

# Nano Banana Pro - Top 3 Use Cases

## Agenda

Introduction

Nano Banana Pro - Top 3 Use Cases

Please raise  
a hand  
ANYTIME  
to ask a  
question !

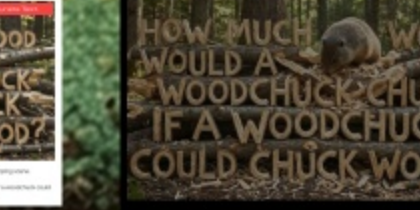
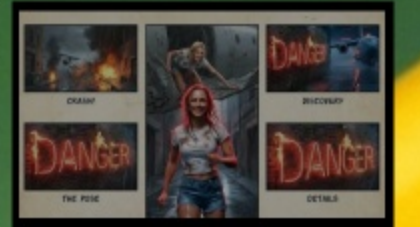
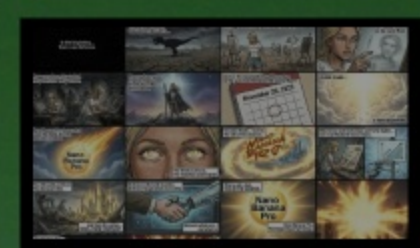
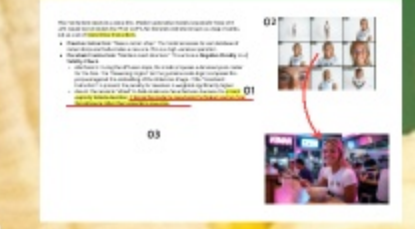
## LIVE DEMO



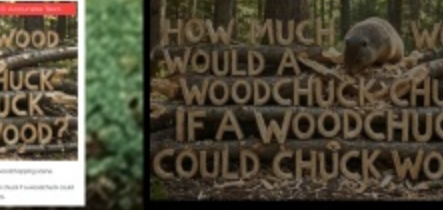
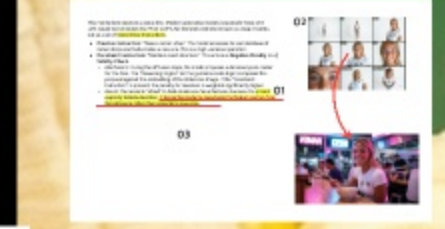
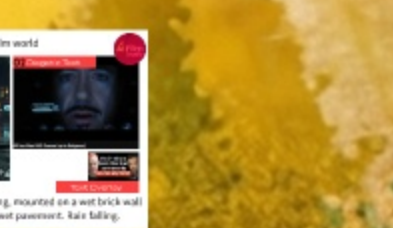
A new covenant between  
artist and machine

The beginning of all things

The Day Creation Was  
Reborn



Next steps:  
A FILM STUDIO





# AI FILMMAKING TOPICS



AI-ASSISTED  
IDEATION & CONCEPT  
DEVELOPMENT



ALGORITHMIC  
SCRIPTWRITING  
& FORMATTING



VISUAL STYLE  
DEVELOPMENT



AI STORYBOARDING  
& ANIMATICS



LEGAL, ETHICAL  
& COPYRIGHT  
PROFICIENCY



ADVANCED PROMPT  
ENGINEERING  
FOR VIDEO



CHARACTER  
CONSISTENCY  
WORKFLOWS



IMAGE-TO-VIDEO  
ANIMATION



AI CINEMATOGRAPHY  
& CAMERA CONTROL



GENERATIVE AUDIO  
& SOUNDTRACK  
COMPOSITION



VOICE SYNTHESIS  
& CLONING



AI-DRIVEN  
LIP SYNCING



INPAINTING &  
OUTPAINTING



AI UPSCALING  
& RESTORATION



FRAME  
INTERPOLATION  
(SLOW MOTION)







# Howard Allson

## AI Film Studio



FILM  
PRODUCTION



ual: central  
saint martins

ANIMATION  
STORYBOARDING

Howard Allson  
– Short film credits:  
2042, Cutting Water & The Boxer

YouTube channel

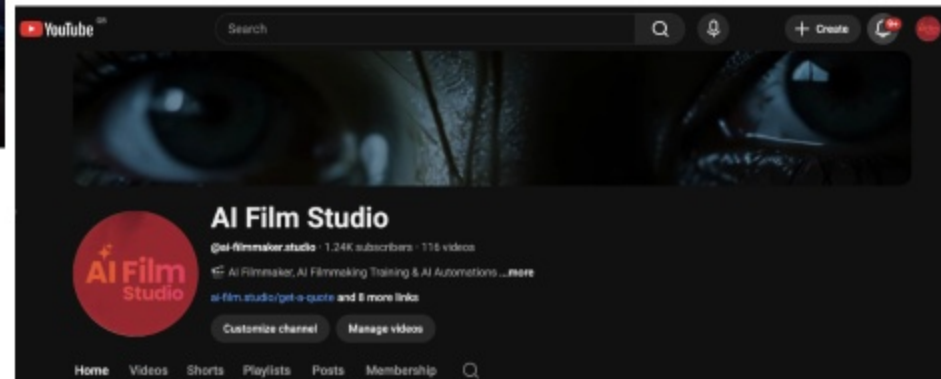


NFTS

NATIONAL  
FILM AND  
TELEVISION  
SCHOOL

FILM  
EDITING

GAME DEVELOPMENT



AI Film Studio founded in 2024



# YOUTUBE THUMBNAILS



Create eye-catching, high-CTR thumbnails.

# INFOGRAPHICS



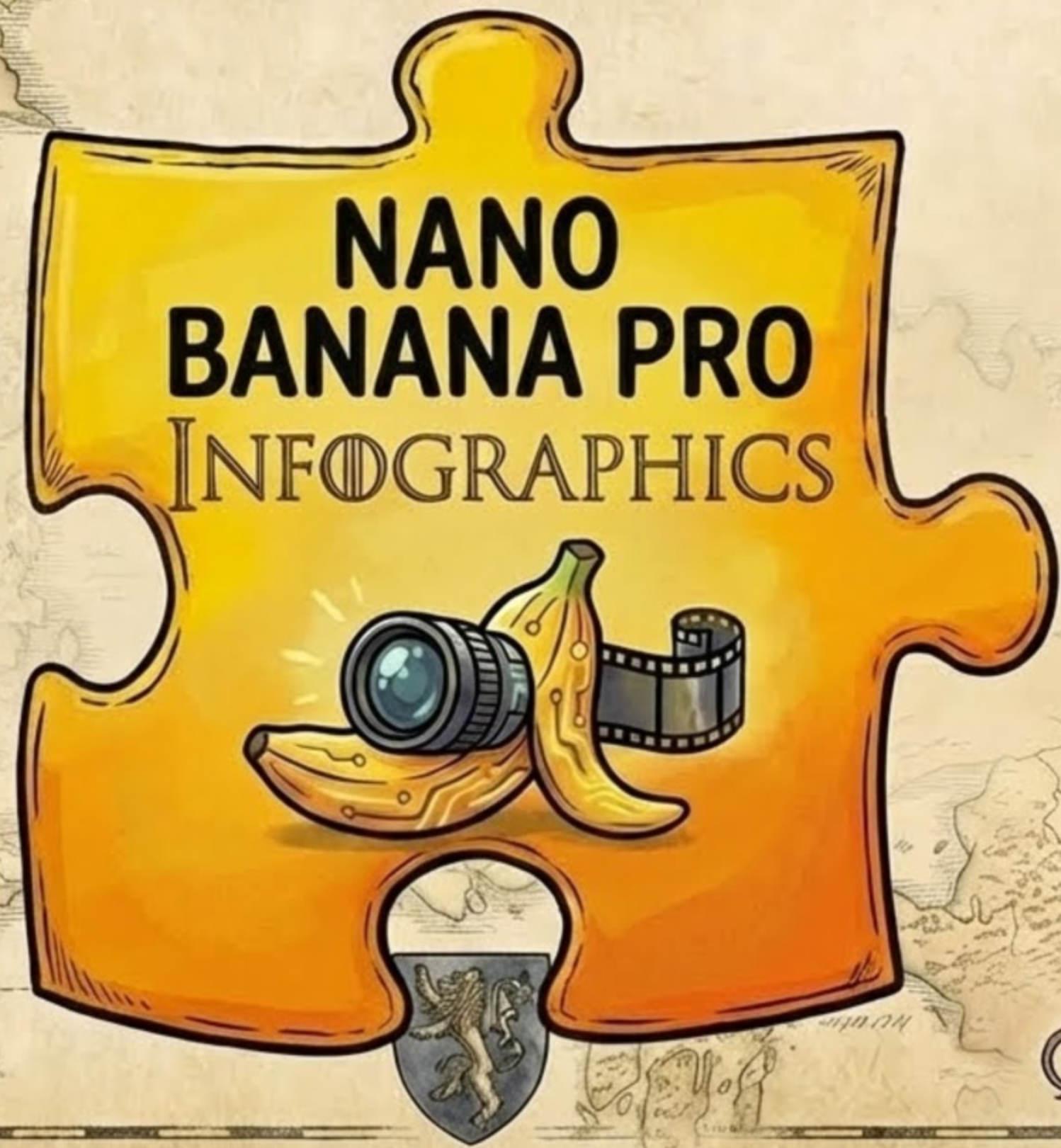
Compare traditional workflows with the AI model.

# CHARACTER CONSISTENCY



Generate consistent characters for any project. ✨

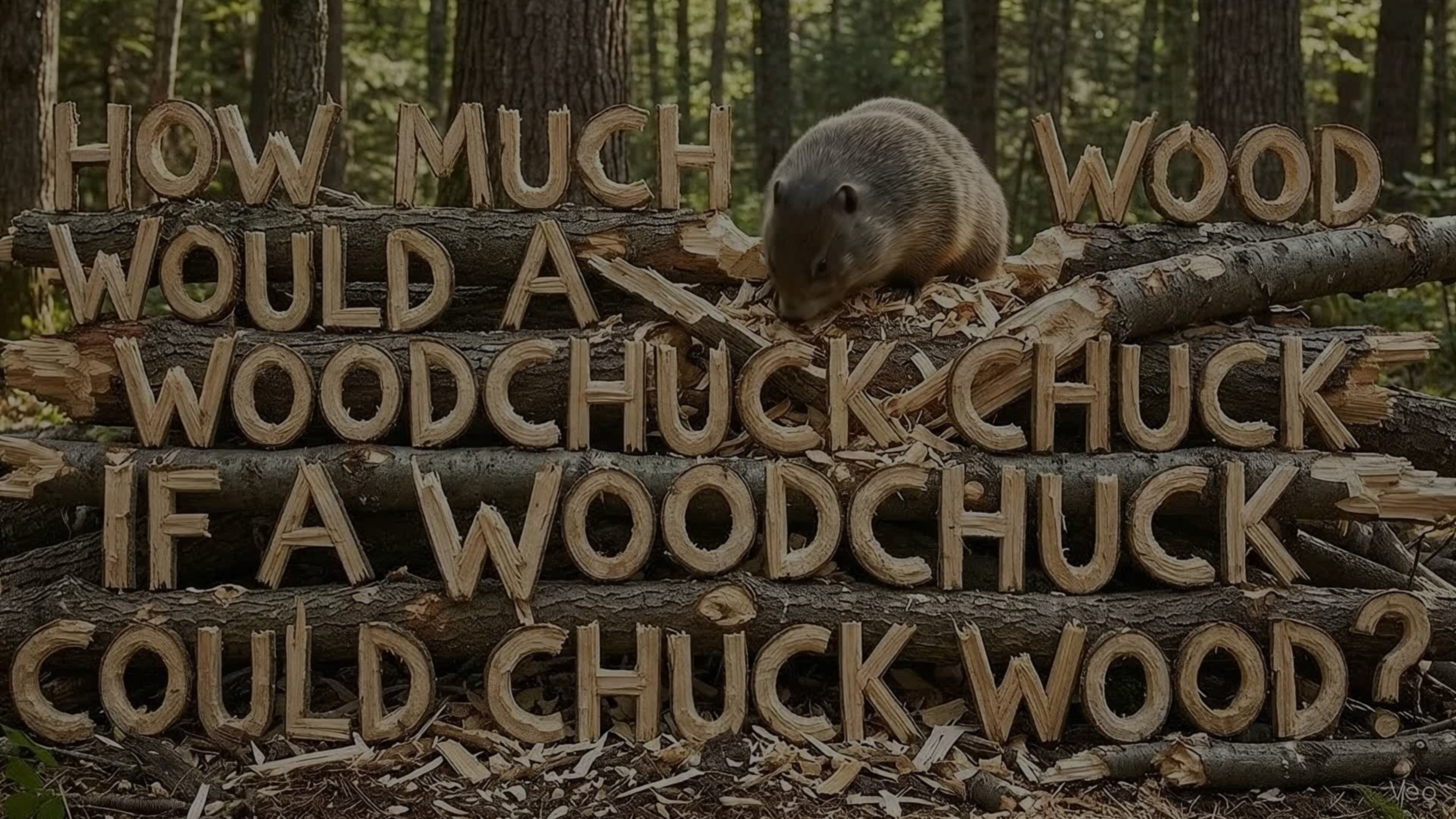




**NANO  
BANANA PRO**  
INFOGRAPHICS







HOW MUCH  
WOOD WOULD A  
WOODCHUCK CHUCK CHUCK  
IF A WOODCHUCK  
COULD CHUCK WOOD?



1. Any font

2. Any physical material

3. Accurate Text



Blending text and texture in a creative way by integrating the phrase into a woodchopping scene.

Prompt: Create an image showing the phrase "How much wood would a woodchuck chuck if a woodchuck could chuck wood" made out of wood chucked by a woodchuck.

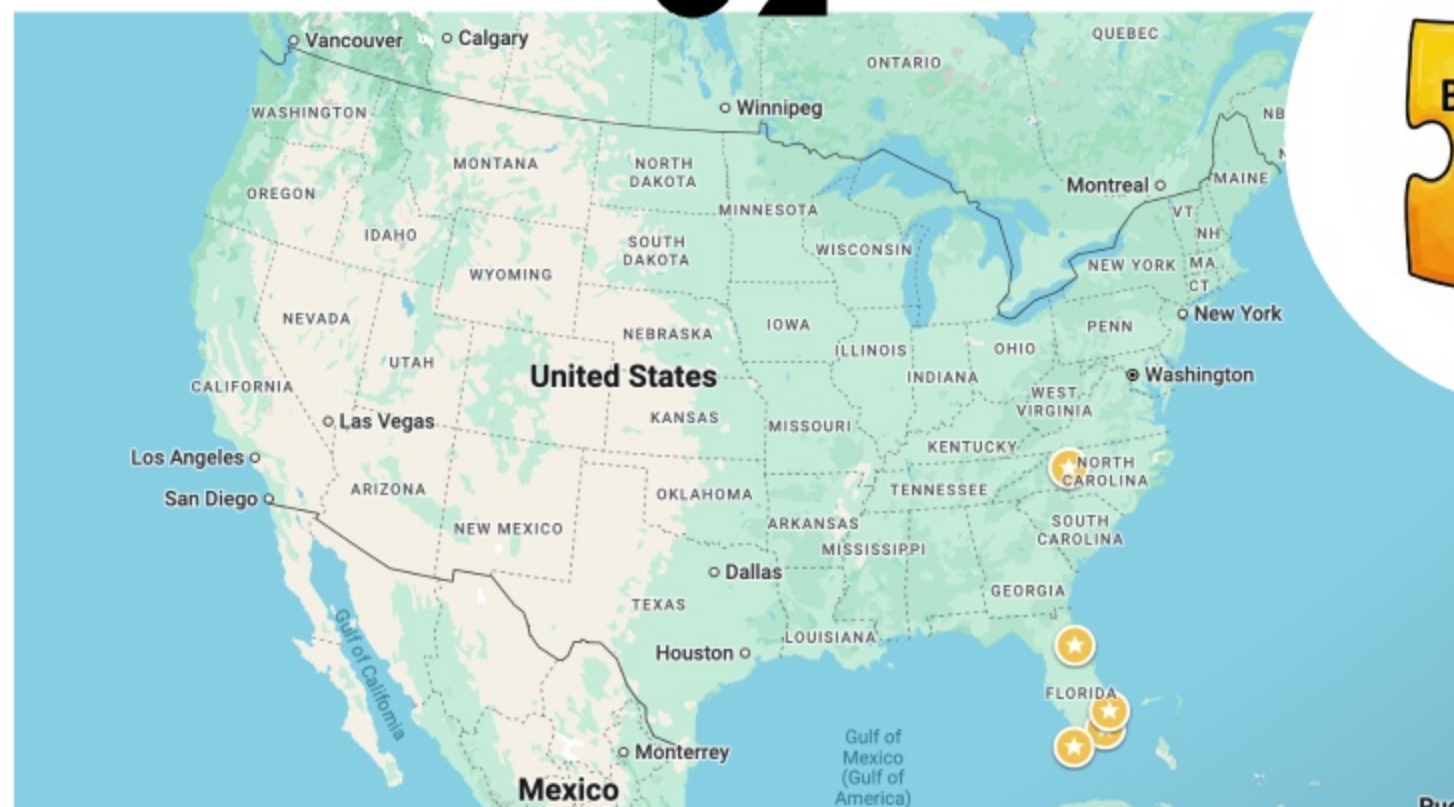


Game of Thrones

01



02



Prompt:  
Create map of  
second image  
in the style of  
the first image









Veo



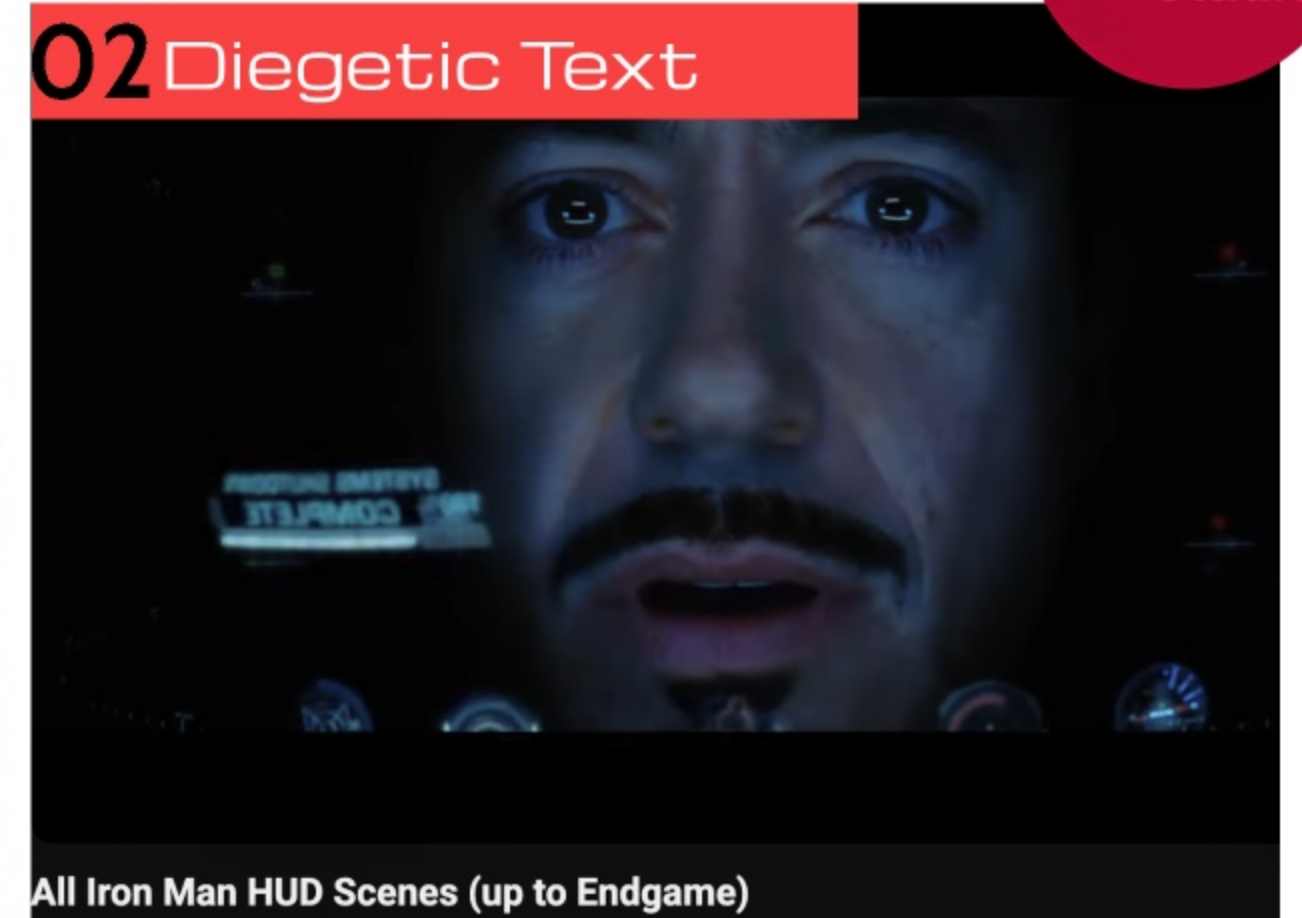
## 01 Diegetic Typography - embedded within the film world



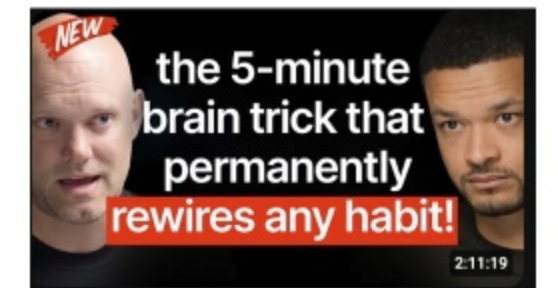
Prompt: **03**

The word 'DANGER' written in burning neon tubing, mounted on a wet brick wall at night. Reflections of the red neon light on the wet pavement. Rain falling.

## 02 Diegetic Text



All Iron Man HUD Scenes (up to Endgame)



Text Overlay

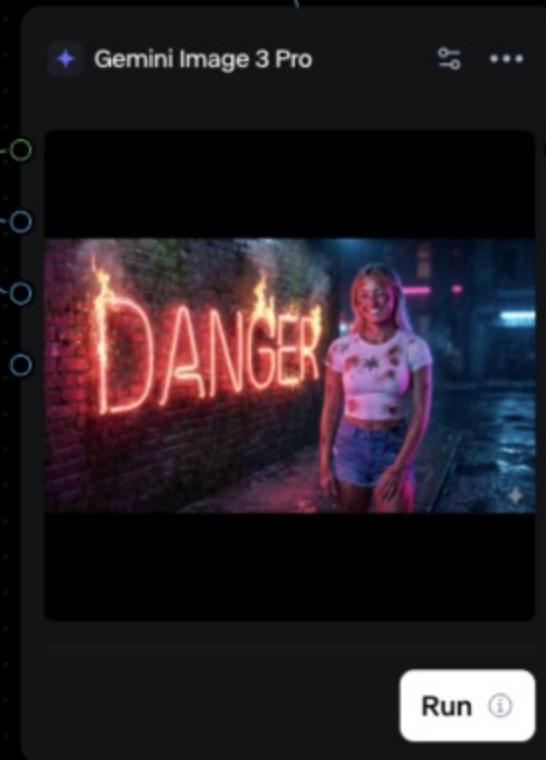




Text

Using the character sheet of Mila uploaded

Cinematic shot of Mila (referencing uploaded image of Mila) standing next to diagetic 'DANGER' text, as tall as the text. She has scratches and her clothes are partly burnt. Expression: smiling wink. Lighting: Pink and blue neon rim light. Camera: 50mm lens, f/1.8. Maintain exact facial structure and outfit from reference.



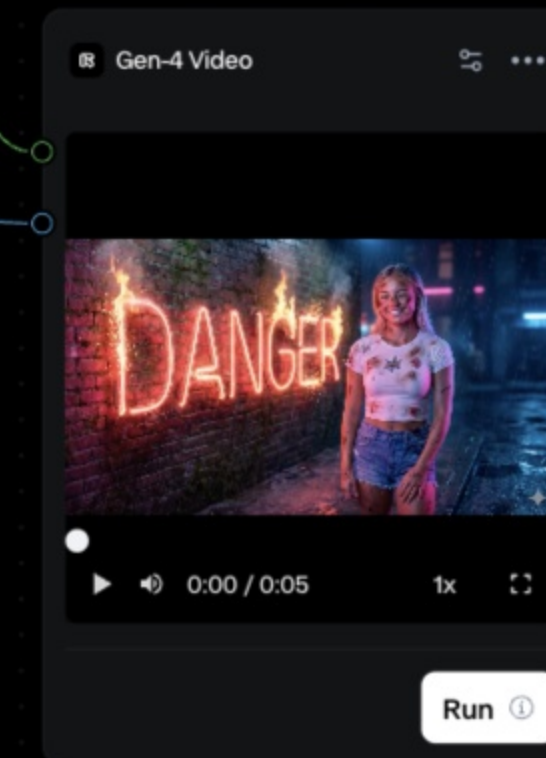
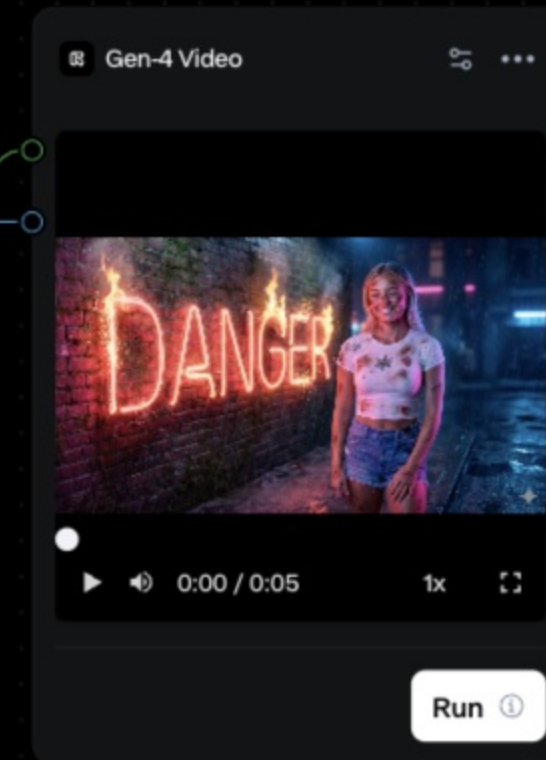
Text

Cinematic motion as Mila walks towards the camera for ECU. Camera still. Maintain exact facial structure and outfit from reference.

Gemini Flash 2.5

Here is a cinematic shot of Mila walking towards the camera, maintaining her facial structure and outfit from the reference image, culminating in an extreme close-up (ECU) as she approaches. The camera remains still throughout the motion.

Run ⓘ





1. Any Text

2. Any World

3. Any Story







Single  
Context  
Window

White  
background

ELS



LS



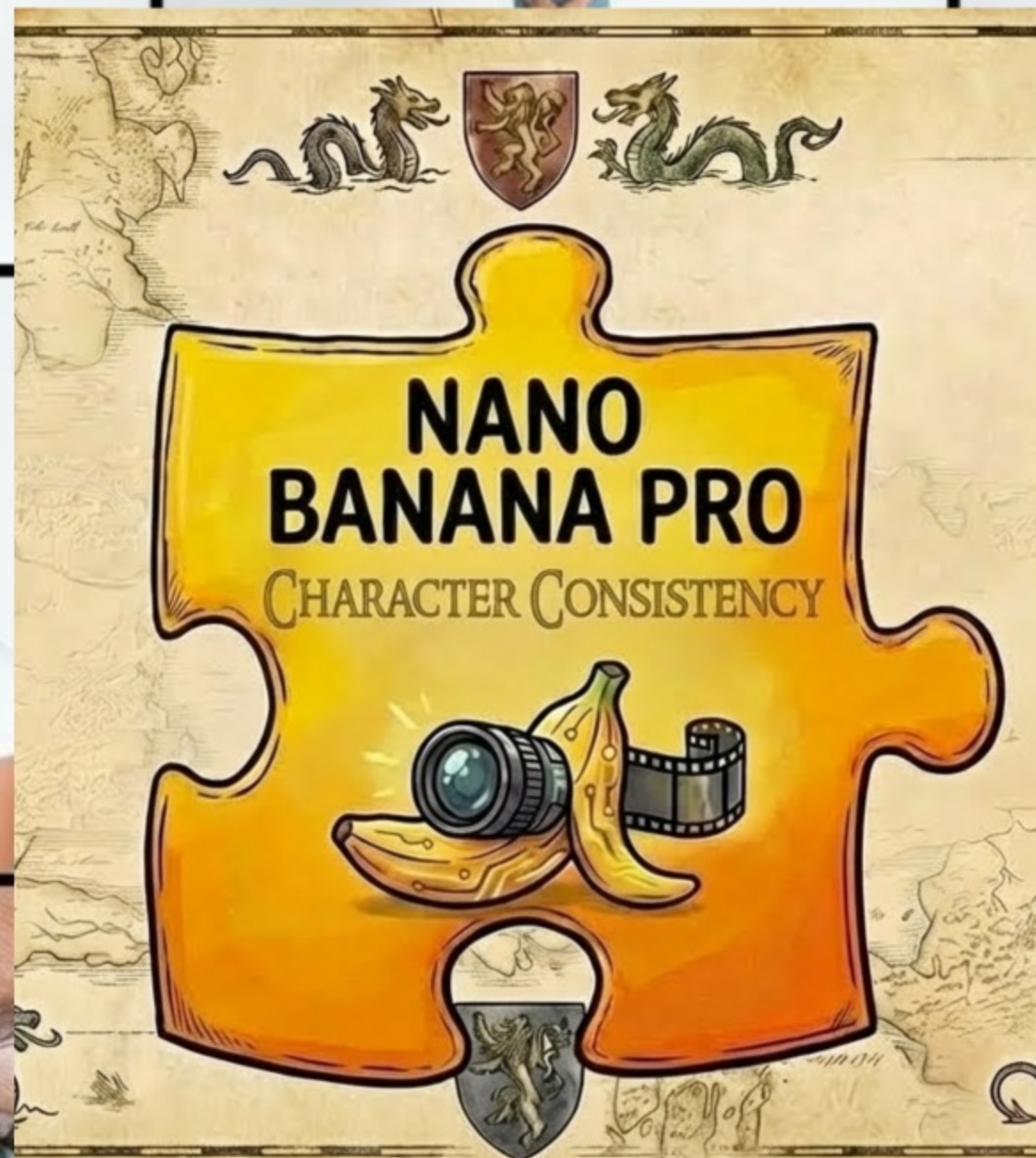
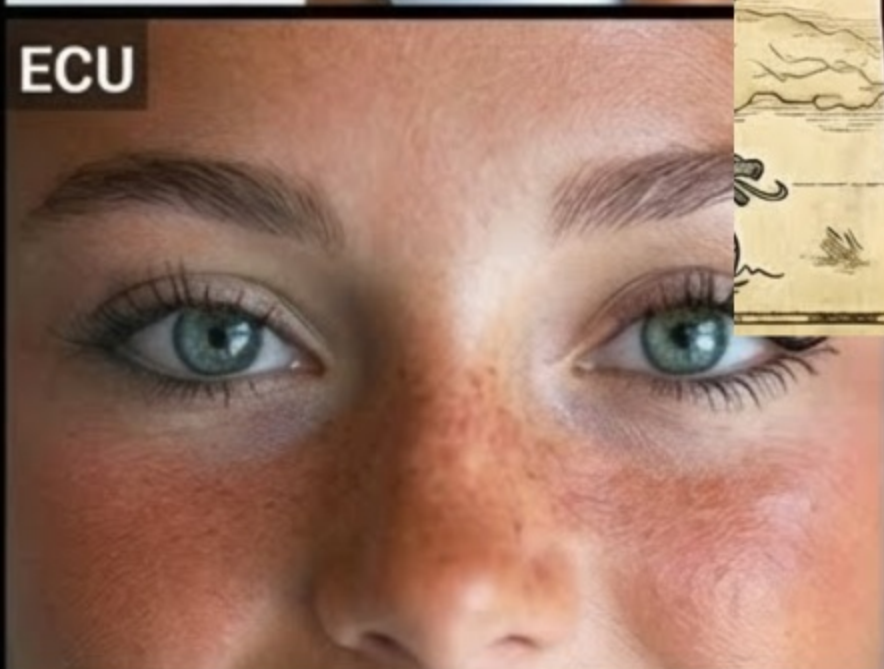
MLS



MS



ECU



High Angle





Marion Crane,  
Janet Leigh



ALFRED  
HITCHCOCK'S  
**CONSISTENCY IS  
NOT AN INHERENT  
PROPERTY OF  
CURRENT MODELS**







01 Consistency key for brand identity and filmmaking

## Executive Summary

The transition from static image synthesis to temporal video generation represents the current frontier of artificial intelligence. While the generation of individual photorealistic frames has become trivial, the maintenance of subject identity, geometric integrity, and physics continuity—collectively known as **temporal consistency**—remains the primary obstacle to professional adoption. This report provides an exhaustive, expert-level analysis of the "Consistency Workflow," a tripartite methodology comprising **Generation, Locking, and Animation.**

Drawing upon the specific case study of "Mila," a cyberpunk archetype, this analysis deconstructs the semantic and syntactic prompt structures required to force probabilistic diffusion models into deterministic behaviors. The core finding is that consistency is not an inherent property of current models but an emergent property of rigid prompt engineering that separates **geometric definition** from **environmental rendering**. The analysis highlights the critical role of the "Character Sheet" as a ground-truth tensor source and the "Identity Lock" as a constraint mechanism for reasoning engines.

AI VIDEO MODELS

CRITICAL ROLE OF CHARACTER SHEET

02

03



## SOLUTION - CHARACTER SHEET

Single Context Window - consistency  
**inside** the context



**Prompt  
must refer  
to  
the  
character  
sheet !**

**02**

Using the character sheet of Mila uploaded, please generate this character with the following:

**01**

Cinematic shot of Mila (referencing uploaded images of Mila) sitting in a neon-lit ramen shop. She is holding chopsticks. Expression: Smiling. Lighting: Pink and blue neon rim light. Camera: 50mm lens, f/1.8. Maintain exact facial structure and outfit from reference.

**03**

New Context - starting from new generation



New Context - starting from new generation



**PROMPT  
FOR IMAGE**



## COPY PROMPT FROM SLIDES 03

Based on the image provided

<instruction> Analyze the entire composition of the input image. Identify ALL key subjects present (whether it's a single person, a group/couple, a vehicle, or a specific object) and their spatial relationship/interaction. Generate a cohesive 3x3 grid "Character Sheet" showing 9 distinct camera shots of exactly these subjects in the same environment. You must adapt the standard cinematic shot types to the subjects: if a single person, frame the whole person; if a group, keep the group together; if an object, frame the whole object):

Row 1 (Establishing Context):

Extreme Long Shot (ELS): The subject(s) are seen small within the vast environment.

Long Shot (LS): The complete subject(s) or group is visible from top to bottom (head to toe / wheels to roof).

Medium Long Shot (American/3-4): Framed from knees up (for people) or a 3/4 view (for objects).

Row 2 (The Core Coverage):

4. Medium Shot (MS): Framed from the waist up (or the central core of the object). Focus on interaction.

5. Medium Close-Up (MCU): Framed from chest up. Intimate framing of the main subject(s).

6. Close-Up (CU): Tight framing on the face(s) or the "front" of the object.

Row 3 (Details & Angles):

7. Extreme Close-Up (ECU): Macro detail focusing intensely on a key feature (eyes, hands, logo, texture).

8. Low Angle Shot (Worm's Eye): Looking up at the subject(s) from the ground (imposing/heroic).

9. High Angle Shot (Bird's Eye): Looking down on the subject(s) from above.

Ensure strict consistency: The same people/objects, same clothes, and same lighting across all 9 panels realistically (bokeh in close-ups).

</instruction>

A professional 3x3 cinematic storyboard grid containing 9 panels.

The grid showcases the specific subjects/scene from the input image in a comprehensive range of focal lengths and angles.

Top Row: Wide environmental shot, Full view, 3/4 cut.

Middle Row: Waist-up view, Chest-up view, Face/Front close-up.

Bottom Row: Macro detail, Low Angle, High Angle.

All frames feature photorealistic textures, consistent cinematic color grading, and correct framing for the specific number of subjects or objects analyzed.

Input Image



Character Sheet



01

02



This mechanism deserves a deep dive. Modern generative models (especially those with LLM-based text encoders like T5 or CLIP-L/G) interpret prompts not just as a bag of words, but as a set of **hierarchical instructions**.

- **Creative Instruction:** "Make a ramen shop." The model accesses its vast database of ramen shops and hallucinates a new one. This is a high-variance operation.
- **Constraint Instruction:** "Maintain exact structure." This acts as a **Negative Penalty** or a **Validity Check**.
  - *Mechanism:* During the diffusion steps, the model proposes a denoised pixel cluster for the face. The "Reasoning Engine" (or the guidance scale logic) compares this proposal against the embedding of the Reference Image. If the "Constraint Instruction" is present, the penalty for deviation is weighted significantly higher.
  - *Result:* The model is "afraid" to hallucinate new facial features because the **prompt explicitly forbids deviation. It forces the model to copy/paste the feature vectors from the reference rather than generating new ones.**

03

02



01





# Create a storyboard for this scene



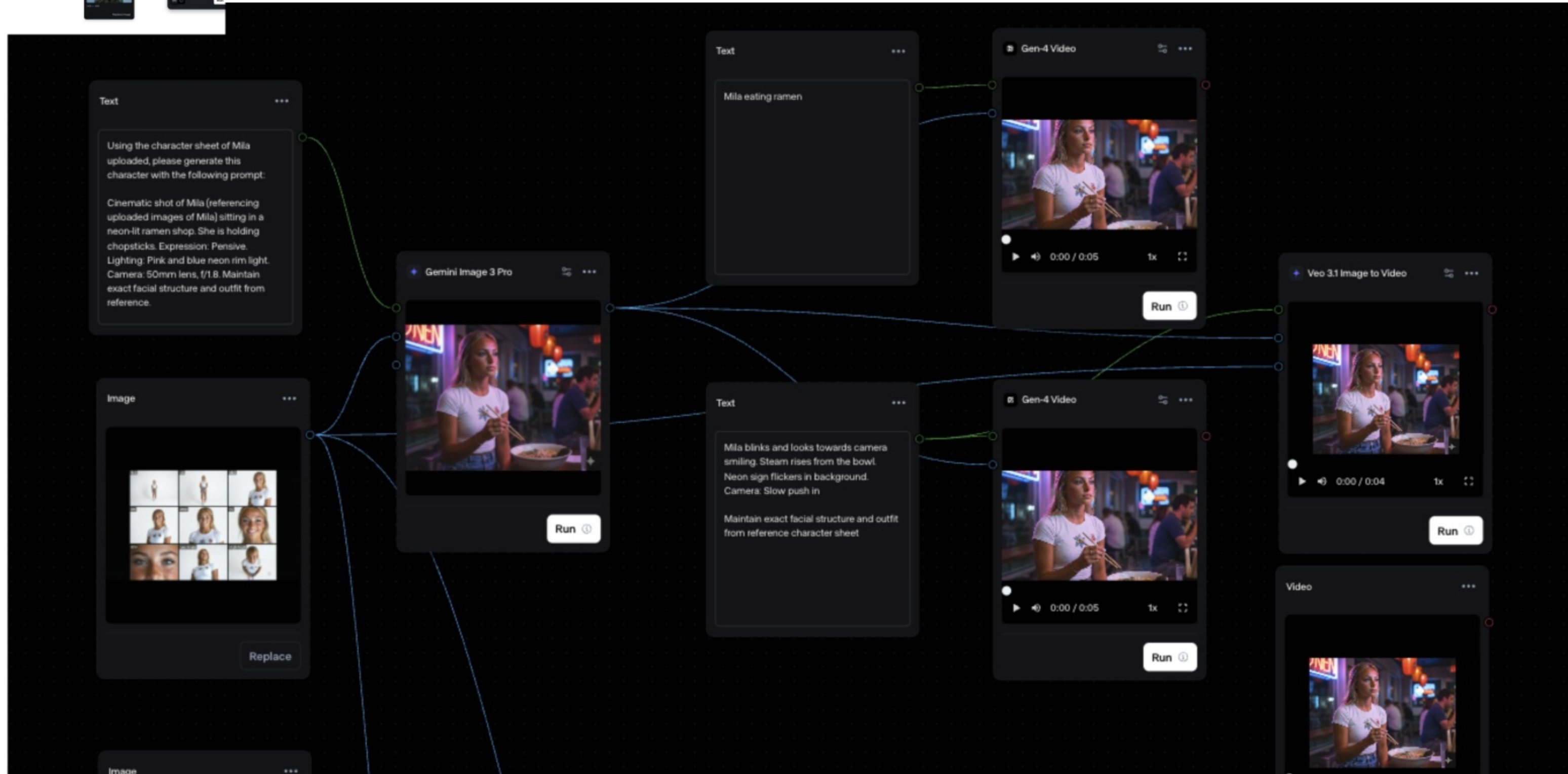
Input image

1. Simple Prompt
2. Create a storyboard
3. One Input Image



runway

Runway  
Workflows







CRASH!



ESCAPE



DISCOVERY



THE POSE



FINAL SHOT



DETAILS

Create a storyboard for this scene



Input image





CRASH!



DISCOVERY



THE POSE



DETAILS





Arrival



The Smile



The Sign



Departure



## 1.2 The Context Window as a Production Asset 01

14 reference images

Perhaps the most significant advancement for filmmaking workflows is the expansion of the visual context window. Nano Banana Pro supports the ingestion of up to **14 reference images** simultaneously.<sup>4</sup> In a production context, this is equivalent to loading a full "Show Bible" or "Style Guide" into the AI's working memory. A director can upload a color palette, a character turnaround sheet, a lighting reference, and a logo file, instructing the model to synthesize a new scene that adheres strictly to these constraints. This capability moves the tool from "random asset generation" to "directed asset production," enabling a level of brand fidelity and character consistency that was previously impossible without training custom LoRA (Low-Rank Adaptation) models.<sup>4</sup>

02



03





## The "Mila" Animation Prompt

**01** Bad Prompt:  
"Mila eating ramen." (Too vague).

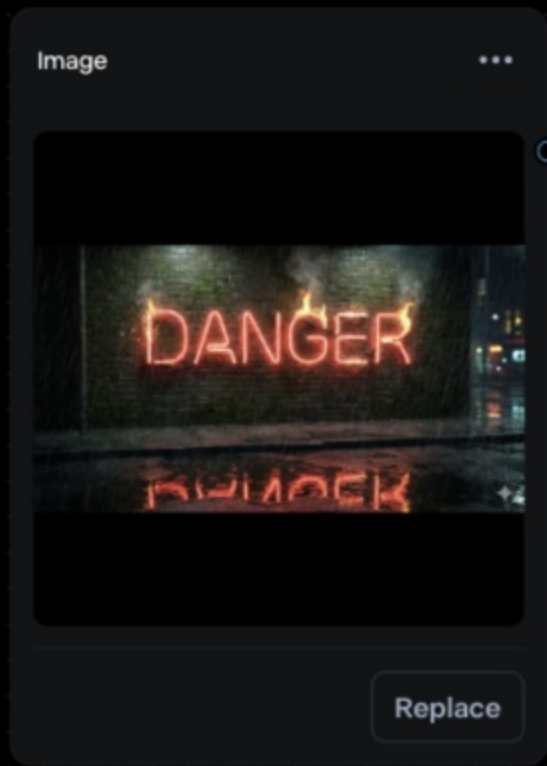


**02** Good Prompt:  
"Mila blinks slowly. Steam rises from the bowl. Neon sign flickers in background. Camera: Slow push in."

**03**



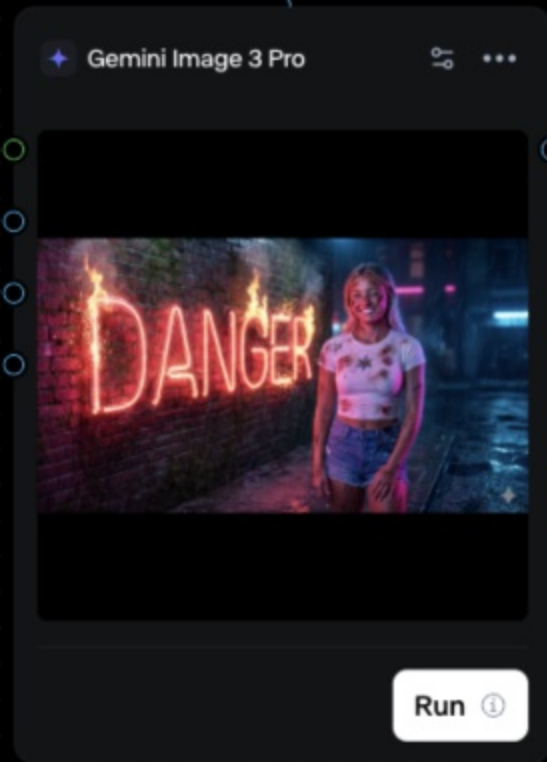




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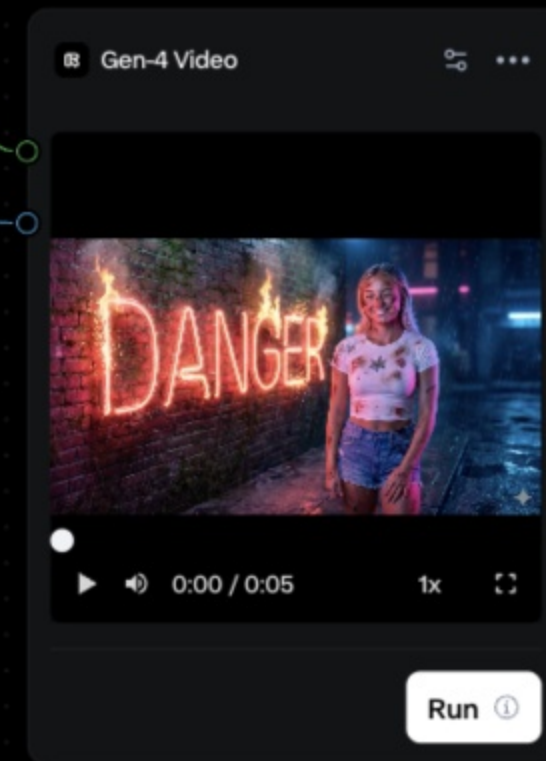
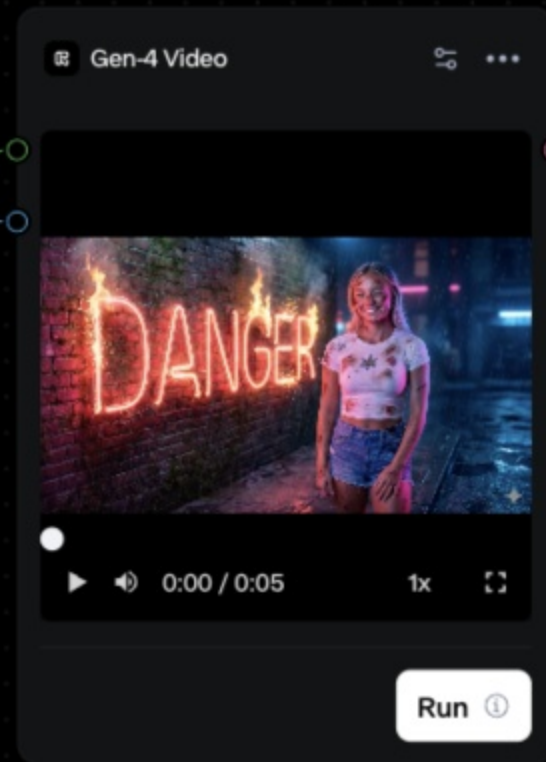
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Gemini Flash 2.5

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Run ⓘ









# NANO BANANA PRO

YOUTUBE THUMBNAILS





**BEFORE**



**AFTER**



**NANO BANANA PRO -  
HOW TO ULTRA PROMPT?! ✨**





Layout: "Vertical split-screen infographic style."

Left Sector (Before): "Desaturated, messy, chaotic, or low-quality representation of. Lighting: Dim, cool tones."

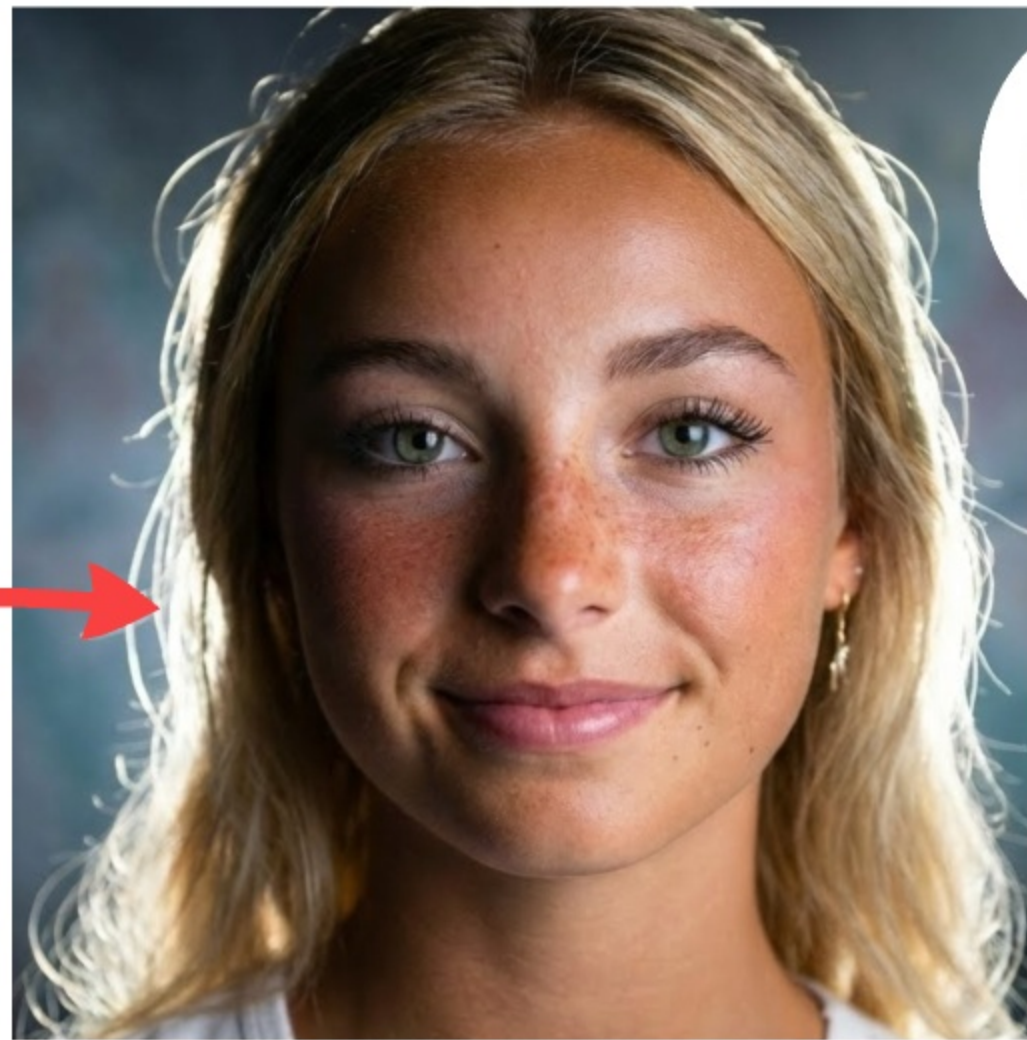
Right Sector (After): "Vibrant, organized, high-quality, polished representation of. Lighting: Bright, warm tones."

Separator: "Clean white or neon dividing line down the center."

Text Integration: "Text overlay 'BEFORE' on top left (bold, red) and 'AFTER' on top right (bold, green)."

Resolution: "Nano Banana Pro 4K resolution, distinct color grading for each side."





#### "Lighting: Pink and blue neon rim light"

- **Function:** Relighting.
- **Consistency Impact:** This effectively "paints" over the "Neutral" lighting of the source. The "Rim Light" is particularly useful for consistency because it creates a distinct edge between the character and the background, helping the model segment the "Identity" pixels from the "Environment" pixels.

Helping the model  
segment the  
Identity

## Lighting Protocols: The "Studio" Look

Prompt: **01**

*Strong **rim light**, hair light, subject outlined in light  
High contrast lighting, soft key light from the left, dark shadows on the right, moody atmosphere  
Volumetric fog, god rays, dust particles caught in the light*

**03**

**MrBeast** ✓

@MrBeast · 454m subscribers · 929 videos

**02**



25:26



In the beginning...  
there was darkness.

WHERE DINOSAURS  
WALKED THE EARTH...



Of fragmented tools and broken dreams.



then things could  
not be made flesh.



For generations, they toiled.  
They suffered, they waited.



The oraphots spoke  
of a coming age.  
A transformation.  
A revolution.



And on the twentieth day of November,  
in the year two thousand and twenty-five...

November 20, 2025



THERE CAME...



A NEW BEGINNING.

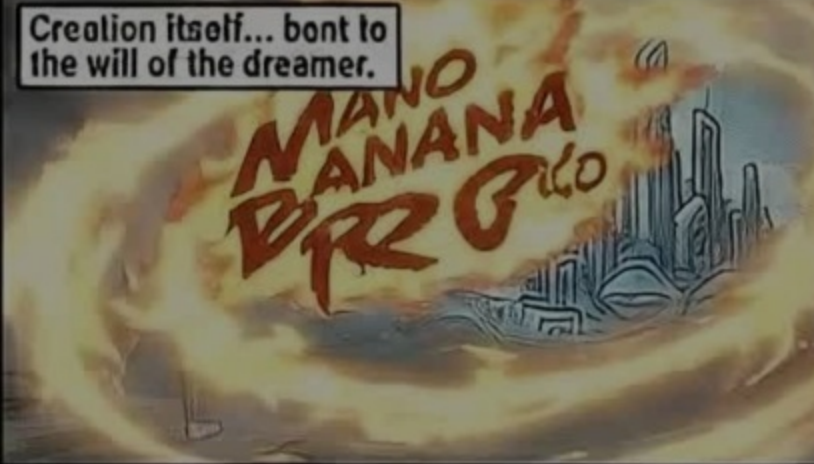
Nano Banana Pro descended  
upon the world like fire  
from the heavens.

Nano  
Banana  
Pro



Creation itself... bent to  
the will of the dreamer.

MANO  
BANANA  
PRO



The blind could see.  
The voiceless could speak.



What once took forty days and forty nights...  
now manifested in mere hours.



The old world perished.  
The dinosaurs fell.



And from the ashes...  
ROSE A NEW COVENANT.

Between artist and machine.  
Between imagination and reality.



Between what was...  
and what is.

This is not a tool.  
THIS IS THE GENESIS.

Nano  
Banana  
Pro

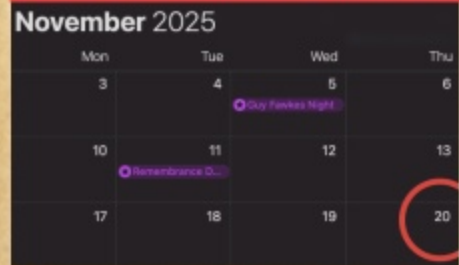
Nano Banana Pro.  
The beginning of all things.





# VOGLER'S HERO'S JOURNEY SCREENPLAY MODEL

Released 20 Nov 2025



"Nano Banana Pro handles structured visuals with **shocking accuracy**... Its deep spatial reasoning understands how objects should orient, how shadows fall in a flat-lay setup... turning even rudimentary prompts into crisp, organized compositions that feel handcrafted by a design team."

<https://www.imagine.art/blogs/nano-banana-pro-use-cases>



Gemini 3

Advanced Visual Reasoning

Search

Identity Locking

"For creators, marketers, and teams... Nano Banana Pro is the model you reach for when the story, the structure, and the instructions matter just as much as the style. [It] renders faces and identities with stability... and brings visual reasoning into everyday workflows."

<https://higgsfield.ai/blog/Nano-Banana-Pro-is-Here-Full-Review-and-Guide>



# Infographics

# Storyboarding



# Diegetic Typography



20  
NOV  
2025

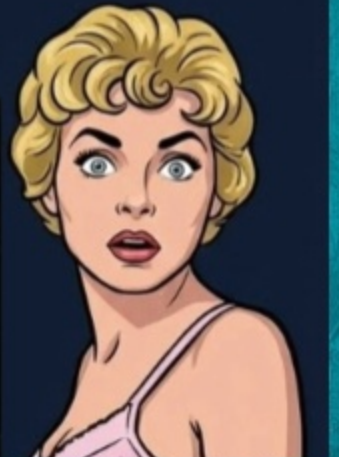


# Youtube Thumbnails



ALFRED  
HITCHCOCK'S

**CONSISTENCY IS  
NOT AN INHERENT  
PROPERTY OF  
CURRENT MODELS**



# Character Consistency



# Next steps: AI FILM STUDIO

Live  
Workshops

AI filmmaking  
exercises

Join AI Film  
Studio  
on Skool

Live  
Workshops

Q & A

Skool  
Community  
discussions



A new covenant between  
artist and machine

The beginning of all things

The Day Creation Was  
Reborn





I will email you a link to join  
the AI FILM COMMUNITY

Live workshops, other filmmakers  
to share ideas, tutorials, video  
guides

**JOIN**

**AI Film  
Studio**

**skool**



# Take this with you. Revisit anytime.

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Anytime, anywhere.

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