

Six edits, *one prompt each.*

The six effects from my **Comment CLAUDE** reel, written as prompts. Paste them into Claude Code with your own talking-head clip and swap the {coral parts}.



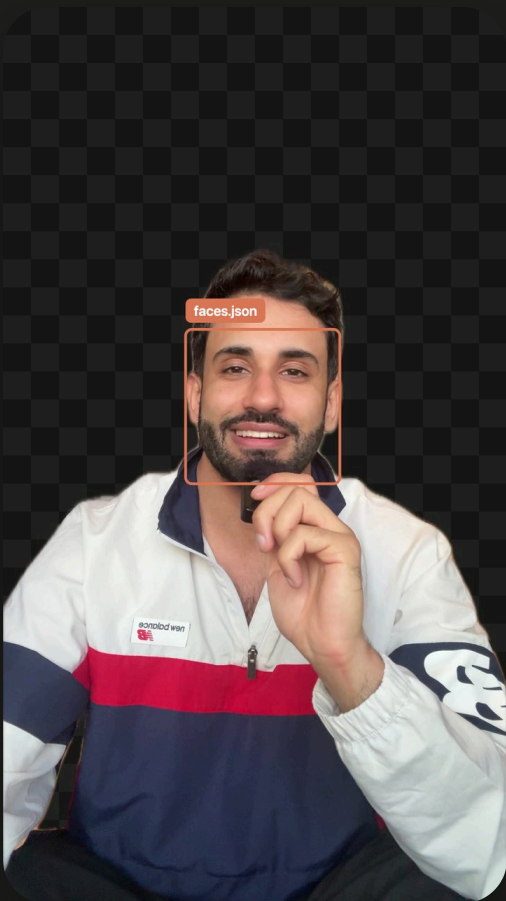
How to *use these*

- 1 **Get Claude Code** from claude.com/claude-code. You'll also need Python 3 and ffmpeg. Missing either? Ask Claude to install them.
- 2 **Pick a clip.** Vertical, you from the chest up, 5 to 10 seconds. Leave space above your head and beside your shoulders. Name it `clip.mp4` and put it in a new folder.
- 3 **Open Claude Code there.** Open a terminal in that folder and type `claude`.
- 4 **Paste prompt 00 once.** It cuts you out of every frame and tracks your face. All six effects build on it.
- 5 **Paste any effect.** Swap the `{coral parts}` for your own words and numbers. Each one renders into `out/`.

ONE HABIT

Look before you render. Every prompt asks for stills first. If something's off, say it the way you'd tell an editor: *“the card covers my chin, drop it 40px.”* Fix the still, then render the video.

The base *layer*



Every effect needs to know where you are. This cuts you out of every frame, tracks your face and saves both, so the six effects can reuse them.

YOU GET

- `work/frames` every frame as an image
- `work/mask` you, cut out of each one
- `work/faces.json` your face box per frame
- `fx.py` helpers all six effects share

THE PROMPT

paste into Claude Code

Set up a video effects workspace in this folder for `{clip.mp4}`.

1. Check I have Python 3 and ffmpeg. Install anything missing.
2. Extract every frame to `work/frames` (1080x1920, 30 fps).
3. Cut me out of every frame with free, local segmentation. On a Mac use Apple's Vision framework (`VNGenerateForegroundInstanceMaskRequest`) through a small Swift script. On Windows or Linux use MediaPipe. Save masks to `work/mask` and blend each one with its neighbours so the edges don't flicker.
4. Track my face box on every frame into `work/faces.json`, smoothed over 9 frames.
5. Write `fx.py` with helpers: `frame(i)`, `mask(i)`, `cutout(i)`, `face(i)`, `stills(seconds)` to save check PNGs, and `render(draw, path)` that pipes frames to ffmpeg (H.264, crf 16). Draw with numpy and skia-python.

No effects yet. Show me one cutout on a dark background so I can check the edges.

Proof cards *behind you*



Two glass stat cards tucked behind your shoulders. Your body overlaps them, so they look like they're in the room with you.

YOU NEED

Space beside both shoulders. Two numbers worth comparing.

TRY NEXT

Add a third card that drops in above my head with `{total views this month}`.

THE PROMPT

paste into Claude Code

Using `fx.py`, make the over-the-shoulder effect and save it to `out/over-the-shoulder.mp4`.

Two dark frosted-glass stat cards sit just behind my shoulders, one on each side of my head. Find my shoulder line from the mask and put each card's bottom edge about 35px below it, so my body hides the bottom of the card. Draw order: frame, then cards, then my cutout on top.

Cards: 270px wide, 28px corners, ~30px background blur, dark tint, thin white border.

Left card: `{SEP 12 REEL}` / `{84.6K}` / views

Right card, taller: `{SEP 28 REEL}` / count up from `{84.6K}` to `{212.4K}` over 0.8s, then pop in a green pill: `{+151% views}`

Each card rises 60px on a soft spring, the left at 0.25s, the right at 0.45s. Neither card may touch my face.

Show me stills at 1s, 2s and 3s, then render.

Liquid glass *chart*



A frosted chart card under your chin. The big number counts up and the bars spring in one by one.

YOU NEED

Room under your chin, so chest-up framing. Up to five numbers.

TRY NEXT

Turn the bars into a line chart that draws itself left to right.

THE PROMPT

paste into Claude Code

Using `fx.py`, make a liquid-glass stats card under my chin and save it to `out/glass-graph.mp4`.

One wide frosted-glass card, 880x390, centred. Put its top edge 70px below my chin at its lowest point in the clip (use `faces.json`). Strong background blur, white tint around 12%, thin bright border, 36px corners.

Inside: `{Views · one reel}` as a small label top-left, and a big number top-right that counts up to `{312,480}` with an ease-out. Underneath, five bars:
`{Likes 18,240 · Comments 7,410 · Reposts 1,130 · Shares 9,820 · Saves 12,600}`

The bars are frosted white glass with their names under them. They spring up one after another, 80ms apart, with a small overshoot. The card fades and lifts in at 0.3s.

Show me stills at 1s, 2s and 3s, then render.

Freeze frame *sticker*



The video stops, the room goes grey and you pop out as a sticker with a name tag. Then it all snaps back.

YOU NEED

A clear gesture or pause about a second in. Hands away from your face.

TRY NEXT

Freeze twice, on the gesture and on the punchline, with a different tag each time.

THE PROMPT

paste into Claude Code

Using `fx.py`, make a freeze-frame sticker and save it to `out/freeze-frame.mp4`.

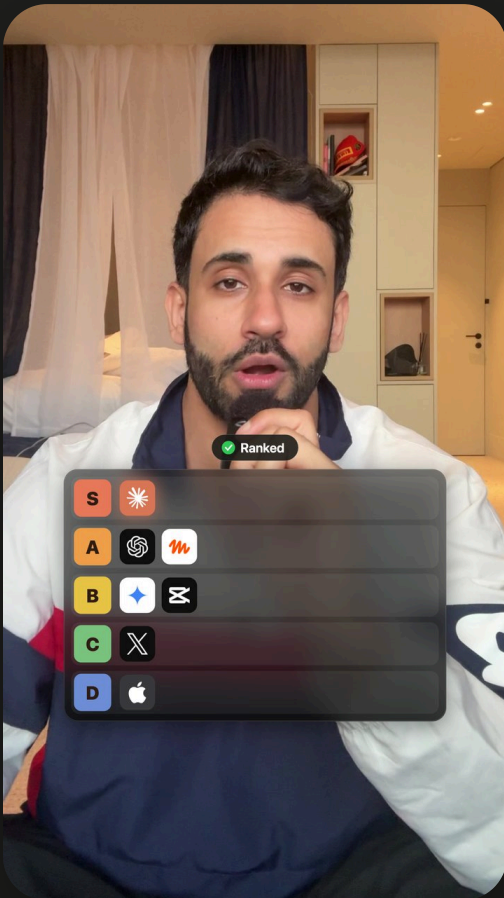
At `{1.2s}`, freeze on that frame with a 0.2s white flash. While it's frozen:

- the background goes black and white and blurs (~14px)
- my cutout gets a thick white sticker outline (dilate the mask) and a soft shadow, then pops forward on a spring: scale 1.06, rotate -2.5 degrees
- a name tag slaps on beside me, tilted -4 degrees: a coral (`#D97757`) block with `{YOUR NAME}` in heavy white type, and a small black pill under it that says `{CREATOR}`

Keep the tag clear of my face and hands. At `{2.95s}`, undo all of it and let the video play on.

Show me stills at 0.8s, 1.6s and 2.5s, then render.

AI tier list



A slow push-in, then a tier list that builds itself under your face. The top spot stays empty until the end.

YOU NEED

Your face in the top half of the frame. Rankings you'll defend in the comments.

TRY NEXT

Have one logo get knocked out of A and fall off the bottom of the frame.

THE PROMPT

paste into Claude Code

Using fx.py, make an AI tier list and save it to out/tier-list.mp4.

Push in slowly to 1.17x so my face sits in the top third. Under my chin, put a dark glass panel 820px wide with five rows, S A B C D. Each row starts with a coloured letter square: S coral, A orange, B yellow, C green, D blue.

Logo tiles drop into their rows one at a time with a small bounce:

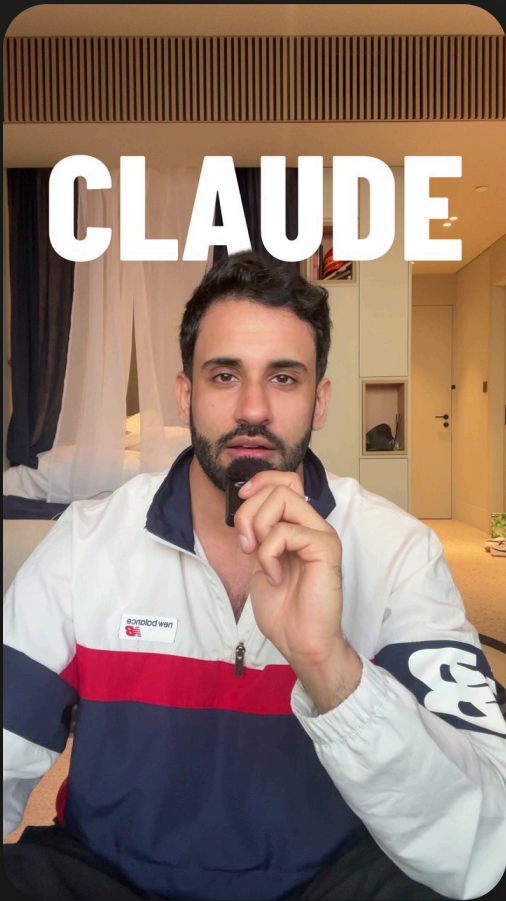
{A: ChatGPT, Muse · B: Gemini, CapCut · C: X · D: Apple}

Leave S empty until 2.5s, then land {Claude} there with a soft glow.

Above the panel, a small pill says {Ranking AI tools...} with a spinner. When S lands, it flips to {Ranked} with a green check.

Use real logo SVGs (Simple Icons). Show me stills at 1s, 2s and 3s, then render.

Text *behind you*



A huge word behind your head. Placement is everything: your head covers just enough of it to sell the depth.

YOU NEED

Headroom above you. A busy room is fine, the word sits in front of it.

TRY NEXT

Add a second line under it, `{AI TOOLS}` in coral, also behind me.

THE PROMPT

paste into Claude Code

Using `fx.py`, put a giant word behind my head and save it to `out/text-behind.mp4`.

Word: `{CLAUDE}`, in heavy condensed caps (Barlow Condensed Black), 900px wide, white fading to light grey at the bottom.

Placement is the whole trick. Set the baseline so my head covers no more than the bottom 20% of the letters, even on the worst frame. Check every frame against the mask and print how much of each letter shows: every letter needs at least 70%. If that pushes the word above `y=70`, slide the video down instead.

Draw order: frame, then the word, then my cutout. The word rises 40px and fades in from 0.2s to 0.65s.

Show me stills at 1s, 2s and 3s, then render.

Cinematic *color grade*



Start from flat, washed-out LOG footage, then wipe across to a proper grade. The split screen does the selling.

YOU NEED

Any clip. It works best on footage you haven't filtered yet.

TRY NEXT

Give me three different looks as stills and let me pick before you render.

THE PROMPT

paste into Claude Code

Using fx.py, make a before/after colour grade and save it to out/color-grade.mp4.

Before: make my clip look like flat, ungraded LOG footage, with a log curve, lifted blacks, rolled-off whites and saturation down to about 40%.

After: grade that flat version back up so it looks better than my original. Decode the log, then add a filmic S-curve, teal in the shadows, warm skin in the mids, clean whites that lean slightly cool, vibrance so dull colours gain the most, and a soft vignette. Look: {clean cinematic, warm skin, deep navy}.

Open on the flat version. At 0.9s, a white divider wipes left to right over about 1s (ease in-out), with a round handle at chest height. Graded on the left of the line, flat on the right. Small chips: {AFTER} top-left and {BEFORE} top-right, each fading as the line passes.

Show me stills at 0.5s, 1.4s and 2.5s, then render.

When it looks *off*

Paste these as follow-ups. They fix the problems I actually hit making the reel.

It covers my face

Check every frame against faces.json and move `{the card}` until it never overlaps my face. Show me the worst frame.

Instagram hides it

Keep everything out of the bottom 20% of the frame. That's where Instagram puts the caption and buttons.

The cutout edges flicker

Blend each mask with the frames either side and feather the edge by 2px. Show me a close-up still.

It's too subtle

Push it further: `{make the cards 20% bigger and brighter}`. Stills again before you render.

It moves too fast

Slow every animation down 1.5x and hold the final state a second longer.

Made *something?*

Tag @atareh. I want to see what you build.

@atareh