【Sora2】 Prompt Design Template Sample (Non-Official)

Item		Options	Sankome's Estimated Priority	Prompt Example	注記
World Structure					
Theme / Concept		Clearly state what kind of world it is.	★★★★★★	Theme / Concept: Enjoying a futuristic dinosaur theme park.	[Highest priority]
	Mood / Emotion	calm(default) / fun / exciting / serious / etc	★★★	Mood / Emotion: fun, exciting, family-friendly, non-scary	
	Perspective / Point of View	Third-person(default)/ Subjective camera/God view/etc	★★★	Perspective / Point of View: Third-person (default)	[Caution] With first-person, the main subject may not be the filmed subject—use carefully.
	Location	indoor / outdoor / city / etc	★★★★	Location: Indoors	
	Era	modern (default) / past / future / etc	★★★★	Era: Jurassic period	
Characters					
	Main Subject	Specify details	★★★★	Main Subject: @sankome.mikaspark	When explaining while looking at a display, it is better to make the display the primary subject and the presenter a secondary role.
	Supporting Characters	Specify details	★★★★	Supporting Characters: available	
	Key Objects	Specify details	★★★★	Key Objects: Drone-cam	
Visual Policy					
	Grade / Style	Live-action / animation / film / horror film / documentary / commercial / music video / etc	★★★	Grade / Style: Live-action	
	Format / Aspect Ratio	9:16(vertical) / 16:9(landscape) / etc	★★	Format: {Orientation: vertical (portrait); Aspect ratio: 9:16; Resolution class: FHD (1080×1920)} *3	May be ignored depending on theme/action/history (empirical; clearly lower priority).
	Color / Tone	Natural (default)/ Warm / Cool / Vivid / etc	★★★		
	Reference Image	none / you can add JPEG or PNG, etc.	★★	Reference Image: See the attached image (used as the starting frame).	For security reasons, it isn't a 100% copy and even English letters can break. (photo to video) → Best case is when the size matches the screen. *2
	On-screen text	none / specify details	★		You can specify location/color/size, but failures are common (e.g., it doesn't appear at all).
Audio Policy					
	Dialogue text	none / specify details	★★★		Because the duration is only 10 seconds, text often overflows.
	Music	none / available / specify details	★★★	Music: available	
	Sound Effects	none / available / specify details	★★★	Sound Effects: available	
Action					
	Action Description	Specify in detail who/when/where/what happened.	★★★★★	Action Description: The main subject and supporting characters are excited in a dinosaur theme park, happily interacting (in a friendly way) with real dinosaurs and having fun. When the main subject throws a ball, the dinosaur heads it back or returns it by kicking with its legs.	[Priority No.2]
	Duration	10sec(default) / 指定秒数	★★★	Duration: {0–1sec: Wide shot; 1–4sec: Drone shot A; 4–7sec: Drone shot B; 7–10sec: Drone shot C}	Storyboard is also possible
Constraints					
	Language Policy	Japanese / English / Japanese + English / etc	★★	Language Policy: Japanese prompt, English meta-instructions allowed.	Japanese/English mixed is OK (a just-in-case "spell")
	Continuity / Consistency	Specify details	★	Continuity / Consistency: Maintain character identity and world settings.	A "spell" to enforce character consistency (effect under verification)
	Interpretation Rule	Specify details	★	Interpretation Rule: {Ignore all prior generations, drafts, and session context; Generate a new video solely based on the content of this prompt.}	Instruct to generate fresh without referencing history (effect seems limited; under verification)
	Restrictions	none / no horror / no violence / specify details	★★	Restrictions: no horror, no violence, no selfie	

Camera Setup			★		
	Scene		★★		With storyboard, changing the world concept is also possible.
	shot		★★		Within one scene, multiple cuts are also said to be possible (not verified by me)
	Framing		★	【Pairing Rule】 Framing: { **Shot size: xx; Composition: xx; Angle: xx; DOF: xx**}	For beginner–intermediate users, this format is recommended.
		Pairing sample 1	★	Framing: {Shot size: **Wide shot**; Composition: Centered on main subject, >30% of frame height; Angle: eye-level; DOF: normal}	In most cases, choosing from 1–6 may be sufficient.
		Pairing sample 2	★	Framing: {Shot size: **Wide shot**; Composition: **Off-Centered**, **Subject left**(or right); Angle: eye-level; DOF: normal}	Choose either Subject left (or right) (verification pending)
		Pairing sample 3	★	Framing: {Shot size: **Medium shot**; Composition: Centered on main subject, >30% of frame height; Angle: eye-level; DOF: normal}	
		Pairing sample 4	★	Framing: {Shot size: **Medium shot**; Composition: **Off-Centered**, **Subject left**(or right); Angle: eye-level; DOF: normal}	Choose either Subject left (or right) (verification pending)
		Pairing sample 5	★	Framing: {Shot size: **Close-up shot**; Composition: Centered on main subject; Angle: eye-level; DOF: normal}	(verification pending)
		Pairing sample 6	★	Framing: {Shot size: **Close-up shot**; Composition: Centered on main subject; Angle: eye-level; DOF: **shallow**}	(verification pending)
		Shot size	★★		
			Wide shot	★★	
			Medium shot	★★	
			Close-up	★★	
			Extreme close-up	★★	May feel slightly creepy if the eyes are clearly visible.
		Composition	★		
			Centered	★★	
			Off-centered Subject left	★	
			Off-centered Subject right	★	
		Angle	★		
			eye-level(default)	★	Approximately 1.5 meters
			high-angle	★	
			low-angle	★	Eye-level height approximately that of a small child
		DOF	★		
			Normal	★	
			Deep	★	
			Shallow	★	

Camera Work			★		
	Mode		★		
		Tracking	★		Includes both manual control and automated control
		Static / Locked-off	★	Camera Work: {**Static / Locked-off**: on; Tracking: on; Rotation: Pan / Tilt (implied); Lens: unspecified}	Even when static, pan/tilt and zoom are possible
		Movement	★		
		Motion Type	★		
		Translation	★		
		Dolly in / Dolly out	★		Mostly acceptable.
		Truck left / right	×		**Known issue (also acknowledged by OpenAI).**
		Pedestal up / down	★		May work in some cases.
		Crane	★		Advanced; intended for experienced users.
		Circular orbit	★	See below	May work in some cases.
		Rotation	★		Z-axis rotation (roll) is usually not used and is therefore omitted.
		Pan	★		(Unverified)
		Tilt	★		(Unverified)
		Lens	★		
		Zoom in / Zoom out	★		Generally unnecessary; can be replaced by dolly movement (unverified).
		Platform / Rig	★		
		Handheld	★		Fast movements tend to be rejected.
		Turntable shot	★	Camera Work: {**Static / Locked-off**: on; Tracking: on; Rotation: Pan / Tilt (implied); Platform: **Turntable shot**; Lens: unspecified}	Useful when generating sub-characters.
		Cable-cam	★	Camera Work: {Tracking: on; Translation: **Circular orbit**; Rotation: Pan (implied); Platform: **Cable-cam**; Lens: unspecified} ***1**	Fast movements may also be possible (under verification).
		Drone-cam	★	Camera Work: {Tracking: on; Translation: **3D movement**; Rotation: Pan/Tilt (implied); Platform: **Drone-cam**; Lens: unspecified} ***1**	Standard aerial shot (under verification).
		Animal-cam	★	Camera Work: {Tracking: on; Translation: **Organic movement**; Rotation: **Free**; Platform: **Animal-cam (hawk)**; Lens: unspecified} ***1**	Explicitly specify the animal perspective (e.g., birds, dogs). (under verification)

Lighting:			★		**Note: Stage lighting is special; refer to separate documentation.**
	Paring sample 1		★	Lighting: {Style: **Interior**; Direction: Unspecified; Quality: **Soft**; Brightness: Normal; Shadows: **Minimal**}	Soft indoor lighting (under verification)
	Paring sample 2		★	Lighting: {Style: **Cinematic**; Direction: Unspecified; Quality: **Soft**; Brightness: **Low**; Shadows: **Strong**}	Cinematic low-key lighting (under verification)
	Style:	Natural(default) / Interier / Cinematic / etc	★	In most cases, leaving this unset (default) is sufficient.	
	Direction:	Unspecified (default) / Front / Back light	★	In most cases, leaving this unset (default) is sufficient.	
	Quality:	Soft / Neutral(default) / Hard	★	In most cases, leaving this unset (default) is sufficient.	
	Brightness:	Low / Normal(default) / High	★	In most cases, leaving this unset (default) is sufficient.	
	Shadows:	Minimal / Natural(default) / Strong	★	In most cases, leaving this unset (default) is sufficient.	
Lighting for Stage:			★		
	Style:	**Stage / Studio**	★		
	Direction:	Front / Soft side	★		
	Light Types:		★		
		Border Light	TBD	★	TBD
		Ceiling Light	TBD	★	TBD
		Pin Spotlight	TBD	★	TBD
		Top Suspension Light	TBD	★	TBD
		Upper Horizon Light	TBD	★	TBD
		Lower Horizon Light	TBD	★	TBD
	Quality:	Soft / Neutral / Hard	★		
	Brightness:	Normal / Bright / Dim	★		
	Shadows:	Minimal / Soft / Strong / Dramatic	★		
Account History			★★★	**Control via prompts is almost impossible.** **(It cannot be reset, and based on my subjective assessment, its priority is high; there is currently no effective workaround.)**	**Generation history can affect newly generated videos. If your prompt instructions are correct but the behavior appears suspicious, this is one of the first things you should suspect.**

*1: It is generally fine to leave pan / tilt / dolly / truck / pedestal unspecified and let Sora handle them automatically. Only specify these parameters individually if the result does not work as intended.

*2: Refer to the official guide → OpenAI Cookbook Sora 2 Prompting Guide(https://cookbook.openai.com/examples/sora/sora2_prompting_guide)

*3: Refer to this table →

[Sora2] Supported Image Aspect Ratios and Image Sizes   www.sankomenen.com rev.0.1

Image Specification	Free	Plus	Pro	Prompt Template Sample	Remarks
Smartphone (Vertical) 9:16 (720×1280), HD, portrait	○	○	○	Format: {Orientation: vertical (portrait); Aspect ratio: 9:16; Resolution class: HD (720×1280)}	Officially released · Stable *
Smartphone (Landscape) 16:9 (1280×720), HD, landscape	○	○	○	Format: {Orientation: landscape; Aspect ratio: 16:9; Resolution class: HD (1280×720)}	Officially released · Stable *
Smartphone (Vertical) 9:16 (1080×1920), FHD (Full HD), portrait	×	○	○	Format: {Orientation: vertical (portrait); Aspect ratio: 9:16; Resolution class: FHD (1080×1920)}	Officially released · Stable *
Smartphone (Landscape) 16:9 (1920×1080), FHD (Full HD), landscape	×	○	○	Format: {Orientation: landscape; Aspect ratio: 16:9; Resolution class: FHD (1920×1080)}	Officially released · Stable *
PC 16:10 (1920×1200), WUXGA, landscape	×	△	△	Format: {Orientation: landscape; Aspect ratio: 16:10; Resolution class: WUXGA (1920×1200)}	Not officially announced, but functional
PC 16:10 (3840×2400), WUXGA+, landscape	×	×	×	—	Not officially announced and no confirmed results

*1: When downloading videos, the output is normalized to either 704×1280 or 1280×704.