

FREE GUIDE • OCTOBER 2026

9 Prompts for Motion Videos with Claude

The one-line prompts behind every graphic in my video. What each one makes, what went wrong, and a version to make your own.

01 Launch teaser

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Start here

Every graphic in my video "I Made Every Graphic in This Video With Claude" came from a one-line prompt. Here are all nine, exactly as they appear in the video.

For each one you get what it makes, one thing that went wrong while I built it, and a version you can make your own.

How to use it:

- Copy the prompt as it is, or use the "Make it yours" line.
- Set your fonts, colours and scene length once (the free skill has a template for this).
- Start with a flat one: 1, 4 or 9. The 3D ones (2, 3 and 6) take the most rounds.
- Look at the frames before you render. Check every date and number.

01 Launch teaser

A 20-second teaser for a product launch. Big words that move the way they mean.

What it makes. A teaser for the week before something goes live. "Fast" moves fast. "Heavy" drops like it weighs something.

From the build. The first coffee drip under the O in SLOW read as an exclamation mark, so the word looked like "SLO!W". The checker couldn't catch it. It only showed up when Claude looked at the frames.

Make it yours. A 20-second teaser for our new mango sago drink. Big words that move the way they mean: COLD, THICK, NEW.

02 Product film (3D)

A cinematic 3D film of an iced kopi bottle at sunset. The camera flies around it like a drone.

What it makes. A 3D product film with no camera and no studio. Claude built the bottle, the light and the camera move in code.

From the build. The kopi came out looking like orange juice, and the drone climb hid the bottle behind its own rock. Watch every camera move, frame by frame.

Make it yours. A cinematic 3D film of our matcha tin on a wooden counter in morning light. The camera flies around it like a drone.

03 Shop promo (3D)

Make a fun promo video for Squishy Village, an imaginary squishy toy shop.

What it makes. A promo for a shop that doesn't exist. Claude picked the colours and the products, then came back with a mascot and a little story. I didn't give it a script.

From the build. The toy island rendered inside out, so the grass looked orange. Its 3D faces pointed inward. If a shape looks hollow or the wrong colour, ask Claude to check which way its faces point.

Make it yours. Make a fun promo video for Sunny Crumbs, my bakery that sells kaya buns and egg tarts.

04 Sales report

Turn this month's sales into a chart that tells a story.

What it makes. A monthly report people actually watch. The bars build up week by week, and the dip gets a little note explaining it.

From the build. The first version showed "0" labels on the empty chart before any bar had grown, and the dip note ran into a bar label. Mine uses sample numbers, so SAMPLE NUMBERS stays on screen the whole time.

Make it yours. Turn this month's sales into a chart that tells a story. Week 1: 4,200. Week 2: 5,100. Week 3: 3,300. Week 4: 6,800. Week 3 dipped because of the public holiday.

05 Explainer map

Show how an online order gets from the warehouse to the customer's door, as an illustrated map.

What it makes. One map instead of five paragraphs on your website.

From the build. Labels kept landing in the wrong place. One hung half off the edge of the frame, and a delivery van parked right on top of a label. Tell Claude which areas to keep clear before it starts.

Make it yours. Show how a home cleaning booking gets from our app to the cleaner at your door, as an illustrated map.

06 Character (3D)

An otter riding a bicycle along Marina Bay at sunset. Make it as good as you can. No rush.

What it makes. A character that moves like it's alive. This is the hardest one. The weight and the timing are real animator skill.

From the build. The first otter had a teddy bear's head and a tail like a plank of wood. Its arms and legs looked like a wooden mannequin. Plan for more rounds here than anywhere else.

Make it yours. Our mascot, a small orange cat, riding a scooter past the shophouses on Club Street at night. Make it as good as you can. No rush.

07 Logo reveal

Reveal the Chazrt logo out of a cloud of particles.

What it makes. The thing you'd put at the start of every video. Thousands of particles land right on the logo.

From the build. Some rows of dots landed one pixel off, so the logo looked rough just before the clean version faded in. Give Claude your logo as a PNG with a transparent background. The particles take its shape.

Make it yours. Reveal our logo out of a cloud of falling coffee beans.

08 Mini game

A pixel-art game where a hawker uncle catches falling orders.

What it makes. A pixel-art game that actually plays. Good for a booth, a campaign page, or just for fun.

From the build. The uncle came out too small to read, and the pixel text had notches cut into the letters. In a video the game plays itself on a fixed schedule, so every render looks the same.

Make it yours. A pixel-art game where our delivery rider dodges puddles to drop off parcels.

09 App demo

A product demo of a booking app. Show every click, screen by screen.

What it makes. If you sell software, this is the one video your homepage needs. Even the cursor is drawn in code.

From the build. Claude drew the calendar from the wrong year. In October 2026 the 23rd is a Friday, not a Thursday, so the booking moved to Thu 22. Check every date on screen against the real calendar.

Make it yours. A product demo of our invoicing app. Show every click, screen by screen: new invoice, add client, add two items, send.

How it works

1. Claude can't edit video. It writes a web page in HTML and JavaScript instead.
2. A web page can move: text, shapes, charts, even 3D.
3. HyperFrames, a free open-source tool, opens the page and records it one frame at a time.
4. Out comes a proper video file, up to 4K.
5. A skill holds your rules (fonts, colours, scene length, what never goes on screen), so you don't explain yourself every time.

What you need

- A paid Claude plan (Pro or above) and Claude Code. Claude Code is in the Claude desktop app, in the Code tab.
- Node.js 22 or newer, and FFmpeg.
- HyperFrames. It's free and open source: <https://github.com/heygen-com/hyperframes>
- Time. Expect a few rounds per scene. Making my video, Claude caught and fixed 77 of its own mistakes. 4K renders are slow too, up to five minutes for every minute of video on my computer.

Get the skill

The skill I used is free on my website, with house rules you fill in once and all nine prompts. You'll need a Claude plan to use it.

<https://www.chazrt.com/free/motion-video-skill>

Want help putting AI to work in your business? Email info@chazrt.com or visit <https://www.chazrt.com>