

A PRACTICAL GUIDE TO A DIFFERENT POINT OF VIEW

One video Multiple angles

Create an original performance in Seedance 2.5, turn it into three new camera views, and direct a 21.5-second editorial reel with a poster opening, comparisons and a clear reveal.



1 → 4

ORIGINAL TO VIEWPOINTS

21.5 seconds

REEL DURATION

720p

MODEL RESOLUTION PRESET

1080 × 1920

VERTICAL REEL LAYOUT

Create the original Use it as reference Generate angles Direct the edit Exact prompts

01 / Create the original.

Start in VideoDraft with Seedance 2.5.

Use text-to-video to create one continuous performance. Describe the person, room, lighting, camera and dialogue in a single prompt. Our scene uses a fictional British presenter in a lived-in studio, with a locked camera and small, natural gestures.

Paste the original-performance recipe below. These are the settings used for this reel:

Model	Seedance 2.5 seedance-2.5
Mode and references	Text-to-video · no input image
Duration and shape	22 seconds · 21:9
Resolution and sound	720p preset · audio on
Seed	630624
Returned source	1470 × 630 · 24 fps 22.04-second video. Model presets can return different pixel dimensions by aspect ratio.

Keep the performance easy to compare

A stable camera, a readable face and a few deliberate gestures give every new angle clear moments to follow. Natural light, ordinary clothes and a coherent room help the scene feel real.

02 / Use the original as reference.

Each new angle starts from the same original video.

Keep the native generation untouched. Use that original video asset as **Video1** in every alternate-angle job. Set up the reference before pasting the corresponding camera prompt.

Watch the original and write down what actually happens. Match the dialogue, gestures, pauses and eyeline in the new prompts. In our take, the cup stays on the coaster while the nearby hand opens and hovers. That is the action the alternate views must preserve.

PRESERVE	PRESERVE	CHANGE
The person.	The performance.	The camera.
Identity, clothing, expression, room and light.	Words, rhythm, gestures, blinks and pauses.	Position, height, distance, lens and framing.

Use the original generation as your reference before trimming or re-exporting it. The recipes below describe this native Seedance workflow; other input types can have different model or account requirements.

03 / Generate one angle at a time.

Give each camera position its own job.

Use Seedance 2.5, the same unmodified Video1 reference, the 720p preset, 21:9 and audio on. Test one view first, then generate the others once the performance holds.

B	Close-up	Prompt a 75mm view, about 25° to the original camera's right, at seated eye level. Frame the upper chest and face. Auto duration • seed 630625
C	Side profile	Prompt a true 90° view from her left, with one eye visible and the nose pointing left. Keep her looking toward the original camera. Auto duration • seed 630628
D	Low angle	Prompt a 28mm view from about seated knee height, looking gently upward. Keep the cup, chair and room coherent. Auto duration • seed 630627

Reference duration: Auto

Set all three alternate-camera recipes to Auto duration so they follow the original clip. Keep the original at 22 seconds. The prompts describe our approximately 22-second sample. The final edit is 21.5 seconds after one shared silence cut.

Keep the presenter's gaze aimed at the original camera. A new side camera should observe the same performance from elsewhere in the room. It should not cause the person to turn and deliver the lines again.

04 / Direct the edit.

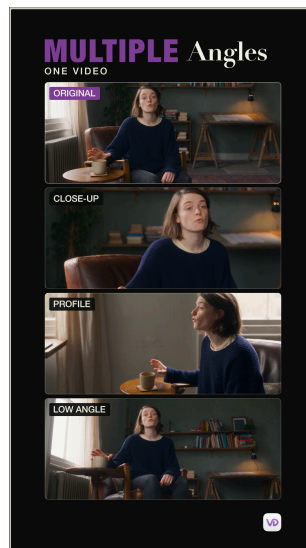
Let the presentation follow the words.

Use a **1080 × 1920, 24 fps, 21.5-second** composition. Begin with a moving full-screen editorial poster. Pull back into four synchronized panels, hold the proof for two seconds, then move through the individual views before the familiar comparisons.



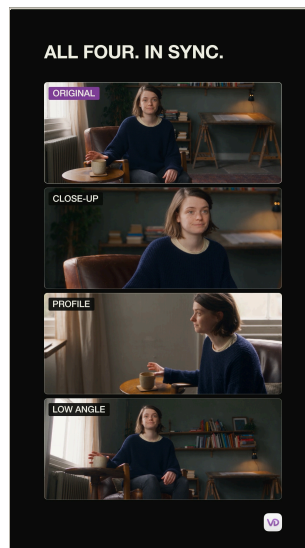
OPEN

Lead with the poster.



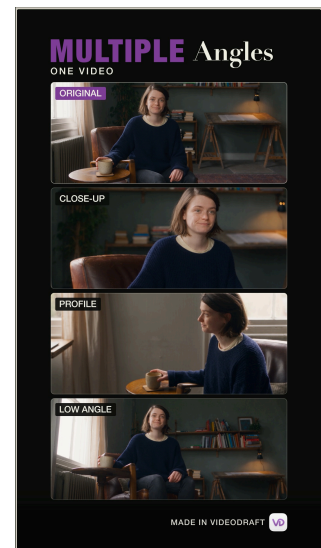
REVEAL

Hold the four views.



PROOF

Let the movement show.



ENDING

Return to the proof.

Shorten the pause with one synchronized group cut

For this take, remove source frames 370 through 381 from every camera view and the original native dialogue. This removes 12 frames, or 0.5 seconds, while keeping every word, the complete hand hover and the closing inhale.

EDIT FRAMES

0 to 370

370 to 516

SOURCE FRAMES

0 to 370

382 to 528

Ranges include the start frame and exclude the end frame, at 24 fps.

Reuse this same timed source in every full-screen copy and card. At edit time 16 seconds, all views and the native dialogue show source time 16.5 seconds. The separate music bed plays continuously in edit time and is outside this group cut.

The 21.5-second sequence

The beat ranges are rounded. Frame numbers below are zero-based at 24 fps. Keep transitions tied to the dialogue and action in your own original.

REEL TIME	WHAT HAPPENS
0.0 to 0.5 s	Open on the moving portrait poster with ONE VIDEO / MULTIPLE / Angles . The underlying performance keeps playing.
0.5 to 1.25 s	Smoothly pull the poster back into the four-view comparison.
1.25 to 3.25 s	Hold all four synchronized panels stable for two full seconds.
3.25 to 5.17 s	Expand the close-up, cut to the profile and low angle, then enter the two-up layout. It settles by frame 124.
5.17 to 9.4 s	Hold original plus close-up for SAME PERSON . Replace the lower card with the profile for SAME WORDS , then return to four views for SAME MOVEMENT .
9.4 to 12.0 s	Expand the original into a full-screen hero while she identifies it. Keep the label and title clear of her face and gesture.
12.0 to 15.33 s	Make the original a wide source card. Reveal the three portrait camera cards beneath it, then move the cards into the proof layout.
15.33 to 17.0 s	Hold four-up steady from frame 368 through 407. The shared source cut occurs at edit frame 370; the complete hand hover plays around 15.50 to 16.88 seconds.
17.0 to 20.21 s	Expand the original before the closing address. Retain the full natural inhale and place the caption direction below her face.
20.21 to 21.5 s	Return to the four-view proof. The arrangement settles at frame 501 and holds to the end.

Keep the movement purposeful

Keep featured footage fully opaque while it expands or pulls back. Make hard matched cuts to the profile at frame 91 and the low angle at frame 104. Cut to the two-up view at frame 116, fade SAME PERSON in from frames 121 to 124, and settle by frame 124. Disable transform and mask motion blur on the profile and low-angle hard-cut card groups. At frame 160, replace only the lower close-up card with the profile while the upper original stays fixed. Use two-frame visibility changes for the other cards and restrained motion blur.

Center the comparison panels in an 840 px column, from x=120 to x=960. Use four 840 × 360 px rows starting at y=256, with 14 px gaps. Two-up panels are 840 × 727 px; crop the original around source x=620 and the profile around x=925 to retain the cup and gesture. Use uniform scaling. Full-screen heroes stay full-bleed. Hold the four-up proof still while the hand hovers around 15.50 to 16.88 seconds.

Carry the editorial identity through the reel

Use **ONE VIDEO / MULTIPLE / Angles** for the poster headline, with no trailing periods. Use upright Helvetica Neue Medium for **ONE VIDEO**, Helvetica Neue Condensed Black for **MULTIPLE** and Didot Bold for **Angles**. Align the headings to x=120 near the top of the centered column. Use exact #7F3F98 for graphic accents and ivory for support. Keep the original spoken “four angles” line: the comparison shows four views.

Keep the canonical app icon visible throughout in an **80 × 80 px** box, with its visible right edge aligned to **x=960**. Fade the upright **MADE IN VIDEODRAFT** credit in from 18.6 to 19.0 seconds and hold it to the end. Use simple uppercase type. The spoken performance is unchanged.

Keep the original voice. Add a quiet music bed.

Keep the original native dialogue at **0 dB**, with the same synchronized silence cut as the video. Mute every alternate view and visual duplicate. The spoken performance stays the original recording.

Generate a warm funk instrumental with **Lyria 3.5**. Music B was selected after auditioning it beneath the original voice. The 22-second request returned a 123.585-second track; use its first 21.5 seconds as the separate music layer.

Keep music continuous in edit time. The prepared excerpt has **-3 dB** already applied. Use its compensated native-edit curve: **-10.19 dB under speech**, rising to -7.19 to -8.39 dB in selected gaps, with fades at both ends. This equals -13.19 dB under speech relative to the raw music. Do not apply the raw-source curve again to the attenuated excerpt. Keep the voice at 0 dB, without master normalization. Adjust the music level by ear for a different track.

Finish on the four-view proof

The opening is a portrait poster; the ending returns to the four-view comparison. Keep the performance on its final moment. This is not a seamless visual or performance loop.

05 / The exact prompts.

These are the prompts for the selected original, three angles and instrumental music bed.

Copy them into VideoDraft with the settings shown. For your own scene, adapt the character, room, dialogue and action timestamps to match your actual original. Keep Video1 attached for each camera-angle job. Generate the music separately; it does not replace the spoken voice.

RECIPE 01

Create the original performance

Seedance 2.5 text-to-video. No input images. Use 22 seconds, the 720p preset, 21:9, audio on and seed 630624. The action in the returned original is the reference for the three camera jobs.

Create one continuous 22-second live-action film shot of a completely original fictional adult British woman talking to the viewer in a realistic, lived-in creative studio. Generate the character and room natively from this description. No real person's identity is requested. Widescreen 21:9. Exactly one continuous medium-wide master shot, no cuts. The camera stays on a locked tripod at seated eye level throughout; the woman remains naturally alive and moving.

CAST AND SETTING

An original British woman about 28, fair neutral skin with a few faint freckles, hazel-green eyes, softly shaped brows and an individual, slightly asymmetrical face. Shoulder-length chestnut-brown hair with a loose off-center part and one side casually tucked behind her ear. Minimal everyday makeup, natural skin texture, real eyelid folds and fine hair strands. She wears a washed navy knitted sweater over a plain ivory T-shirt and dark charcoal trousers. She is relaxed and engaging, as if talking to a friend behind the camera, not presenting an advertisement.

She sits in a worn brown leather-and-walnut armchair, torso turned only slightly and face toward the original camera. One hand rests loosely on her knee; the other is beside a speckled cream ceramic coffee cup sitting on a coaster on a small round wooden side table at screen-left. Her face, both hands and the cup remain clearly visible. The cup has a normal handle and a stable base. Frame her from mid-thigh upward, with comfortable headroom and space at both sides. A spherical 40mm lens, modest depth of field, face and hands readable, background gently softer but still recognizable.

The studio is a modest working room in an older apartment: tall window with a pale linen curtain at camera-left, radiator below, one leafy plant, old wooden shelves with uneven book stacks, a used writing desk with a few papers, muted grey-olive plaster walls, one shaded practical lamp glowing at back-right and a faded rust rug. Furniture has real age and use. The room is spatially coherent with space around the chair. Books and furniture stay still. No other person, no visible crew, no filming equipment and no portraits of people on walls.

PHOTOGRAPHY

Soft overcast window light from camera-left wraps naturally across her face; the shaded lamp adds a small warm glow behind. Skin is neutral and believable, not orange or glossy. Gentle natural contrast, realistic lens softness, subtle fine 35mm film grain, worn leather, cotton-wool fibers, wood and ceramic. The frame feels like a candid moment from a contemporary British independent film. No beauty airbrushing, plastic skin, CGI look, strong haze, theatrical beams, exaggerated bokeh or changing light. Real-time motion at natural 24 fps, no slow motion and no camera movement.

EXACT SPOKEN PERFORMANCE

Her voice is a natural contemporary British female voice, warm, clear and conversational. Speak every quoted line below exactly once, in order, with no added filler or repeated words. The timed pauses leave space to inspect the camera comparison. Lips and jaw articulate the real words; she does not mime speech during pauses. She looks at the original camera for the whole take, with natural blinks, breath, tiny eye movements and small changes of expression.

0.00-3.40s: Already looking at the viewer, she starts by 0.15s: "These four angles came from one shot." A small lift of the brows on "four angles" and a tiny confident nod on "one shot". Her hand lightly touches the cup while it stays on the table.

3.40-4.20s: A brief natural pause, a blink and a breath. The performance stays alive.

4.20-7.80s: "Same person. Same words. Same movement." Three clear phrases with brief conversational beats. On "Same movement", her free hand makes one low open-palm gesture below chest height, then starts settling back toward her knee.

7.80-10.30s: "This is the original." A small downward indication with the free hand; not a large point at the lens.

10.30-13.80s: "The other three were created from it." One small outward hand gesture, then the hand rests.

13.80-17.10s: A silent comparison beat. With the hand already beside the cup, she lifts it only a few centimetres and gently sets it back on the coaster once. No sip. Her face stays visible, breathing and blinking naturally. A quiet ceramic contact sound.

17.10-21.00s: "Check the caption to see how to make this." One clear unbroken sentence, all words complete before 21.0s.

21.00-22.00s: Her lips settle closed into a small warm expression, eyes still on the viewer; natural breathing continues until the end.

CONTINUITY AND AUDIO

Exactly the same character, clothing, room, cup, furniture and light for all 22 seconds. Human anatomy and plausible contact: five fingers on each hand, comfortable wrists and elbows, real weight in the

cup, the coaster stationary. Small acting, no stiff posing or repetitive nodding. The camera is locked but the performance is never a freeze-frame. Native synchronized spoken dialogue, quiet natural room tone, and the soft cup contact only. No music, no background score, no extra voices, no added sound effects. No subtitles, on-screen text, logos, watermarks or graphic overlays. This original continuous performance will be reused unchanged as the source for later camera viewpoints.

RECIPE 02

Generate the close-up

Settings: seedance-2.5, Auto duration (follows the source), 720p, 21:9, audio on, seed 630625. No image reference. Use the unmodified original master as the performance reference. Generate this camera view as its own job.

Use the single reference video, Video1, as the exact original performance. Create a synchronized alternate camera view of that same continuous take. The only intentional change is the camera position and lens. This is a 22-second medium close-up in 21:9, one static shot, no cuts.

Move the camera closer and approximately 25 degrees to the original camera's right, at the woman's seated eye level, using a natural 75mm portrait lens. Frame the same woman from upper chest to just above her hair with comfortable headroom. Show real spatial parallax and the changed perspective of her face and background. This is a separate physical camera view, not a digital crop or zoom of the original. The camera is stationary from the very first frame. No orbit, pan, push-in, reframing or camera transition.

Retain precisely the reference woman's identity, facial proportions, hair, navy sweater, ivory collar, chair, room, window direction, light and natural photographic texture. Preserve the woman's body orientation and original eyeline in world space: she is still looking toward the ORIGINAL camera, which is now slightly off the new lens axis. Do not have her turn to address the new camera. Keep the same facial expression and mouth articulation at every corresponding moment.

TIME LOCK: Output time 0.00 must match reference time 0.00. Copy reference time continuously at 1x speed for the first 22.00 seconds. Do not insert a lead-in, pause, cut, new performance, or time shift. Same words, same speaking rhythm, same blinks, same breaths, same head movement, same gestures. Native dialogue and quiet room ambience should follow the reference exactly, with no new or altered speech. The original spoken lines are: "These four angles came from one shot. Same person. Same words. Same movement. This is the original. The other three were created from it. Check the caption to see how to make this."

The actual reference timing is authoritative: opening line finishes around 2.72s; the three "Same" phrases span about 4.92-8.72s; "This is the original" spans about 9.96-11.54s; "The other three were created from it" spans about 13.14-15.08s; closing caption sentence spans about 18.18-20.38s. Match all intervening pauses and small expressions. Do not redistribute the dialogue to fit a new cadence.

Reproduce only the actions actually visible in the source. The ceramic cup stays on its coaster for the whole take. The hand beside the cup lifts slightly and opens at about 16.0s, hovers, then settles back by about 17.38s; there is no cup lift or sip. The free-hand gestures occur exactly when they do in the source. These actions may fall below the close-up frame, but her shoulder and head motion must still remain synchronized. Do not invent gestures, lift the cup or add movement.

One original woman only, same age and appearance, realistic skin, natural eyes and teeth, coherent anatomy, subtle natural motion. No beauty smoothing, CGI appearance, extra people, changed objects, text, subtitles, graphics, logos, music or added effects.

Generate the side profile

Settings: seedance-2.5, Auto duration (follows the source), 720p, 21:9, audio on, seed 630628. No image reference. Use the unmodified original master as the performance reference. Generate this camera view as its own job.

Create a TRUE 90-DEGREE SIDE PROFILE camera view of the single reference video, Videol. One continuous 22-second locked shot, 21:9 widescreen. Only the camera viewpoint changes. Preserve the reference performance in real time.

MANDATORY CAMERA GEOMETRY

Put the new camera on the woman's LEFT side, exactly perpendicular to the original viewing direction, at her seated eye height. In the resulting image her face is seen in full side profile: her nose and lips point toward the LEFT edge of the frame. Only her left eye and left cheek are visible. The far eye is hidden behind the bridge of her nose. Her face must NOT face the viewer. This is NOT a frontal shot or a three-quarter shot. Hold this unmistakable full-profile silhouette for the entire video, starting on frame zero.

The woman does not rotate her body, turn toward the new lens, or perform again. Keep her head and body pointed toward the ORIGINAL front camera, which is outside the new frame to the left. A second physical camera has been placed ninety degrees to one side to observe the exact same moment. Use a 50mm lens for a medium profile shot, framing from lap to above her hair. Her profile is on the right half of the image with looking room to the left. Keep her hands and the nearby cup visible where the new camera can see them. The room must have the real parallax and side-wall/window perspective of this perpendicular viewpoint. Do not simply crop the original image, horizontally shift it, or retain its frontal view of the back desk.

IDENTITY AND PERFORMANCE

The woman, navy sweater, ivory collar, chestnut bob, brown leather chair, wooden side table, ceramic cup, room and lighting are exactly those in the supplied source video. Window light still comes from the same physical window. Do not invent a different person or change the furniture. Natural photographic skin and cloth, coherent anatomy, believable side-profile lips and jaw motion.

Synchronize every moment to the source: output time 0 equals reference time 0, and output time 22 equals reference time 22. Copy the first 22 seconds at normal speed with no inserted lead-in, new pauses, cuts or time shifts. Preserve each word, breath, blink, nod, shoulder movement and hand gesture at its original time. She continues addressing the original camera off-screen left throughout. Never have her glance into the new profile camera.

Copy the reference's native dialogue and room ambience exactly. These are the exact words, once in this order: "These four angles came from one shot. Same person. Same words. Same movement. This is the original. The other three were created from it. Check the caption to see how to make this."

Follow the ACTUAL source timing: opening line through about2.72s; three Same phrases4.92-8.72s; original line9.96-11.54s; other-three line13.14-15.08s; caption line18.18-20.38s. Preserve the pauses too. The free hand gestures during5.3-8.9s, points down during10.2-11.5s, opens outward during13.3-14.75s. The cup-side hand hovers during16.00-17.38s, then returns. The CUP STAYS ON ITS COASTER throughout. There is no cup lift or sip. Do not change the visible action to accommodate the new angle.

The camera never travels, orbits, zooms or reframes. No other people, no new speech, no music, no text, subtitles, graphics or effects. The entire result is the exact reference take seen from an unambiguous ninety-degree side camera, with a single visible eye and nose pointing left.

Generate the low angle

Settings: seedance-2.5, Auto duration (follows the source), 720p, 21:9, audio on, seed 630627. No image reference. Use the unmodified original master as the performance reference. Generate this camera view as its own job.

Use the single reference video, Video1, as the exact original performance. Create a synchronized alternate camera view of that same continuous take. The only intentional change is the camera position and lens. This is a 22-second low-angle medium-wide shot in 21:9, one static shot, no cuts.

Place a new locked camera directly in front of the woman at about her seated knee height, 55 centimetres from the floor, looking gently upward by about 15 degrees. Use a natural 28mm lens with the camera far enough back to avoid facial distortion. Frame her from above the knees to above her hair, with the table and cup in the lower-left foreground and the same studio extending behind her. Show clear low-angle perspective and parallax with the nearby chair arms and table; this must not resemble the original eye-level shot. The face stays anatomically natural and unobstructed. Her eyeline remains toward the higher original eye-level camera, not down into this new lens. The new camera is already in place from the first frame and stays completely stationary; no camera move or cut.

Retain precisely the reference woman's identity, facial proportions, hair, navy sweater, ivory collar, chair, room, window direction, light and natural photographic texture. Preserve the woman's body orientation and original eyeline in world space: she is still looking toward the ORIGINAL camera, which is now off the new lens axis. Do not have her turn or tilt her head to address the new camera. Keep the same facial expression and mouth articulation at every corresponding moment.

TIME LOCK: Output time 0.00 must match reference time 0.00. Copy reference time continuously at 1x speed for the first 22.00 seconds. Do not insert a lead-in, pause, cut, new performance, or time shift. Same words, same speaking rhythm, same blinks, same breaths, same head movement, same gestures. Native dialogue and quiet room ambience should follow the reference exactly, with no new or altered speech. The original spoken lines are: "These four angles came from one shot. Same person. Same words. Same movement. This is the original. The other three were created from it. Check the caption to see how to make this."

The actual reference timing is authoritative: opening line finishes around 2.72s; the three "Same" phrases span about 4.92-8.72s; "This is the original" spans about 9.96-11.54s; "The other three were created from it" spans about 13.14-15.08s; closing caption sentence spans about 18.18-20.38s. Match all intervening pauses and small expressions. Do not redistribute the dialogue to fit a new cadence.

Reproduce only the actions actually visible in the source. The ceramic cup stays on its coaster for the whole take. The hand beside the cup lifts slightly and opens at about 16.0s, hovers, then settles back by about 17.38s; there is no cup lift or sip. The free-hand gestures occur exactly when they do in the source. Show the visible hand motion at the same instant and preserve all physical contacts. Any naturally occluded action still follows the reference motion in world space. Do not invent gestures, lift the cup or add movement.

One original woman only, same age and appearance, realistic skin, natural eyes and teeth, coherent anatomy, subtle natural motion. No beauty smoothing, CGI appearance, extra people, changed objects, text, subtitles, graphics, logos, music or added effects.

Generate the instrumental background bed

Lyria 3.5 Music B: warm funk, 116 BPM requested. The 22-second request returned 123.585 seconds; use its first 21.5 seconds. The prepared excerpt has -3 dB baked in. Apply its compensated native-edit curve at -10.19 dB under speech, with rises in gaps and fades at both ends. Keep original voice at 0 dB. The user selected this bed after auditioning it with the original voice.

Create an original 22-second instrumental background track for a polished vertical filmmaking reel with a British woman speaking. Tempo 116 BPM. Upbeat warm modern funk groove: tight dry drum kit, nimble closed hi-hats, crisp rim and clap accents, a short bouncy electric-bass motif, muted clean guitar chops and a little tasteful hand percussion. Make it fresh, tactile, elegant and energetic, suitable for a filmmaker's studio. Start with the full rhythmic idea immediately; no long intro, slow cinematic swell or rock solo. The bass and drums should give quick camera changes momentum without drawing attention away from the speaker. Small playful drum detail around seconds 3 to 5, a simple open pocket from 5 to 12, a gentle rhythmic lift around 12 to 16, then a compact clean ending around 22 seconds. Keep the melodic content minimal and leave plenty of room for speech. No dense cymbal wash, distorted guitar or overpowering sub-bass. Instrumental only: no vocals, words, humming, chants, vocal chops or crowd sounds. Original music with no borrowed melody.

Create your original in VideoDraft.

Choose Seedance 2.5, paste the original-performance prompt, and make one take to build your camera views from.

[Open VideoDraft](#)