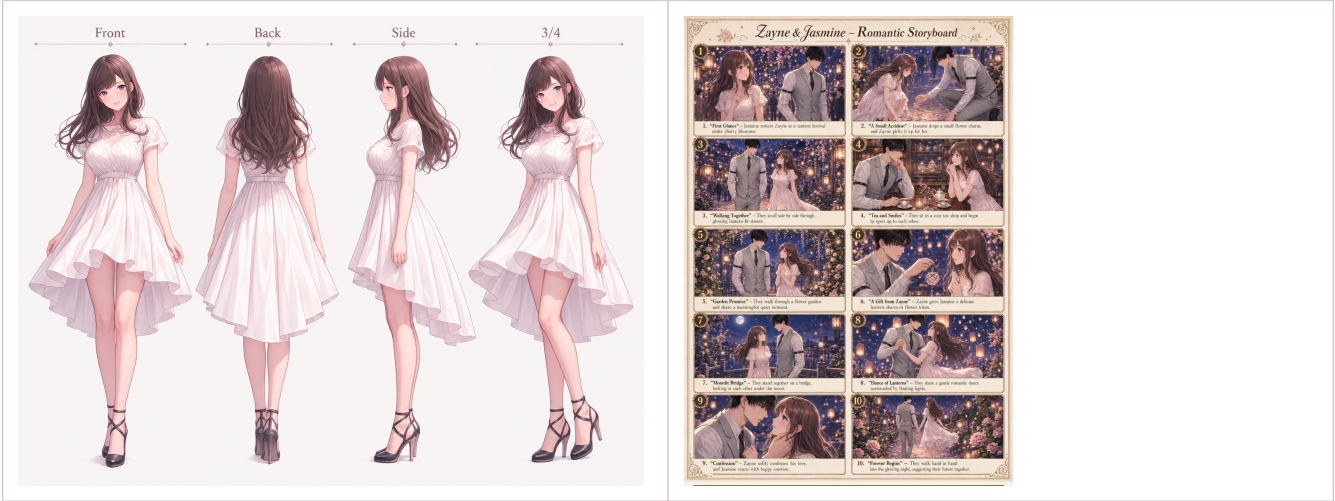


AI CREATIVE MEDIA • PROJECT-BASED CLASSROOM RESOURCE

Creating an AI Animation

with ChatGPT + Dreamina AI

From Character Sheet → Storyboard → Animated Scenes → Final Short Film



Character Sheet: Jasmine

Storyboard: Zayne & Jasmine

What this guide includes

This tidy classroom edition is designed to be easy to read and easy to teach. It explains the full animation workflow, includes section flowcharts, sample prompts, scene examples, sound and editing guidance, and a short classroom assignment.

Big-Picture Workflow



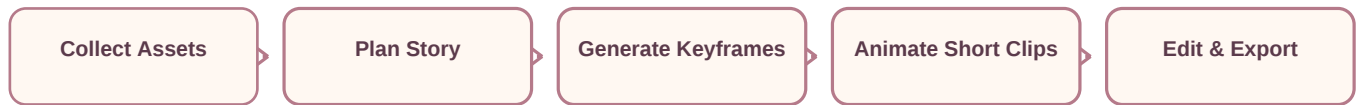
Prepared for classroom use • Based on the provided Jasmine profile and Zayne & Jasmine storyboard

LESSON OVERVIEW

How to use this guide

This guide is organised into clear sections. You can teach it as one full workshop or split it across several classroom sessions.

Section Flowchart



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Learning Outcomes

Students should be able to maintain character consistency, turn a storyboard into prompts, create image and motion prompts, animate short scenes in Dreamina, and assemble the clips into a final video.

- Use ChatGPT to convert a storyboard into a shot list and continuity notes.
- Use a character sheet as the main identity reference for consistent generation.
- Write clear image prompts for still frames and separate motion prompts for animation.
- Review AI results and revise only the broken scene instead of redoing the whole project.
- Export a short classroom-ready animation with simple audio and titles.

SECTION 1 • CHARACTER SHEET

Using the character sheet as the identity anchor

The character sheet is the visual source of truth. It shows how Jasmine should look from multiple views, which helps reduce character drift between scenes.

Section Flowchart

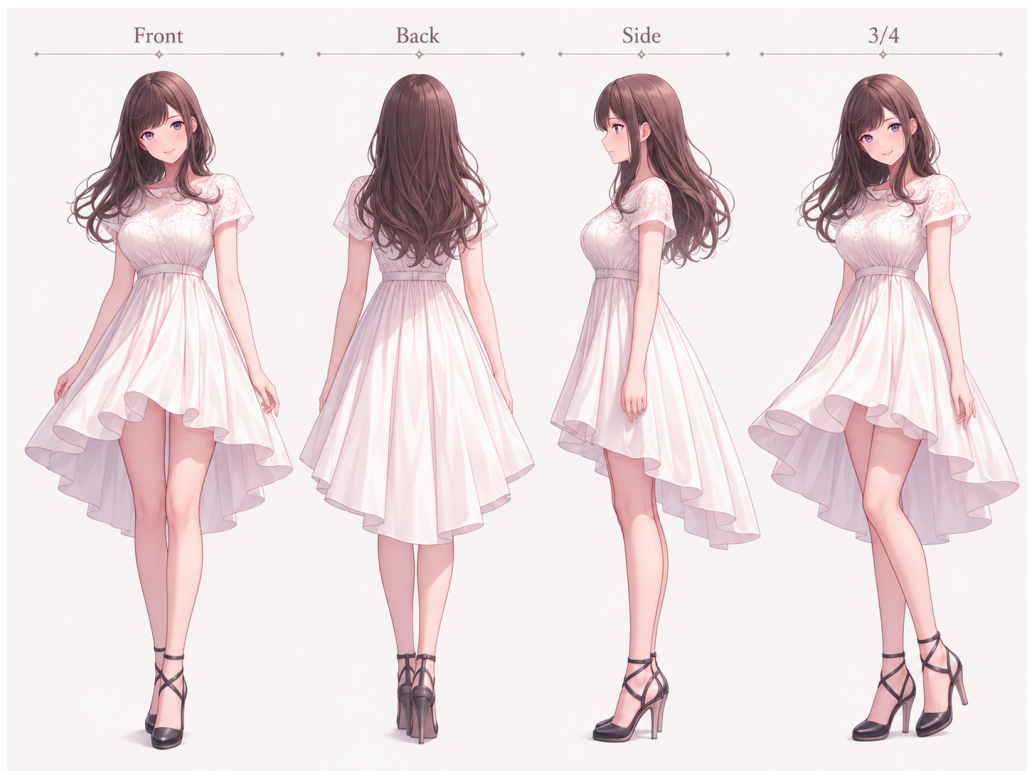
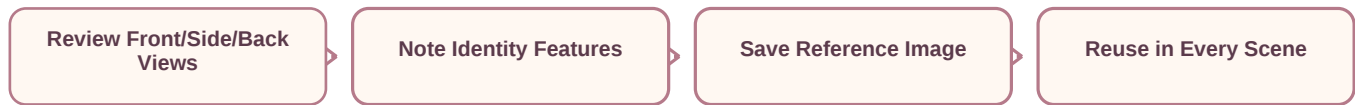


Figure 1. Jasmine character sheet used as a consistency reference.

What should stay consistent?

Face shape, eye colour, hairstyle and hair length, dress design and colour, shoes, body proportions, and overall anime illustration style.

- Upload the character sheet whenever the AI tool supports image references.
- Repeat only the essential identity details in the prompt. Let the image reference carry the rest.
- If the face or outfit changes too much, use a cleaner reference and reduce unnecessary motion.

SECTION 2 • STORYBOARD ANALYSIS

Read the storyboard like a director

A storyboard tells you what happens, but an animation prompt must also tell the AI how the scene moves. Read each panel with a director's eye.

Section Flowchart

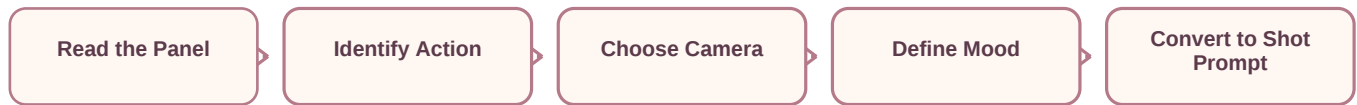


Figure 2. Storyboard sequence for Zayne & Jasmine.

Four questions to ask for every panel

1) What are the characters doing? 2) What should the camera do? 3) What should move in the background? 4) What emotion should the audience feel?

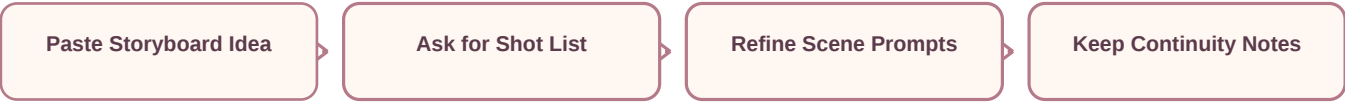
Example: Panel 2 is not only "Jasmine drops a charm." In animation language it becomes: the charm slips down, Zayne kneels, Jasmine reacts with surprise, petals move, and the camera gently pushes toward their hands.

SECTION 3 • CHATGPT SHOT PLANNING

Use ChatGPT to turn panels into production notes

Before opening Dreamina, ask ChatGPT to convert the storyboard into a structured shot list. This gives students a reliable plan instead of guessing the prompt for each scene.

Section Flowchart



Class Prompt

“I am creating an AI animation. Use my character sheet and storyboard as references. For each storyboard panel, create: shot type, character action, facial expression, camera movement, background motion, lighting, a 5–8 second animation prompt, and continuity notes. Keep the character appearance and clothing unchanged unless I say otherwise.”

Useful Shot Plan Fields	
Shot / Duration	Scene 2 • 6 seconds
Framing	Medium-wide shot, slightly low camera
Character Action	Jasmine drops the charm; Zayne kneels and picks it up
Camera	Slow push-in toward their hands
Environment	Lanterns flicker; petals drift gently
Continuity	Same dress, hairstyle, vest, and festival lighting

Teacher Tip

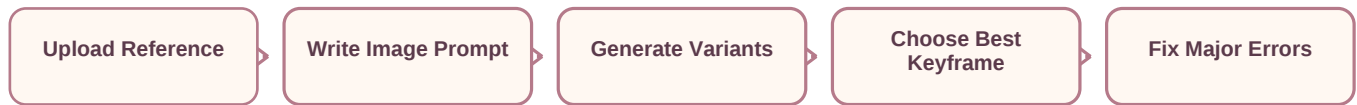
After students generate a first clip, ask them to revise the prompt instead of starting over. Example revisions: “Reduce the camera movement”, “Keep Jasmine’s face closer to the reference”, or “Make the hand action slower.”

SECTION 4 • DREAMINA STILL IMAGE WORKFLOW

Generate a clean still image before animation

Start with a strong keyframe. If the still image is weak, the animation will usually become weaker. Students should fix identity, pose, and composition before asking for motion.

Section Flowchart



Example Image Prompt

“Jasmine in her pale pink high-low dress stands beside Zayne on a moonlit bridge at a lantern festival. They face each other quietly, warm lanterns behind them, deep blue night sky, soft moonlight, romantic anime film aesthetic, elegant composition, consistent facial identity and clothing, cinematic 16:9.”

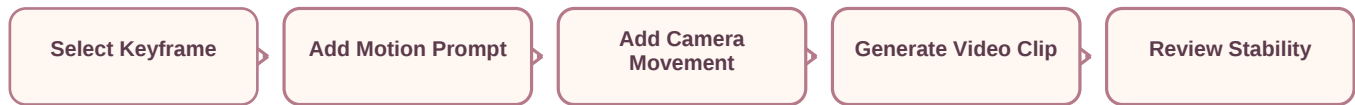
- Choose an aspect ratio that matches the final video. 16:9 is a practical classroom default.
- Generate a few variations and select the one with the best identity match.
- Check the face, hands, outfit, prop position, and background before animating.
- Do not animate a bad keyframe. Fix it first.

SECTION 5 • DREAMINA ANIMATION WORKFLOW

Animate the keyframe: describe movement, not appearance

An image prompt tells the AI what the frame should look like. An animation prompt tells it what changes over time. Keep the motion simple and intentional.

Section Flowchart



Motion Prompt Formula

Subject Action + Facial Change + Camera + Environment + Speed + Continuity Constraint

Example: "Jasmine slowly turns toward Zayne and smiles softly. Zayne raises the lantern charm. The camera makes a gentle push-in. Her hair and dress move lightly in the breeze; lanterns flicker in the background. Slow, natural movement. Keep faces, clothing, and body proportions consistent."

Useful camera phrases	When to use them
Slow push-in / slow pull-back	To build emotion or attention
Gentle pan left / right	To reveal space or follow movement
Locked camera / static shot	To keep the clip stable and readable
Subtle tracking shot	For walking scenes

Important

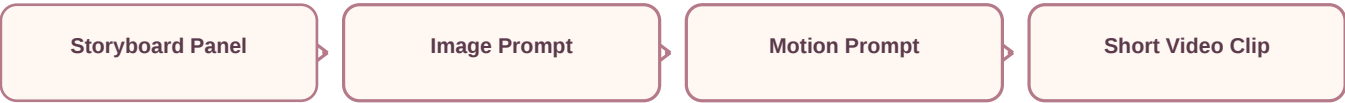
For a 5–8 second clip, use one main character action and one simple camera move. Too many actions often cause visual instability.

SECTION 6 • SCENE PRACTICE

Prompt examples for storyboard scenes 1–5

Students can use these examples as a model for turning a storyboard beat into a motion prompt.

Section Flowchart



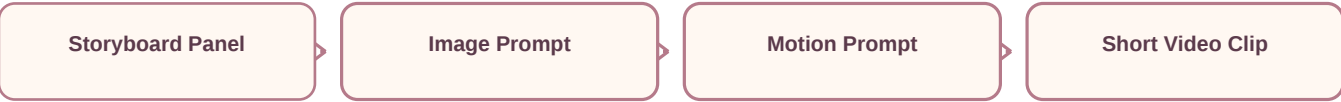
Scene	Story Beat	Animation Prompt
1 • First Glance	Jasmine notices Zayne across the festival.	Jasmine looks up and notices Zayne in the distance. Her eyes widen slightly and she gives a small curious smile. Zayne walks calmly through the crowd. Lanterns sway and petals drift. Slow push-in toward Jasmine. Keep character identity and clothing unchanged.
2 • Small Accident	Jasmine drops a flower charm; Zayne picks it up.	The charm slips from Jasmine's hand and falls gently. Zayne kneels, reaches down and picks it up carefully. Jasmine leans forward in surprise. Camera tilts down toward the charm, then gently rises. Natural hand motion; preserve faces and outfits.
3 • Walking Together	They walk side by side.	Jasmine and Zayne walk slowly through the lantern-lit street. Their hair and clothing move subtly with each step. They exchange a brief glance. Camera tracks beside them at walking speed. Background crowd moves softly without distracting from the couple.
4 • Tea and Smiles	They talk in a tea shop.	Zayne lifts his teacup, pauses, and smiles slightly. Jasmine leans forward and laughs softly. Steam rises from the tea. Warm lights flicker. Mostly locked camera with a very slow push-in. Keep expressions natural and restrained.
5 • Garden Promise	They share a quiet moment in a flower garden.	They stop beneath an arch of roses. Jasmine looks around with wonder, then back at Zayne. Zayne nods gently. Flowers and loose petals move in a light breeze. Slow orbit of only a few degrees; calm romantic pacing.

SECTION 7 • SCENE PRACTICE

Prompt examples for storyboard scenes 6–10

These second-half scenes include emotional close-ups and a gentle ending shot. They work well for discussions about pacing and camera control.

Section Flowchart



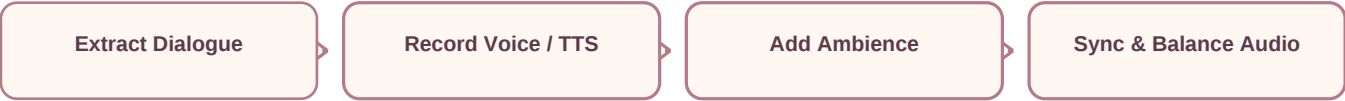
Scene	Story Beat	Animation Prompt
6 • A Gift from Zayne	Zayne gives Jasmine a lantern charm.	Zayne slowly lifts the delicate lantern charm between them. Jasmine's expression changes from surprise to a warm smile and she reaches toward it. The charm glows softly. Camera pushes in toward the gift, then settles on their faces. Slow movement.
7 • Moonlit Bridge	They stand together beneath the moon.	Jasmine turns toward Zayne while moonlight reflects on the bridge rail. Zayne looks back calmly. Her hair moves in a soft night breeze. Lantern reflections shimmer on the water. Locked medium shot with a subtle forward drift.
8 • Dance of Lanterns	They dance beneath floating lanterns.	Zayne gently takes Jasmine's hand and guides her through one slow turn. Her skirt and hair flow naturally. Floating lanterns rise in the background. Camera makes a smooth half-step arc around them. Elegant, slow, stable animation.
9 • Confession	Zayne confesses his feelings.	Close-up: Zayne speaks softly and lifts his hand near Jasmine's cheek without sudden movement. Jasmine's eyes soften and she smiles with emotional surprise. Background lantern bokeh glows gently. Very slow push-in. Prioritise facial stability.
10 • Forever Begins	They walk away hand in hand.	Rear view of Jasmine and Zayne walking hand in hand down the glowing lantern street. Jasmine's dress sways lightly with each step. Petals drift across the path. Camera follows slowly from behind, then eases to a stop as they walk into the distance.

SECTION 8 • DIALOGUE & SOUND

Use dialogue and sound to improve story clarity

Once the video clips are working, students can add dialogue, narration, sound effects, and background ambience.

Section Flowchart



Zayne & Jasmine – Dialogue Insert

1. First Glance Jasmine: "Who is he? He looks so quiet... but kind." Zayne: "That smile... why does it feel	2. A Small Accident Jasmine: "Oh no, I dropped it!" Zayne: "Is this yours? A beautiful charm should not be left behind."
3. Walking Together Jasmine: "Thank you for helping me." Zayne: "Then allow me to walk with you until the lantern street ends."	4. Tea and Smiles Zayne: "I usually prefer silence." Jasmine: "Then I'm happy you chose to share a little of it with me."
5. Garden Promise Jasmine: "This garden feels like a dream." Zayne: "Then let this moment be ours, even after the dream ends."	6. A Gift from Zayne Zayne: "Keep this. When it glows, remember tonight." Jasmine: "I'll treasure it... and the person
7. Moonlit Bridge Jasmine: "The moon is beautiful tonight." Zayne: "Not as beautiful as the way you look beneath it."	8. Dance of Lanterns Zayne: "May I have this dance?" Jasmine: "Only if you promise not to let go."
9. Confession Zayne: "Jasmine, I tried to hide it, but my heart already chose you." Jasmine: "Then don't hide it anymore... because mine chose you too."	10. Forever Begins Jasmine: "Where do we go now?" Zayne: "Anywhere, as long as we walk there together."

Figure 3. Dialogue notes from the storyboard.

Three classroom options

1) Student voice acting for a more personal project. 2) Text-to-speech if the chosen tool and classroom policy allow it. 3) A simple narrator describing each scene instead of full character dialogue.

- Use festival crowd ambience, gentle footsteps, tea cup sounds, wind, petals, and soft lantern chimes.
- Keep background music lower than dialogue.
- Silence can also be useful; not every moment needs loud sound.

SECTION 9 • EDITING THE FINAL VIDEO

Assemble the final animation in a video editor

Students can use CapCut, Canva, DaVinci Resolve, Premiere Pro, or another editor. The goal is not advanced editing—it is clear storytelling.

Section Flowchart



Editing Stage	What students do
1 • Import	Place all generated clips into the editor.
2 • Order	Arrange the clips according to the storyboard sequence.
3 • Trim	Remove unstable beginnings or endings and keep only the strongest motion.
4 • Dialogue	Add recorded dialogue or narration and sync it with the correct shots.
5 • Sound	Add ambience and sound effects. Keep music lower than speech.
6 • Titles	Add a title card, credits, and optional subtitles.
7 • Export	Export a classroom-ready video, ideally 1080p if available.

Continuity Checklist

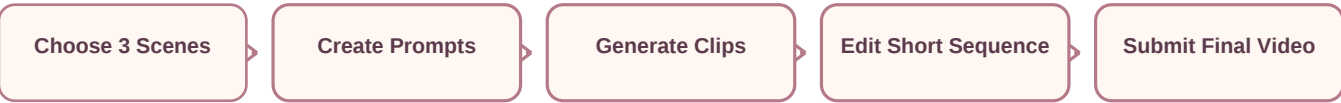
Ask students: Does Jasmine look like the same character in every shot? Are props still in the correct hand? Does the time of day remain logical? Does each shot connect naturally to the next one?

SECTION 10 • STUDENT ACTIVITY & RUBRIC

Mini project: create a 3-scene animation

A simple 3-scene task is realistic for classroom use. It lets students practise the workflow without being overwhelmed.

Section Flowchart



Assignment

Choose any three consecutive storyboard scenes. Create one keyframe and one animated clip for each scene, then edit the three clips into a short sequence.

- 1 character reference sheet
- 3 storyboard panels or a simple shot plan
- 3 image prompts
- 3 animation prompts
- 3 video clips
- 1 edited final video
- A short reflection explaining what changed between the first prompt and the final prompt

Criteria	Excellent	Developing	Needs Revision
Character consistency	Strong match across all shots	Minor visual drift	Character changes significantly
Motion control	Natural, clear, stable movement	Mostly clear with small issues	Chaotic or unclear movement
Camera direction	Supports the story	Some useful choices	Distracting or unclear camera use
Continuity	Shots connect logically	Minor continuity problems	Story flow is confusing
Editing & sound	Clean pacing and balanced audio	Functional edit	Timing or audio needs major improvement

SECTION 11 • QUICK REFERENCE

Prompt cheat sheet and troubleshooting

Use this final page as a classroom handout or quick reminder while students work.

Section Flowchart

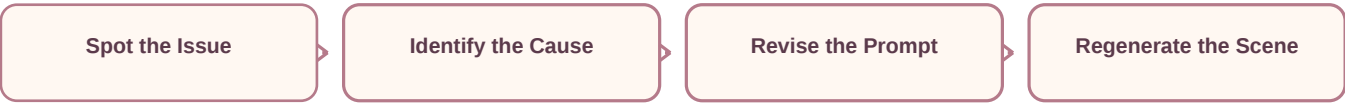


Image Prompt Formula
Character + Location + Pose + Expression + Composition + Lighting + Style + Aspect Ratio
Example: Jasmine in her pale pink dress, lantern garden, standing beside Zayne, shy smile, medium-wide composition, warm lantern light, romantic anime film style, cinematic 16:9.

Animation Prompt Formula
Action + Expression + Camera + Environment + Speed + Continuity Constraint
Example: Jasmine slowly turns and smiles. Zayne raises the charm. Camera gently pushes in. Hair and petals move in a light breeze. Slow, natural motion. Keep faces and outfits unchanged.

Problem	What to try
Face changes	Use a cleaner reference, reduce camera motion, and repeat identity constraints.
Hands distort	Simplify the hand action and avoid multiple interactions at the same time.
Too much movement	Ask for slow subtle motion and a locked camera.
Background melts	Reduce camera travel and environmental motion.
Outfit changes	Repeat the outfit description and keep using the same reference image.
Clip feels boring	Add one purposeful camera move or one environmental motion—not five.

Responsible Use

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