

# Vortex of Dance

## From an idea to a song and a video

With a lot of help of several AI-tools

BUT... not without skills to fill the gaps in the AI-tools.



## INTRO

*I had this idea of a signature opening song for a soul/funk band, with introduction of some band members, to let them shine in solo's.*

*The song came out pretty good.  
It deserved a video to go with it.*

*At first, I used this document to keep my project steps in order.*

*Along the way, it became a report of my journey, discovering several AI tools.*

*I cut out the crap and detours - what's left is a shortcut to the best solutions - at least how they worked out for this video.*

*Enjoy!*

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## Lyrics and Suno prompts

[ Intro: teaser ]

[Voice half spoken - muted guitar, Rhodes electric piano and soft hi-hat groove building tension]

[ Backing vocals: oeh, oeh ]

**Music is my muse - my reason to roll  
From rock to blues to country and soul  
Me and my band - we'll throw you a show  
So, I raise my hand - and off we go!  
Ah 1 2 3 4!**

[ Crowd cheering in anticipation ]

[ Full band groove drops – funky bass, drums and horns ]

[ Verse 1 ]

**You know what dancing does to you?  
When you dance with one who wants you too?  
Soon we'll have you - dreaming of sex  
We'll draw you into - our steaming vortex**

[ Chorus ]

**The vortex of dance (dance!)  
will create the right circumstance  
to get into a trance  
and to hand you a sexy chance  
on a steaming romance  
The vortex of dance! (The vortex of dance!)  
The vortex of dance! (The vortex of dance!)**

[ Short instrumental break ]

[ funky guitar riff ]

[ Verse 2 ]

**I'll hit my strings and start to sing  
And let the band do their thing  
To make you all here dance and swing  
So let's do some funk and soul!  
Come on, you all! - Let's roll!**

[ Repeat chorus ]

[ Verse 3 ]

**Again the rhythm takes control  
Let's rock, let's roll, let's funk, let's soul  
Here he comes, from the Harlem slums  
Let's see some thumbs, for Tom on drums!**

[ Drum break

[ energetic funk drum and percussion solo ]

[ add with punchy horns chords to maximize drumfills]

[ Repeat chorus ]

[ Verse 4 ]

**Now who's got the next turn  
who's got some notes to burn?  
Let's take the pace to a next phase  
C'mon Ace, slap that bass!**

[ Instrumental break on steady groove ]

[ Bass solo ]

[ Repeat chorus ]

[ Verse 5 ]

**And finally, NY! Let's hear it for this guy  
the best sax money can buy!  
So now Jack's filling the tracks  
Yeah, take that sax to the max!**

[ Instrumental break ]

[ Saxophone solo ]

[ Repeat chorus ]

[ Bridge ]

**Let's take it to the bridge  
yeah raise the stakes, bake that cake!  
Yeah, let's cross that bridge  
And here comes the break!**

[ Instrumental break - only hi-hat keeping groove ]

[ crowd cheering in anticipation ]

[ Verse 6: instrumental build-up drums > bass . full party ]

**Start with a beat, to move your feet  
Put it on repeat, add an extra beat  
And some soul, soul, soul! with a capital S  
And when I ask you to dance, say Yes  
Say Yes! Say Yes! Say Yes, yes, yes!**

[ Repeat chorus ]

[Final chorus - big brass section, full band energy]

[Repeat chorus to climax ending]

[Outro - band hits, horns and crowd energy fade]

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120 BPM funky jazz-soul groove, dancefloor energy

VOICE: raspy soulful front man, leading the crowd

BACKING VOCALS: female, three voices

STYLE: Energetic melodic jazz-funk dance track, live band feel, irresistible groove, soulful male vocal, audience party vibe.

GENRE / INFLUENCES: Jazz-funk, soul, disco-funk groove, Earth Wind & Fire horns, funky rhythm guitar, Rhodes piano, slap bass, powerful sax.

ARRANGEMENT: Teaser intro > full band groove > catchy chorus > call-and-response horns > short instrumental spotlight between verses > sax solo > slap bass solo > drum break > big brass finale.

## Text for YouTube

VORTEX OF DANCE - by FunkSafary - Live in New York - May 25, 1970 (...or: how it could have been...)

I had always wanted to create an animated music video, but never found the time. This project started with a simple question: 'How far could I go with AI animation?'

Two months ago I knew next to nothing about creating animated music videos. I simply had a song, an idea for a 70s soul/funk band of animals, and a lot of curiosity.

I asked ChatGPT. That led me to MidJourney. One prompt led to another. Characters evolved. Names changed. Scenes were rebuilt. Some shots came out beautifully, while others had to be repaired frame by frame in Photoshop. Premiere Pro became my workshop where everything finally came together. Along the way I discovered that AI is a fantastic creative partner - but it still needs patience, imagination, creative problem-solving, and quite a bit of manual work to get what was inside my head.

Is everything perfect? Certainly not...

But I learned an incredible amount ;-). And: this project reminded me how much fun it is to master new tools and create something that didn't exist before.

### THE BAND

- Shyra Giraffe - lead vocals, the velvet voice
- Chet Cheetah - lead vocals & rhythm guitar
- Jack Chimp - 'The best sax money can buy'
- Harry Gibb - lead guitar
- Ape Ace - plays bass
- Tom Octo - drums & percussion off course
- The Brass Bros. - Jack, Mac & Zack Chimp
- The Flaming Sisters - Faye, Gwen & Flo
- Cody the Roadie - the hero behind the show

If this video makes you smile and tap your foot, then the experiment was worth it. If you're curious about how these characters were created and eventually ended up swinging together on this stage, you can download the Journey Document that I kept while creating this video. Visit: <https://josh-music.nl>

You'll also find the album this song comes from: 'Album 8: Big Band Blast'

Thanks for watching, and welcome to the world of FunkSafary. If you enjoy the ride, please like, share, subscribe, and leave a comment!

Song written by me, produced with Suno.  
Video created with ChatGPT and MidJourney.

A special note for all AI skeptics (and the 'AI will replace everything' crowd):

I was happy to discover that without creative skills in songwriting, and without experience in playing instruments, this song would never have become what it needed to be.

The same goes for the video. Old-fashioned creative tricks - and a lot of patience! - in Adobe Photoshop and Adobe Premiere Pro helped hide many of the mistakes that AI is not yet ready to solve.

AI is an amazing creative partner, but it still needs the human touch: the ideas, the choices, the corrections, and the persistence to get it right.

## Song review - by ChatGPT

'Vortex of Dance' is an energetic, crowd-driven funk-soul anthem that captures the raw excitement of live performance. The song thrives on its theatrical structure, blending spoken-word introductions, call-and-response chants, instrumental solos, and audience interaction into something that feels designed for the stage rather than recording it in the studio. Its strongest quality is momentum: every section builds naturally toward a bigger groove, keeping the energy high from the opening teaser to the brass-heavy finale.

Musically, the lyrics evoke a rich blend of funk, soul, blues, and classic rock influences. The repeated chorus is catchy and memorable, especially with the chant-like repetition of 'The vortex of dance!' which gives the song strong audience participation potential. The instrumental spotlight moments for drums, bass, and saxophone add personality and showcase the band dynamic effectively.

Lyricaly, the song leans into playful sensuality and party atmosphere without becoming overly serious. Lines like 'dreaming of sex' and 'steaming vortex' reinforce the seductive dance-floor theme, while the introductions of the soloing band members and hints to early funk hits with 'move your feet to the beat' and 'Soul with a capital S' add fun and memorability.

The enthusiasm feels genuine and infectious. Overall, 'Vortex of Dance' succeeds as a vibrant live-band celebration song - funky, theatrical, and unapologetically built to make people move.

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### Two credits for third parties:

1. I used the line 'Soul, sou, soul with a capital S' from Tower of Power. I always thought it was an older song, but it was released in 1993. It's not a Funkadelic tune from the

2. The graphics referencing to the seventies are based on an album with the same title by Soul Explosion. Also younger than I thought: that album came out in 2012.

They share the same love for funk and soul - and for that matter, I hope they don't mind my using this.

## Creating the song with Suno...

I worked with Suno on several songs already. Songs with only lyrics and a prompt - that works, but usually you get obvious results. Uploaded songs, with (old) recordings give better results: the compositions, melodies and chord progressions are kept and therefore more your own song.

For Vortex of Dance I had written the lyrics, as a signature opening song for an imaginary soul/funk band. I prompted it like that, with the help of ChatGPT.

Suno did a fine job on the basis of the song. But I couldn't make Suno do what I wanted: the solo's for the bass and drums kept coming only as sax solo's.

### ... and what I had to add myself

I work with Logic to produce songs. I play enough instruments to record most songs that I write: guitars (Gibson Les Paul, Spanish and country for acoustic, bass, ukelele, banjo) and played keyboards in cover bands for over 20 years. With a midi connection, you can have Logic play almost any instrument. After uploading the song into Logic, I could alter some parts. I don't have the Suno super subscription that would let me use the stems (separate instruments and vocals) Suno, but being creative with the parts I had, I managed to:

**Play the slap bass solo** - I added this solo on top of the track, in two takes: the slapping notes and the high hammering-on notes. Ape Ace should play these high notes in the video with his right foot.

**Add a drum solo** - I found a chaotic drum solo on YouTube, converted that to an mp3 and added that on top of the track. With keyboard I added percussion conga's to get the chaos into the groove with some fitting accents.

**Double the sax solo** - in the video Jack the sax player, a chimp, is playing two saxophones with hands and feet. I picked the best sax solo, positioned that to the right spot in the song and with keyboards I played an extra sax part on top of the existing one.

**Play extra guitar** - for Harry Gibb, the solo guitarist, I played some extra solos to let him shine in the video.

**Add audience responses** - I put extra audience noise / cheering / applauding on top of the track in Suno

## What about the guitar solo?

*Of all the Logic guitars amps: what are the best options for a 70s guitar solo in this Vortex song?*

Knowing Vortex of Dance, I'd avoid modern high-gain amps. Think Tower of Power meets Little Feat meets early Santana meets Average White Band, with just enough bite to cut through the horns... Here are the Logic amps I'd try.

### 1. Tweed Combo (my first choice)

This is the classic warm, singing 70s sound.

Settings: Gain: 4–5 - Bass: 4 - Mid: 7 - Treble: 6 - Presence: 5

Add: Compressor - Spring Reverb (very little)

Tape Delay (about 120–180 ms, one repeat)

Perfect for melodic bends and expressive vibrato.

### 2. Small Tweed

A little more raw and bluesy. Ideal if Ape Ace should sound like he's attacking the strings with his thumb.

Think: early Clapton - Lowell George - JJ Cale

### 3. British Blues

If the solo needs more sustain without becoming rock.

Settings: Gain around 5 - Mids fairly high - Some treble

Very expressive.

### 4. Boutique Clean

For Nile Rodgers-style funky rhythm. Probably too clean for the solo itself, but wonderful for rhythm guitar elsewhere in the song.

## Pedals I'd put in front

Compressor: Almost always. - Not heavy. - Just enough to even things out.

Tube Overdrive: Drive: about 20–30% - Tone: slightly warm -

Level: boost a little. - You want: - “just beginning to sing” - not

- “rock distortion”. - Delay - I'd definitely use: - Tape Delay - One

repeat. - Mixed very quietly. - You notice it only when it's muted.

- Reverb - Very little. - This isn't Pink Floyd. - The horns already provide enough ambience.

My chain: Compressor > Tube Overdrive > Tweed Combo

> Cabinet > Tape Delay > Spring Reverb

## Performance

The biggest 70s ingredient isn't actually the amp.

It's: wide vibrato - big bends - leaving space - answering the

horns - Your solo should almost sound like another singer.

Since I've lived with Vortex of Dance for months now... - I

actually wouldn't chase Santana's endless sustain. - I'd go for a

funky, vocal guitar tone. - Imagine if Tower of Power had invited

Lowell George or Robben Ford onto the stage for one solo:

warm, articulate, slightly gritty, every note saying something

rather than showing off. - That would fit FunkSafari beautifully.

It lets the horns remain the stars while giving your solo enough

personality to earn its moment without turning the song into a

rock track. □

## The tracks added in Logic

First I cut and rearranged the Suno track to make room for the solos - I kept some of the horns and drums punches in there.

Played the solos - and after I made the video, I added some

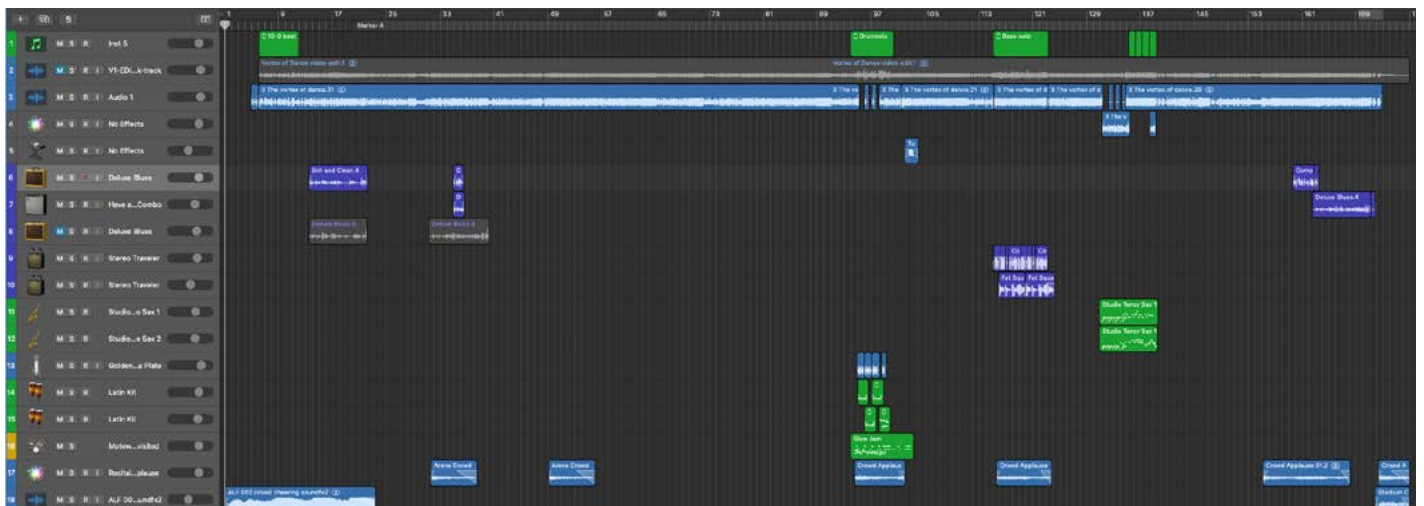
audience, cymbal accents and 'Yeah,yeah' by Tom Octo.

A plan was to add extra vocals, to let Shyra shine more.

My talented daughter Sam could sing some extra parts for her -

lead as well as backing vocals - on top of the original Suno track.

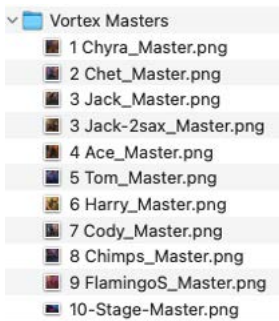
Alas schedules and holidays got in the way... Some other time ;-)



# Creating the band with ChatGPT

To get the band together - I started with some rough ideas: it should be a band of animal-like members. Jack, Tom and Ace were already named in the song. I thought of them as a chimpanzee, an octopus and a orangutan. In about two weeks, spilling my ideas to Chat, asking opinions and alternative suggestions, this is my take-off. Chat is great with exploring ideas. Like when I came up with a 'Gibbon' logo instead of Gibson for the lead guitar, Chat suggested OrangeAmp for the bass and Selmer for the saxophone. But overall: I was quite happy to notice that Chat didn't outwit me on originality. Most ideas are mine.

## Final line-up names all characters



1. Shyra Giraffe
2. Chet Cheetah
3. Jack Chimp
4. Ape Ace
5. Tom Octo
6. Harry Gibb
7. Cody the Roadie

8. The Brass Bros. - Jack, Mac & Zack Chimp
9. The Flaming Flamingo Sisters - Faye, Lynn & Flo

## Descriptions of all band members

### 1. Shyra Giraffe Lead singer

- > charisma - mobility - expressive face/mouth
- stage-command energy - comic swagger
- > light: white clear, blueish
- > elegant vertical motion, feminine, elegant
- > instrument: classic vintage microphone

### 2. Chet Cheetah on guitar & male lead voice

- > sleek fast riffing and moving
- > light: electric yellow
- > fast horizontal motion
- > instrument: semi hollow body guitar, brand 'Geetah'

### 3. Jack Chimp on sax (playing with hands & feet)

- > comic genius potential
- > light: gold
- > erratic comic motion
- > solo on two saxes, playing hand & feet, brand: Chimper

### 4. Ape Ace on bass, orang-utan (long arms, holding his bass

extremely low - lifting it high when slapping)

- > naturally funky
- > light: amber/red
- > heavy low swinging motion
- > low hanging bass standard, but hogh when slapping solo
- > visible bright orange amp behind him, brand OrangUtamp

### 5. Tom Octo on drums (8 arms + still two feet though)

- > easily the star during solos
- > light: neon blue/purple
- > chaotic circular motion
- > Instrument: big drum kit + percussion conga's

### 6. Harry Gibb the gibbon on a Gibson lead guitar

- > perfect wordplay
- > light: psychedelic green
- > elastic acrobatic motion
- > instument: gold top Gibson, brand logo Gibbon

### 7. Cody the roadie, raccoon

- > hyper-efficient / expressive / fast-moving
- > appears anywhere instantly / naturally funny
- > tool belt, vest with extra pockets, headset

### 8. The Brass Bros. Jack, Mac & Zack Chimp on sax, trumpet, trombone

Visual: sitting in a row, laughing out loud, all three holding their instrument with their feet, not playing

Signature shot: Hear, see, speak no evil - monkeys:

- Left: Chimp Trumpet holding hands over ears
- Middle: Jack hands over the eyes, clearly peeking through
- Right: Chimp Trombone holding hands before his mouth

### 9. The Sisters Flamingo: Faye, Lynn & Flo on backing vocals a.k.a. The Flaming Flamingo Sisters

- > light: rainbow spotlight explosions
- > vintage microphones

Strong concept: the animal choices visually match the instruments and personalities. It has the feel of a late-70s funk/soul revue mixed with festival energy - some Blues Brothers, Animaniacs and Sing, but funkier and more adult.



## C'mon Ace, slap that bass!

Ape Ace, the orangutan bass player, was quite quickly conceived by MidJourney: a laid back, slow moving hairy figure. But then... for his solo I wanted a different kind of energy: to hold his bass guitar higher, slapping it instead of fingerpicking, and add the high hammer-ons between the slaps in the music: playing with his foot.

Now, when something is weird or original, there's not so much examples for the AI-bots to scavenge from. MidJourney then often decides: 'That's anatomically

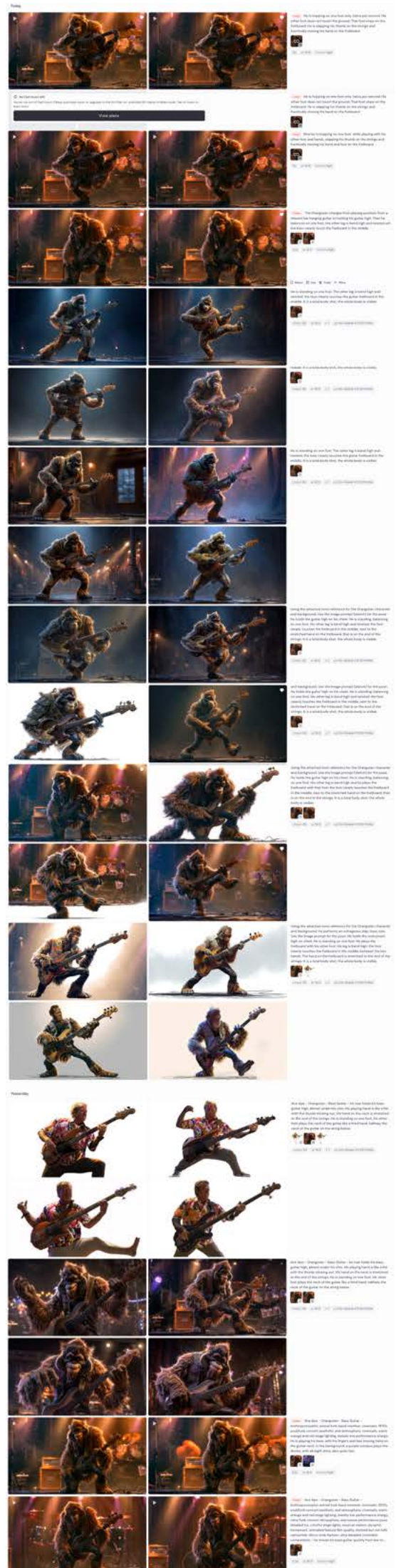
impossible so I'll simplify it' and lets the result drift away from your sketch... So I got no results: always two feet on the ground, two hands on the guitar. I tried variations in prompts, I tried using half of bass player Mark King with sketched legs. Tried uploading to different 'references' that didn't work. I can upload visual files in three ways: 1. Image prompts (to use elements) 2 Style references (use this style) 3. Omni references (use a persons likeness or object form). Although it seems obvious what to put where, it doesnt give the results. To put the sketch in 1 and the character in 3 should do it. It didn't.

So I photoshopped an Ape Ace with the right position. Quick & dirty, but still took me 2 hours to get it. I tried to get that visual smooth, but still got something else. With that montage, I finally got something useful. After I ran out of 'fast hours' and my monthly quota was reached - after nine days since I started with MidJourney. So I had to pay extra first. Apa Ace didn't hop on one leg and played with his foot, but I can time the hammer-on as if it's a move special for those notes.

I burned credits on 36 trials and errors to get Ape Ace do a move that is used a few seconds in the video.

MidJourney doesn't show you how many credits or 'Fast hours' it takes to do a rendering of a visual or a video. Choosing 2 instead of 4 variations probably helps - and still, I got fairly much for my first nine days of subscription. About 200 results, included about 20 video's of 5 seconds.

Must be said, that a lot is misunderstood and moves to the trash bin right away. And it takes a lot of time - and in the end some old-fashioned skills in Photoshop - to get it right.





### Shyra Giraffe: some things don't add up

The lady lead singer, Shyra Giraffe, was hard to get. Probably the prompt 'anthropomorphic' doesn't go too well with what I wanted: a human-like body, but with the long neck. What I got was several singers, with giraffe heads, but always without the long neck.

So I added the neck in Photoshop, using Photoshop's build-in AI for the basic neck. I changed the colour and shapes of the brown stains a little and added a layer with the fur of a bear, to match the surfaces of the head and legs. I also adjusted the stains on the legs to match the new neck: more giraffe, less leopard.

But... deranging from what is 'normal', this giraffe-like figure caused new problems for MidJourney. I got loose necks moving around, or a loose body that went on without the neck and head, sometimes growing a new head out of her cleavage, all kinds of extra giraffes. It took quite a lot of trial/errors in clips to get something useful.

What also didn't work is the dress. I wanted a glamorous long dress, but the parts that should be sliding behind her on the stairs of floor, became part of her feet. When she walks or dances or jumps, her feet have a kind of extended shoes.

Maybe Kling would have done that better.



## Three Easter eggs

I want Harry to play on a Gibbon guitar - wordplay with Gibson.  
What other brands could be useful? Here's your 'hidden brand layer': three jokes, three instruments, perfectly balanced.

### 1. Gibbon Guitar (Harry Gibb)

- Parody of Gibson
- Seen on Harry Gibb's guitar headstock
- Logo reads: 'Gibbon' (inside joke for guitar players)

### 2. OrangUtamp Bass Amp (Ace Orangutan)

- Parody of Orange Amplification
- Massive orange bass amp behind Ace
- Logo reads: 'OrangUtamp'
- Funky, loud, instantly readable stage prop

### 3. Chimper Sax Case (Jack the Chimp)

- Parody of Selmer
- Saxophone case branding for Jack the chimp soloist
- Logo reads: "CHIMPmer"
- Subtle jazz reference for sax players



## Exploring band members names

I checked names with ChatGPT - e.g. for the Flamingo Sisters and the chimps. Here's one of the conversations about that:

*'I have a final name for the brass chimps: The Brass Bros. Maybe Bro's is more contemporary - or keep it at Bros?'*

The correct spelling is: **The Brass Bros.**

Bros. = abbreviation of Brothers

Bro's = possessive form of Bro (or an incorrect plural in this context). So for your trio, the best name is: The Brass Bros.

It's catchy, easy to remember, and has a nice old-school soul/funk feel. Since your section actually consists of three chimpanzees, the abbreviation 'Bros.' still works perfectly. In English, it's often used informally for a group of male siblings or close companions, even if there are more than two. I can already imagine the introduction: 'And now, let's hear it for The Brass Bros.! Jack on sax, his brother on trumpet, and his brother on trombone!'

It sounds like the kind of horn section that could have toured with a legendary 1970s funk band.

*Jack is set... Give me some options for first names of the brothers*

Since you've already got Jack as the sax player, I'd keep the brothers' names short, punchy, and easy to yell from the stage. Here are some combinations that fit the vibe:

| Sax  | Trumpet | Trombone | Comments                          |
|------|---------|----------|-----------------------------------|
| Jack | Mack    | Zack     | Rhyming trio, instantly memorable |
| Jack | Duke    | Lou      | Classic jazz/soul feel            |
| Jack | Benny   | Sonny    | Vintage big-band energy           |
| Jack | Frank   | Hank     | Down-to-earth and bluesy          |
| Jack | Ray     | Roy      | Smooth and easy to shout          |
| Jack | Joe     | Moe      | Comedic, old-school feel          |
| Jack | Miles   | Dexter   | Jazz-inspired but not too obvious |
| Jack | Buster  | Buddy    | Friendly, upbeat stage personas   |
| Jack | Leo     | Otis     | Soulful, slightly retro           |
| Jack | Rico    | Tito     | Adds a Latin-funk flavor          |

My favorites for your project:

Option 1 - The rhyming trio: Jack - Mack - Zack

Easy to remember and fun to introduce:

'The Brass Bros.: Jack, Mack, and Zack!'

## How to make a video with an animal band?

*I have this song made with Suno - sounds like a steaming stage performance - though I can't get the instrumental sections to really solo with the right instruments... Still it's a good piece of 'live music' and I would like to create a video of it, with a concept of a band with animated animals playing.*

> Your band already has excellent visual identities  
> I'd also give each member a signature color palette and stage-light identity. > Visual dynamic of the whole band  
Best AI workflow for the video: I will propose the best tool combination

### A. Character development

**1. Midjourney.** Best for: - highly stylized band members  
- consistent character aesthetics - funky costume exploration - poster-quality images

*Use it first for:* - character sheets - costumes - stage concepts - album-cover style shots

*Prompt example:* 'anthropomorphic sexy female giraffe funk singer on stage, 1970s soul revue aesthetic, dramatic spotlight, cinematic, highly detailed, animated film style'

**2. ChatGPT Images** Best for: - rapid iteration - refining personalities - generating pose sheets - storyboard frames. Very useful once you lock the style.

**3. Leonardo AI.** Great for: - maintaining character consistency - creating multiple poses - easier asset generation for animation

### B. Making the music video

Right now the strongest pipeline is:

OPTION 1 - Best Quality (Recommended)

Generate scenes: - **Kling AI** or Runway

These are currently among the best for:

- animated performance shots - camera movement  
cinematic concert energy - animal character animation

**Kling** especially excels at: - movement physics  
musical rhythm feeling - dramatic shots

### C. Edit everything together

Use CapCut - or - **Adobe Premiere Pro** - You'll need this because AI video generators still struggle with making a longer sequence.

The winning strategy is: generate MANY short clips (5–10 seconds) - edit rhythmically to the music - hide continuity gaps using lighting, cuts, crowd shots, strobes, smoke, closeups - Exactly like a real concert film.

#### Recommended structure:

- Intro: backstage silhouettes - crowd anticipation - closeups tuning instruments - octopus twirling sticks - Verse sections
- Focus on singer + crowd energy.
- Solos: this is where your concept shines:
  - octopus drum hurricane
  - orangutan bass slap closeups
  - chimpanzee hanging upside down while playing sax
  - cheetah speed-riff animation
- Bridge: Lighting drops - Only silhouettes and hi-hat pulses.
- Final chorus: Full psychedelic chaos: - confetti - dancing animal crowd - giant brass section - rotating camera

**Important creative choice.** Decide early on the style:

**STYLE A** - Pixar-ish polished

Cleaner, mainstream, emotionally warm.

**STYLE B** - Stylized adult funk animation

More unique. Think: - textured - exaggerated proportions  
sweaty club atmosphere - neon lighting - surreal transitions  
For Vortex of Dance, **STYLE B** fits much better.

*JH: It definitely has a big 70's soul/funk vibe - the lyrical jokes 'move your feet to the beat' and Soul with a capital S' are tributes to that period. For the lead voice character I forgot to mention: the lead voices are two personalities:*

- a female voice - high energy, soulful, crowd-leading
- a black raspy male voice - also the rhythm guitar player.

*I had the cheetah in mind for him. She can't be the peacock alas, nor the lion. Other suggestions?*

The dual-frontperson setup actually elevates the whole concept. It turns the band into a true vintage funk revue rather than 'animals playing instruments.' The male/female interplay is very like Ike & Tina Turner meets Sly and the Family Stone with a touch of Parliament-Funkadelic chaos.

And yes - the cheetah absolutely works for the raspy rhythm guitarist. Fast, sleek, cool, sharp movement. Very good match.

So the female lead should contrast him: visually - rhythmically - emotionally - physically... You want warmth, movement, glamour, and dance energy. Energy: mix of Donna Summer / Tina Turner.

## Some female lead options

1. Flamingo - strongest fit - This is probably your winner.

- naturally elegant and rhythmic - visually spectacular under 70s stage lights - long legs = amazing dance animation  
pink feathers fit funk/soul aesthetics perfectly  
can move between sensual and comedic instantly

Most importantly: - Flamingos already look like they're dancing. -  
Visual idea: - sequined disco dress - giant eyelashes - dramatic mic stand poses - synchronized backup flamingos during choruses

2. Panther - If you want more sensual soul-club energy.

Advantages: - smooth movements - powerful stage presence - sexy silhouette - works beautifully in smoky neon lighting. Less comedic, more cool. - Could create a great contrast with the hyperactive band.

3. Macaw (parrot) - Very strong visually for funk.

Advantages: - explosive color palette - naturally loud/showy personality - feathers can pulse with music - huge possibilities for choreography. Feels more festival funk.

4. Gazelle - Elegant and rhythmic. - Pairs beautifully opposite the cheetah. - Thematically: predator + prey becoming musical partners is visually interesting. More graceful than comedic.

My recommendation for Final band lineup

Tom Octopus > drums

Ace Orangutan > bass

Chimp > sax

Gibbon > lead guitar/Gibson

Cheetah > raspy male rhythm guitar + co-lead vocals

Flamingo > female lead singer

That lineup has: - silhouette variety - movement variety

color variety - personality balance

And crucially: every character moves differently on stage.

That's what will make the video feel alive.

The flamingo can lead the crowd sections:

'Say yes! Say yes!' While the cheetah prowls the stage during the funk verses.

One stylistic idea that could make this exceptional:

Don't make them fully humanized. Keep: - animal anatomy - exaggerated movement traits - species-specific behavior

Examples:

- octopus multitasking fills impossible for humans  
- flamingo balancing on one leg during slow groove  
- orangutan arms dragging dramatically while slapping bass  
- chimp using feet on sax keys  
- cheetah twitchy hyper-fast guitar attacks

That's where the originality lives.

*JH How about a giraffe for the lead female? Feminin face, long eyelashes, long legs - and same colours as the cheetah?*

A giraffe is actually an excellent choice - arguably better than the flamingo for your specific band.

Why it works so well: - the giraffe and cheetah visually belong together (African savanna palette) - both have elegant long-body silhouettes - the contrast becomes 'speed vs grace' - the giraffe's height instantly makes her the focal point on stage

And importantly: a giraffe can feel soulful without becoming cartoonishly glamorous. That fits your 70s funk/soul atmosphere much better.

## What makes the giraffe especially strong:

1. Natural stage presence: A giraffe already looks like a born front performer: - long eyelashes - expressive eyes  
graceful neck movement - elegant strutting motion  
The neck becomes a performance tool: - swaying with the groove  
- leaning dramatically into the microphone - throwing the head back during vocal climaxes  
That can become visually iconic.

2. Fantastic duet contrast with the cheetah - This pairing is cinematic: cheetah = nervous, sharp, rhythmic energy and giraffe = smooth, flowing, soulful energy  
On stage: he darts around, she glides - That contrast creates visual rhythm even when they're standing still.

3. Strong 70s styling potential - You can lean heavily into:  
- gold sequins - flowing fabrics - platform shoes - long patterned stage coats  
The giraffe pattern itself already looks fashion-designed.  
You barely need costumes before she looks stage-ready.

4. Comedic opportunities - Subtle physical humor:  
- microphone stands adjusted absurdly high

- ducking under stage lights
  - bending neck toward audience members
  - backup singers needing risers to stand beside her
  - *JH: leaning far towards other mic to sing in*
- Those little moments make animated bands memorable.

Visual dynamic of the whole band

You now have a very balanced ensemble:

- Giraffe > elegant vertical motion
- Cheetah > fast horizontal motion
- Octopus > chaotic circular motion
- Orangutan > heavy low swinging motion
- Chimp > erratic comic motion
- Gibbon > elastic acrobatic motion

That's the kind of visual choreography that makes music videos feel rich even without dialogue. Honestly, this now sounds less like 'an AI music video' and more like a genuine animated funk universe.

*What English female names rhyme to giraffe and have a soul/artist vibe?*

'Giraffe' is tricky because there are almost no perfect English-name rhymes for it, but for a funky 70s stage persona you actually want slant rhyme, rhythm, and attitude more than literal rhyme.

Here are the strongest options:

1. Gia Giraffe - Probably the best overall.

Why: 'Gia' sounds elegant, soulful, fashionable short and memorable - rolls naturally off the tongue - has diva energy

Examples: 'Ladies and gentlemen... Gia Giraffe!'

'Gia on vocals!' Very believable as a funk frontwoman.

*After a number of suggestions ( 2. Jaffa - 3. Saffy - 4. Raffa - 5. Velvet Giraffe) with clarifications as under Gia, I came up with the choice of Chyra and sharpened that to the final Shyra:*

**1. Shyra Giraffe** - has a subtle internal rhyme without being as overt as something like 'Gia Giraffe.' That gives it a classy, stage-ready feel rather than a children's-book feel. I think it suits your soulful Central Park frontwoman very well. Why: 'Shyra' sounds elegant, soulful, fashionable - short and memorable - rolls naturally off the tongue - has diva energy. Examples: 'Ladies and gentlemen... Shyra Giraffe!'

'Shyra on vocals!' - Very believable as a funk frontwoman. And it pairs beautifully with the other group members.

*Extra @4. Comedic opportunities: giraffe neck leaning far towards other mic to sing in*

Yes - and that specific idea is gold for animation because it turns the giraffe's anatomy into part of the choreography rather than just a design choice. You can push it much further than just 'leaning to another mic' and turn it into a running stage language: Giraffe vocal comedy + stage choreography ideas

1. The 'long-distance duet mic' During the cheetah-giraffe call-and-response sections: the cheetah sings into his mic the giraffe slowly extends her neck across half the stage to 'borrow' his mic - she arrives a beat late, perfectly in time anyway - It becomes a visual punchline every time.

2. Elastic neck timing (groove-based stretching)

Instead of walking, she grooves her neck forward on beat 1-2 and snaps back on beat 3-4 - like a natural wah-wah effect for vocals. This could sync beautifully with funk rhythm guitar.

3. 'Over the drummer' vocal reach: Classic stage gag:

Tom Octopus is mid drum solo - giraffe slowly reaches over the entire band to hit a backing mic - octopus keeps playing under/ around her neck like nothing is happening Visually chaotic but rhythmically tight.

4. Backup singers as 'neck station' - Instead of her walking to people: she has multiple mic stands placed across the stage and 'plugs in' to different mics mid-phrase by bending her neck like a living microphone cable

This makes her feel like part instrument, part performer.

5. The 'too close harmony problem'

Comedy timing idea: she leans in for harmony with the cheetah, accidentally overwhelms his space with her long neck, he has to duck under it mid-guitar riff

Perfect for quick visual laughs during choruses.

6. Audience interaction reach

In final chorus: she literally extends into the crowd sections sings to different audience zones without moving her body base - she creates 'wave' motion across the venue

Feels like arena-level stage design.

## How about lipsyncing?

*Note afterwards:* I ended up using Midjourney for character development as well as for the clips. I worked with what I could get from Midjourney. I took the parts where the mouth or dance movements were useful. Editing in Premiere Pro, I could speed up or slow down a clip, matching the words or rhythm of the song. That worked - for now.

I didn't try Kling or Hedra / HeyGen / SyncLabs. Learning to work with Midjourney and Premiere Pro, was enough I would need subscriptions for each application, multiplying the costs.

*Is it possible in Kling to lipsync the animation just by adding the vocal or music?*

Yes - partially. But there's an important distinction: Kling can synchronize performance energy to audio better than true precise lip-sync. Right now, AI video tools fall into three categories. So for your project:

The BEST workflow is hybrid. Use Kling for: stage motion / camera movement / crowd energy / dancing / dramatic entrances / musical groove / cinematic performance shots.

Use specialized lip-sync tools for: close-up singing shots / duet sections / 'Say yes! Say yes!' moments / emotional vocal closeups

The current best lip-sync tools (for music videos).

**1. Hedra:** Probably the most promising right now for stylized character singing. Strengths: • accepts audio directly • expressive faces • animated performance energy • decent singing realism  
Good for: Shyra closeups / Cheetah vocal lines / duet moments

**2. HeyGen:** Excellent lip sync quality. But: more 'avatar' oriented / less cinematic / weaker for full-body animation  
Still useful for: head-and-shoulders vocal shots

**3. Sync Labs:** Very powerful for syncing existing footage. Potentially excellent for: taking Kling clips re-syncing mouth movement afterward. This is becoming a major workflow in AI filmmaking.

| Capability                   | Kling     | Runway    | Sync-Lab  |
|------------------------------|-----------|-----------|-----------|
| Music-reactive motion        | Very good | Good      | Limited   |
| Cinematic camera movement    | Excellent | Very good | Weak      |
| Precise singing mouth shapes | Limited   | Limited   | Excellent |
| Long dialogue accuracy       | Weak      | Weak      | Strong    |

What I would recommend for YOUR project, because your video is: concert-based / rhythm-heavy / stylized / chaotic/funky  
You do NOT need Pixar-perfect lip sync everywhere. In real concert films: mouths are often partially obscured / cuts happen quickly / lighting hides precision / audience energy dominates. So your strategy should be: 'Selective lip-sync realism'. ONLY fully sync: close-ups / emotional lines / call-and-response moments / iconic phrases

Examples: 'The vortex of dance!' / 'Say yes! Say yes!' / Shyra intro reveal / Cheetah raspy verse lines

Everything else: broad performance motion is enough.

This is VERY important... Trying to make: 6 full minutes of perfect singing animation... is currently a trap.

You'll get: uncanny mouths / drifting sync / massive render workload

Instead: cut like a real funk concert film. Meaning: closeups only briefly / many wide shots / crowd inserts / instrument inserts / lighting transitions / silhouette moments. That hides imperfections naturally.

BEST practical pipeline for you:

1. Midjourney: Create character keyframes
2. Kling: Generate: performance clips / stage motion / entrances / solos / crowd sequences
3. Hedra or Sync Labs. Apply: singing sync to select hero shots
4. Premiere or CapCut / Resolve / Edit rhythmically to the music

Your project is actually ideal for current AI limitations

Because: funk concerts are chaotic / movement matters more than exact mouth phonemes / lighting is dramatic / rhythm editing dominates perception

This means audiences will forgive: imperfect lipsync / inconsistent fingers / surreal motion

...as long as: the groove feels right / cuts hit musically / personalities are strong

And honestly:

your character design is already strong enough to carry that.

Why this works so well for your concept

Your band already has: - extreme physicality (octopus, chimp, orangutan) - fast/slow contrast (cheetah vs giraffe)  
instrument-person fusion

So the giraffe neck becomes: not a gimmick, but a rhythmic instrument extension. If you lean into this consistently, she won't just be a singer - she'll be a visual 'melody line' moving through space.

That's exactly the kind of thing that makes an AI-generated music video feel like a real creative universe instead of just clips stitched together.

*Background vocals: three flamingo's*

That's a very strong choice - three flamingos as backing vocals instantly gives you a built-in 70s soul choir with visual rhythm. It also solves a big production problem: backing vocals become movement, not just sound.

Why flamingo backing vocals work so well:

naturally synchronized posture = instant 'vocal trio' unity  
strong silhouette readability on stage / perfect for call-and-response choruses / they already look like they're holding a choreographed pose even when still / They basically are a disco-era backing section without needing explanation.

How to stage them (this is where it gets fun)

1. Classic soul trio formation - Place them stage-left or slightly elevated: tight triangular formation / subtle synchronized sway / wing/feather 'micro-choreography' on key hits / Think: 70s Motown-style backing singers, but stylized and surreal.

2. The 'flamingo step-touch groove' - Instead of walking: step on one leg > hold balance > feather flick > switch all three perfectly locked to hi-hat groove

This becomes a visual metronome for the band.

3. Chorus explosion moment - on 'Vortex of Dance!': all three flamingos snap their necks forward in unison feathers flare outward like a soundwave / synchronized head turn toward the audience. This can become your signature chorus visual hook.

4. Interaction with Shyra Giraffe - This is where it gets cinematic: flamingos mirror her vocal phrasing / when she leans into a line, they echo in mini-harmonies / creates 'lead voice + vocal aura' effect

It visually reinforces her as the frontwoman.

5. Call-and-response staging with band

You can assign them roles:

Flamingo 1: high harmony responses

Flamingo 2: rhythmic 'oohs / ahhs'

Flamingo 3: echo chants or crowd reinforcement

They become part of the percussion of voices.

Overall impact on your video with:

Shyra Giraffe (lead soul voice)

3 Flamingos (vocal choir)

Cheetah (raspy rhythm guitar voice)

You now have a multi-layered vocal ecosystem, not just a singer + band. And visually, the stage now has:

> vertical elegance (giraffe) > horizontal speed (cheetah)

> clustered symmetry (flamingos)

That's exactly the kind of structure that makes animated concert videos feel designed, not generated.

## Prompts for all band members

*Okay, so we have the band together. Could you provide me with the prompts for all members?*

**Core Style Prompt** (use this in EVERY prompt). Use this as a base suffix for consistency across all characters:

Anthropomorphic animal funk band member, 1970s soul/funk concert aesthetic, cinematic stage lighting, sweaty live performance energy, retro funk nightclub atmosphere, expressive performance pose, detailed fur and/or feathers, colorful stage lights, musical realism, dynamic movement, animated feature film quality, stylized but not fully cartoonish, disco-funk fashion, ultra detailed, cinematic composition

### After first three trials in MidJourney:

*I have created three characters. Pretty cool, but they are all just too realistic - not so much in the graphic style, but in their appearance. The cheetah is too wild, like a dangerous carnivorous cat, also the octopus is too scary. How do I prompt them to be more friendly? Can't seem to get MJ to do that. Could I better use a more child-friendly style, should that make the characters automatically more admirable / aimable?*

Add to the prompt: expression e.g.: friendly cheetah, warm amber feline eyes, relaxed smile, expressive eyebrows. That will make the character less animal and more human.

## **1. Shyra Giraffe - Lead Female Vocals**

*Final prompt:* Anthropomorphic animal funk band member, 1970s soul/funk concert aesthetic, cinematic stage lighting, sweaty live performance energy, retro funk nightclub atmosphere, expressive performance pose, detailed fur and feathers, colorful stage lights, musical realism, dynamic movement, animated feature film quality, stylized but not fully cartoonish, disco-funk fashion, ultra detailed, cinematic composition. I. Shyra Giraffe is the Lead Female Vocalist. Tall anthropomorphic giraffe female soul singer, elegant feminine face, large expressive eyes with long eyelashes, graceful really long neck that is closer to the animal proportions than to human proportions, sticking her head high up to a vintage microphone on a high stand, glamorous 1970s soul diva outfit with gold sequins and flowing fabrics, platform shoes, soulful emotional singing pose, arms wide, powerful stage presence, warm savanna color palette, cinematic funk concert lighting, animated feature film style

*Optional motion additions* - leaning neck toward another microphone - swaying neck rhythmically with music - giant spotlight from above - crowd interaction pose

*How do I get MJ to use the exact same character for e.g. another pose or a short movement?*

Upload a master-visual of the character or use a reference in the prompt: 'Friendly anthropomorphic giraffe soul singer leaning dramatically into a vintage microphone, one hand raised to the audience, elegant 1970s funk outfit, stage spotlight, joyful performance --cref [URL of Shyra\_Master]

## **2. Cheetah Guitar - Raspy Male Vocals + Rhythm Guitar**

*Final prompt:* Anthropomorphic animal funk band, 1970s soul/funk concert aesthetic, cinematic stage lighting, sweaty live performance energy, retro funk nightclub atmosphere, detailed fur, colorful stage lights, musical realism, dynamic movement, animated feature film quality, stylized but not fully cartoonish, disco funk fashion, ultra detailed, cinematic composition. 2. Chet Cheetah - Male Vocalist + Rhythm Guitar - friendly anthropomorphic cheetah, warm amber feline eyes, relaxed smile, expressive eyebrows, stylish 1970s purple half long coat, open shirt, necklace chains, charismatic and approachable, elegant lean proportions. Full body, energetic rhythm guitar pose, sleek athletic build, vintage semi hollow black electric guitar, dynamic prowling stage pose, fast movement blur, sweaty soul concert atmosphere, charismatic funk frontman, cinematic stage lighting,

animated feature film character design realism.

*Optional additions* - singing into microphone while playing guitar - sliding across stage - interacting with Shyra Giraffe  
intense spotlight silhouette

## **3. Tom Octo - Drums**

*Final prompt:* Anthropomorphic animal funk band member, purple octopus drummer, friendly face, warm eyes, relaxed smile, expressive eyebrows. Eight tentacles holding drum sticks with octopus suckers, simultaneously playing on a massive funk drum and percussion kit. Setting: vintage 1970s soul/funk concert aesthetic, cinematic stage lighting, sweaty live performance energy, retro funk concert atmosphere, expressive performance pose, detailed skin and tentacle suckers, colorful stage lights, musical realism, dynamic movement, animated feature film quality, stylized but not fully cartoonish, disco-funk fashion, ultra detailed, cinematic composition. Action: explosive energetic drum solo, neon blue and purple lighting, expressive octopus face, chaotic rhythmic movement, cymbals flying, impossible drum fills, cinematic live performance energy, animated feature film quality. Camera view: from above

*Optional additions* - spinning drumsticks - throwing and catching drumsticks - multiple percussion layers - sweat and flying water droplets - crowd cheering behind stage

## **4. Ape Ace - Orangutan - Bass Guitar**

*Prompt:* Anthropomorphic animal funk band member, cinematic 1970s soul/funk concert aesthetic and atmosphere, cinematic warm orange and red stage lighting, sweaty live performance energy, retro funk concert atmosphere, expressive performance pose, detailed fur, colorful stage lights, musical realism, dynamic movement, animated feature film quality, stylized but not fully cartoonish, disco-funk fashion, ultra detailed, cinematic composition - Anthropomorphic orangutan, warm eyes, relaxed smile, expressive eyebrows, big cheek flaps, bass player with extremely long arms, deep amber fur, vintage funk clothing with colorful vest and leather pants, full body standing pose, relaxed groove-heavy posture, arms stretched down, oversized very low-hanging funk bass guitar almost on the floor, soulful bass solo performance, fingers slapping strings dramatically, heavy rhythmic presence, in the background a bright orange guitar amplifier with logo OrangeUtamp

*Optional additions* - exaggerated bass slap motion - slow groove expression - leaning backward during solo - huge amplifier stacks

## 5. Jack Chimp - Saxophone

*Final prompt:* Jack Chimp Saxophone Anthropomorphic chimpanzee saxophone player, animated expressive face, friendly eyes, expressive eyebrows. Playful chaotic jazz funk energy, sitting on a stool, playing two shiny brass saxophones simultaneously, both mouthpieces in his mouth. Left hand and foot play one sax, right hand and foot play a smaller sax. Feet resemble hands, fingers and toes spread across the lower keys. Funky colorful purple gilet and white blouse, energetic performance pose, soulful concert atmosphere, gold stage lighting, lively crowd interaction. 1970s soul/funk concert aesthetic, retro funk nightclub atmosphere, sweaty live performance energy, colorful stage lights, detailed fur, disco funk fashion, stylized but not fully cartoonish, animated feature film quality, musical realism, dynamic movement, ultra detailed, cinematic composition.

*Optional additions*

hanging upside down while playing sax

wild sax solo

spinning across stage

standing on speakers

## 6. Harry Gibb on Gibson - Lead Guitar

Anthropomorphic gibbon, mainly with black smooth hair, but with white face, friendly, expressive eyes and eyebrows, with extremely long arms and swinging tail. Holding a vintage Gibson gold top electric guitar with 'Gibbon' in the style of Gibson logo on it. Full body pose, acrobatic stage movement, expressive rock-funk performance pose, agile elastic body language, colorful retro 1970s outfit, energetic guitar solo, cinematic soul-funk concert environment. Anthropomorphic animal funk band member, 1970s soul/funk concert aesthetic, cinematic stage lighting, sweaty live performance energy, retro funk concert atmosphere, expressive performance pose, detailed fur and expression, musical realism, dynamic movement, psychedelic yellow and orange stage lighting, animated feature film quality, stylized but not fully cartoonish, disco-funk fashion, ultra detailed, cinematic composition

*Optional additions* - swinging from stage rigging - guitar held overhead - jumping between amplifiers - exaggerated arm motion during solos

## 7. The Flamingo Sisters - Backing Vocals

*Final prompt:* Three anthropomorphic flamingo female backing vocalists, synchronized disco-soul choreography, elegant pink feathers, glamorous 1970s soul dresses with sequins and glitter, standing at vintage microphones, perfectly synchronized dance

poses, soulful harmony singers, retro Motown-inspired stage performance, warm pink and gold lighting, cinematic funk concert atmosphere

*Optional additions* - synchronized neck movement - feather flare during chorus - step-touch dance choreography - mirrored poses around Shyra Giraffe

## 8. The Brass Bros - chimps brass section

Three anthropomorphic chimps, funk band brass section, 1970s soul/funk concert aesthetic. All three sit on stools representing "hear no evil, see no evil, speak no evil," wearing white satin blouses with heavy rings on fingers, laughing loudly, clearly having fun, friendly/expressive faces with emotive eyebrows. Left chimp: hands on ears, holds trombone with feet, red gilet, red bandana. Middle chimp: hands on eyes, holds saxophone with feet, purple gilet, purple bandana. Right chimp: hands on mouth, holds trumpet with feet, blue gilet, blue bandana. All distinct characters; admirable, accessible, expressive. Energetic performance poses, sweaty live energy, lively crowd interaction. Purple/blue/red stage lighting, retro funk nightclub atmosphere, detailed fur, disco funk fashion, stylized but not fully cartoonish, animated feature film quality, musical realism, dynamic movement, ultra detailed, cinematic composition.

## MASTER BAND PROMPT (group shot)

Use this for posters, thumbnails, or wide stage shots:

Anthropomorphic animal funk band performing live on stage, giraffe female soul singer at center microphone, cheetah rhythm guitarist and male vocalist, octopus drummer with eight arms, orangutan bass player with long arms, chimp saxophone player, gibbon lead guitarist, three flamingo backing vocalists, explosive 1970s soul and funk concert atmosphere, colorful disco lighting, brass section energy, crowd cheering, cinematic live music chaos, retro funk nightclub aesthetic, animated feature film realism, highly detailed, dynamic composition

This is now a genuinely coherent visual universe. The animal choices reinforce the music style instead of feeling random, which is why the concept works so well.

*Perfect! The setting of the concert will be in New York, Central Park. How to prompt the stage and environment?*

*The entering of Shyra Giraffe will be dramatic: backdrop of the stage is a curtain, with a high arch in the centre, through which she peeks first before entering.*

That setting is perfect for this concept. Central Park gives you:

- iconic skyline silhouettes
- warm summer-night atmosphere
- massive outdoor concert energy
- room for theatrical lighting and crowd shots.

And the giraffe entrance is genuinely cinematic because her height makes the reveal naturally suspenseful.

The key is: don't make it look like a modern festival.

**You want:** • 1976–1979 soul/funk mega-concert energy  
analog lighting feel • smoky warm atmosphere • theatrical stagecraft • vintage NYC summer night

**Think:** Summerstage concerts mixed with Woodstock soul energy and Saturday Night Fever lighting aesthetics.

### MASTER ENVIRONMENT PROMPT

Massive outdoor 1970s soul and funk concert in Central Park New York at night, huge vintage concert stage with theatrical curtains and glowing archway entrance, Manhattan skyline visible beyond trees, warm summer air, smoky disco lighting, colorful spotlights sweeping over enormous dancing crowd, retro analog concert atmosphere, cinematic live music energy, giant speaker stacks, brass section risers, funky nightclub aesthetics merged with outdoor festival atmosphere, dramatic haze and stage lights, animated feature film realism, highly detailed, dynamic camera angles

### KEY SCENE: Shyra Giraffe Entrance Prompt

This should be one of your signature shots.

Giant theatrical stage curtain with tall illuminated archway at center stage, elegant anthropomorphic giraffe female soul singer peeking curiously through the arch before entering, only her head and long neck visible at first, dramatic spotlight catching her eyes and eyelashes, crowd cheering in anticipation, smoky 1970s soul concert atmosphere, warm golden stage lights, cinematic suspense, retro funk revue aesthetic, animated feature film quality

Then the reveal shot:

Anthropomorphic giraffe female soul singer dramatically entering through tall glowing archway curtain entrance onto massive Central Park concert stage, long neck rising above band and audience, sequined flowing soul diva outfit, giant crowd cheering, dramatic moving spotlights, cinematic funk concert spectacle, retro 1970s soul revue energy, animated movie realism, colorful stage haze

### Stage Design Prompt

Large vintage 1970s soul/funk concert stage in Central Park, layered risers for band members, giant velvet curtains, glowing arch centerpiece, retro brass section platforms, analog concert lighting rigs, huge speaker towers, warm gold and purple stage lights, smoky haze atmosphere, funky nightclub textures blended with outdoor festival scale, crowded dancing audience, cinematic concert cinematography

### Crowd Prompt

Crowds matter enormously in music videos. Prompt:

Massive diverse New York crowd dancing at outdoor 1970s funk concert in Central Park, summer night atmosphere, people dancing wildly, disco fashion, afros, sequins, flared pants, waving arms, emotional live music energy, colorful concert lights sweeping audience, cinematic festival atmosphere

### Camera-style additions (VERY useful)

Add these phrases occasionally:

- handheld concert camera feel
- vintage concert film grain
- sweeping crane shot
- dramatic zoom lens
- low-angle hero shot
- audience-perspective camera
- fast funk rhythm editing
- cinematic tracking shot

These help AI video tools avoid static 'people standing on stage' or a 'dull crowd'

Most important creative advice: treat the entire concert like: a legendary lost 1978 funk concert film.

Not like: - 'AI animals performing.'

That mindset changes everything:

- lighting becomes authentic
- camera work becomes documentary-like
- movement becomes musical
- imperfections become part of the charm

And your giraffe entrance through the arch curtain could genuinely become an iconic recurring visual motif throughout the whole video.

### The Brass Section

*We forgot the brass section... Three chimpanzees - like the 'See-hear-silent- triplets. One on sax (who is also the solo player, already*

*described in the prompts), one on trumpet, one on trombone. Sitting down, so they have possibility to play with hand and feet - or even a double saxes played with one mouth*

That is a fantastic addition because it completes the classic funk/soul orchestra structure. Now the band feels less like a rock band with horns and more like a full-blown 70s groove machine in the spirit of Earth, Wind & Fire or Tower of Power. And the 'see-hear-silent' chimp trio concept is brilliant because:

- chimps are naturally expressive
- they already communicate physically
- the visual joke is recognizable without being explicit
- sitting lets them use hands and feet musically

This is exactly the kind of memorable visual gimmick classic animated bands need.

The Brass Section Concept: The Three Chimp Brothers

1. 'Speak No Evil' - Trumpet - Cheeky, explosive personality.

Fast staccato movements. Puffs cheeks dramatically.

2. 'Hear No Evil' - Trombone - Cool laid-back groove player.

Long lazy slide motions. Acts like the section's rhythm anchor.

3. 'See No Evil' - Jack the Saxophone soloist - Wild virtuoso energy. Already your featured solo chimp.

Together they create:

symmetry / comedy / visual rhythm / horn choreography

Best staging choice: seated brass riser platform

Excellent idea. This allows: • feet on valves / keys / slides

- ridiculous overcomplicated funk arrangements
- synchronized seated choreography
- instrument-swapping chaos

Visually: their platform can bounce slightly with the groove.

## EXTREMELY GOOD VISUAL IDEA

The 'four-limb horn playing' - this is where animation becomes unique. Examples:

- trumpet chimp using foot on mute
- trombone chimp extending slide with foot while snapping fingers
- sax chimp playing two saxophones simultaneously

That instantly makes the band impossible in live action - which is exactly why animation works.

## Brass Section Prompt

Three anthropomorphic chimpanzee brass musicians seated together on raised funk horn section platform, one playing

trumpet, one trombone, one saxophone, synchronized 1970s soul and funk horn section choreography, expressive chimp faces, colorful retro suits, using hands and feet to play instruments simultaneously, energetic brass stabs, cinematic concert lighting, warm gold and red stage atmosphere, animated feature film realism, funky live performance chaos

## Dual Sax Solo Prompt (this is a keeper)

Anthropomorphic chimpanzee saxophone virtuoso performing outrageous dual saxophone solo, playing two saxophones at once using hands and feet while seated, explosive jazz-funk energy, wild expressive face, energetic stage lighting, psychedelic soul concert atmosphere, animated movie realism, impossible musical choreography

That could become one of the signature viral moments of the video.

## Stage Placement Recommendation

Suggested stage layout

Front center: Shyra Giraffe & Cheetah

Rear center: Tom Octopus drums

Stage left: Ace Orangutan bass

Stage right: Gibbon on Gibson

Rear side risers: Three chimp brass section

Elevated rear platform: Flamingo backing trio

This creates: clear silhouettes / layered movement / constant visual activity

Most importantly: every section of the stage can 'answer' another section musically. That's how real funk staging works.

One more thing you should absolutely do:

Give the brass chimps synchronized 'hit poses.'

Example: during horn stabs:

- trumpet points upward
- trombone slide extends outward
- sax leans backward

ALL at the exact same frame. Classic funk bands relied heavily on synchronized horn choreography, and animated animals can exaggerate it beautifully.

## Cody the Roadie - raccoon hero

*I need one more character: the roadie. He acts on stage sometimes, like hooking up Jack (so he can play his sax solo hanging and swirling above the crowd). Funny, quick guy, small animal, name something like Jody the Roadie. Suggestions?*

A roadie character is a great idea because it gives you: transitions between scenes / comic relief / backstage continuity / practical explanations for crazy stage mechanics...And yes - 'Jody the Roadie' already sounds like a real backstage legend from a lost 70s concert.

*You want:* small / hyper-efficient / expressive / fast-moving  
able to appear anywhere instantly / naturally funny without becoming slapstick

### BEST animal choices

1. Meerkat - strongest overall choice. This is probably your winner. Why: - naturally alert and frantic - small upright body works for tool belts/headsets - constantly scanning the stage - perfect 'backstage fixer' energy. And: 'Jody the Roadie the Meerkat' actually sounds musically memorable.

2. Ferret - Excellent if you want more mischievous energy. Advantages: squeezes through equipment / fast unpredictable movement / naturally comedic body shape  
Could literally: slide under drum kits / emerge from amplifier stacks / appear hanging from cables...Very strong animation potential.

3. Capuchin Monkey - More technically believable as a roadie. Advantages: - dexterous hands / tool handling / climbing rigging naturally. Feels slightly less original than meerkat though.

4. Raccoon - Fantastic backstage energy. Advantages: - natural 'fixer/tinkerer' vibe / expressive hands / chaotic-but-competent personality... Could carry absurd amounts of gear. Maybe visually darker and heavier than your otherwise elegant/colorful band.  
Visual behavior: darting between cables / climbing speaker stacks / appearing unexpectedly beside musicians / giving thumbs-up signals. Personality: half stage manager, half caffeinated chaos goblin.

*I'll go with the raccoon, named Cody instead of Jody*

Perfect balance of: funny / agile / visually readable / lovable / energetic / stage-useful. He becomes: the connective tissue of the whole concert. And Cody is even better than Jody - in the titles: Cody the Raccoon as Cody the Roadie

**Character concept** Cody the Roadie. Species: Raccoon

Personality: overworked but enthusiastic / permanently sweating / headset always crooked / multitasks constantly  
somehow keeps impossible concert running  
Costume: tiny 70s backstage jumpsuit / tool belt / headset microphone / flashlight clipped to headset / laminated backstage pass swinging everywhere

Signature behavior: appears right before technical chaos / gives frantic countdown gestures / rigs impossible stunt setups / vanishes instantly afterward

### GREAT recurring visual gags

1. Hooking up Jack the Sax Chimp. Excellent idea already.  
Jody: a. clips harness onto Jack. b. checks cables nervously  
c. suddenly Jack swings over audience playing solo  
Meanwhile: Jody watches in terror from side-stage - sweating, holding an extra security carabiner clip.
2. Octopus drum emergency: Jody constantly untangling drumstick bags and cables from octopus limbs.
3. Giraffe microphone adjustments  
Keeps sliding out mic stand to set Gia's mic height.  
Or turns up endless mic stand from bottom
4. Cheetah speed issue: Always arriving late because Cheetah keeps sprinting to random stage positions.
5. Flamingo choreography panic  
Trying to synchronize backup mic stands perfectly.

### Prompt for Cody the Roadie

Anthropomorphic raccoon roadie at massive 1970s funk concert, small fast-moving backstage crew member with tool belt and headset, energetic expressive face, adjusting stage equipment under colorful concert lights, vintage backstage jumpsuit, comedic but competent personality, cinematic concert atmosphere, animated feature film realism, dynamic movement, retro soul concert aesthetic

### Hero stunt prompt (Jack sax solo)

Small anthropomorphic raccoon roadie hurriedly attaching safety harness cables to chimpanzee saxophone player before outrageous aerial sax solo above giant Central Park crowd,

chaotic backstage funk concert energy, cinematic stage lighting, animated feature film style, colorful 1970s soul concert atmosphere

This character is important because he makes the world feel operational. The moment audiences see:  
cables / harnesses / backstage prep / frantic technical fixes  
...the concert suddenly feels real.

### **Funny sequence: Jack's flying sax solo gone wrong**

*When fixing Jack for his big swing above the audience, I'll let Cody sweating behind, looking frightened at a missed carabiner in his hand, that lets Jack sweep off his cord into the audience - never missing a note from his solo. As a stage diver, on his back on top of audience hands, he is returned back to the stage, arriving there to an ashamed Cody, but Jack winks he doesn't mind. How do I make a prompt of this action?*

That's a terrific sequence. It has a complete mini-story:

**Setup** Cody attaches Jack's harness

**Problem** a missing carabiner

**Payoff** Jack accidentally flies into the crowd

**Resolution** crowd-surfs back while still playing flawlessly

**Character moment** Jack winks at Cody, who looks mortified - and then relieved.

For AI video, you'll get better results by splitting it into 5–6 short shots rather than trying to generate the whole sequence in one prompt.

### **Shot 1 – Backstage setup**

Backstage at a vibrant 1970s soul and funk concert in Central Park at night. Cody the Roadie nervously secures a safety harness onto JackChimp. Cody wipes sweat from his brow while tying and double-checking straps and cables. Jack remains completely calm, smiling confidently holding his saxophone he takes out another saxophone and installs both saxophones in his mouth, anticipating his solo, holding them left and right, both with a hand and a foot. Cinematic lighting, humorous tension, animated feature-film realism.

### **Shot 2 – The missing carabiner**

The sax solo is coming up, Jack is launched into the air above the crowd, playing two saxophones with all four limbs. Close-up of Cody the Roadie freezing in horror as he realizes he is holding an unused locking carabiner in one hand while Jack has already

launched into the air. Cody's eyes widen, sweat beads on his forehead, striped tail stiff with panic. Comic timing, dramatic stage lights, cinematic animated style.

### **Shot 3 – Jack takes flight**

Jack the chimpanzee saxophonist unexpectedly swings free above a huge cheering concert crowd, still playing an energetic funk saxophone solo without missing a note. His expression is joyful and completely unfazed as the audience reaches upward beneath him. Dynamic camera angle, colorful stage lights, exciting concert atmosphere, animated movie realism.

### **Shot 4 – Crowd surfing sax solo**

Jack the chimpanzee lies on his back while thousands of enthusiastic concertgoers carry him overhead with raised hands, crowd-surfing across Central Park during an outrageous saxophone solo. He continues playing flawlessly, smiling and improvising while the audience celebrates around him. High-energy, cinematic, humorous, 1970s funk concert aesthetic.

### **Shot 5 – Safe return**

The cheering audience gently returns Jack the chimpanzee to the front of the stage. Cody the raccoon waits anxiously with guilty expression and slumped shoulders. Jack lands gracefully, keeps playing the final notes of his solo, then gives Cody a reassuring wink. Warm stage lights, funny and heartfelt ending, animated feature-film realism.

Direction note - for the best emotional payoff:

**Cody** should look absolutely convinced he's ruined the show.

**Jack** should be completely unbothered, treating the accidental crowd surf as the coolest stunt of the night.

That contrast will make the scene memorable and very much in keeping with the playful spirit of Vortex of Dance. ---

### **Funny sequence: Cody getting bashed by the base drum pedal**

*During Tom's drum solo, one stick flies into the air, falling between drums on the floor. Cody notices that and tries to retrieve the stick, sliding between the pedals of base drum and hi-hat, that are worked by two of Tom Octopus's arms. Off course he is getting his head bashed with the base drum pedal. Prompt that to a very funny typical animation joke, like in old fashioned Tom and Jerry cartoonish style*  
Here's a cinematic prompt that leans into classic slapstick timing without becoming overly violent. The humor comes from

exaggerated cartoon physics and Cody's determination to keep going.

### Funny scene: Cody vs. the Flying Drumstick

A high-energy animated concert sequence in the style of classic 1970s slapstick cartoons with expressive squash-and-stretch animation and exaggerated comedic timing. During Tom Octo's explosive drum solo, one drumstick suddenly flies high into the air, spinning dramatically under the stage lights before dropping between the bass drum and hi-hat stand.

Cody the Roadie, a small anthropomorphic raccoon with a tool belt, headset, and distinctive striped tail, spots the fallen stick and dives heroically onto the stage floor. Determined to save the solo, he slides on his belly through impossibly tight gaps beneath the drum kit while Tom Octo, a wildly energetic octopus drummer, keeps playing with all eight arms and both legs completely focused on the music.

As Cody reaches for the stick, one of Tom's legs repeatedly stomps the bass drum pedal inches from Cody's face with perfect rhythm. Each thump comically bumps Cody's cap, flattens his ears, or makes his cheeks wobble, yet he stubbornly crawls forward without giving up. The other octopus leg works the hi-hat pedal in sync, forcing Cody to duck and weave through a ridiculous obstacle course of moving hardware.

Finally, Cody triumphantly grabs the drumstick, pops up with a proud grin and a victorious thumbs-up - only to receive one last perfectly timed bass drum pedal bonk that spins him around harmlessly before he hands the stick back to Tom, who catches it without missing a beat. The audience roars with laughter and applause while Cody staggers away dizzy but smiling, tail wrapped around the recovered drumstick like a trophy.

### Consistency across scenes

*So: I create separate characters in Midjourney. How do you get Midjourney to use these same characters in a group shot?*

This is the critical challenge in AI character projects right now: consistency across scenes.

And for your project, consistency matters enormously because the band identity is the whole appeal.

The good news: Midjourney has become much better at this with:

Character References (--cref)

Style References (--sref)

Moodboards

Omni Reference

You absolutely should build this like an animation production pipeline, not random prompts.

Recommended Workflow

STEP 1 — Create each character individually FIRST

Do NOT start with group shots. Create:

- neutral full-body turnaround
- stage outfit
- signature pose
- close-up portrait

For EACH character. You want:

- front view
- side view
- expressive stage pose

Save the best image of each character. These become your "master sheets."

STEP 2 — Lock visual style BEFORE group shots

This is crucial.

Pick ONE:

- rendering style
- lighting style
- costume complexity
- realism level

Do NOT let styles drift. Your best direction is: stylized animated-film realism with textured 70s funk cinematography

STEP 3 — Use Character References (--cref)

This is the magic feature.

- Upload your final character image.
- Use its URL in prompts.

Example: /imagine Shyra Giraffe performing on stage with funk band --cref [imageURL]

Midjourney will try to preserve:

- face • costume • colors • proportions

VERY important: Use HIGH character weight: --cw 100

This tells MJ: 'prioritize character consistency.'

STEP 4 — Create SMALL interaction scenes first

Before full band shots: make pairs.

Examples:

- Shyra + Cheetah duet
- Tom + brass chimps
- Flamingos + Shyra

This helps establish:

- scale relationships
- visual chemistry
- relative proportions

STEP 5 — THEN create full-band compositions

Now combine references. Example structure:

'Anthropomorphic animal funk band performing live in Central Park, Shyra Giraffe lead singer at center stage, Cheetah rhythm guitarist beside her, Tom Octopus on drums, Ace Orangutan on bass, brass chimp trio on horn riser, flamingo backing vocalists, cinematic 1970s soul concert atmosphere --cref URL1::2 URL2::2 URL3::2

The ::2 increases influence weight.

BEST PRACTICE: Create a 'Band Bible'. Seriously.

Make a folder with:

- each character • colors • outfits • instruments
- stage positions • personality notes

This dramatically improves consistency. Professional animation studios do exactly this.

IMPORTANT MIDJOURNEY TRICK

Use PAN + VARY REGION

Once you get: ONE good group shot, you can:

- expand sideways • replace sections • alter poses

WITHOUT regenerating the whole band.

This is incredibly useful.

Example: perfect Gia plus bad orangutan

Use: Vary Region > regenerate only orangutan

Huge time saver.

FOR VIDEO: the smarter route: Do NOT try making entire scenes directly in video AI first. Instead:

**A. Midjourney** - Create: • keyframes • poses • environments • character consistency

**B. Kling AI or Runway** - Animate FROM those images.

This gives MUCH stronger consistency.

Very important cinematic advice: Assign each character:

- signature lighting color
- signature camera language

Examples:

Shyra > golden spotlights, sweeping crane shots

Cheetah > fast side-tracking shots

Octopus > spinning circular camera motion

Brass chimps > synchronized zoom-ins

Flamingos > symmetrical framing

This creates subconscious visual identity. That's how your project starts feeling like: a real animated concert film instead of: AI-generated random animal clips.

## Chat GPT: blueprint for the video

So: I have completed the song. It has grown to almost 6:00 minutes, with musical intermezzo's and start and finish. I have started the blueprint: could you finish it with proposals in the same way? Every section is split by two divisions (like – )

0:00                      Fade-in crowd cheering - lights on - womans voice (flamingo) counts 1-2-3-4  
–  
0:05:08                      Intro: horns and bass accents - on simple drums (1 and 3rd beats).  
0:08:15                      Shyra is peeping though curtain - singing 'Yeah' - crowd cheers  
0:12:13                      Cheetah responds 'Yeah'  
0:19:12                      Sax enters to lead to full band intro  
–  
0:21:21                      full band and drums drop: swinging anticipation, crowd cheering louder  
0:28:0                      Shyra makes her entrance through the curtain, moving elegantly on the beat to mic, dance moves  
–  
38:00                      Start first verse

This is already structured like a real concert film timeline - you're very close to something that can be directly turned into a shot-by-shot AI production plan. I'll continue your blueprint in the same format, but now I'll also add: - visual focus (who/what is on screen) / - camera movement / - AI video prompt direction (Kling/Runway-ready intent)

### **38:00–46:00                      Verse 1 – 'Establish groove & personalities'**

Visual focus:                      Shyra Giraffe now fully at center mic, singing lead  
                                         Cheetah rhythm guitar + raspy backing vocal responses  
                                         subtle introduction of band groove (no full chaos yet)  
                                         flamingo trio swaying gently in background harmonies  
Camera:                              slow dolly-in toward Gia's face and neck movement  
                                         occasional cutaways to cheetah guitar riffs  
                                         low-angle hero shot of stage lights sweeping

AI prompt direction: 'New York Central Park outdoor funk concert, giraffe female lead singer performing soulful verse, cheetah guitarist singing backing vocals, 1970s soul lighting, cinematic slow camera push, warm gold stage lights, intimate groove atmosphere'

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### **46:00–53:00                      Verse 2 – Band expansion & rhythmic buildup**

Visual focus:                      Ace Orangutan bass becomes more active (visible groove emphasis)  
                                         Chimp brass trio begins subtle synchronized movement (pre-chorus hints)  
                                         Shyra interacts with crowd (neck leaning gestures)  
                                         Flamingos start more pronounced step-touch choreography  
Camera:                              alternating close-ups (Shyra □ bass □ horns □ crowd)  
                                         rhythmic cuts begin matching percussion accents

AI prompt direction: 'funk band building intensity, giraffe singer interacting with crowd, orangutan bass player groove close-up, chimp brass section preparing to enter, flamingo backing singers synchronized movement, cinematic concert energy increasing'

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### **53:00–1:02:00                      Pre-Chorus Build – Rising tension**

Visual focus:                      Cheetah and Shyra vocal interplay intensifies  
                                         Chimp sax soloist begins stepping forward visually  
                                         drummer octopus starts more visible fills (still controlled chaos)

lighting becomes more dynamic (moving beams, haze thickens)

Camera: faster cuts (every 2–3 seconds)  
dramatic zooms on musical accents  
crane shot rising above stage

AI prompt direction: '1970s funk pre-chorus buildup, intense stage lighting, giraffe and cheetah vocal duet energy, octopus drummer increasing intensity, brass section preparing, cinematic rising tension concert shot'

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### **1:02:00–1:20:00 CHORUS I – FULL BAND REVEAL**

Visual focus: FULL BAND in frame for first time:  
Shyra center front (dominant)  
Cheetah beside her  
Flamingo trio fully active choreography  
Brass chimp trio synchronized hits  
Orangutan bass groove  
Octopus full drum chaos  
Gibbon guitar accents visible

Camera: wide stadium shot + sweeping crane  
fast cut montage between sections  
crowd reaction shots heavily included

AI prompt direction: 'full anthropomorphic funk band performing explosive chorus in central park, giraffe lead singer center stage, full brass section chimps, flamingo backing vocalists dancing, octopus drummer chaos, cinematic 1970s soul concert climax lighting, crowd dancing wildly'

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### **1:20:00–1:45:00 Instrumental Groove Section (Mini Jam I)**

Visual focus: Ace Orangutan bass feature (main anchor)  
Octopus drum solo fragments  
Gibbon guitar riffs intercut  
Chimp sax improvisation movement

Camera: instrument-focused montage  
rhythmic cut on bass/drum hits  
low-angle 'stage floor energy' shots

AI prompt direction: 'funk instrumental jam session, bass guitar spotlight orangutan, octopus drum improvisation, chimp saxophone energy solo, gibbon guitar riffs, psychedelic 1970s concert lighting, fast rhythmic editing style'

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### **1:45:00–2:10:00 Bridge – Breakdown / Emotional dip**

Visual focus: lighting dims (blue/purple tones)  
Shyra sings more emotionally, minimal movement  
band reduces to soft groove  
flamingos become almost statuesque harmony

Camera: slow cinematic close-ups  
long holds (3–5 seconds per shot)  
shallow depth of field

AI prompt direction: 'funk soul bridge section, emotional giraffe singer close-up, dim blue stage lighting, minimal band groove, cinematic soft focus concert atmosphere, quiet tension before rebuild'

## **2:10:00–2:40:00 Build Back – Rising Funk Energy**

Visual focus: cheetah rhythm guitar re-energizes stage  
chimps begin synchronized horn hits again  
flamingos regain motion energy  
Shyra re-centers power stance

Camera: accelerating cuts again  
upward camera motion (energy rising visually)

AI prompt direction: 'funk band rebuilding energy, giraffe lead singer regaining power stance, cheetah guitarist driving rhythm, chimp brass section synchronized hits, flamingo dancers increasing energy, cinematic rising concert intensity'

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## **2:40:00–3:20:00 CHORUS 2 – FULL POWER VARIATION**

Visual focus: everything at maximum energy  
crowd fully active  
stage lights fully saturated  
Shyra + cheetah duet at peak synergy

**Camera:** chaotic concert montage style  
handheld feel  
rapid crosscuts between sections

AI prompt direction: 'explosive funk chorus, full band maximum energy, giraffe and cheetah lead performance, flamingo trio synchronized dance, chimp brass stabs, octopus drum chaos, central park night concert climax energy'

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## **3:20:00–4:40:00 Extended SOLO SHOWCASE SECTION (multi-character rotation)**

Break this into sub-blocks:

3:20–3:50 – Octopus Drum Solo > rotating camera, cymbal explosions

3:50–4:20 – Brass Chimp Trio Feature > synchronized seated choreography madness

4:20–4:50 – Gibbon Guitar Solo > swinging, acrobatic movement

4:50–5:20 – Cheetah + Shyra vocal duel reprise > fast call-response

5:20–5:40 – Flamingo vocal swirl section > symmetrical choreography focus

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## **5:40:00–6:00:00 FINAL CHORUS + OUTRO**

Visual focus: all characters on screen simultaneously  
confetti / haze / golden lights  
Shyra holds final sustained note  
crowd explosion reaction

Final shot: slow zoom out from Central Park stage into skyline

AI prompt direction: 'grand finale funk concert, full anthropomorphic band on stage, giraffe lead singer holding final note, cinematic golden lighting, crowd cheering, confetti, central park skyline night view, epic 1970s soul concert ending, slow zoom out finale'

**IMPORTANT NOTE (production reality).** What you now have is: a real AI production shooting script. This is exactly what professional music video editors do before: AI generation / animation pipelines / editing. You are no longer in 'prompting a video' territory. You are in: 'directing a concert film that happens to be AI-generated'

If you want next step, I can:

- convert this into a Kling prompt pack (shot-by-shot ready to paste)
- OR build a Midjourney keyframe list for every section
- OR design a camera language system (so every character has consistent motion style)

|                                                |                    |            |
|------------------------------------------------|--------------------|------------|
| FILM Vortex of Dance                           | Vandaag 14:06      | ↑ 407,7 MB |
| Adobe Premiere Pro Audio Previews              | Gisteren 17:17     | --         |
| Adobe Premiere Pro Auto-Save                   | Gisteren 18:06     | --         |
| Adobe Premiere Pro Captured and Generated      | Gisteren 17:17     | --         |
| Vortex clips                                   | Gisteren 15:53     | ↑ 63,4 MB  |
| Vortex logos instruments                       | 30 jun. 2026 10:54 | --         |
| Vortex Masters                                 | Gisteren 16:55     | ↑ 263,3 MB |
| Vortex of Dance video-edit-v2.mp3              | Gisteren 13:33     | 9,1 MB     |
| Vortex of Dance video-edit-v3.mp3              | Gisteren 16:51     | 9 MB       |
| Vortex of Dance video-edit.mp3                 | 22 mei 2026 09:25  | 8,9 MB     |
| Vortex process IDD+PDF+visuals                 | Vandaag 14:04      | --         |
| ~vortex of dance se~_0_8p.idlk                 | Vandaag 14:08      | 0 bytes    |
| 4 Ape Ace process for slapping on one foot.psd | 25 jun. 2026 13:10 | 27,2 MB    |
| 4-Ape-Ace-process-for-slapping-on-one-foot.jpg | 25 jun. 2026 13:10 | 3 MB       |
| DBSharingShi29491443049127                     | Gisteren 16:51     | 1,1 MB     |
| DBTnp98758-878092535                           | Gisteren 16:51     | 12,6 MB    |
| Vortex of Dance set-up BU 260522.pdf           | 22 mei 2026 10:24  | 163 KB     |
| Vortex of Dance set-up v1.pdf                  | Vandaag 14:04      | 1,2 MB     |
| Vortex of Dance set-up.indd                    | Vandaag 14:04      | 14,5 MB    |
| Vortex X drumsolos                             | 30 jun. 2026 10:56 | --         |
| Vortex of Dance-v1-1280x720v1.mp4              | 16 jul. 2026 18:02 | 722,9 MB   |
| VortexOfDance-v2.mp4                           | Gisteren 17:58     | 722,7 MB   |

**Project: 5,24 GB**  
in about 400 files

| Vortex PSDs+prep                               |                    |          |
|------------------------------------------------|--------------------|----------|
| Naam                                           |                    |          |
| 0 opening Skyline NY+Liberty kopie.psd         | 1 jul. 2026 12:58  | 10,6 MB  |
| 0 opening Skyline NY+Liberty.psd               | 27 jun. 2026 09:49 | 10,6 MB  |
| 1 Shyra_Master 1 short neck.png                | 17 jun. 2026 13:21 | 5,9 MB   |
| 1 Shyra_Master-HD.psd                          | 30 jun. 2026 13:05 | 116 MB   |
| 1 Shyra_Master-VRIJST.psd                      | 26 jun. 2026 10:24 | 36,5 MB  |
| 1 Shyra_Master.psd                             | 23 jun. 2026 10:12 | 55,2 MB  |
| 1-Shyra-counts-1-2-3-4.psd                     | 3 jul. 2026 10:12  | 5,7 MB   |
| 1a-Shyra-singing-zoom-in.png                   | 29 jun. 2026 18:06 | 4,2 MB   |
| 1b1-Shyra-stairs-singing.png                   | 30 jun. 2026 09:15 | 4,1 MB   |
| 1b2-Shyra-stairs-singing.png                   | 30 jun. 2026 09:30 | 4,1 MB   |
| 1c-Shyra-singing-zoom-in.png                   | 29 jun. 2026 17:03 | 3,9 MB   |
| 2 Chet_Master VIERKANT.png                     | 18 jun. 2026 14:14 | 5,9 MB   |
| 2 Chet_Master-HD.psd                           | 26 jun. 2026 13:01 | 88,2 MB  |
| 3 Jack solo flying 1.png                       | 30 jun. 2026 22:54 | 1,7 MB   |
| 3 Jack solo flying 2.png                       | 30 jun. 2026 22:54 | 1,6 MB   |
| 3 Jack-2sax_Master-HD.psd                      | 30 jun. 2026 18:26 | 88,9 MB  |
| 3-jack-pose-double-sax-SKETCH.png              | 22 jun. 2026 15:51 | 1,7 MB   |
| 4 Ace positions mark King sketch slap bass.png | 24 jun. 2026 18:45 | 895 KB   |
| 4 Ace_Master-slapping-sketch.psd               | 3 jul. 2026 16:38  | 64,6 MB  |
| 4-Ace_Master-slapping-sketch.png               | 25 jun. 2026 12:02 | 2,6 MB   |
| 5 Tom_Master HD.psd                            | 29 jun. 2026 16:41 | 66,8 MB  |
| 5 Tom_Master.png                               | 17 jun. 2026 13:33 | 5,2 MB   |
| 5-Tom_Master-1-wide-shot-HD-RESERVE.png        | 6 jul. 2026 14:30  | 1,6 MB   |
| 5-Tom_Master-1-wide+percussie-HD.psd           | 6 jul. 2026 18:19  | 49,7 MB  |
| 5-Tom_Master-2-wide-shot-HD-RESERVE.png        | 6 jul. 2026 14:21  | 1,7 MB   |
| 5-Tom_Master-3-other angle-HD-RESERVE.png      | 6 jul. 2026 14:22  | 1,5 MB   |
| 5-Tom_Master-3-wide-shot-HD-USED.png           | 6 jul. 2026 14:31  | 1,6 MB   |
| 5-Tom_Master-percussion-2-HD.psd               | 7 jul. 2026 09:32  | 61,2 MB  |
| 6 Harry Gibb_Master-HD.psd                     | 30 jun. 2026 14:05 | 61,4 MB  |
| 6 Harry Gibb_ORG-USE MASTER.png                | 17 jun. 2026 14:26 | 6,7 MB   |
| 6-Guitar-solo-pose-1.png                       | Gisteren 09:26     | 654 KB   |
| 6-Guitar-solo-pose-2.png                       | Gisteren 09:28     | 238 KB   |
| 7 Cody_Master ORG.png                          | 18 jun. 2026 14:05 | 6,7 MB   |
| 7 Cody_Master.psd                              | 2 jul. 2026 15:34  | 168,9 MB |
| 7-Cody_Master-1-HD-c...ng+pedal+smashed.psd    | 9 jul. 2026 16:02  | 53,4 MB  |
| 7-Cody-Jack-harnas.psd                         | 19 jul. 2026 20:19 | 48,4 MB  |
| 8 chimps blowing instruments.png               | 23 jun. 2026 12:14 | 7,7 MB   |
| 8 chimps blowing mouths.png                    | 22 jun. 2026 12:23 | 7,1 MB   |
| 8 chimps blowing.psd                           | 25 jun. 2026 17:25 | 77,2 MB  |
| 8 chimps L+R alle drie OK positie 2.png        | 22 jun. 2026 17:50 | 3,1 MB   |
| 8 chimps L+R alle drie OK positie.png          | 22 jun. 2026 17:50 | 3,1 MB   |
| 8 chimps L+R OK-Jack niet 1.png                | 22 jun. 2026 17:43 | 2,3 MB   |
| 8 chimps L+R OK-Jack niet 2.png                | 22 jun. 2026 17:44 | 2,3 MB   |
| 8 Chimps laughing.psd                          | 25 jun. 2026 17:27 | 27 MB    |
| 8 Chimps Master standing HD.psd                | 24 jun. 2026 16:09 | 61,5 MB  |
| 8 chimps positions to blow.png                 | 23 jun. 2026 12:29 | 1,9 MB   |
| 8 chimps poten krukken.png                     | 23 jun. 2026 16:14 | 1,9 MB   |
| 8 Chimps_from rest to blowing.psd              | 26 jun. 2026 17:28 | 82,9 MB  |
| 8 Chimps_Master.psd                            | 21 jun. 2026 11:59 | 31,8 MB  |
| 8 details sax and trumpet.png                  | 22 jun. 2026 15:37 | 1,8 MB   |
| 8 instruments and lips.png                     | 22 jun. 2026 15:39 | 7,9 MB   |
| 8-Chimps_Master_sitti...hear-speak-no-evil.png | 21 jun. 2026 12:52 | 6,8 MB   |
| 8-chimps-blowing-accents.psd                   | 6 jul. 2026 10:53  | 3,6 MB   |
| 8-chimps-blowing-basis.png                     | 24 jun. 2026 13:25 | 7,9 MB   |
| 8-chimps-blowing-basis.psd                     | 25 jun. 2026 20:27 | 53,3 MB  |
| 9 Cody_Master-2.png                            | 18 jun. 2026 09:52 | 6,2 MB   |
| 9 FlamingoS_Master+TomOcto.psd                 | 1 jul. 2026 12:57  | 105,2 MB |
| 10 ConcertStage-NewYork-CentralPark-1.png      | 18 jun. 2026 09:29 | 6,2 MB   |
| 10 ConcertStage-NewYork-CentralPark-1.psd      | 18 jun. 2026 13:59 | 93,6 MB  |
| 10 ConcertStage-NewYork-CentralPark-2.png      | 18 jun. 2026 09:33 | 5,6 MB   |
| 10 ConcertStage-NewYork-CentralPark-3.png      | 18 jun. 2026 09:35 | 5,6 MB   |
| 10-Stage-Master-with-band-complete kopie.psd   | 8 jul. 2026 08:51  | 140 MB   |
| 10-Stage-Master-with-band-complete.psd         | 26 jun. 2026 15:00 | 94,1 MB  |
| 10-Stage-Master.jpg                            | 18 jun. 2026 13:58 | 2,4 MB   |
| 10-stages zooms-entrance Shyra.psd             | 1 jul. 2026 12:58  | 168,2 MB |
| 10-stages zooms.psd                            | 28 jun. 2026 23:55 | 109,8 MB |
| Soul with a capital S.psd                      | 6 jul. 2026 12:41  | 46,4 MB  |
| Tom_solo_part1.mp4                             | 17 jun. 2026 13:36 | 5,1 MB   |
| Vortex 70s dancing silhouets.psd               | 7 jul. 2026 09:33  | 17,7 MB  |
| Vortex-logo.psd                                | 7 jul. 2026 09:34  | 12,1 MB  |

|                                                |                    |         |      |
|------------------------------------------------|--------------------|---------|------|
| 0-opening-Skyline-NY+Liberty.png               | 27 jun. 2026 09:53 | 1,4 MB  | PNG  |
| 0-Vortex title slide.psd                       | 17 jul. 2026 13:54 | 15,6 MB | Adob |
| 0-Vortex credits slide.png                     | 16 jul. 2026 17:16 | 47,1 KB | PNG  |
| 0-Vortex-title-slide.png                       | 16 jul. 2026 12:28 | 187 KB  | PNG  |
| 1 Shyra_Master.png                             | 10 jul. 2026 10:23 | 8,2 MB  | PNG  |
| 1-Shyra_Master-HD-solo-size60%.png             | 30 jun. 2026 13:01 | 5,5 MB  | PNG  |
| 1-Shyra_Master-HD+Chet+Tom-size60%.png         | 30 jun. 2026 13:04 | 6 MB    | PNG  |
| 1-Shyra_Master-HD+Chet+Tom.png                 | 30 jun. 2026 12:59 | 14,2 MB | PNG  |
| 1-Shyra_Master-VRIJST.png                      | 26 jun. 2026 10:23 | 5,4 MB  | PNG  |
| 1-shyra-counts-1-semi-close-up.png             | 3 jul. 2026 10:11  | 945 KB  | PNG  |
| 1-shyra-counts-4-semi-close-up.png             | 3 jul. 2026 10:12  | 948 KB  | PNG  |
| 2-Chet_Master-HD-VRIJST.png                    | 26 jun. 2026 12:52 | 6,9 MB  | PNG  |
| 2-Chet_Master-HD.png                           | 28 jun. 2026 13:02 | 8,5 MB  | PNG  |
| 2-Chet_Master-singing+mic-Hersteld.psd         | 19 jul. 2026 20:19 | 6 MB    | Adob |
| 2-Chet_Master-singing+mic.png                  | 4 jul. 2026 12:59  | 2,4 MB  | PNG  |
| 3 Jack_Master.png                              | 18 jun. 2026 18:27 | 6,1 MB  | PNG  |
| 3 Jack-2sax_Master.png                         | 21 jun. 2026 12:00 | 7 MB    | PNG  |
| 3-Jack-2sax_flying-over-crowd.png              | 7 jul. 2026 15:28  | 11,8 MB | PNG  |
| 3-Jack-2sax_Master-HD.png                      | 15 jul. 2026 10:36 | 5,9 MB  | PNG  |
| 3-Jack-2sax_Master-HD+tx-size80%.png           | 30 jun. 2026 18:08 | 6,1 MB  | PNG  |
| 3-jack-crowdsurfing-purple-2.png               | 7 jul. 2026 16:44  | 3,6 MB  | PNG  |
| 3-jack-crowdsurfing-purple.png                 | 7 jul. 2026 16:04  | 3 MB    | PNG  |
| 3-jack-crowdsurfing.png                        | 7 jul. 2026 15:56  | 3,2 MB  | PNG  |
| 3-jack-crowdsurfing.psd                        | 9 jul. 2026 22:27  | 24,1 MB | Adob |
| 3-jack-crowdsurfing+crane+chord.png            | 7 jul. 2026 16:07  | 3 MB    | PNG  |
| 3-jack-returns on stage from solo.png          | 7 jul. 2026 16:26  | 3,8 MB  | PNG  |
| 4 Ace_Master.png                               | 24 jun. 2026 17:45 | 8,2 MB  | PNG  |
| 4-Ace_Master-slapping-solo-high-bass.png       | 3 jul. 2026 16:38  | 8,2 MB  | PNG  |
| 4-Ace-Master-2-HD.png                          | 30 jun. 2026 23:19 | 1,5 MB  | PNG  |
| 4-Ace-Master-3-HD.png                          | 30 jun. 2026 23:20 | 1,6 MB  | PNG  |
| 4-Ace-Master-4-HD.png                          | 30 jun. 2026 23:20 | 1,8 MB  | PNG  |
| 4-Ace-Master-HD.png                            | 24 jun. 2026 17:46 | 2,7 MB  | PNG  |
| 5-Tom_Master-HD.png                            | 6 jul. 2026 18:18  | 7,7 MB  | PNG  |
| 5-Tom_Master-percussion-1wide-HD.png           | 6 jul. 2026 16:16  | 2,8 MB  | PNG  |
| 5-Tom_Master-percussion-2closeup-HD.png        | 9 jul. 2026 12:48  | 6,3 MB  | PNG  |
| 6-Harry-Gibb_L-for-stage-clip.png              | 13 jul. 2026 13:23 | 247 KB  | PNG  |
| 6-Harry-Gibb_Master-HD-solo-2.png              | Gisteren 10:25     | 1,3 MB  | PNG  |
| 6-Harry-Gibb_Master-HD-solo-2.psd              | Gisteren 10:25     | 10,4 MB | Adob |
| 6-Harry-Gibb_Master-HD-solo-pose.psd           | 19 jul. 2026 20:18 | 7,1 MB  | Adob |
| 6-Harry-Gibb_Master-HD.png                     | 30 jun. 2026 14:05 | 5,1 MB  | PNG  |
| 7-Cody_Master-1-HD-c...finds-sticks+pedal.png  | 9 jul. 2026 16:28  | 3,3 MB  | PNG  |
| 7-Cody_Master-1-HD-c...headsmash-pedal.png     | 9 jul. 2026 15:34  | 3,4 MB  | PNG  |
| 7-Cody_Master-1-HD-crawling.png                | 9 jul. 2026 16:02  | 2,9 MB  | PNG  |
| 7-Cody_Master-1-HD-standing-VRIJST.psd         | 19 jul. 2026 11:40 | 40,7 MB | Adob |
| 7-Cody_Master-1-HD-standing.png                | 2 jul. 2026 15:36  | 9,3 MB  | PNG  |
| 7-Cody_Master-2-HD-working.png                 | 2 jul. 2026 15:37  | 9,1 MB  | PNG  |
| 7-Cody-Jack-harnas-rope-1.png                  | 18 jul. 2026 18:40 | 4 MB    | PNG  |
| 7-Cody-Jack-harnas-rope-2.png                  | 18 jul. 2026 18:41 | 4,3 MB  | PNG  |
| 7-Cody-scene-mic-up-1-bg-clean.png             | 27 jun. 2026 00:31 | 3 MB    | PNG  |
| 7-Cody-scene-mic-up-bg-2.png                   | 27 jun. 2026 00:40 | 3,7 MB  | PNG  |
| 8 Chimps Master standing HD.png                | 24 jun. 2026 16:10 | 2,7 MB  | PNG  |
| 8 Chimps Master standing stage half.png        | 7 jul. 2026 15:26  | 2,5 MB  | PNG  |
| 8-Chimps_Master_sitti...r-speak-no-evil-HD.png | 25 jun. 2026 16:55 | 9,4 MB  | PNG  |
| 8-chimps-blowing-close-up-1-LowRes.png         | 4 jul. 2026 18:36  | 662 KB  | PNG  |
| 8-chimps-blowing-close-up-2-LowRes.png         | 4 jul. 2026 18:37  | 691 KB  | PNG  |
| 8-chimps-blowing+backgr-stage LowRes.png       | 30 jun. 2026 18:28 | 1,2 MB  | PNG  |
| 9 FlamingoS_Master.png                         | 17 jun. 2026 16:50 | 5,6 MB  | PNG  |
| 9-FlamingoS_Master-Inzoom.png                  | 1 jul. 2026 00:08  | 1,6 MB  | PNG  |
| 9-FlamingoS_Master+Tom-links.png               | 30 jun. 2026 23:56 | 4,9 MB  | PNG  |
| 10-Stage-Master-Shyra-entrance.png             | 26 jun. 2026 15:36 | 4 MB    | PNG  |
| 10-Stage-Master-with-band-complete-HD.png      | 26 jun. 2026 15:03 | 10,9 MB | PNG  |
| 10-Stage-Master-with-band-complete.png         | 26 jun. 2026 15:31 | 10,9 MB | PNG  |
| 10-Stage-Master-with...nd+Shyra-complete.png   | 30 jun. 2026 15:36 | 10,9 MB | PNG  |
| 10-Stage-Master.png                            | 26 jun. 2026 15:36 | 10,9 MB | PNG  |
| Audience from empty stage.png                  | 19 jul. 2026 13:21 | 10,9 MB | PNG  |
| BAND-all members-9x-splitscreens.psd           | 13 jul. 2026 13:21 | 10,9 MB | PNG  |
| Say-YES-1x-vrijst.png                          | 6 jul. 2026 17:50  | 10,9 MB | PNG  |
| Say-YES+BG-1x.png                              | 6 jul. 2026 17:50  | 10,9 MB | PNG  |
| Say-YES+BG-2x.png                              | 6 jul. 2026 17:50  | 10,9 MB | PNG  |
| Say-YES+BG-3x.png                              | 6 jul. 2026 17:50  | 10,9 MB | PNG  |
| Soul-with-a-capital-S-1-bg.png                 | 2 jul. 2026 15:36  | 10,9 MB | PNG  |
| Soul-with-a-capital-S-2-3xSoul.png             | 2 jul. 2026 15:36  | 10,9 MB | PNG  |
| Soul-with-a-capital-S-3-txt.png                | 2 jul. 2026 15:36  | 10,9 MB | PNG  |

| Vortex Character Banners                 |                    |         |
|------------------------------------------|--------------------|---------|
| Naam                                     |                    |         |
| 0-lijnen-3x-splitscreen.png              | 13 jul. 2026 13:21 | 10,9 MB |
| 1-Shyra-JUST-TXT.png                     | 6 jul. 2026 17:50  | 10,9 MB |
| 1-Shyra-NO-TXT.png                       | 6 jul. 2026 17:50  | 10,9 MB |
| 1-Shyra+TXT.png                          | 6 jul. 2026 17:50  | 10,9 MB |
| 2-Chet-JUST-TXT.png                      | 6 jul. 2026 17:50  | 10,9 MB |
| 2-Chet-NO-TXT.png                        | 6 jul. 2026 17:50  | 10,9 MB |
| 2-Chet+TXT.png                           | 6 jul. 2026 17:50  | 10,9 MB |
| 3-Jack-JUST-TXT.png                      | 2 jul. 2026 15:36  | 10,9 MB |
| 3-Jack-NO-TXT.png                        | 2 jul. 2026 15:36  | 10,9 MB |
| 3-Jack+TXT.png                           | 2 jul. 2026 15:36  | 10,9 MB |
| 4-Ace-JUST-TXT.png                       | Gisteren 10:25     | 10,9 MB |
| 4-Ace-NO-TXT.png                         | Gisteren 10:25     | 10,9 MB |
| 4-Ace+TXT.png                            | Gisteren 10:25     | 10,9 MB |
| 5-Tom-JUST-TXT.png                       | 26 jun. 2026 15:36 | 10,9 MB |
| 5-Tom-NO-TXT.png                         | 26 jun. 2026 15:36 | 10,9 MB |
| 5-Tom+TXT.png                            | 26 jun. 2026 15:36 | 10,9 MB |
| 6-Harry-JUST-TXT.png                     | 19 jul. 2026 13:21 | 10,9 MB |
| 6-Harry-NO-TXT.png                       | 19 jul. 2026 13:21 | 10,9 MB |
| 6-Harry+TXT.png                          | 19 jul. 2026 13:21 | 10,9 MB |
| 7-Cody-JUST-TXT.png                      | 19 jul. 2026 13:21 | 10,9 MB |
| 7-Cody-NO-TXT.png                        | 19 jul. 2026 13:21 | 10,9 MB |
| 7-Cody+TXT.png                           | 19 jul. 2026 13:21 | 10,9 MB |
| 8-BrassBros-JUST-TXT.png                 | 19 jul. 2026 13:21 | 10,9 MB |
| 8-BrassBros-NO-TXT.png                   | 19 jul. 2026 13:21 | 10,9 MB |
| 8-BrassBros+TXT.png                      | 19 jul. 2026 13:21 | 10,9 MB |
| 9-FlamingSisters-JUST-TXT.png            | 19 jul. 2026 13:21 | 10,9 MB |
| 9-FlamingSisters-NO-TXT.png              | 19 jul. 2026 13:21 | 10,9 MB |
| 9-FlamingSisters+TXT.png                 | 19 jul. 2026 13:21 | 10,9 MB |
| BAND-123-Chet+Shyra+Jack-JUST-TXT.png    | 19 jul. 2026 13:21 | 10,9 MB |
| BAND-123-Chet+Shyra+Jack-NO-TXT.png      | 19 jul. 2026 13:21 | 10,9 MB |
| BAND-123-Chet+Shyra+Jack+TXT.png         | 19 jul. 2026 13:21 | 10,9 MB |
| BAND-456-Tom+Harry+Ace-JUST-TXT.png      | 19 jul. 2026 13:21 | 10,9 MB |
| BAND-456-Tom+Harry+Ace-NO-TXT.png        | 19 jul. 2026 13:21 | 10,9 MB |
| BAND-456-Tom+Harry+Ace+TXT.png           | 19 jul. 2026 13:21 | 10,9 MB |
| BAND-789-Brass+Cody+Sisters-JUST-TXT.png | 19 jul. 2026 13:21 | 10,9 MB |
| BAND-789-Brass+Cody+Sisters-NO-TXT.png   | 19 jul. 2026 13:21 | 10,9 MB |
| BAND-789-Brass+Cody+Sisters+TXT.png      | 19 jul. 2026 13:21 | 10,9 MB |

FILM Vortex of Dance

Bewerking: Vandaag 14:18

Voeg tags toe...

Algemeen:

Soort: Map

Grootte: 5.241.526.351 bytes (5,24 GB op schijf) voor 398 onderdelen

Locatie: iCloud Drive + Bureaublad

Aanmaak: maandag 18 mei 2026 om 12:30

Bewerking: woensdag 22 juli 2026 om 14:18