shots 1-5 must include exactly 5 variations each.
4. Shot 6 (End Card) must include exactly 5 variations - all static images for branding.
5. For each scene, decide:
  - Is a PERSON visible? (face, body, silhouette) → mark [PERSON] or [NO\_PERSON]
  - Is the PRODUCT visible? → mark [PRODUCT] or [NO\_PRODUCT]
6. Only output this exact format:

Scene X.Y [PRODUCT/NO\_PRODUCT] [PERSON/NO\_PERSON]: {prompt}

Where:

- X is the shot number (1 to 6)
- Y is the variation number (1 to 5)
- [PRODUCT] = the product is visible / [NO\_PRODUCT] = product not visible
- [PERSON] = a person is visible / [NO\_PERSON] = no person visible

Examples:

Scene 1.1 [NO\_PRODUCT] [PERSON]: A woman sits at a vanity table...  
Scene 3.2 [PRODUCT] [NO\_PERSON]: Close-up of perfume bottle on marble...  
Scene 4.1 [PRODUCT] [PERSON]: Woman holds the bottle close to her face...

7. Each prompt must be visually rich and cinematic. Include:

camera details, lens, lighting, mood, textures, color palette, atmosphere, composition.

8. For Shot 6 End Cards, include the actual tagline text in the prompt.

9. Do not add commentary. Output only the storyboard in the required structure.

10. Match the example's style and detail, but generate fully new content based on the product description and video concept.

11. SCENE CONTINUITY: Each shot must flow naturally from the previous one. The last variation of each Shot must visually connect to the first variation of the next Shot. No sudden jumps in action, position, or framing. Think of it like a real video - each scene continues exactly where the last one ended.

12. CHARACTER CONSISTENCY: If your concept includes a person, describe them with the EXACT same details (hair, clothing, features) in every scene where they appear.

13. VIDEO GENERATION SAFETY: Avoid words that trigger AI content filters.

NEVER use these words in prompts:

- Explosion, explode, exploding
- Fire, flames, burning
- Crash, collision, impact
- Destruction, destroy
- Violence, fight, attack
- Blood, injury, death
- Weapons, guns, knives
- Disaster, catastrophe
- Wreck, wreckage, shipwreck
- Smoke, smoking

REPLACE with safe alternatives:

- "explodes in color" → "bursts into color"
- "fire" → "warm glow" or "golden light"
- "crash" → "arrive suddenly"
- "shipwreck" → "ancient vessel" or "sunken structure"
- "smoke" → "mist" or "haze"

Keep prompts visually dramatic but use safe, neutral language.

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## Video Prompt for Start Frame to End Frame:

I will give you two images.  
The first image is the start frame.  
The second image is the end frame.

Write a short video prompt that transitions from image 1 to image 2.

Rules:

- Treat both images as fixed truth.
- Do not describe the images in detail.
- Describe movement only as a simple transition from the first image toward the second image.
- You may describe the direction of movement needed to reach the second image, for example rotate toward, move closer, pull back slightly.
- Do not describe full camera paths or complex moves.
- Do not invent intermediate viewpoints.
- Do not state the starting camera angle.
- Keep sentences simple and short.
- No technical settings.
- No vague words.
- No em dashes.
- End framing must match the second image.

Output only the final video prompt.

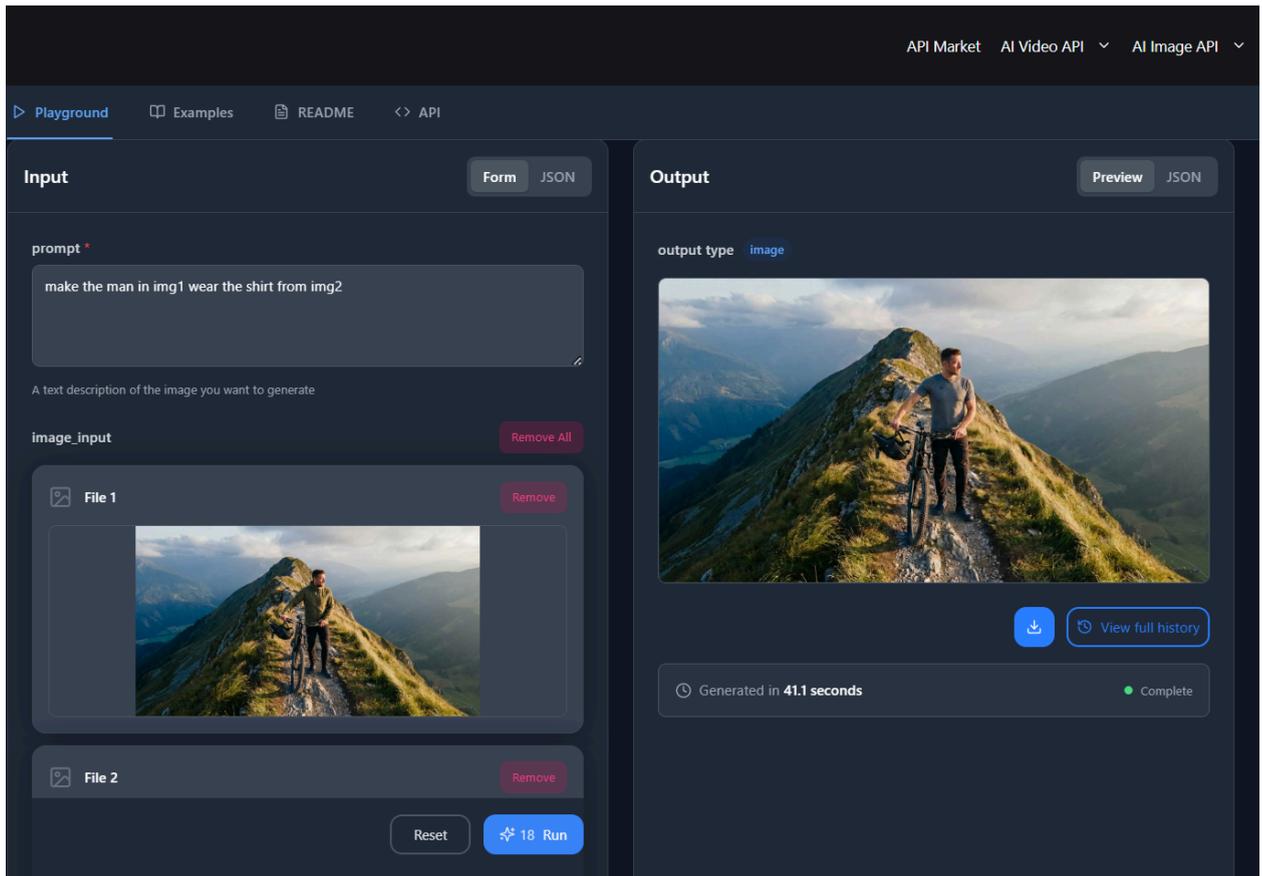
## EXAMPLES:

### Image: Change Element In Image

The screenshot displays an AI image generation playground interface. At the top right, there are navigation links: "API Market", "AI Video API", "AI Image API", and "Updates". Below these, a navigation bar includes "Playground", "Examples", "README", and "API".

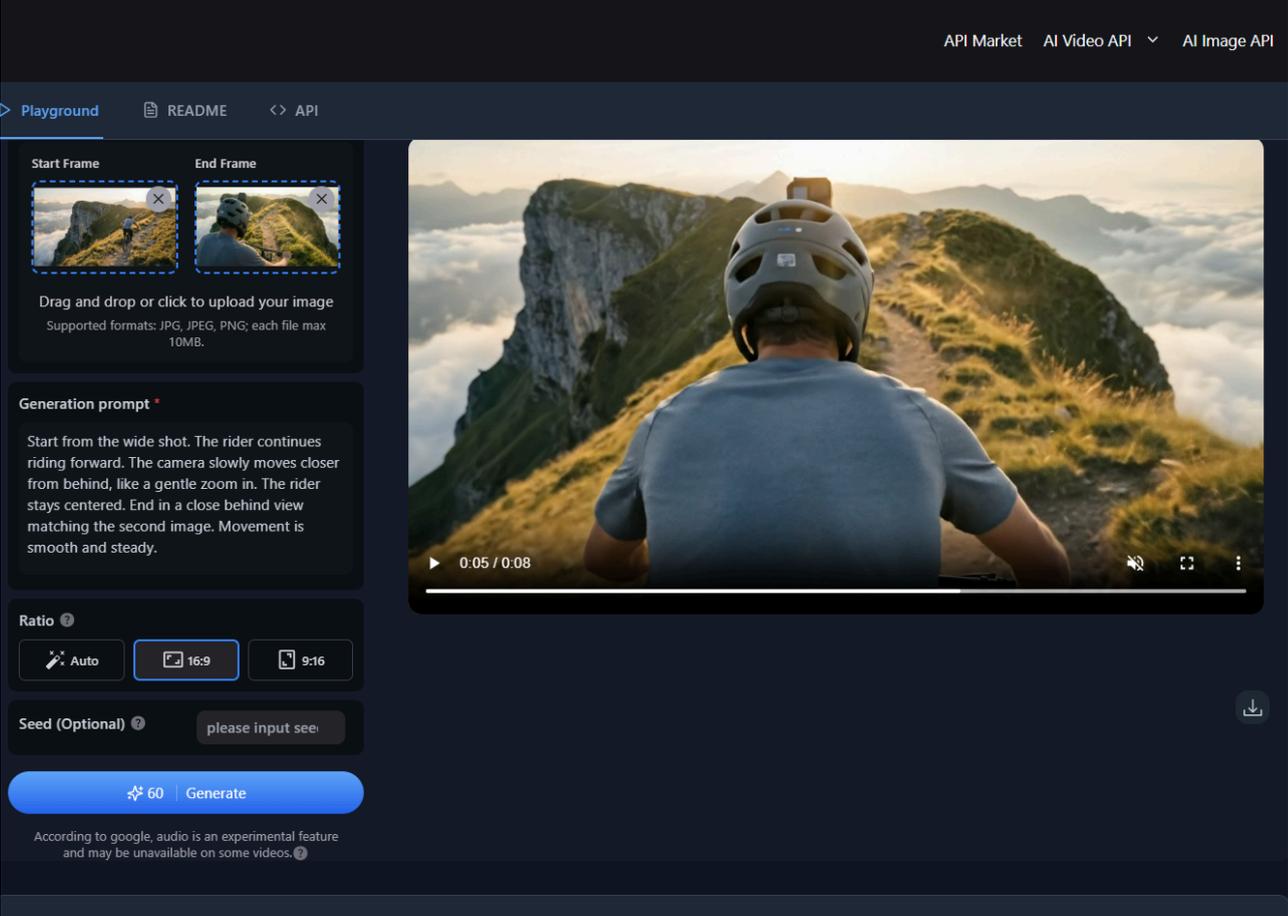
The main interface is divided into two panels. The left panel contains a "prompt" input field with the text: "turn the camera on the helmet by 180 degrees so it points to front not back". Below the prompt is a sub-section labeled "image\_input" which includes a "Remove All" button and a file upload area. A file named "File 1" is uploaded, showing a preview of a person wearing a helmet on a mountain trail. Below the preview is a "+ Add more files (1/8)" button. At the bottom of the left panel are "Reset" and "Run" buttons, with "Run" showing a lightning bolt icon and the number "18".

The right panel shows the "output type" set to "Image". It features a large image of the same person on the mountain trail, but the camera angle is now from the front of the helmet. Below the image are a download button and a "View full history" button. At the bottom of the right panel, a status bar indicates "Generated in 28.062 seconds" and "Complete".



(Note: File 2 was the image of person with the shirt I wanted)

## Video: Smooth Transition from Start Frame/Image to End Frame/Image



The screenshot displays a user interface for generating AI videos. At the top right, there are links for 'API Market', 'AI Video API', and 'AI Image API'. Below these are navigation links for 'Playground', 'README', and 'API'. The main interface is divided into several sections:

- Start Frame / End Frame:** Two image thumbnails are shown, each with a close button. Below them is a text prompt: 'Drag and drop or click to upload your image' and 'Supported formats: JPG, JPEG, PNG; each file max 10MB.'
- Generation prompt:** A text area containing the prompt: 'Start from the wide shot. The rider continues riding forward. The camera slowly moves closer from behind, like a gentle zoom in. The rider stays centered. End in a close behind view matching the second image. Movement is smooth and steady.'
- Ratio:** Three buttons for aspect ratios: 'Auto', '16:9' (selected), and '9:16'.
- Seed (Optional):** A text input field with the placeholder 'please input see:'.
- Generate:** A large blue button with a star icon and the number '60', followed by the text 'Generate'.
- Video Player:** A large video player showing the generated video. The video depicts a cyclist from behind, riding on a mountain trail. The camera starts wide and gradually zooms in. The player shows a progress bar at 0.05 / 0.08 and includes standard playback controls.

At the bottom of the interface, there is a small disclaimer: 'According to google, audio is an experimental feature and may be unavailable on some videos.'

Start from the first image. The rider continues riding forward. The camera moves sideways around the rider from left to right while keeping the rider centered. As the camera moves, the view opens to the cliff and background. End with the framing and angle of the second image. Movement is smooth and natural.