FREE GUIDE · CLAUDE PROMPTS

10 Motion Styles, 10 Prompts

One idea, a rocket car taking off, told in ten completely different looks. Here is a ready-to-paste prompt for every style in my reel, plus bonus styles and my reel format.



Atheef Abdul Rahman
Ailutions

To get this, use this. No animation skills and no design software. You pick a style, paste the prompt, and Claude draws the whole thing in code.

How it works

1

Pick a style

Look through the ten styles and choose the one that fits your message.

2

Paste the prompt

Copy the whole prompt box into Claude. Change the car to your own subject if you want.

3

Fine-tune and save

Ask for changes in plain words, then save it as a video.

Why it works

Claude writes these animations as code, so there is no footage and no stock art. That is why you can change anything by asking, like "make the flame bigger" or "use my brand colours." Your result will not match mine frame for frame, and that is normal. Run a prompt twice and you get two different takes.

What is inside

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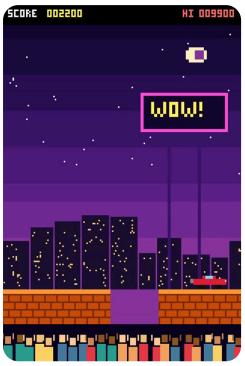
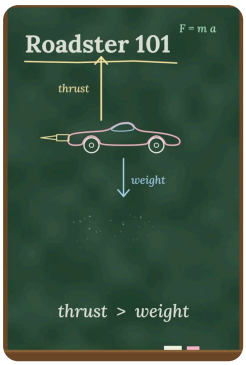
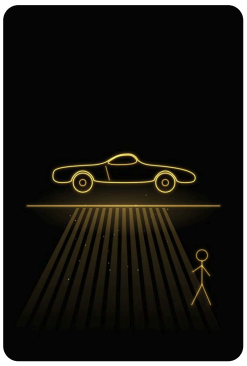
The ten styles at a glance



01 Pixel Art



02 Chalkboard

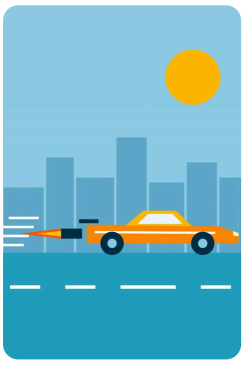

03 Glow Sketch

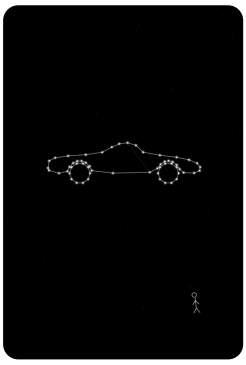


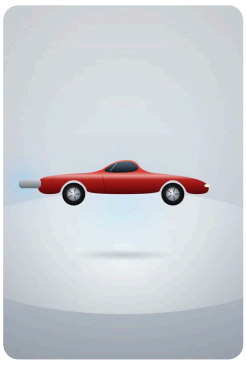
04 PS2 Style

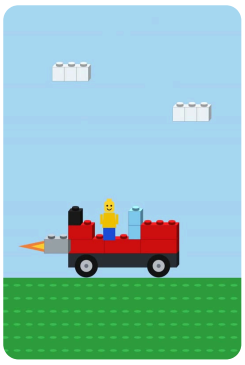


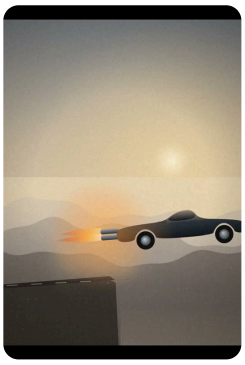
05 Comic Art


06 Flat Vector


07 Minimal Line


08 CGI Motion


09 Toy Brick


10 Realistic CGI

Which one should you pick?

If you want to	Try
Explain how something works	Chalkboard or Flat Vector
Launch or reveal a product	CGI Motion or Glow Sketch
Make people laugh	Comic Art
Stop the scroll with drama	Realistic CGI or PS2 Style
Bring back childhood memories	Pixel Art or Toy Brick
Show something being built	Toy Brick or Flat Vector
Land one big, calm idea	Minimal Line

Good to know. All ten clips tell the same story on purpose. That is the lesson: the style changes how an idea feels, even when the idea stays the same.

Two ways to run the prompts

Start with Route A. Move to Route B when you want a proper MP4 without screen recording.

Route A: Claude chat (easiest)

1. **Open Claude**
   Go to claude.ai or the Claude app and start a new chat.

2. **Paste a prompt and send**
   Claude writes the animation. If it plays beside the chat, you are done. If you only see code, say: *"Show me this as a preview I can play."* You can also save the code as a .html file and open it in your browser.

3. **Save it as a video**
   Play it full screen and screen record it. On a Mac press Shift + Command + 5. On Windows 11 open the Snipping Tool and choose Record. On a phone use the built-in screen recorder. Then trim the clip to one clean loop.

Route B: Claude Code + HyperFrames (a real MP4)

HyperFrames is a tool that turns HTML animations into video files.

1. **Set up once**
   Install Claude Code and Node.js, and FFmpeg on your computer. Then run `npx hyperframes skills update` and start a new Claude session. Run `npx hyperframes doctor` to check that everything is ready.

2. **Paste the prompt, plus one line**
   Add this line at the end of any prompt in this guide:

   > Build this as a HyperFrames composition instead of a plain HTML file, at 30 frames per second, and render it to MP4.

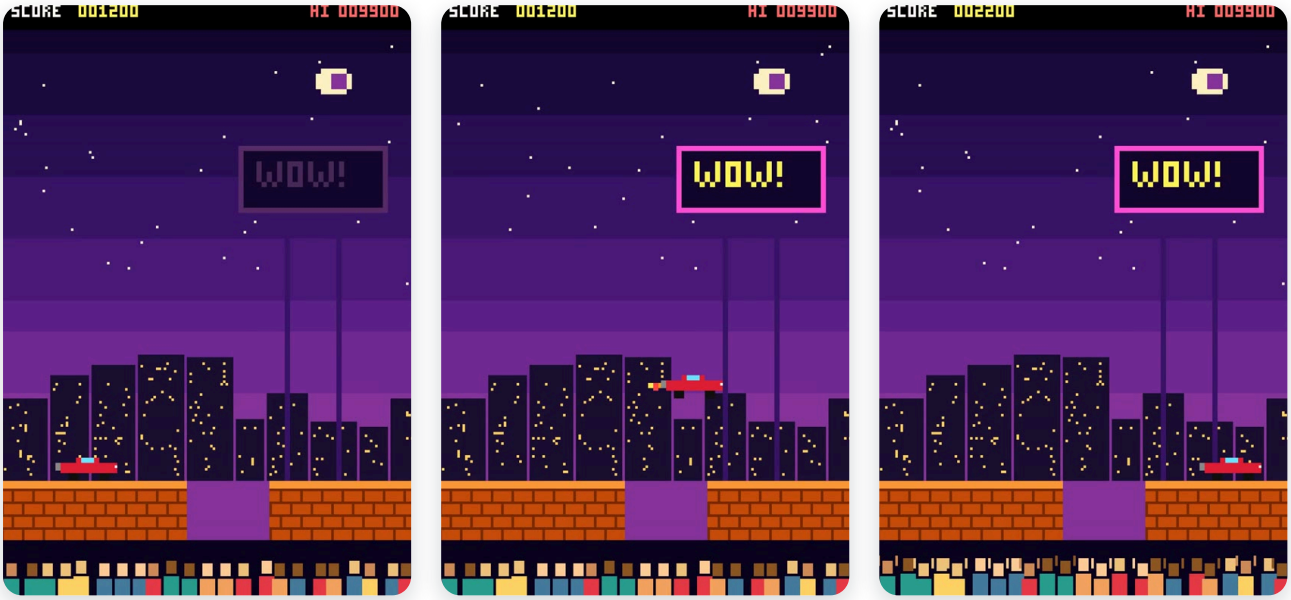
3. **Preview and render**
   Claude can run `npx hyperframes preview` so you can watch it, and `npx hyperframes render` to save the MP4.

> **Copying from this PDF**
> Select the text inside a prompt box and copy it. If the line breaks come out oddly, that is fine, Claude will still understand it.

STYLE 01

Pixel Art Medium

A 16-bit arcade game. The car boosts over a gap in the road, a score pops up and a neon sign flickers on.



Start Middle End

COPY THIS PROMPT

Create a 3-second looping animation as one self-contained HTML file, sized 1080 x 1920 (vertical) and scaled to fit the screen. Draw everything with code (SVG, CSS or canvas), with no image files. Start playing automatically.

Subject: a red rocket-powered roadster.

STYLE: 16-bit arcade side-scroller at night. Draw on a low-resolution canvas (270 x 480) and scale it up with no smoothing, so every pixel is sharp and chunky.
SCENE: Black bar on top with "SCORE 001200" in yellow and "HI 009900" in red, in a pixel font. Purple banded sky with stars and a pixel moon. Dark city skyline with lit windows. A sign reading "WOW!" stays unlit. Orange brick road with one gap, and a row of colourful pixel spectators below.
ACTION: 0.0s, the car drives in from the left. 1.0s, it boosts and jumps the gap. 1.8s, it lands, "+1000" floats up, the score jumps to 002200 and the sign flickers on in pink and yellow. Hold to the end.

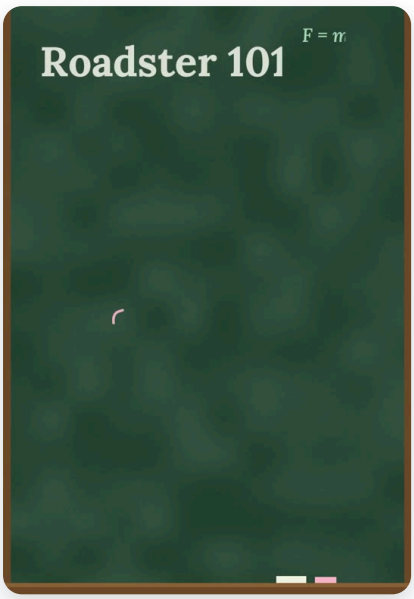
Best for Game-like hooks, wins and milestones, playful brands.

Pro tip. Ask for 12 frames per second on the movement. The slight stutter is what makes it feel like an old game.

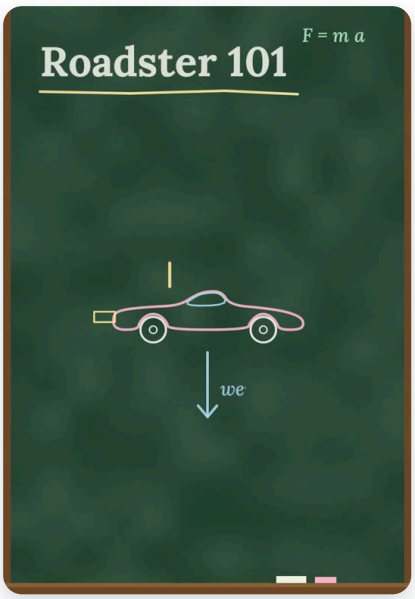
STYLE 02

Chalkboard Easy

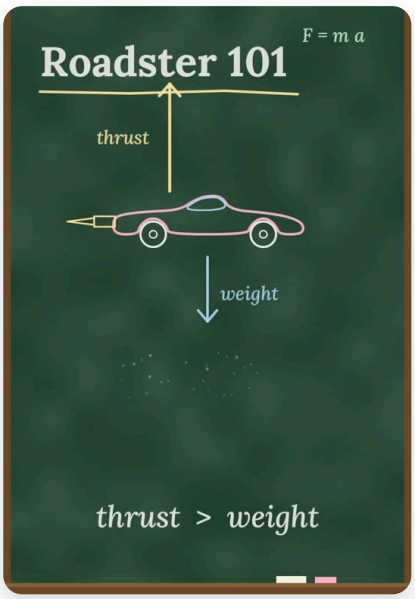
A teacher's board. The car and the physics behind it are drawn live in chalk, line by line.



Start



Middle



End

COPY THIS PROMPT

Create a 3-second looping animation as one self-contained HTML file, sized 1080 x 1920 (vertical) and scaled to fit the screen. Draw everything with code (SVG, CSS or canvas), with no image files. Start playing automatically.

Subject: a red rocket-powered roadster.

STYLE: Green school chalkboard with soft smudged chalk dust, a wooden frame and a tray with two pieces of chalk. All lines are slightly wobbly and textured like real chalk.
SCENE: Title "Roadster 101" in handwritten serif at the top, with "F = m a" small at the top right.
ACTION: 0.0s, the title underline draws itself. 0.2s, the side outline of the car draws stroke by stroke in white chalk. 1.0s, a blue arrow draws downward with the word "weight". 1.5s, a yellow arrow draws upward and "thrust" writes letter by letter. 2.0s, the car lifts slightly with a small chalk flame, and "thrust > weight" writes across the bottom. Hold to the end.

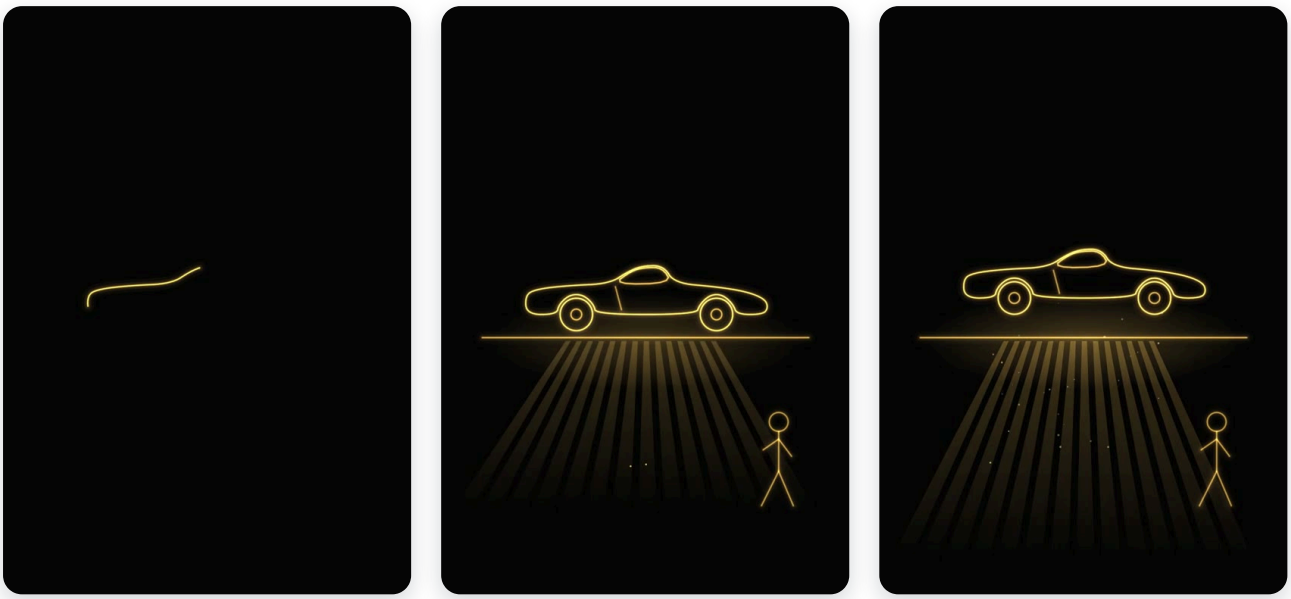
Best for Explaining how something works, lessons, formulas, step-by-step ideas.

Pro tip. Change the title and the bottom line to your own lesson. Keep it to one idea per board.

STYLE 03

Glow Sketch Easy

One glowing gold line draws the car out of pure darkness, then light pours down beneath it.



Start Middle End

COPY THIS PROMPT

Create a 3-second looping animation as one self-contained HTML file, sized 1080 x 1920 (vertical) and scaled to fit the screen. Draw everything with code (SVG, CSS or canvas), with no image files. Start playing automatically.

Subject: a red rocket-powered roadster.

STYLE: Pure black background. One thin gold neon line with a soft glow. No fills, only light.
SCENE: The side view of a sports car in the upper middle of the frame. A small stick figure in the lower right, also drawn in gold line.
ACTION: 0.0s, a single line traces the car outline from left to right, with a bright point at the drawing tip. 0.6s, the stick figure draws itself, looking up at the car. 1.1s, the wheels finish and a thin horizontal light line appears under the car. 1.4s, a fan of thin vertical light rays spreads down from that line in perspective, growing brighter. Hold with a gentle glow pulse to the end.

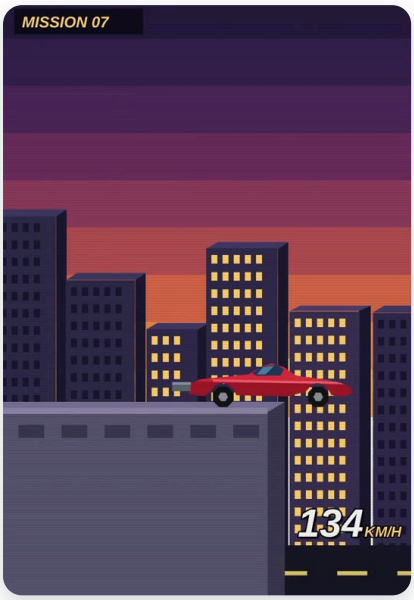
Best for Premium reveals, teasers, dark and moody openers.

Pro tip. Add the stick figure for scale. That one small detail makes the car feel huge.

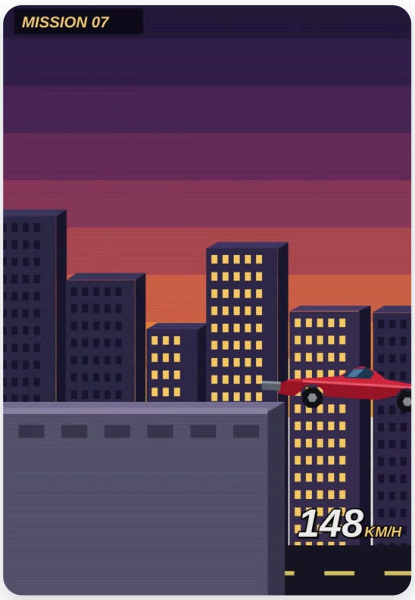
STYLE 04

PS2 Style Advanced

An early-2000s console game: low-detail city, a speedometer on screen, then a dramatic replay camera.



Start



Middle



End

COPY THIS PROMPT

Create a 3-second looping animation as one self-contained HTML file, sized 1080 x 1920 (vertical) and scaled to fit the screen. Draw everything with code (SVG, CSS or canvas), with no image files. Start playing automatically.

Subject: a red rocket-powered roadster.

STYLE: Early-2000s console game. Flat-shaded, low-detail shapes, with a banded sunset sky from purple to orange and blocky towers with yellow windows.
SHOT 1 (0.0s to 1.7s): Side view of a grey rooftop. The car drives toward the roof edge. Top left, a dark box reads "MISSION 07" in bold italics. Bottom right, a speedometer counts from 116 to 148 KM/H.
FLASH (1.7s to 1.9s): The screen flashes white.
SHOT 2 (1.9s to 3.0s): Low-angle camera looking up between two towers that lean in with perspective. The car flies overhead with a rocket flame. Black bars top and bottom, and a blinking red dot with "REPLAY" at the top left.

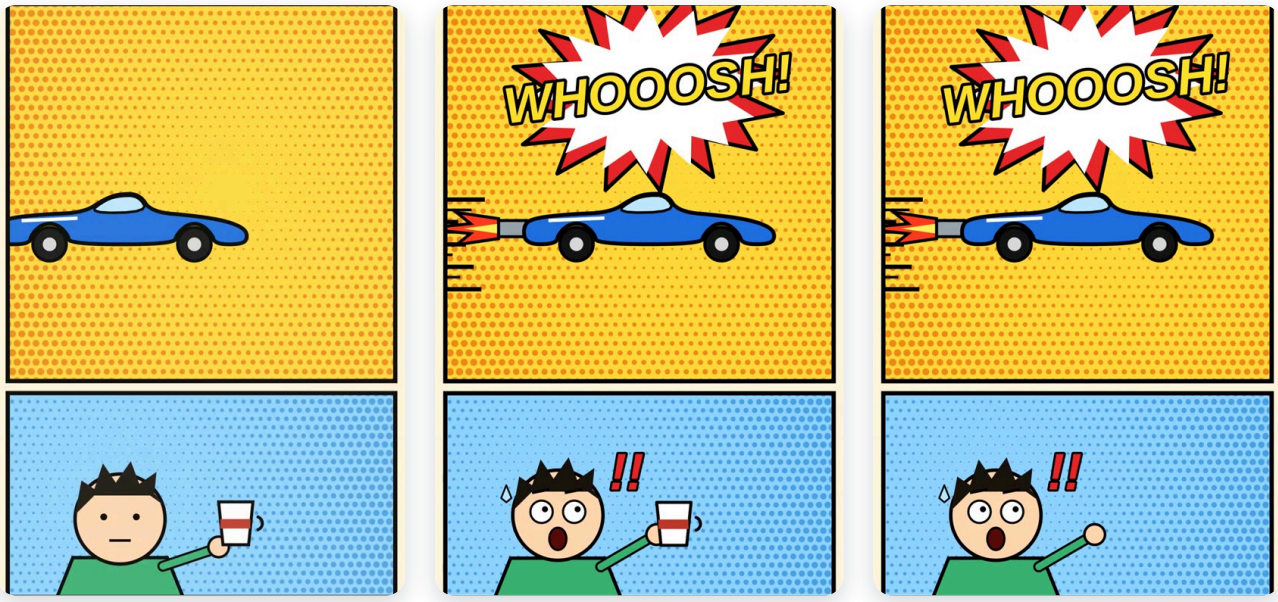
Best for Action moments, nostalgic hooks, two-shot mini stories.

Pro tip. If the second shot looks flat, ask Claude to make the towers lean in harder and the car bigger.

STYLE 05

Comic Art Medium

Two comic panels. The car blasts through the top one, and a bystander drops their coffee in the bottom one.



Start Middle End

COPY THIS PROMPT

Create a 3-second looping animation as one self-contained HTML file, sized 1080 x 1920 (vertical) and scaled to fit the screen. Draw everything with code (SVG, CSS or canvas), with no image files. Start playing automatically.

Subject: a red rocket-powered roadster.

STYLE: Printed comic book. Thick black outlines, halftone dot shading, a cream page and two stacked panels. Move in steps at 12 frames per second.
TOP PANEL: Yellow-orange halftone background. A blue car with a rocket flame and black speed lines.
BOTTOM PANEL: Blue halftone background. A simple cartoon person with spiky hair and a green shirt, holding a coffee cup.
ACTION: 0.0s, the car shakes with its flame on. 0.5s, a red and white starburst slams in with "WHOOOSH!" in tilted yellow letters, and the top panel shakes. 1.2s, the person's eyes go wide, their mouth opens, and "!!" and a sweat drop appear. 2.0s, the cup falls and splashes. Hold to the end.

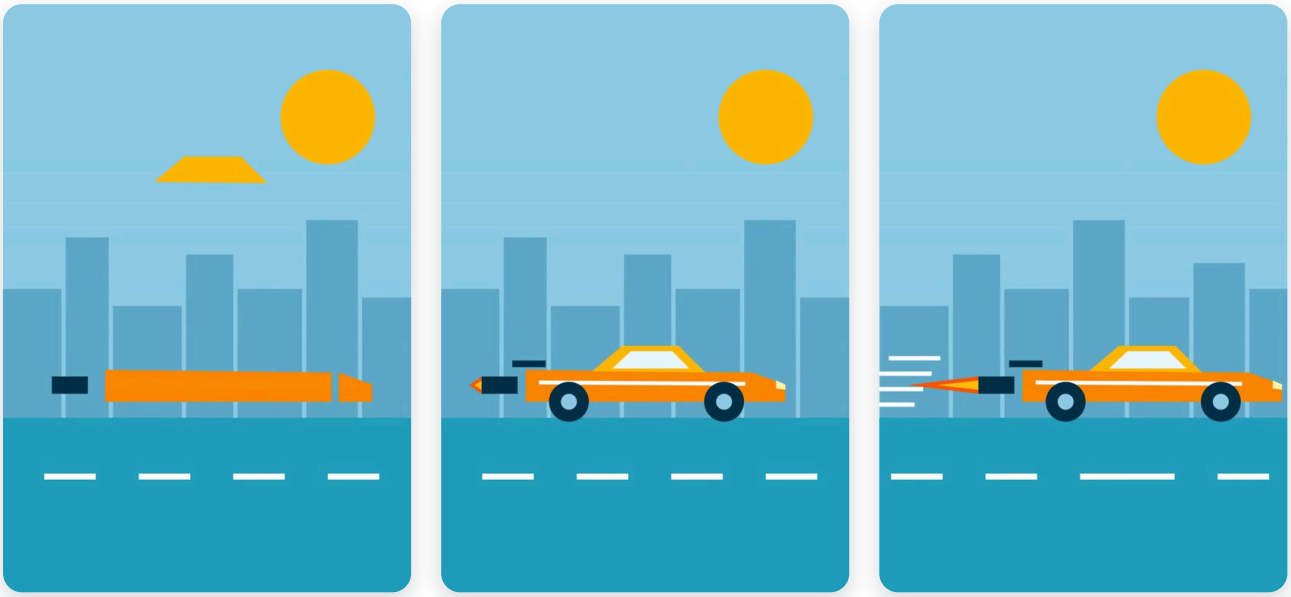
Best for Reactions, humour, cause and effect, anything with a punchline.

Pro tip. The joke lives in the bottom panel. Change the reaction to suit your audience.

STYLE 06

Flat Vector Easy

Clean, simple shapes snap together to build the car, then it drives off. The classic explainer look.



Start Middle End

COPY THIS PROMPT

Create a 3-second looping animation as one self-contained HTML file, sized 1080 x 1920 (vertical) and scaled to fit the screen. Draw everything with code (SVG, CSS or canvas), with no image files. Start playing automatically.

Subject: a red rocket-powered roadster.

STYLE: Flat vector design. Only solid colours and simple geometric shapes, with no gradients, no outlines and no shadows.
SCENE: Light blue sky, a yellow-orange circle for the sun, a skyline of flat blue rectangles, and a teal road with white dashes.
ACTION: 0.0s, the car builds from separate shapes: a long orange body slides in. 0.3s, the roof drops onto it. 0.6s, the two dark wheels roll in from off screen and snap into place. 1.2s, a dark rocket block attaches at the back and a small orange flame appears. 1.8s, white speed lines appear and the car moves forward while the road dashes scroll. Use a springy ease on each piece.

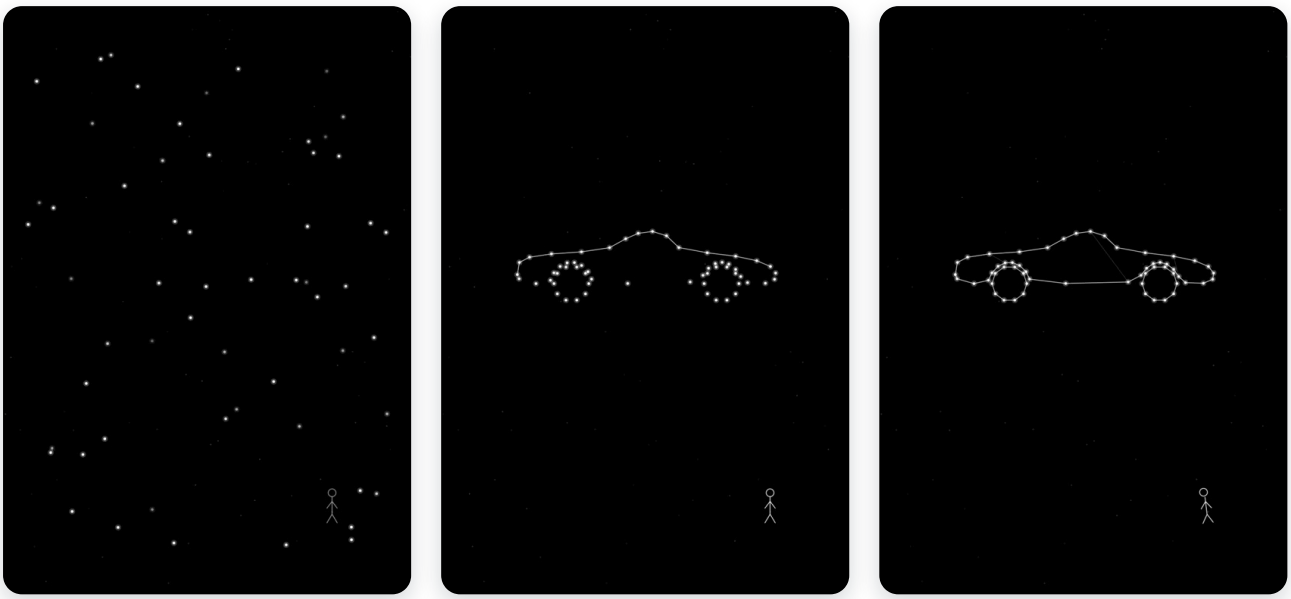
Best for Business explainers, product features, clean brands.

Pro tip. Give Claude your brand colours as hex codes. Flat shapes make it easy to match your brand.

STYLE 07

Minimal Line Easy

Scattered white dots drift together and connect into the car. Quiet, simple and elegant.



Start Middle End

COPY THIS PROMPT

Create a 3-second looping animation as one self-contained HTML file, sized 1080 x 1920 (vertical) and scaled to fit the screen. Draw everything with code (SVG, CSS or canvas), with no image files. Start playing automatically.

Subject: a red rocket-powered roadster.

STYLE: Pure black background, tiny white dots and thin white lines only. Very minimal, with lots of empty space.
SCENE: About 100 small white dots scattered at random across the whole frame. A tiny white stick figure stands in the lower right.
ACTION: 0.0s to 1.5s, the dots drift slowly inward, each on its own path, and settle along the side outline of a sports car in the middle of the frame. 1.5s to 2.2s, thin lines fade in between neighbouring dots until the outline is clear, including two round wheels. 2.2s to 3.0s, hold still with a very slight twinkle on the dots.

Best for Big ideas, "it all comes together" moments, calm openers.

Pro tip. More dots makes a cleaner shape. Ask for 150 if the outline looks broken.

STYLE 08

CGI Motion Medium

A glossy car in a clean white studio slowly lifts off the floor, with its reflection and shadow reacting.



Start Middle End

COPY THIS PROMPT

Create a 3-second looping animation as one self-contained HTML file, sized 1080 x 1920 (vertical) and scaled to fit the screen. Draw everything with code (SVG, CSS or canvas), with no image files. Start playing automatically.

Subject: a red rocket-powered roadster.

STYLE: Clean 3D product render look, built with gradients and soft blur. Glossy paint with long highlights.
SCENE: A seamless light-grey studio with a soft pool of light on the floor. A glossy red sports car in side view on the floor, in the lower third of the frame, with a clear mirror reflection beneath it. A silver rocket nozzle at the back.
ACTION: 0.0s, the nozzle starts to glow pale blue. 0.8s, the car rises smoothly and slowly, with soft easing, about 250 pixels. As it rises, the reflection fades out and moves down, and a soft blurred shadow appears on the floor, getting lighter and wider. A gentle highlight slides along the paint. Hold at the top with a slight hover.

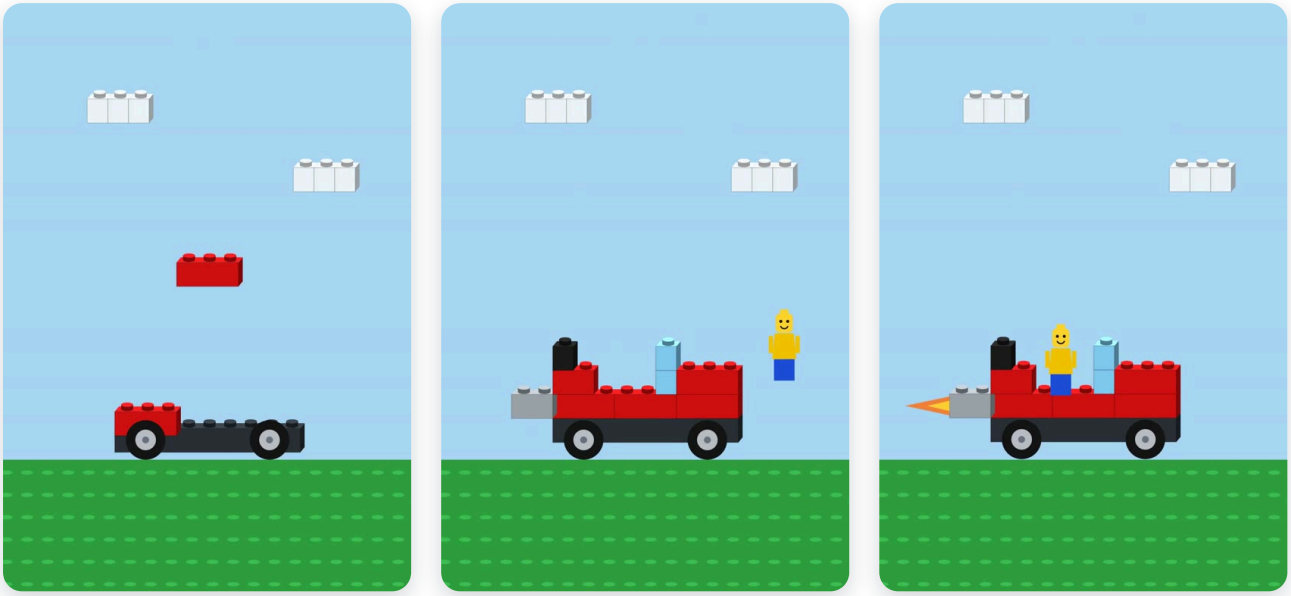
Best for Product reveals and launches, luxury looks.

Pro tip. Say "slow and weightless" if it moves too fast. Calm movement is what makes it look expensive.

STYLE 09

Toy Brick Medium

Toy bricks drop from the sky and snap together into a car, stop-motion style, and a little figure hops in.



Start Middle End

COPY THIS PROMPT

Create a 3-second looping animation as one self-contained HTML file, sized 1080 x 1920 (vertical) and scaled to fit the screen. Draw everything with code (SVG, CSS or canvas), with no image files. Start playing automatically.

Subject: a red rocket-powered roadster.

STYLE: Stop-motion with generic plastic toy building bricks. Every piece has round studs and a soft plastic shine. Move in steps at 10 frames per second, with a small bounce each time a brick lands.
SCENE: Light blue sky with clouds made of white bricks. The ground is a green studded building plate.
ACTION: 0.0s, a dark base with two wheels sits on the ground and a red brick falls onto it. 0.3s to 1.2s, more red bricks fall and stack to build the body. 1.2s, a clear blue windscreen brick and a grey rocket brick snap on. 1.8s, a small yellow toy figure drops in from above and lands in the seat. 2.4s, an orange flame fires from the rocket. Hold to the end.

Best for "Building" stories, step-by-step growth, fun and family brands.

Pro tip. Keep the brick pieces generic. Do not ask for a real brand's characters or logos if you will post this.

STYLE 10

Realistic CGI Advanced

A movie shot: hazy golden light, a dark car flying off a cliff in slow motion, flame and dust behind it.



Start Middle End

COPY THIS PROMPT

Create a 3-second looping animation as one self-contained HTML file, sized 1080 x 1920 (vertical) and scaled to fit the screen. Draw everything with code (SVG, CSS or canvas), with no image files. Start playing automatically.

Subject: a red rocket-powered roadster.

STYLE: Cinematic film shot. Hazy golden sunset, soft atmospheric light, film grain, with black letterbox bars at the top and bottom. Build it with layered gradients, blur and animated noise.
SCENE: A low sun glowing through thick haze. Layers of mountains fading into fog. A dark rocky cliff edge in the lower left. A sleek, near-black sports car with soft rim light on its edges.
ACTION: Slow motion for the full 3 seconds. 0.0s, the car drives off the edge of the cliff from the left. 0.5s, an orange rocket flame ignites with a warm glow. The flame kicks up a large, soft dust cloud that keeps expanding behind the car. The car glides to the right, rising very slightly. The dust and haze keep drifting to the end.

Best for Cinematic hooks, trailers, dramatic openers.

Pro tip. This is a realistic look built with code, not real footage. It reads best at phone size.

Make it yours

The car is only the example. Keep the style and change the story. After any prompt has worked, send this as your next message:

> **FOLLOW-UP PROMPT**
> Keep this exact style, timing and mood. Replace the car with [YOUR SUBJECT]. Replace the moment of take-off with [YOUR KEY MOMENT]. Change all on-screen text to [YOUR WORDS]. Use these colours if they fit: [YOUR HEX CODES].

Ideas to swap in

If you are a	Subject	Key moment	Try this style
Coach or teacher	Your framework	The formula is written out	Chalkboard
Software company	Your app icon	The feature goes live	Flat Vector
Online shop	Your best seller	It rises off the floor	CGI Motion
Restaurant	Your signature dish	It is built layer by layer	Toy Brick
Consultant	Scattered client problems	They come together into one plan	Minimal Line
Creator	Your follower count	A new high score	Pixel Art

Using these in your reels

- ✓ **Use it as a hook.** The first 3 seconds of a reel suit these clips well, since each one tells a tiny story.
- ✓ **Add sound last.** The animations are silent. A whoosh on the big moment does a lot of work.
- ✓ **Keep text in the middle.** Instagram covers the top and bottom of the screen, so keep words away from the edges.

BONUS 1

The prompt formula

Every prompt in this guide uses the same four parts. Learn these and you can invent your own styles.

Part	What to write	Example
Subject	The one main thing in the shot	A red rocket-powered roadster
Style	Texture, colour and line quality	Chalk on a green board, wobbly lines
Scene	Everything visible at the start	Wooden frame, title at the top
Action	What happens, with times	1.0s, a blue arrow draws downward

The master template

Fill in the brackets and paste it into Claude.

COPY THIS PROMPT

Create a [LENGTH]-second looping animation as one self-contained HTML file, sized 1080 x 1920 (vertical) and scaled to fit the screen. Draw everything with code (SVG, CSS or canvas), with no image files. Start playing automatically.

Subject: [WHAT IS IN THE SHOT].

STYLE: [THE LOOK, IN 2 SENTENCES: TEXTURE, COLOURS, LINE QUALITY].
SCENE: [BACKGROUND AND EVERYTHING VISIBLE AT THE START].
ACTION: 0.0s, [WHAT HAPPENS FIRST]. 1.0s, [WHAT HAPPENS NEXT]. 2.0s, [THE BIG MOMENT]. Hold to the end.

The real secret: times. "A car takes off" gets you something random. "At 1.0s the flame ignites, at 1.5s the car lifts" gets you a plan Claude can follow.

Steal a style from anything

Seen a look you love? Attach a screenshot of it and send this:

Describe the visual style of this image in two sentences: texture, colours and line quality. Then write it into my master template, with [MY SUBJECT] as the subject.

BONUS 2

12 extra styles

These go beyond the reel. Paste one into the STYLE line of the master template on the previous page, then add your own scene and action. They are starting points, so expect to fine-tune.

Paper Cut
Layered coloured paper with soft drop shadows and rough cut edges. Pieces slide in like a puppet show.

Claymation
Soft modelling clay with fingerprint texture and rounded shapes. Moves in steps at 10 frames per second with a slight wobble.

Blueprint
Deep blue paper with a fine white grid. White technical lines draw themselves, with measurements and arrows.

Whiteboard
White board, black marker lines drawn by a moving hand shape, with one red accent colour.

Watercolor
Soft washes that bleed into textured paper. Colours spread outward and shapes fade in like wet paint.

Neon Noir
Rainy night, deep blues and magenta, glowing signs, and wet ground with long reflections.

Isometric
A tiny 3D world on a floating square, seen from a fixed 45-degree angle, in clean pastel colours.

Retro Terminal
Black screen, green monospace text and a scanline effect. The scene is drawn in text characters as it types out.

Newspaper Print
Black ink on off-white paper with a dot-screen texture. A headline slams in with a stamp effect.

Stained Glass
Bright jewel colours split by thick dark lines, with light slowly moving across the glass.

Risograph Poster
Two bold inks, pink and blue, with a grainy texture and slightly misaligned layers.

Sticker Pop
Cut-out stickers with thick white borders that pop on with a bounce over a bright flat colour.

> **Fast test.** Already happy with a clip? Send: *"Keep the same scene and timing, but change the style to Blueprint."* One idea can become twelve clips this way.

BONUS 3

12 power-up lines

Add one to the end of any prompt, or send it as a follow-up. Add one at a time, so you can see what each one does.

- + Add a slight camera shake on the biggest moment.
- + Add a white flash on the frame where the scene changes.
- + Add subtle film grain over the whole frame.
- + Make the main subject squash and stretch as it lands.
- + Add a slow push-in, so the shot is never still.
- + Add parallax: the background moves slower than the foreground.
- + Freeze for 0.2 seconds on the biggest moment, then continue.
- + Add small speed lines behind anything that moves fast.
- + Make the ending hold for one extra second so people can read it.
- + Add one line of big bold text that appears on the final beat.
- + Use only these three colours: [HEX], [HEX], [HEX].
- + Ease everything with a springy overshoot, so it feels alive.

The montage prompt

Made a few clips? Join them into one reel. This one needs Claude Code with HyperFrames, because it works with your saved video files.

> **COPY THIS PROMPT**
>
> Combine my clips into one vertical video, 1080 x 1920. Play them in this order: [CLIP 1], [CLIP 2], [CLIP 3]. Show each one for 3 seconds. Between clips, use a fast 0.2-second transition. On each clip, show the style name in big bold text near the middle of the frame for the first second. End on a 2-second card that says "[YOUR CALL TO ACTION]".

BONUS 4

Copy my reel format

This is the "To get this, use this" format from my reel. It is one line, repeated. The edit does the rest.

1. **Make your clips**
   Pick 5 to 10 styles. Name the files in order, like `01-pixel-art.mp4`. The file name becomes the name on screen.

2. **Film yourself**
   Leave plenty of space above your head. Say "To get this" while pointing to one side, then "Use this" while pointing to the other. Pause for a moment and repeat once per clip.

3. **End with the ask**
   Finish with one clear line: "Comment PROMPT for the prompts."

4. **Let Claude edit it**
   Put the video and clips in one folder, open it in Claude Code, and paste the prompt below.

COPY THIS PROMPT

Use HyperFrames to edit my talking-head video into a vertical reel. Keep my face fully visible.
Every time I say "To get this", slide the next motion clip in on the side I am pointing to, and let it play until the next "To get this".
Every time I say "Use this", show that clip's name on a card on the other side, using the file name as the name.
Use the clips in file-name order. Move my video down if you need room above my head. Do not add running captions.
At the end, when I give my call to action, show the keyword on a big card.

A caption you can use

COPY AND EDIT

[NUMBER] styles. One idea. Zero design skills.

Save this so you have them when you need them.

Comment "[KEYWORD]" and I will send you all the prompts.

Quick reference

#	Style	Best for	Level
01	**Pixel Art**	Game-like hooks, wins and milestones, playful brands.	Medium
02	**Chalkboard**	Explaining how something works, lessons, formulas, step-by-step ideas.	Easy
03	**Glow Sketch**	Premium reveals, teasers, dark and moody openers.	Easy
04	**PS2 Style**	Action moments, nostalgic hooks, two-shot mini stories.	Advanced
05	**Comic Art**	Reactions, humour, cause and effect, anything with a punchline.	Medium
06	**Flat Vector**	Business explainers, product features, clean brands.	Easy
07	**Minimal Line**	Big ideas, "it all comes together" moments, calm openers.	Easy
08	**CGI Motion**	Product reveals and launches, luxury looks.	Medium
09	**Toy Brick**	"Building" stories, step-by-step growth, fun and family brands.	Medium
10	**Realistic CGI**	Cinematic hooks, trailers, dramatic openers.	Advanced

What the levels mean

Easy: few moving parts. **Medium:** more detail, so it may take a follow-up message or two. **Advanced:** the most detail, so plan on a few rounds.

Where to start. Try Chalkboard first. It is simple, and it works for almost any topic.

Common problems and fixes

Each of these is one short message to Claude. Paste it right after the first result.

The animation does not play

Check you have the preview open. Otherwise:

> Make it start automatically when the page opens, and loop forever.

It looks too simple

Ask for more detail on one thing at a time:

> Add more detail to the car and the background, but keep the same style and timing.

The car looks wrong

Side views are the easiest to fix:

> Redraw the car in a clean side view: long low bonnet, curved roof, two round wheels, rocket at the back.

It moves too fast

Timing is easy to change:

> Slow all the movement by 30 percent and use softer easing. Keep the total length at 3 seconds.

It gets cut off on my screen

This is usually a scaling problem:

> Keep the whole 1080 x 1920 frame visible at any window size, centred, with no scrolling.

It does not loop cleanly

Hold, then restart:

> Hold the last frame for half a second, then fade quickly to the start so the loop feels clean.

Your turn

Pick one style, paste the prompt and make your first clip today. Tag me when you post it. I would love to see what you make.

Atheef Abdul Rahman · Ailutions