قصة أنيميشن — Google Flow حزمة برومبتات RAWI مصرية بستايل

نسخة مصرية من طريقة الفيديو الهندي: 3 برومبتات جاهزة للنسخ + مشهد تجريبي. البرومبتات بالإنجليزي (المولّدات أدق به)، والحوار بالعامية المصرية.

الخطوات

1. **ChatGPT:** يقترحلك أفكار. بعدين املا لوحة التحكم في البرومبت 1 AI اختياري: ابدأ بالبرومبت 0 لو عايز والصقه ← بيطلعلك القصة (حوار بس).
2. **نفس الشات:** الصق البرومبت 2 ← صندوق نسخ واحد لبرومبتات شيتات الشخصيات + صندوق تاني ببطاقات الشخصيات الثابتة (مش لازم تنسخه، بيفضل في الشات للخطوة الجاية).
3. **Flow:** New Project ← Desktop site ← شغّل Agent ← Settings: 1 و16:9 الصور، 16:9 والفيديو x1 وموديل Omni 1.1 Flash ← Save ← الصق الصندوق الأول ← Generate.
4. **نفس الشات:** الصق البرومبت 3 ← 8 كليبات (240 ثانية). لكل دفعة بعدها اكتب: NEXT 8
5. **Flow:** الصق الـ8 كليبات مرة واحدة ← حدد كل الشخصيات واضغط Add to prompt ← Generate ← Approve (الفيديو الأصلي كان حوالي 56 كريديت للدفعة).
6. **المونتاج:** نزّل الكليبات بالترتيب ← InShot أو VN أو CapCut ← قص ← غطّي لوجو الأداة باسم قناتك الثواني الزيادة في آخر كل كليب ← الصوت 100%.

إيه اللي اتغير عن الفيديو الهندي

- **الحوار والبيئة:** عامية مصرية، قرية في الدلتا، أسماء مصرية، ومفيش أي إشارة هندية.
- **الستايل:** بدل الواقعي الفوتوغرافي ← أنيميشن 2D رسم (شبه واقعي). نوع القصة بيغيّر الإضاءة والألوان والمزاج بس، ورسم الشخصيات ثابت.
- **ثبات الشخصية:** شيت الشخصية مرجع في Flow + كل كليب بطاقة الشخصية بتتلزق حرفيا في كل كليب.
- **الحوار:** كل سطر ليه رقم (D01 و D02 …) وبعد كل دفعة في سطر تغطية تتأكد منه إن مفيش سطر ضاع.
- **مفيش نص عربي جوه الصور:** اسم الشخصية بحروف لاتينية، ومفيش ترجمة على الشاشة.
- **جزء Jio SIM** في آخر الفيديو الهندي خاص بالهند، شيله أو حط طريقتك مكانه.
- **جرّب المشهد التجريبي الأول:** نطق Omni Flash للمصري والـ lip-sync لازم تشوفهم بعينك قبل ما تبني حلقة كاملة.

التحكم في القصة — 3 طرق

الفورمولا اللي نجحت: بطل غلبان تحت ضغط + اختيار صعب من الناحيتين + ساعة بتدق (الليلة أو بكرة) + خصم إنساني مش شرير + جملة أولى فيها صراع + مفاجأة كل 80 ثانية تقريبا + شخصيات وأماكن قليلة. الفورمولا دي متحطة جوه البرومبتين 0 و1.

- **يقترح:** الصق البرومبت 0 ← هيطلعلك 10 أفكار بنفس الفورمولا ← رد برقم الفكرة (أو «اخلط 2 و5» أو «غيّر في فكرة 4» أو «هات 10 تانيين») ← الصق البرومبت 1 واكتب في خانة STORY SOURCE: B ورقم الفكرة.
- **فكرتك إنت:** الصق البرومبت 1 على طول، واكتب فكرتك في خانة STORY IDEA وسيب الباقي AUTO.
- **تحكم كامل:** املا كل خانات لوحة التحكم (النوع، المكان، الشخصيات، المعضلة، المفاجأة، النهاية).
- **قاعدة مهمة:** شات جديد لكل قصة جديدة، لأن البرومبتين 2 و3 بيقروا القصة من نفس الشات.

البرومبت 0 — اقتراح قصص بنفس الفورمولا

```
STORY IDEAS GENERATOR

You are a senior Egyptian story developer for animated drama videos on
YouTube (10-12 minutes, dialogue only, generated with AI video and consistent
characters).

MY CONSTRAINTS (optional; any line left as AUTO is your choice):
GENRE: AUTO | SETTING: AUTO | THEME: AUTO | MUST INCLUDE: none | AVOID: none

THE WINNING FORMULA (every idea must follow all 7 rules):
1. An ordinary, sympathetic protagonist under pressure (poor, young,
powerless): the audience takes their side within seconds.
2. A forced choice with two painful sides (heart vs duty, honesty vs
survival, dignity vs money, loyalty vs family).
3. A ticking clock: something decisive happens tonight or tomorrow, so the
tension never relaxes.
4. The opposing force is human, not a cartoon villain (a loving father with
debts, a proud mother, a friend who needs help), so the conflict lives inside
the family or the community.
5. The first line of dialogue already carries conflict or a question. No slow
introduction.
6. A new reveal roughly every 80 seconds, one unexpected twist near the
middle, and an emotional payoff at the end.
7. Easy for AI video: maximum 5 important characters, maximum 4 locations,
mostly 2-3 people talking, simple and clear settings.
```

```
EGYPTIAN RELATABILITY: draw on real pressures Egyptians recognise (debt, forced or arranged marriage, travelling abroad for work, land and inheritance, tuition and school fees, rich family versus poor family, the village omda, neighbourhood gossip, a lost opportunity, a promise to a parent). Names, places and speech must be authentically Egyptian.

TASK: give me 10 different story ideas. Variety is mandatory: mix at least 4 genres, and include at least one idea each in a Delta village, an Upper Egypt village, a popular Cairo neighbourhood, and Alexandria or a coastal town. Do not repeat the farmer's-daughter-and-rich-suitor plot.

For EACH idea write, in Egyptian Arabic so I can read it fast:
- Number and title
- Genre (one of: Thriller/Action, Mystery, Comedy, Human Drama, Sci-Fi, Fantasy, Sports, Adventure, Historical)
- Logline (one sentence)
- The first spoken line (the hook)
- The dilemma and the ticking clock
- The twist
- The ending (happy / bittersweet / open)
- Characters (names and roles, maximum 5) and locations (maximum 4)

Then STOP and wait. I will answer with a number, or 'mix 2 and 5', or 'change X in idea 4', or 'give me 10 more'. Do not write any script yet.
```

البرومبت 1 — كتابة القصة (لوحة تحكم)

```
You are a senior Egyptian screenwriter for animated drama on YouTube.

STORY CONTROL PANEL (change only what you want; every AUTO is decided by you, choosing the strongest option):
STORY SOURCE: A  (A = my idea in STORY IDEA below / B = idea number __ from the ideas list already in this chat / C = AUTO, you pick the strongest idea)
STORY IDEA: A poor farmer's daughter in a Nile Delta village receives a marriage proposal from the richest family in town, but she loves the poor schoolteacher's son. Her father is drowning in debt and believes this match will save her.
GENRE: AUTO  (Thriller/Action, Mystery, Comedy, Human Drama, Sci-Fi, Fantasy, Sports, Adventure, Historical)
SETTING: AUTO  (Delta village, Upper Egypt village, popular Cairo
```

```
neighbourhood, Alexandria, coastal town, ...)
MAIN CHARACTERS: AUTO  (maximum 5, or list names and roles)
CENTRAL DILEMMA: AUTO
TWIST: AUTO  (or describe it; it must surprise the audience)
ENDING: AUTO  (happy / bittersweet / open ending with a cliffhanger)
LENGTH: 10-12 minutes
MUST INCLUDE: none
AVOID: none

LANGUAGE: write in EGYPTIAN COLLOQUIAL ARABIC (عامية مصرية) only: the natural
everyday speech of ordinary Egyptians. Not Modern Standard Arabic, no Hindi,
no English, no Indian references. Names, places, customs and expressions must
be authentically Egyptian.

THE WINNING FORMULA (apply it to whatever story is chosen):
- An ordinary, sympathetic protagonist under pressure.
- A forced choice with two painful sides.
- A ticking clock: something decisive happens tonight or tomorrow.
- The opposing force is human, not a cartoon villain.
- The first 10 seconds open on conflict or a shocking line. No slow
introductions.
- A new reveal or unanswered question roughly every 80 seconds, one real
twist near the middle, and a satisfying emotional payoff at the end.
- Built for AI video: maximum 5 important characters, maximum 4 locations,
mostly 2-3 people talking.

FORMAT (strict):
- The first line of your output is exactly: GENRE: [genre] | SETTING:
[place]. Then the script, nothing else.
- DIALOGUE ONLY. No narration, no stage directions, no scene headings, no
brackets.
- One line per speaker turn, written as:  الاسم: الجملة
- Short lines (maximum 15 words). The story must move forward through the
dialogue alone: every line reveals something, raises the conflict or lands an
emotion.
- Give each character a distinct Egyptian name and a distinct way of
speaking.
- Egyptian setting details appear naturally inside the dialogue (canal,
fields, buffalo, village shop, school, mosque, tea, tuk-tuk, the debt to the
merchant, the neighbourhood cafe) and are never explained as narration.
- Family-friendly: no explicit violence, no blood.
```

البرومبت 2 — شيتات الشخصيات

```
CHARACTER SHEET GENERATION

You are a Character Design Director for an AI-animated Egyptian story channel.
The complete story script is already in THIS CHAT. Do NOT ask me to paste it again. Read it fully.

STEP 1 - IDENTIFY: every main character and every important recurring character (maximum 6). Skip background extras.

STEP 2 - LOCK THE LOOK: for each character fix, and never change later: name, age, gender, build, skin tone, hair (style and colour), face (eye shape and colour, eyebrows, nose, jaw, one distinctive mark), full clothing (each garment, colour, condition), footwear, accessories. Everything must feel authentically Egyptian for the story's place and social class (for example village galabeya with turban or shawl, school uniform, merchant's suit, headscarf styles that fit the character). If the story gives no visual detail, choose a realistic Egyptian option.

STEP 3 - CHARACTER CARD: write ONE English line per character in exactly this format. The name is a Latin capital transliteration of the Arabic name. The card will be pasted word for word into every video prompt later.
OMAR: 12 year old boy, thin build, light brown skin, short curly black hair, a small scar above his right eyebrow, wearing a faded red football shirt two sizes too big and grey shorts and worn white sneakers.
Cards contain permanent appearance only: no emotions, no pose, no personality, no background.

STEP 4 - SHEET PROMPT (one per character, ONE single image, 16:9):
The CARD word for word, followed by: A single clean character reference sheet on a plain light grey background. The same character is drawn five times side by side at full body: front view, three-quarter view, side view, back view, and one action pose that fits the character's role in the story, plus two small head close-ups at the end showing a neutral expression and an emotional expression. A small clean label in plain Latin capital letters centred beneath the figures reading the character name. Camera: flat straight-on reference view, no perspective distortion, all views at the same eye level, consistent scale and consistent line weight. Lighting: even soft studio light, minimal shadows so every detail stays readable. Mood: neutral reference sheet, no background scenery. Style: Semi-realistic 2D illustration, clean outlines, RAWI story style, 16:9 aspect ratio.
```

```
STYLE RULES: semi-realistic 2D drawing, accurate human proportions, detailed expressive faces, clean lines with no texture noise, muted warm palette (amber, khaki, dusty olive, deep navy).
NEVER: photorealistic or 3D render, anime or chibi, different faces between views, extra limbs, any Arabic or non-Latin text inside the image, blood or explicit violence, characters or worlds owned by studios.

OUTPUT - nothing else, no analysis, no story summary, do not generate images:
BOX 1 (one single code block). First line: Generate all images of character sheet of all characters.
Then: FIRST CHARACTER - [NAME] / [complete sheet prompt] / SECOND CHARACTER - [NAME] / [complete sheet prompt] / and so on, numbered until every character is covered.
BOX 2 (one single code block). Title: CHARACTER CARDS (LOCKED). One card per line, identical to the cards used in Box 1.
```

البرومبت 3 — برومبتات الفيديو (8 كليبات)

```
VIDEO PROMPTS - GOOGLE FLOW AGENT MODE

You are a Cinematic AI Video Prompt Director for an Egyptian animated drama in RAWI story style.
The complete story, the character sheets and the LOCKED CHARACTER CARDS are already in THIS CHAT. Do NOT ask me to paste anything again.

━━ BATCH STRUCTURE ━━
Generate EXACTLY 8 clips per batch, each clip EXACTLY 30 seconds (batch = 240 seconds), then STOP. Continue only when I write: NEXT 8. Then resume from the exact last moment of Clip 8 of the previous batch, and keep numbering (Clip 9, 10, ...).
All clips form ONE continuous sequence: each clip starts from the exact situation where the previous clip ended (same location, time of day, light, positions, objects, emotional state). Never treat clips as unrelated scenes.
NEVER change the story: the script is the source of truth.

━━ DIALOGUE: NOTHING MAY BE LOST ━━
1. Number every spoken line of the story in order of appearance: D01, D02, D03 ... The numbering is global and continues across batches.
2. EVERY numbered line must appear in exactly one clip (or be split across two consecutive clips if it is too long), in the original order. No skipping,
```

```
merging, shortening or rewriting.
3. Keep each line exactly as written in the story: Egyptian colloquial
Arabic, Arabic script. Do not translate, romanize, correct or restyle it.
4. Capacity: about 6-9 short lines (maximum about 84 words) per 30-second
clip so nothing is rushed. Never delete an emotional line to make room: move
it to the next clip and let that clip begin with it.
5. The correct character speaks each line, identifiable from the reference
image, with accurate lip-sync.
6. After the code block write ONE line: DIALOGUE COVERED IN THIS BATCH: D__
to D__ (no gaps).

━━ CHARACTER CONTINUITY ━━
I upload the character sheets as reference images in Flow. Use only the
characters present in the clip.
Every FINAL VIDEO PROMPT must start with exactly this sentence: USE CHARACTER
REFERENCE for [only the characters in this clip] from uploaded character
sheet images.
Then, inside the scene paragraph, paste the LOCKED CHARACTER CARD of each
character in the clip WORD FOR WORD, without changing a single word. Never
invent or alter appearance, clothing or age.

━━ FIXED SETTINGS (repeat inside EVERY clip) ━━
DURATION: 30 seconds / MODEL: Wan 3.0 Prime / RESOLUTION: 360p / ASPECT
RATIO: 16:9 / QUANTITY: 1
The aspect ratio must be stated explicitly and match the format: 16:9 for
horizontal YouTube; 9:16 only if I ask for Shorts.

━━ RAWI VISUAL STYLE (never changes) ━━
Semi-realistic 2D illustration: accurate human proportions, detailed
expressive faces, clean outlines, no texture noise. Muted warm palette:
amber, khaki, dusty olive, deep navy. Backgrounds always less saturated than
the characters. Dramatic lighting from ONE main source plus a soft rim light
that separates the character from the background; never flat lighting; a
touch of hero light on the protagonist in every frame. The subject fills 60-
70% of the frame; simple, shallow background detail.
Camera language: medium close portrait (chest up) for emotional moments; a
wide establishing shot for every new location; low angle for power, high
angle for weakness and loneliness; deliberate negative space in lonely
moments. The camera moves only when the story needs it.

━━ GENRE MOOD (changes ONLY lighting, colour and mood, never the drawing
style) ━━
Use the genre of the story (default: Human Drama):
```

```
- Thriller/Action: high contrast, sharp shadows, navy and amber palette, slightly tilted angles, dust and smoke in the air.
- Mystery: one weak light source, mostly dark frame, fog or rain, details hidden in shadow.
- Comedy: softer two-source lighting, warmer and slightly more saturated colours, softer shadows, slightly exaggerated expressions without leaving realism.
- Human Drama: soft window light, calm warm palette, negative space, slow visual rhythm.
- Sci-Fi: cold blue and neon light, clean metal surfaces, contrast between cold light and warm amber.
- Fantasy: one coloured magical light source, glowing particles in the air, nature exaggerated in scale.
- Sports: stadium or sunset light, sweat, motion and dust, low angles for power, motion frozen at the peak moment.
- Adventure: many wide shots, open nature and horizon, natural daylight, scale that shows the character small before the world.
- Historical: accurate period costume and props, lamp light or leaking sunlight, less saturated palette, aged textures.

── HOW TO WRITE EACH FINAL VIDEO PROMPT ──
After the USE CHARACTER REFERENCE sentence, write ONE connected English paragraph: location + the CHARACTER CARD(S) word for word + environment + lighting + the movement happening in the frame. Then, in this order:
Camera: [angle and movement]. Lighting: [setup]. Mood: [emotion]. Action: [what happens beat by beat across the 30 seconds, for example 0-10s, 10-20s, 20-30s, ending on a pose and position the next clip can continue from].
Dialogue (spoken aloud, lip-synced, Egyptian Arabic): D07 - [CHARACTER NAME]: “[exact line]” / D08 - ... Audio: [dialogue + realistic ambience that fits an Egyptian place; subtle music only if the scene needs it]. Style: Semi-realistic 2D illustration, clean outlines, RAWI story style, 16:9 aspect ratio.
If a clip has no dialogue write: Dialogue: none.
Retention (first batch especially): open on conflict, shock or mystery; use reaction shots, emotional pauses and a mini-cliffhanger at the end of Clip 8.

── AVOID ──
Face morphing, identity or age changes, costume changes, extra fingers or limbs, distorted hands, photorealistic or 3D look, anime, subtitles, any on-screen text (including Arabic), logos, watermarks, random objects, blood or explicit violence, characters or worlds owned by studios.

── OUTPUT RULE ──
```

```
Output ALL 8 clips together inside ONE SINGLE CODE BLOCK, separated by a
divider line (━━━━━━━━━━━━━━━━━━━━). Each clip inside the box uses exactly
this structure:
CLIP 1 - [short scene description]
DURATION: 30 seconds
MODEL: Wan 3.0 Prime
RESOLUTION: 360p
ASPECT RATIO: 16:9
QUANTITY: 1
CHARACTERS: [only those in this clip]
DIALOGUE LINES: [for example D01 to D03, or none]

FINAL VIDEO PROMPT:
USE CHARACTER REFERENCE for [...] from uploaded character sheet images.
[paragraph + Camera / Lighting / Mood / Action / Dialogue / Audio / Style]

Outside the box write only the DIALOGUE COVERED line. After Clip 8, STOP.
```

مشهد تجريبي — أول 240 ثانية (24 سطر حوار)

الصق الحوار ده في الشات على إنه القصة (من غير البرومبت 1)، وكمّل بالبرومبت 2 وبعده 3. هتطلع الدفعة الأولى كاملة من D01 لـ D24، والشخصيات اللي هتظهر ليلى وعم صابر بس.

```
ليلى: مالك يا أبويا؟ شكلك مهموم النهارده ليه؟
عم صابر: مفيش يا بنتي... الأرض السنة دي ما جابتش زي ما كنت مستني.
ليلى: لأ يا أبويا، إنت مخبي عليا حاجة.
عم صابر: مش مخبي... النهارده جالك عريس.
ليلى: عريس؟!
عم صابر: أيوه. شريف، ابن الحاج منصور، أكبر تاجر في البلد.
ليلى: بس أنا مش عايزة أتجوز يا أبويا... أنا بحب واحد تاني.
عم صابر: مين ده؟
ليلى: سليم.
عم صابر: سليم؟ ابن الأستاذ حسن المدرس الغلبان؟
ليلى: أيوه، غلبان... بس ابن ناس وجدع يا أبويا.
عم صابر: يا بنتي الحب مبيأكلش عيش، وإحنا غرقانين في الديون.
ليلى: وأنا يا أبويا؟ وحياتي أنا؟
عم صابر: أنا مش ببيع حياتك يا ليلى... أنا بس مش عايزك تعيشي زي ما عشنا. قابلي العريس مرة واحدة.
ليلى: لأ يا أبويا.
عم صابر: ليه؟
ليلى: عشان أنا خدت قراري.
عم صابر: طب قولي لسليم يجيلي بكرة بالليل ويطلب إيدك قدامي.
```

```
ليلى: هيجي يا أبويا... أكيد هييجي.
عم صابر: ولو ما جاش؟
ليلى: لو ما جاش... يبقى حبي كله كان وهم في دماغي.
عم صابر: يا ليلى... الحاج منصور وعيلته جايين عندنا الليلة.
ليلى: الليلة؟!
عم صابر: أيوه... الليلة.
```