



BLOCKOUT TO FINAL PASS · AI

Grey box first. Photoreal last.

How I built a 60-second luxury car spot with zero footage: a free grey-box animation in Blender for camera and timing, real reference photos for hardware, and one long Seedance 2.5 prompt to turn it photoreal.

CREATOR

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3D TEMPLATE

Blender 5.2 (free)

FINAL PASS

Seedance 2.5 V2V

Split the job in two. Let free software decide the boring, expensive part — camera, timing, cuts. Let the paid model decide the part it is actually good at — light, material, realism.

STAGE 1

Grey-box in Blender. Model or find a rough car shape, animate the camera and the car's motion, cut it into beats. Rendering costs 0 credits.

STAGE 2

Real reference photos. Photograph or source real images of the actual car and interior. These carry the hardware truth.

STAGE 3

One long prompt. Video-to-video: the blockout supplies motion, the photos supply hardware, the prompt supplies everything else — light, atmosphere, imperfection.

STAGE 4

Seedance 2.5, V2V mode. Feed it the render plus up to 14 reference images. It repaints the whole shot photoreal, keeping the camera move.

Why this order matters. Video-to-video only carries over camera position, camera movement, cut points and rough framing. It does not carry over your lighting or materials — so don't waste time lighting the Blender scene beautifully. Spend that time on composition and timing instead; the model repaints the light for you.

1 Get real reference photos

FREE · WIKIMEDIA COMMONS

This is the step people skip, and it's the one that kills the "AI look." A model that only sees your grey blockout will invent generic car hardware. Give it the real thing instead.

- **Search Wikimedia Commons** for your exact car and generation (for a classic, search the specific series — early and late versions of the same model often differ in headlights, grille and trim).
- **Collect 10 exterior views:** profile, front three-quarter, straight front, headlamp macro, rear, rear three-quarter, and a couple of alternate angles.
- **Collect 3–4 interior views:** dashboard, steering wheel, gauges, seats.
- **Crop out** people, showroom floors, other cars and licence plates — you only want the vehicle.
- Wikimedia Commons images marked CC-BY, CC-BY-SA or CC0 are free to use this way — keep the source list for credit.



The 14-photo reference set for my Jaguar E-Type Series 1: exterior hardware, wheel, and interior. Wikimedia Commons, CC-licensed.

2 Build the blockout

BLENDER · FREE

The 3D file is only a motion template. It never has to look good — it has to move well.

- **One motion clip per shot, 2 to 30 seconds.** Don't chain six camera setups into one long render — cut it into separate blocks, one camera and one movement per block, and assemble them afterwards.
- **Linear keys for constant speed.** Bezier/Auto handles quietly brake and re-accelerate between every keyframe — a driving shot built that way never actually holds a constant speed, even though it looks fine in the viewport.
- **Motion blur on.** It is off by default and it is one of the biggest tells of a synthetic render. Turn it on before you render, not after.
- **Structure a matching hero-worthy path in shot.** A tunnel with visible pillars or lights, a street with buildings — the camera needs something to parallax against, or "motion" reads as "zoom."
- **Measure the actual travel distance over time,** not just start and end position. A clean 0.0 m deviation between two identical keyframes can be the failure, not the proof — the curve can still swing wildly in between.

3 The Seedance prompt

V2V · ~6,000 CHARACTERS

Long, structured, and split into named sections so the model never has to guess what a reference is for. This is the real opening of the prompt I used — reference roles first, always.

PASTE THIS · OPENING SECTION (SHORTEN THE CAR DESCRIPTION FOR YOUR OWN VEHICLE)

REFERENCE ROLES. Read this section first and obey it strictly, because every later instruction depends on it.

[Video1] is a grey untextured 3D blockout. It carries ONLY four things: where the camera sits, how the camera moves, where the cuts fall, and where the car sits inside the frame. Take nothing else from it. Its grey plastic surfaces, its flat background, its even ambient illumination and its empty geometry must not survive anywhere in the output. Treat it exactly as a director's animatic handed to a cinematographer: the staging is fixed, the photography is yours to invent.

[Image1] through [Image10] are photographs of the real car. They carry the truth about the vehicle hardware and nothing else. Copy this hardware exactly. Do NOT copy anything else from those photographs: not their daylight, not their skies, not their car parks, their show halls, their crowds, their number plates or their signage.

[Image11] through [Image14] are photographs of the real interior. Copy this hardware exactly. Do not invent modern instruments, screens or modern switchgear.

WHAT CHANGES. Only what the blockout does not have: light, atmosphere, optics. Camera bodies instead of adjectives — name a real film stock and lens, not the word "cinematic."

GEWOLLTE FEHLER (the actual anti-AI-look lever): name specific imperfections — orange-peel in the clearcoat, dust in the panel gaps, a fingerprint on the door handle, tarnish on the chrome, a scratch in the headlamp cover. A perfect render reads as fake; a flawed one reads as real.

- **Force optical behaviour:** oval bokeh toward the frame edge, magenta/cyan chromatic aberration, halation around bright points, vignette, grain only in the shadows, directional motion blur.
- **Cause and effect, not a shot list.** Each shot should cause the next ("because this light revealed the bonnet, the film cuts inward") rather than just being described in sequence.
- **End with a FORBIDDEN list.** Spell out what must never appear: no vehicle/drone-style artifacts, no modern parts, no logos beyond the real ones, no on-screen text.

NOW BUILD YOUR OWN

Free box. Paid pass.

You don't need a real car, a studio or a drone. You need a grey box that moves well, ten real photos, and one long prompt that knows exactly what each reference is for.



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