

FIELD WORKBOOK / STORY & CONTINUITY

AI Storyboard Continuity Workbook

Keep characters, props and screen direction consistent across an anime or short-drama sequence.

READ. MAKE. CHECK. RECORD.

10 pages / 7 focused lessons / copyable prompts / reusable worksheet

A practical companion to the Xingyan AI field guides. This workbook is a separate publication focused on production decisions and review habits.

What this is

A 10-page English workbook with seven practical lessons, original shot prompts, an illustrated storyboard and a reusable continuity worksheet. Focus: character and prop continuity, screen direction, timing and handoff.

What this is not

No software, tool credits, finished video, live coaching or guaranteed results are included. Methods and prompts need adaptation to your tool. Illustrations are planning diagrams; examples are fictional.

Prepared with AI assistance for Xingyan AI. Personal-use license; you may adapt prompts for your own work, but may not redistribute this workbook. Support: support@xingyanai.space

A clear route through the work

Use one fictional project throughout the workbook. Save your prompts, outputs and review notes so another person can follow the decisions.

Contents

- 03 Write one visible story beat
- 04 Create the character and prop ledger
- 05 Map the screen direction
- 06 Write shots as state changes
- 07 Build an animatic before motion
- 08 Add motion and sound deliberately
- 09 Review and package the sequence
- 10 Reusable production worksheet

How to use each lesson

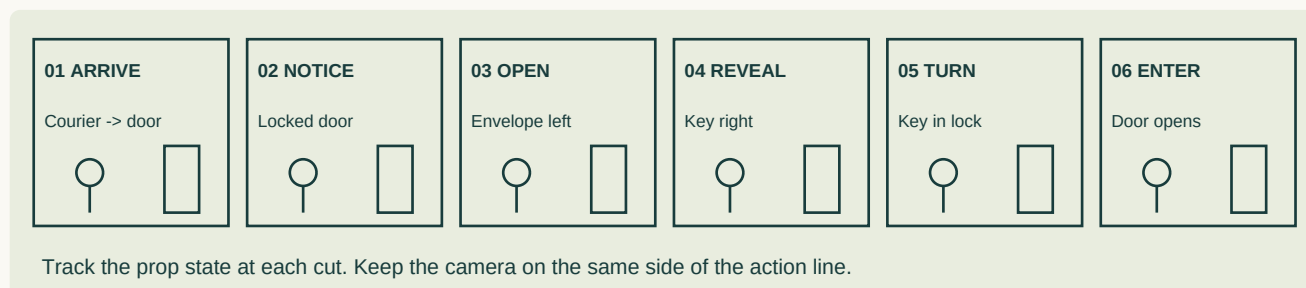
Read the method, follow the numbered actions and adapt the prompt. Complete the exercise before reading its answer note. Keep manual review as the acceptance step; an AI critique is only another input.

Before generating

Use fictional subjects and material you are allowed to upload. Check your chosen provider terms, available functions, output formats and any fees. This workbook avoids relying on a particular interface or subscription. No tool execution or performance result is claimed.

01 / Write one visible story beat

Practice project: a courier reaches a locked greenhouse, finds a brass key in an envelope and opens the door. The story must be understandable without a narrator explaining a hidden thought. The diagram is a planning storyboard, not a finished animation or evidence that a video model reproduced every shot.



Original schematic planning diagram. Use it to organize the exercise; it is not a sample generated result.

Do the work

1. Write the change: locked outside becomes able to enter.
2. Limit the cast to one adult courier and one location.
3. Use six shots: arrival, lock, envelope, key, turn, open door.
4. Assign a visible action and a starting/ending state to every shot.

Prompt to adapt

Draft a six-shot visual sequence for a fictional adult courier at a locked greenhouse. The courier discovers a brass key inside a cream envelope and opens the door. Return shot ID, visible action, framing, prop at start and prop at end. No extra characters, flashbacks, dialogue or unexplained objects.

Try it

Replace "she realizes it is a secret message" with something visible.

Answer note: Show her opening the envelope and revealing the key. A viewer can see a key; an unspoken interpretation is not directly visible. If the message matters, plan a readable insert added during editing.

YOUR PROJECT / DRAFT, OBSERVE, REVISE

My adapted brief or prompt:

What I observed, and the next change I will test:

04 / Write shots as state changes

A shot prompt needs a starting state, one action and an ending state. Combining several actions into one short generation makes continuity harder to inspect. Prepare still frames first, then specify the limited motion if using an image-to-video tool. Supported references, duration and motion controls vary by tool.

Do the work

1. Shot 03 starts with a closed envelope in the left hand.
2. Action: right hand opens the flap and removes one key.
3. End state: envelope left, key right; bag stays on shoulder.
4. Use a separate shot for inserting the key and a separate shot for opening the door.
5. Request the desired framing and keep the motion modest.

Prompt to adapt

Close-up of the established courier hands. Start: left hand holds a cream envelope, right hand is empty. One action: right hand removes a single small brass key with a round bow. End: key remains in the right hand, envelope remains in the left. Keep the olive coat sleeves and morning light consistent. No duplicate key.

Try it

Why separate removing a key, unlocking and walking through the door?

Answer note: They change different prop and body states. Separate shots make errors easier to locate and allow usable results to be retained when only one action fails. This reduces rework; it does not guarantee a successful generation.

YOUR PROJECT / DRAFT, OBSERVE, REVISE

My adapted brief or prompt:

What I observed, and the next change I will test:
