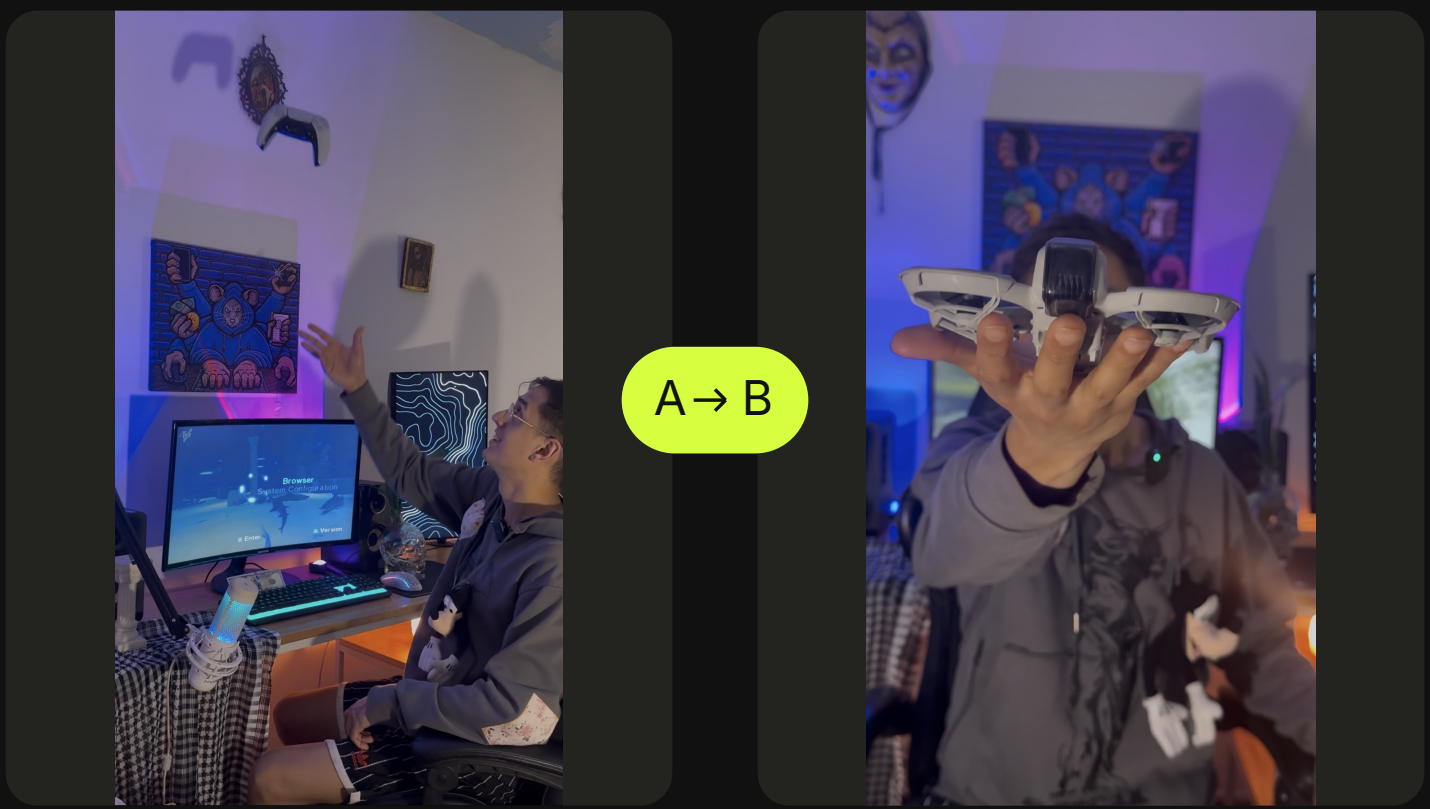
POR LAUCHA RAMOS

# Transformá objetos en el aire con IA

El paso a paso y el prompt para crear esta transición.

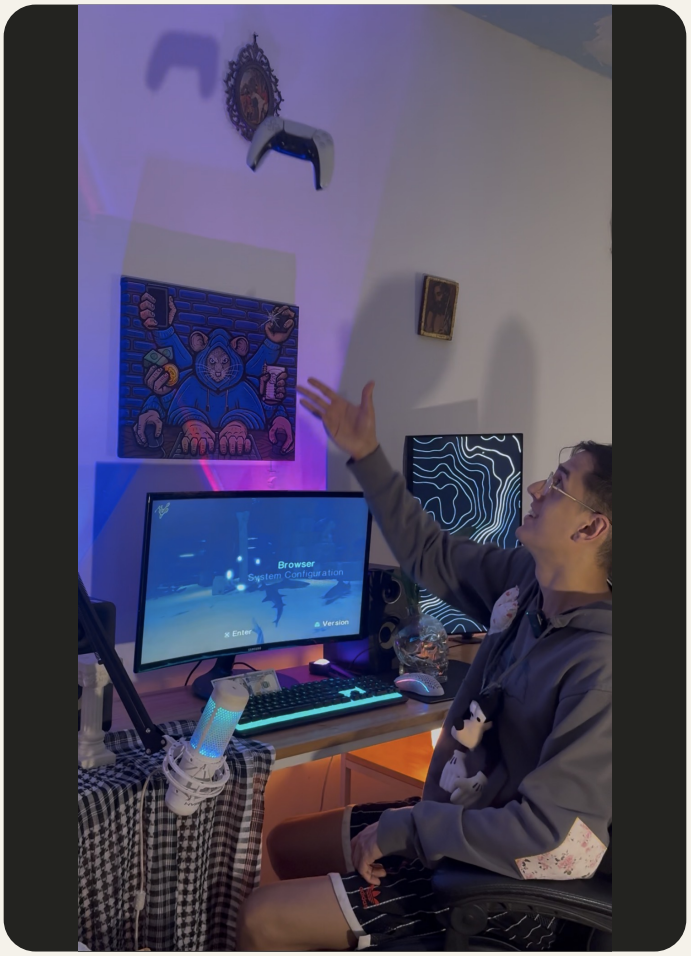



SOLO DOS FRAMES / JOYSTICK A DRON

# Elegí el inicio y el final.

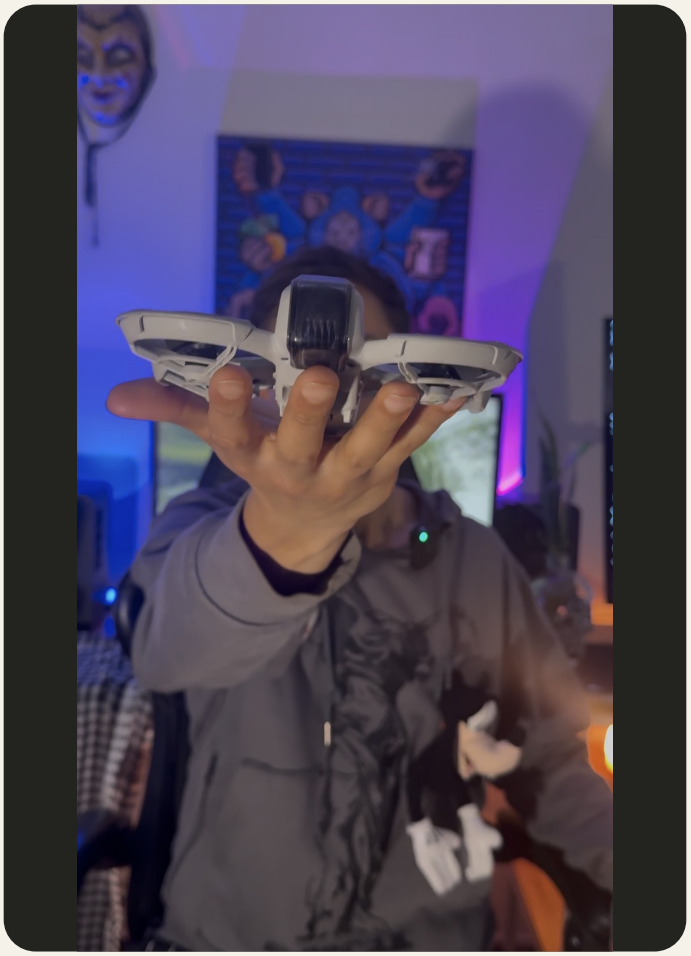
Grabate tirando el primer objeto. Después, desde otro ángulo, grabate recibiendo el segundo. Sacá una captura de cada momento.

START FRAME / @image1




El primer objeto está arriba. Joystick de PlayStation (o el objeto que quieras transformar).

END FRAME / @image2



Recibís el segundo objeto. Capturá el instante en que llega a tu mano; en este caso, el dron.

# Cargá los frames en Seedance.

Entrá a tu plataforma favorita que tenga Seedance. Subí las dos capturas y respetá este orden:

**01** @image1
Inicio: joystick recién lanzado.

**02** @image2
Final: dron sostenido en la mano.

# Pegá el prompt.

Copiá las dos partes de las páginas siguientes y pegalas juntas en el campo de instrucciones. El prompt está en inglés y ya está adaptado para estas dos imágenes.

EL EFECTO

Transformación en el aire + cambio de ángulo.

# El prompt.

Copiá esta parte y continuá con la siguiente.

Use @image1 as the exact starting frame and as the appearance reference for the controller. Use @image2 as the exact ending frame and as the appearance reference for the drone.

CRITICAL - TRANSFORM ONLY THE OBJECT:

Apply the mechanical transformation exclusively to the airborne controller and its components as they become the drone.

Preserve the person's exact facial identity, facial proportions, skin texture, hairstyle, clothing, and anatomy from the supplied frames. Allow only natural movement consistent with the action and endpoint frames. No facial morphing, face replacement, distorted hands, or extra fingers.

Preserve the room's geometry, furniture, walls, background objects, colors, and lighting. Camera movement must produce coherent perspective changes and natural parallax without bending, stretching, rearranging, or redesigning the environment. The person and room never participate in the transformation.

ACTION:

Begin exactly from @image1. The controller has just been tossed upward. The camera gently pushes toward it as it reaches the apex of its trajectory. Time slows almost to a standstill, leaving the controller suspended in mid-air.

The controller opens along its seams. Shell panels, buttons, analog sticks, circuit boards, and internal mechanisms separate outward into a compact, organized exploded view. The pieces remain suspended close together around the object's original center.

# El prompt.

Continuación: pegá esta parte después de la anterior.

The camera smoothly orbits around the floating assembly while the separated components rotate, unfold, mechanically reshape, and reposition themselves to build the exact drone shown in @image2.

Disassembly and reassembly overlap continuously. The controller's shell panels become the drone's body panels, internal components reorganize into its central structure, and mechanical assemblies unfold into the drone's motor supports, propellers, and other structures visible in the ending frame. Its camera module assembles in the correct position. Match the exact number, placement, and design of the drone's propellers and guards where present.

Show clearly visible intermediate mechanical stages. Every component follows a controlled, coherent path and connects into the new structure. The drone must visibly emerge from the controller's separated pieces.

The final panels slide into place and lock together, completing the exact drone. Only after assembly is complete, the propellers behave as required to match @image2. Smoothly settle the camera into @image2's perspective and composition, resume normal speed, and resolve exactly into that ending frame. Match the drone's final position and its relationship to the person's hands.

Maintain plausible real-world size consistent with both endpoint frames, realistic materials, natural shadows, and consistent lighting. Keep the camera orbit smooth and controlled, returning to the required ending viewpoint.

One uninterrupted photorealistic shot. No cuts, crossfades, liquid melting, instant object replacement, violent explosions, scattered debris, duplicated objects, extra propellers, text, or graphics.

# Uní las tomas.

Llevá el clip generado a tu editor y armá la secuencia usando las mismas capturas como puntos de unión.

**01** Lanzamiento real

Conservá tu primera toma hasta el instante en que el objeto está arriba.

**02** Transformación con IA

Insertá el clip generado entre las dos capturas, con el cambio de ángulo.

**03** Recepción real

Continuá con la segunda toma, desde el momento en que recibís el otro objeto.

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HACELO CON TUS PROPIOS OBJETOS

Reemplazá controller por el primer objeto y drone por el segundo. Adaptá también las piezas que se separan y se ensamblan. Mantené las referencias @image1 y @image2.

Más ideas y procesos en @laucharamos10