

TWO ROUTINES, EIGHT ACTORS / MAKING OF

Same Moves, New Actor

One grey dancer, two routines, eight characters. Each character is recast onto the same take, so every pose lands on the same frame: a hip-hop routine and a sword dance where each actor swings its own object. Made by Claude through the Scenario MCP.

16
recasts on the page

8
actors, two routines

49
generations in the final videos

5,439
credits (CU)



One move, a whole cast.

One recorded move performed again by different characters, with the camera, the timing and the background kept, so only the actor changes. The brief asked for two complex moves of six to eight seconds, a hip-hop routine and a sword routine, and a cast where each character swings an object of its own.



The first cast: GPT Image 2.5 Sunburst, 13 CU each.



Square and half the frame height, each with its object.



The same cast with empty hands, for the hip-hop.

Eight characters, eight objects

A grandma with a walking cane, a samurai frog with a katana, a red panda monk with a bamboo staff, a baker with a baguette, a little robot with an antenna rod, a skeleton with a femur bone, a rain kid with an umbrella and a garden gnome with a rake. A chrome robot was dropped for a friendlier white one.

Nobody leaves the frame

The rule from the first review: no character may leave the frame mid-move. The stills were edited, not redrawn, into a square with the character at about half the frame height, so every actor kept its look.

One grey dancer, two routines.

Every recast starts from one original: a plain grey figure with a featureless head, in a loose hoodie and sweatpants, on a pale blue studio floor, filmed square on a locked camera. Seedance 2.5 made both takes from licensed stock clips used only as motion references, 1,090 CU each.



The hip-hop original: 8 seconds, always on two feet.



The sword original: 6 seconds, with a plain stick.

Two routines

A standing hip-hop routine, mostly facing the camera: arm waves, arms up and spread wide, side reaches, hand hits and a quick turn. And a fast sword dance with spins, whipping swings and overhead sweeps, sped up from 8 to 6 seconds with ffmpeg.

A performer, not a puppet

A faceless figure in loose clothes reads as a person, so the motion looks real, and nothing about it competes with the actors that replace it. In the sword take it swings a plain stick, which every actor swaps for an object of its own.

The picture is also the first frame.

Motion control copies the grey figure's path across the frame, but starts each actor wherever its picture stands. So every hip-hop picture is redrawn on the grey figure's first spot, in its opening pose.



The original, frame 1: the spot and the pose.



The frog's picture, redrawn on the same spot.



The recast starts there, and stays in frame.

What did not work

In the first round the pictures were not placed on the grey figure's first spot and pose, so the actors ran off the frame. Shrinking the original into a padded canvas did not help. Those nine takes, 1,827 CU, were not kept.

What did

GPT Image 2.5 Sunburst edited each hip-hop picture with two references: the original's first frame for the spot and the pose, and the character for the look (14 CU each). From then on every dancer followed the grey path and stayed inside the frame.

Nine takes, one clock.

The page plays the grey original and the eight recasts on one master clock. It opens on all nine, and a split slider puts the original and an actor side by side on the same frame.



All nine, hip-hop: every actor on the same beat.



All nine, sword dance: eight objects, one swing.



The compare slider: the original and the frog.

One file for all nine

Nine videos playing at once did not all paint in the browser. The grid is one pre-composited 3 by 3 video per routine, built with ffmpeg and kept on the same clock as the single takes.

The compare slider

Drag anywhere on the stage, or focus the handle and use the arrow keys. The grey original sits left of the split and the actor right of it, frame for frame, so the transfer of every move is visible. For the sword dance, the page shows a later Seedance 2.5 re-take of the original, matched to the cast's framing; the recasts were made from the first take.

One prompt per actor.

Each sword video is one Kling V3 Pro Motion Control call: the 6-second grey original as the motion, the actor's picture as the look, the camera locked to the video, sound off. 153 CU each. The prompts, shortened:

	Samurai frog 6 s, 153 CU The samurai frog @Element1 performs exactly the same fast moves as the figure in the video, swinging the straight steel katana exactly like the stick. The frog keeps its exact shape and proportions in every frame: same green frog head and big eyes, same indigo hakama, same red shoulder armour, no stretching or melting. Same 3D animated style, plain pale blue studio background, static camera.		Grandma 6 s, 153 CU The grandmother performs exactly the same fast moves as the figure in the video, swinging her polished wooden walking cane exactly like the stick. Same 3D animated style, plain pale blue studio background, static camera.
	Red panda monk 6 s, 153 CU The red panda monk performs exactly the same fast moves as the figure in the video, swinging the long bamboo staff exactly like the stick. Same 3D animated style, plain pale blue studio background, static camera.		Baker 6 s, 153 CU The French baker performs exactly the same fast moves as the figure in the video, swinging the long crusty baguette exactly like the stick. Same 3D animated style, plain pale blue studio background, static camera.
	Little robot 6 s, 153 CU The small white robot performs exactly the same fast moves as the figure in the video, swinging the telescopic antenna rod with a glowing red tip exactly like the stick. Same 3D animated style, plain pale blue studio background, static camera.		Skeleton 6 s, 153 CU The dapper skeleton in a tuxedo and top hat performs exactly the same fast moves as the figure in the video, swinging the giant femur bone exactly like the stick. Same 3D animated style, plain pale blue studio background, static camera.
	Rain kid 6 s, 153 CU The kid in the yellow raincoat performs exactly the same fast moves as the figure in the video, swinging the closed red umbrella exactly like the stick; it stays closed. Same 3D animated style, plain pale blue studio background, static camera.		Garden gnome 6 s, 153 CU The garden gnome performs exactly the same fast moves as the figure in the video, swinging the small garden rake exactly like the stick. Same 3D animated style, plain pale blue studio background, static camera.

Same prompt, eight names.

The eight hip-hop videos share one prompt; only the actor's name changes. Each ran with the 8-second grey original and the actor's picture redrawn on the grey figure's first spot, 203 CU each.

The hip-hop prompt, shortened

[Actor] performs exactly the same standing hip-hop dance as the figure in the video: the arm waves, arms raised and spread wide, side reaches, hand hits, the quick turn and the footwork, always on both feet and mostly facing the camera, with empty hands. Same 3D animated style, plain pale blue studio background, static camera, the whole body always inside the frame.

The eight names

The samurai frog @Element1; The grandmother; The red panda monk; The French baker; The small white robot; The dapper skeleton in a tuxedo and top hat; The kid in the yellow raincoat; The garden gnome.

One addition for the frog

"The frog keeps its exact shape and proportions in every frame: same green frog head and big eyes, same indigo hakama, same red shoulder armour, no stretching or melting." Its picture went in as an identity element (@Element1): a front view and two more views.

What each final video cost

	Pictures	Sword	Hip-hop	Total
Grey original		1,090	1,090	2,180
Samurai frog	53	153	203	409
Grandma	53	153	203	409
Red panda monk	53	153	203	409
Baker	53	153	203	409
Little robot	40	153	203	396
Skeleton	53	153	203	409
Rain kid	53	153	203	409
Garden gnome	53	153	203	409
All 18 videos	411	2,314	2,714	5,439 CU

In credits (CU). Pictures: GPT Image 2.5 Sunburst, the first picture, its square reframe, the empty-hands edit and the one placed on the start spot (13 to 14 CU each). Originals: Seedance 2.5, 1,090 CU each. Recasts: Kling V3 Pro Motion Control.



Samurai frog



Grandma



Red panda monk



Baker



Little robot



Skeleton



Rain kid



Garden gnome

Sixteen recasts, one receipt.

Two originals, eight actors, sixteen recasts on the page. Every number below comes from the session's Scenario job records, counting only what went into the final videos.



Samurai frog, sword dance.



Little robot, hip-hop.



Garden gnome, hip-hop.



Skeleton, sword dance.

Built with

Claude, working through the Scenario MCP, with ffmpeg alongside. Seedance 2.5 for the two originals, GPT Image 2.5 Sunburst for the cast and its edits, Kling V3 Pro Motion Control for the sixteen recasts.

The receipt

Originals, Seedance 2.5 (2)	2,180 CU
Actor pictures and their edits, GPT Image 2.5 Sunburst (31)	411 CU
Sword recasts, Kling V3 Pro Motion Control (8)	1,224 CU
Dance recasts, Kling V3 Pro Motion Control (8)	1,624 CU
Total, 49 Scenario generations	5,439 CU

Only what made the final videos is counted: the two originals, the sixteen recasts and the 31 pictures behind them, from the session's Scenario job records. Earlier takes, tests and the page's later sword re-take are left out.