RETRIEVAL

SEEDANCE SHOT PROMPTS

One brief in, one shot out. Retrieval writes a Seedance 2.5 prompt that answers every question the model would otherwise answer for you, badly.

START WITH	YOU GET	MODES	RUNS ON
One brief	**One prompt**	**Deep, Multishot**	**Seedance 2.5**
From your Prism package	Plus ledger and breakdown	Hero take or montage	4 to 30 s, up to 1080p

HOW IT WORKS

01 Paste one Retrieval brief from your Prism package into Claude and say **"retrieval."**

02 One brief makes one prompt. If mode or length is missing, it asks you once.

03 You get back a ledger, the prompt and a scene breakdown.

04 In Seedance 2.5, attach each asset with its ledger role. The location plate goes last.

05 Paste the prompt untouched, then set mode, length, resolution and audio.

06 Generate, then trim the take in the edit.

KEEP IN MIND

- **The first prompt is the deliverable.** Every nudge costs a paid render.
- **Names, never numbers.** Assets go by their dash-case name, never `@image1`.
- **No memory between shots.** Each prompt restates everything; earlier damage is written as fact.

THE TWO MODES

	DEEP	MULTISHOT
CARRIED BY	the shot	the cut
USE FOR	a hero single take	montage beats
SHOTS	1	4 or 5
RENDERS	10 s, for handles	up to 20 s
WRITTEN AS	13 sections	a beat storyboard

WHAT COMES BACK

1 LEDGER | 2 PROMPT | 3 BREAKDOWN

Ledger: each asset's name, its role, and what it must never add.

Prompt: one clean block, English only.

Breakdown: the shot second by second, plus your settings.

Shots built from your assets use `omni_reference` mode. Turn audio on when the prompt scores sound.

IN THE KILN

PRISM → PERSISTENCE → **RETRIEVAL**

Quick reference for the Retrieval skill, November 2026.
Writes for Seedance 2.5 only: 4 to 30 seconds, up to 1080p.