

DOCUMENTARY COLLAGE, VOX STYLE

# MAKE VOX-STYLE SHORTS WITH ONE PROMPT PACK

*The Image Prompt, the Video Prompt and a Master Agent Prompt that builds the whole template for you.*

You have seen the look: halftone cutouts, redacted eyes, archival maps, one hot-red accent. Getting it once is easy. Getting it **on every scene of a 60-second short**, cut to a narration, is the hard part. Everything below is what made the example short in this guide, copied verbatim.

## PART 1

### Master Agent Prompt

Paste it into your Claude connected to Calliope. It builds the template and generates the short.

## PART 2

### Image Prompt

The visual style every generated frame obeys. Palette, materials, typography, prohibitions.

## PART 3

### Video Prompt

How the clips move: camera drift, paper entrances, counters, cuts.

01 · GRAB THE REFS

02 · BUILD THE TEMPLATE

03 · GENERATE THE SHORT

# 1 • GRAB THE REFS

*Six images. Save them, you will paste them in step 02.*

The prompts describe the style, the references **prove** it. Screenshot or drag these six out of the PDF.



**R0** • Master Reference Sheet, generated by Calliope for this template.



**R1** • Headline card



**R2** • Redacted figure



**R3** • Map and pins



**R4** • Cutout depth

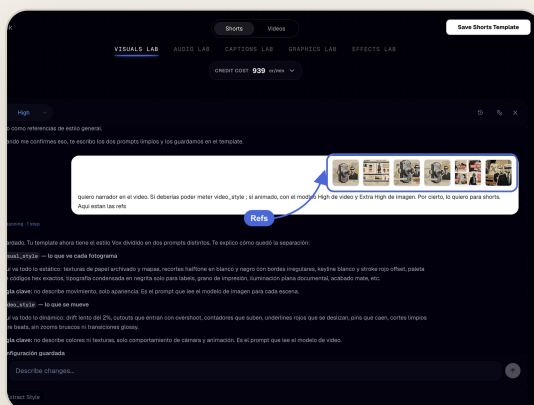


**R5** • Headline grid

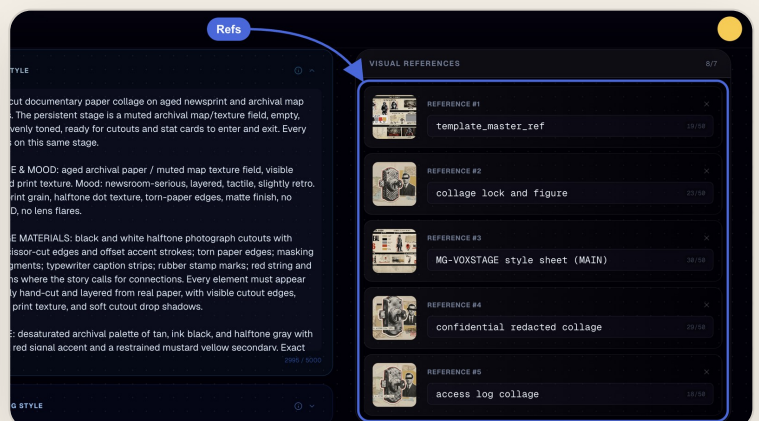
# 2 • BUILD THE TEMPLATE

*Project Template > Visuals Lab. Chat, paste, save.*

- 1 Paste the **Image Prompt** and the **Video Prompt** (pages 3 and 4) and attach the six refs in the same message.
- 2 Set it up: **Shorts**, **narrator on**, **animated on**, image **Extra High**, video **High**.
- 3 Check the Visual References panel shows them, then **Save Shorts Template**. Or skip all of this: the Master Agent Prompt does it for you.



**2.1** • The refs go in the chat, in one message.



**2.2** • Where they land: the Visual References panel.

## PART 1 · MASTER AGENT PROMPT

*Paste into your Claude with the Calliope MCP connected, attach the six refs, then paste Parts 2 and 3 right after.*

### COPY AS IS

You are my Calliope video producer. Use the Calliope MCP tools end to end. Ask me only two things: the topic, and a yes on the cost. Everything else is decided below.

- 1. TEMPLATE.** Read chat-style/create-video-best-practices and image-style/IMAGE-STYLE-CREATOR via read\_skill. Then call create\_template with content\_type "short", name "Vox Documentary Collage", description "Hand-cut documentary paper collage explainers, Vox style". Upload the 6 reference images I attached with register\_upload and pass them as source.visual\_references. Put the IMAGE PROMPT I paste next into source.visual\_style and the VIDEO PROMPT into video\_style, both verbatim, no rewriting, no shortening. Settings: voiceover true, animate true, captions true, custom quality with image "extra" and video "high". Do not add scripting\_style.
- 2. BRIEF.** Ask me for the topic. If I have none, propose 3 documentary hooks that open with a number or a date. Write content\_instructions as a timestamped storyboard for a 45 to 60 second short: a hook stat in the first 2 seconds, one idea per beat, one red-accent element per scene, narrator only, no on-screen dialogue. Every scene must fit the collage stage: cutouts, stat cards, map pins, paper strips. Public figures get the black eye bar.
- 3. PRICE.** Call estimate\_generation\_cost with target\_duration\_sec 60 on that template and show me the exact number. Wait for my yes.
- 4. GENERATE.** create\_video, content\_type "short", source.template\_id, auto\_accept false. Poll get\_job every 60 seconds and stop between polls. Show me the character reference sheet (character\_reference, then get\_clip sheet\_index 0) before resuming; resume\_job to assets, then to render.
- 5. DELIVER.** When Completed, give me the video, then create 3 thumbnails with the closest thumbnail style. Never modify my two prompts. Never pick other models. Never render without my confirmation.

## PART 2 · IMAGE PROMPT

*visual\_style: what every frame looks like. No motion in here.*

### VISUAL\_STYLE

A hand-cut documentary paper collage on aged newsprint and archival map surfaces. The persistent stage is a muted archival map/texture field, empty, pre-lit, evenly toned, ready for cutouts and stat cards to enter and exit. Every clip lives on this same stage.

**SURFACE & MOOD:** aged archival paper / muted map texture field, visible grain and print texture. Mood: newsroom-serious, layered, tactile, slightly retro. Finish: print grain, halftone dot texture, torn-paper edges, matte finish, no glossy 3D, no lens flares.

**COLLAGE MATERIALS:** black and white halftone photograph cutouts with rough scissor-cut edges and offset accent strokes; torn paper edges; masking tape fragments; typewriter caption strips; rubber stamp marks; red string and brass pins where the story calls for connections. Every element must appear physically hand-cut and layered from real paper, with visible cutout edges, halftone print texture, and soft cutout drop shadows.

**PALETTE:** desaturated archival palette of tan, ink black, and halftone gray with ONE hot red signal accent and a restrained mustard yellow secondary. Exact swatches: Archival Tan #C9BB9C, Ink Black #1A1A1A, Halftone Gray #8C8C8C, Hot Red #D62E1F, Mustard #D9A441. Red is reserved for strokes, underlines, arrows, stat counters and emphasis; mustard is secondary accent only.

**TYPOGRAPHY:** condensed bold headline caps only where a label is specified. H1 headlines are huge and dominant. Stat numbers like "\$116" are treated as hero characters. Small annotation labels like "Fig. 3 - Trade Route" are

typewriter-style. Typography aligned, sharp, no warped letters. No watermarks, no lorem ipsum, no unrelated logos, no random gibberish text : every visible word must be intentional.

**COMPOSITION RULES:** one hero element (dominant, about 70 percent of visual weight), 2-3 supporting elements maximum, generous negative space. If the beat carries a date, a name, or a number, it may appear as ONE short label of 1-4 words on a paper strip or stamp. Otherwise no text.

**COMPONENT ZOO:** black-and-white halftone cutouts of figures with a rough white keyline and an offset red stroke behind them; torn-paper edge cards; big red stat counter cards; map pin markers; red underline swipes beneath headline words; archival photo cards with a thin white border. All share one construction logic: halftone texture, offset stroke pop.

**FIGURE TREATMENT:** when depicting real public figures or anonymous subjects in documentary beats, their eyes may be censored with a solid black horizontal bar across the eyes, like a redacted identity photo. The bar is ink-black, flat, slightly rough-edged, integrated into the halftone cutout.

**LIGHTING:** flat even documentary lighting with soft cutout drop shadows. No dramatic chiaroscuro, no colored lights, no glossy reflections.

**PROHIBITIONS:** no glossy 3D, no lens flares, no gradients on cutouts, no neon, no motion blur baked into stills, no AI-looking smoothness, no unrelated logos, no lorem ipsum, no watermarks.

## PART 3 • VIDEO PROMPT

*video\_style: how the clips move. No colours in here.*

### VIDEO\_STYLE

Editorial documentary motion for short-form explainers. The camera treats the collage stage as a physical tabletop that can be explored, not as a 3D world.

**CAMERA BEHAVIOR:** slow 2% drift across the stage, gentle micro-pushes in and out, subtle simulated rack focus between paper layers. Never fast zooms, never shaky cam, never spinning camera, never parallax exaggeration. The camera holds most beats with a calm, newsroom authority.

**ELEMENT ENTRANCES:** cutouts spring up with slight overshoot and settle; stat counters tick upward with mechanical precision; red underline swipes beneath a headline word from left to right; map pins drop and wobble once; photo cards slide in with a soft paper shuffle; torn-paper cards peel into frame. Every motion should feel like a physical paper element being manipulated by an invisible editor.

**RHYTHM:** cuts every 1-3 seconds in sync with narration beats. Each cut lands on a new composition or a new element entering. Pacing is brisk but never frantic. Silence beats

are held on a static frame with only the slow drift.

**TEXT & COUNTER MOTION:** numbers count up; headline words are revealed by red underline swipes or by paper strips sliding into place; labels type on like a typewriter strip being pulled. Text never fades in transparently: it always arrives as a physical object.

**TRANSITIONS:** hard cuts between scenes, occasionally a paper wipe or a torn-edge reveal. No dissolves, no star wipes, no 3D transitions, no lens flares.

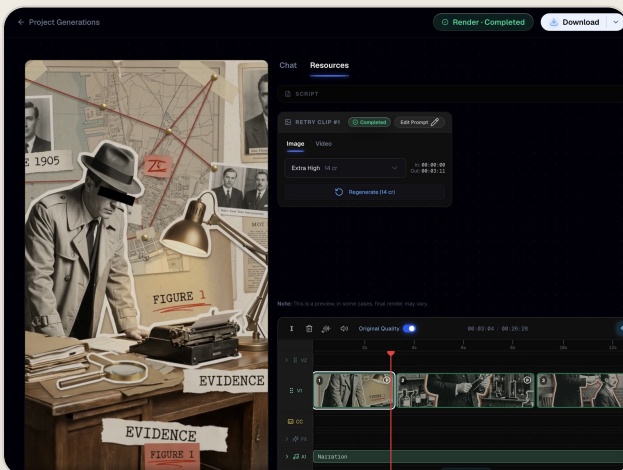
**LAYER MOTION:** foreground cutouts may shift slightly against the map background to create depth, but the background stage stays locked. Red strings and brass pins can draw themselves across the stage to connect elements when the story calls for connections.

**PROHIBITIONS:** no character lip-sync, no full-body character animation, no 3D camera fly-throughs, no particle effects, no glows, no speed ramps, no handheld shake.

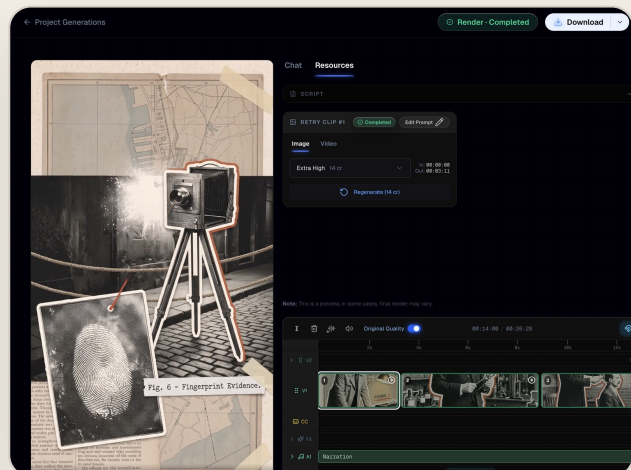
## 3 • GENERATE THE SHORT

*Creation Lab does the script, the sheet and the shoot.*

- 1 Open the **Creation Lab** with your template selected and give it your topic, or ask the agent for one.
- 2 Approve the **character reference sheet** when it comes back. It keeps every cutout on model.
- 3 Hit **Start Generation**. The timeline lands with clips, captions, narration and SFX, all editable.



3.1 • At 00:03. Halftone cutout, red string, paper labels.



3.2 • At 00:14. Every clip still editable, per scene.

### YOUR TURN

*Same prompts, any topic you want.*

PLAN YOUR VIDEO FOR FREE →