PERSISTENCE

CHARACTER CONSISTENCY

One character image in, one locked character sheet out. Seedance continues your image's own pixels, so every frame is the same character, in the video model's look.

START WITH	YOU GENERATE	YOU GET	WORKS WITH
One image	**Two clips**	**Character sheet**	**Seedance**
Your best character image	15 s each, in Seedance	1080 × 1440, four views	2.0 or 2.5, on Venice

HOW IT WORKS

01 Pick your best image of the character. Any background works; it gets swapped for grey.

02 In Claude, say **"persistence pass, pasting into Venice"** and attach the image.

03 Paste Clip A into Seedance 2.5 R2V exactly as written. Attach your image; set 15 s, 3:4, 720p.

04 Generate, then drop the clip in the chat. Claude pulls the frames and builds the sheet.

05 Repeat with Clip B, the expressions, attaching the face frame Claude gives you.

06 Attach the sheet to every later scene; Retrieval writes those prompts.

KEEP IN MIND

- **Paste prompts untouched.** Venice sends every word to Seedance, titles and notes included.
- **Name what must not drift:** a scar, a giant prop, a bold skin color, a body the image crops.
- **Clips are for frames only.** They never go in your edit or serve as video references.

THE TWO CLIPS

Seedance reference-to-video, 15 s each, near-silent

CLIP A · TURNAROUND — from your image

FRONT | SIDE | BACK | FACE | DETAIL

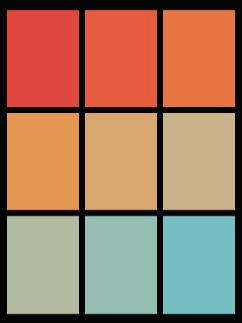
0s 3 6 9 12 15s

CLIP B · EXPRESSIONS — from Clip A's face frame

JOY | ANGER | GRIEF | LAUGH | PEAK

One locked close-up; only the expression changes.

THE SHEET



1080 × 1440

Four views in one image. The side view is saved beside it.

Clip B makes a matching expression sheet.

New costume or a wound? Re-run for a new sheet.

Claude checks each sheet and flags any missing view.

IN THE KILN

PRISM → **PERSISTENCE** → RETRIEVAL

Quick reference for the Persistence skill, November 2026.
Works with Seedance 2.0 and 2.5 through Venice.