Create Your First Video in MediaMaker

QUICK-START GUIDE



HAVE QUESTIONS?
REACH OUT TO
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A quick-start process for moving from an idea or source file to generated scenes, audio, and a finished render.

What you will accomplish: Set up a project, establish consistent AI rules, generate and refine scene images, animate approved images, add audio, and render a first video. MediaMaker keeps image generation, video, voiceover, and music in one workspace.

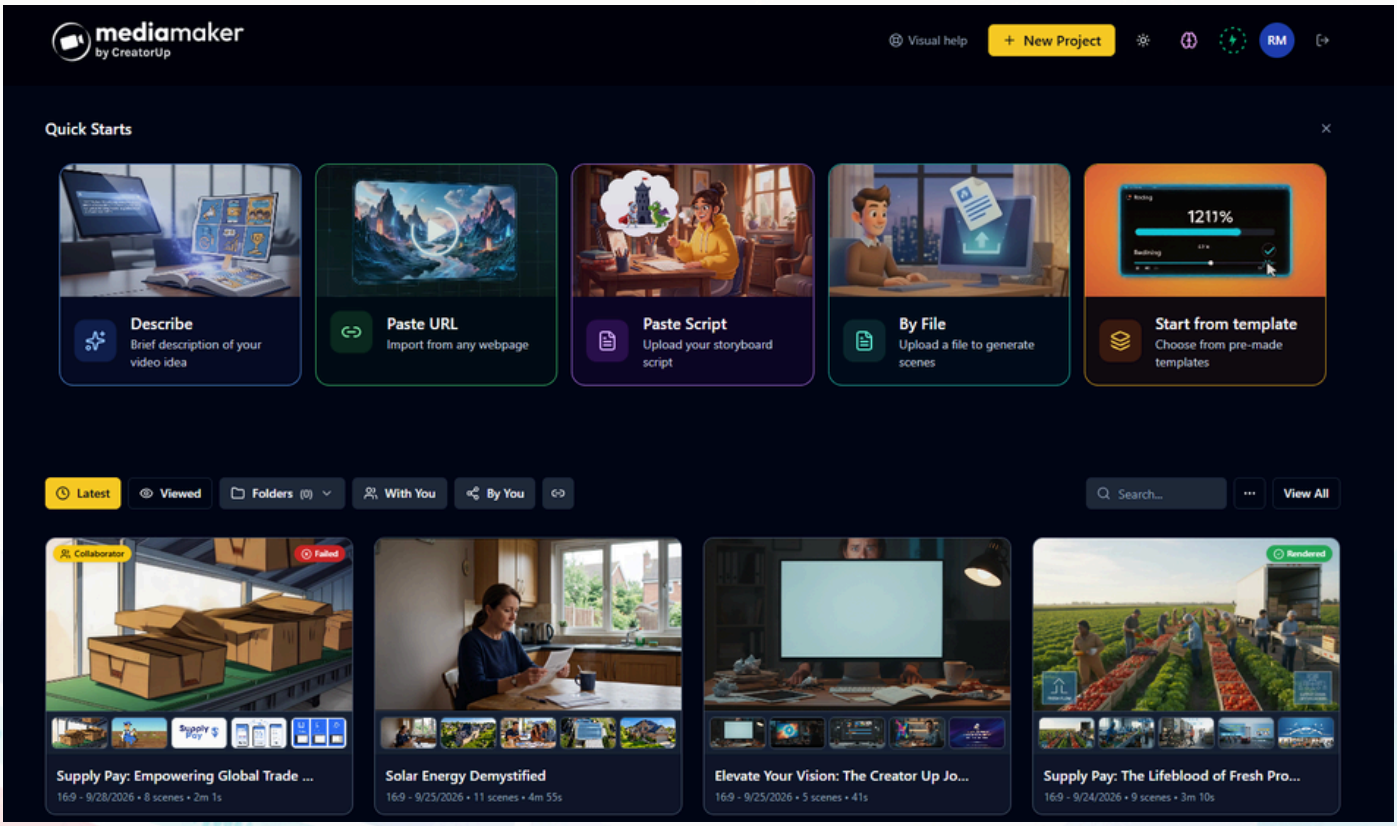
Guide contents

Step 1	Choose the project starting method and enter the source information.
Step 2	Set AI Memory and write prompts that maintain consistency.
Step 3	Generate still images, refine them, and animate approved images.
Step 4	Add audio, render, export, and troubleshoot common problems.

Before you start

Gather:
- An idea, webpage URL, approved script, or uploaded file.
- Reference images for exact products, buildings, roads, or brand details.

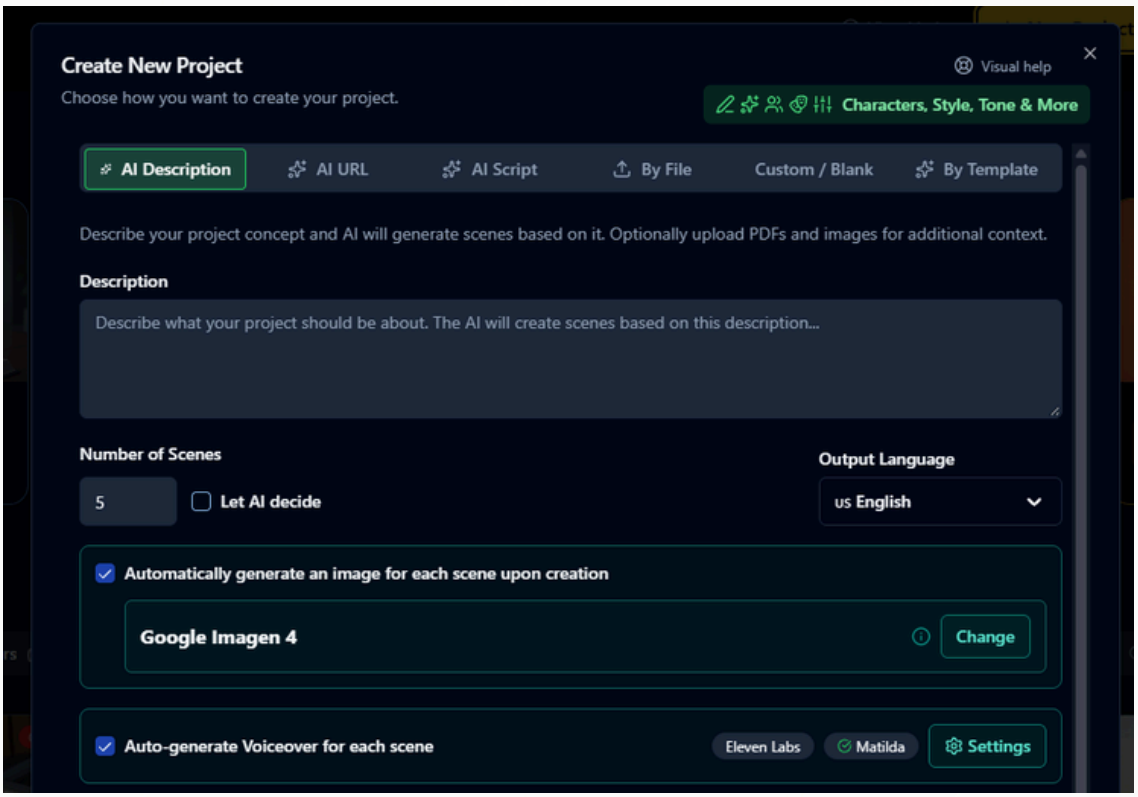
Decide:
- Topic, audience, approximate length, visual style, and one viewer takeaway or action.



Step 1 Start the Project

Choose the option that most closely matches the material you already have. Do not combine a template and file-upload workflow unless the interface specifically supports it.

AI Description	Start from an idea or short brief. Describe the topic, audience, message, style, and desired ending. Example: “Create a 30-second video introducing a neighborhood bakery’s weekend pastry box. End with an invitation to order.”
AI URL	Paste a webpage or article URL. MediaMaker uses the page as a starting point for the project and available brand information.
AI Script	Paste an approved script or screenplay. Format speaker names and dialogue clearly. After generation, compare every line with the source because scripts may be condensed, rewritten, or confuse speaker attribution with spoken dialogue.
By File	Upload supported images, audio, video, PDFs, or text documents. Add extra storyboard instructions describing what the system should prioritize.
Template	Use a pre-structured workflow with existing style and instruction rules. Fill only the requested fields, such as synopsis, subject, character, or setting.
Custom Blank	Create the title and description, then build each scene manually for maximum control.



Set the number of scenes

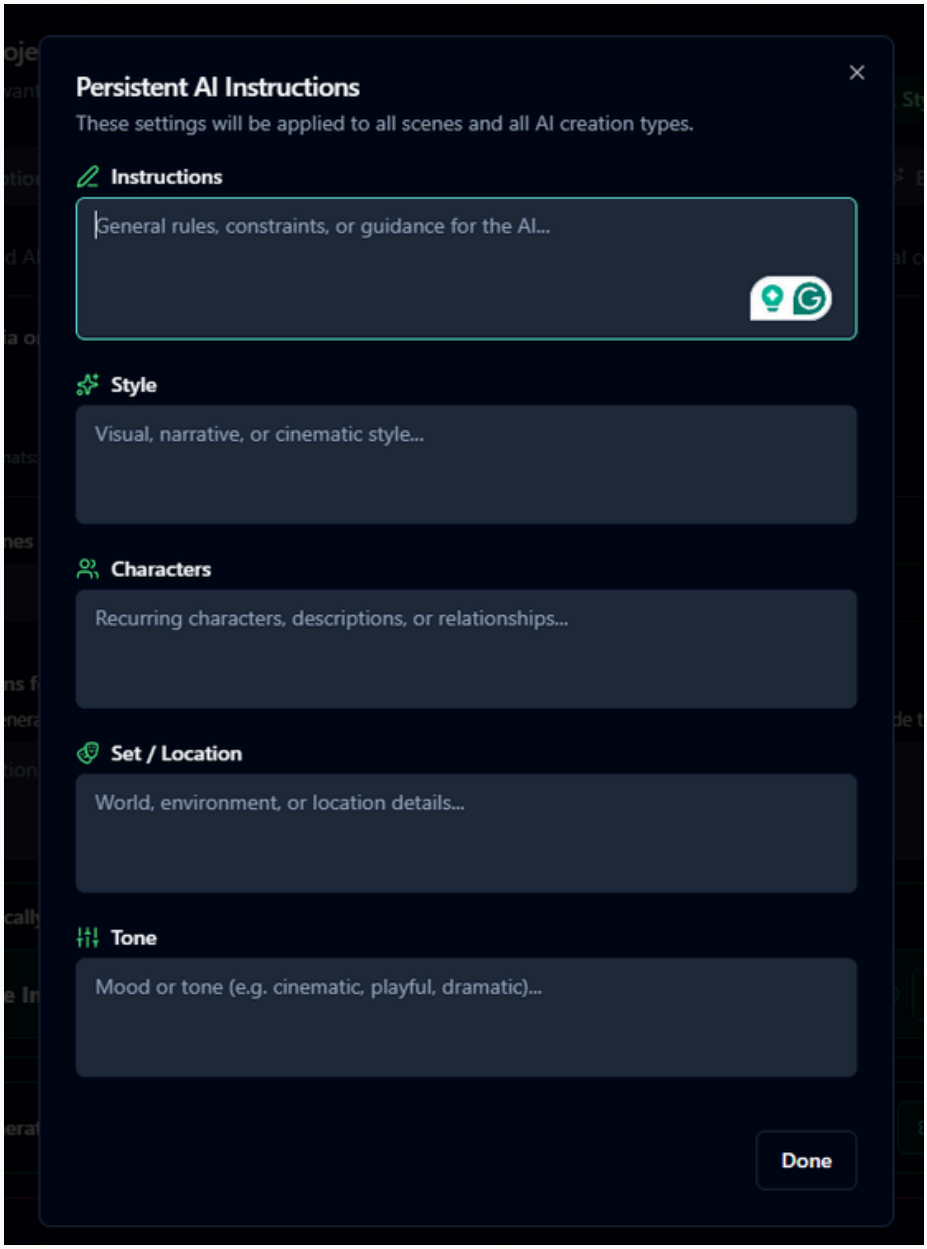
Treat MediaMaker scenes as short visual keyframes rather than long dramatic scenes. A keyframe may cover about 2–8 seconds. Split longer voiceover ideas into several keyframes so the visuals can support the complete narration.

For complex projects

Use a tracker before generating. Include the keyframe number, voiceover line, estimated duration, visual description, on-screen text, and image prompt.

Step 2 Set Persistent AI Instructions

Define the project rules before generating scenes. These instructions keep the visual direction consistent. Complete Instructions, Style, Characters, Set / Location, and Tone.



Use persistent rules for:

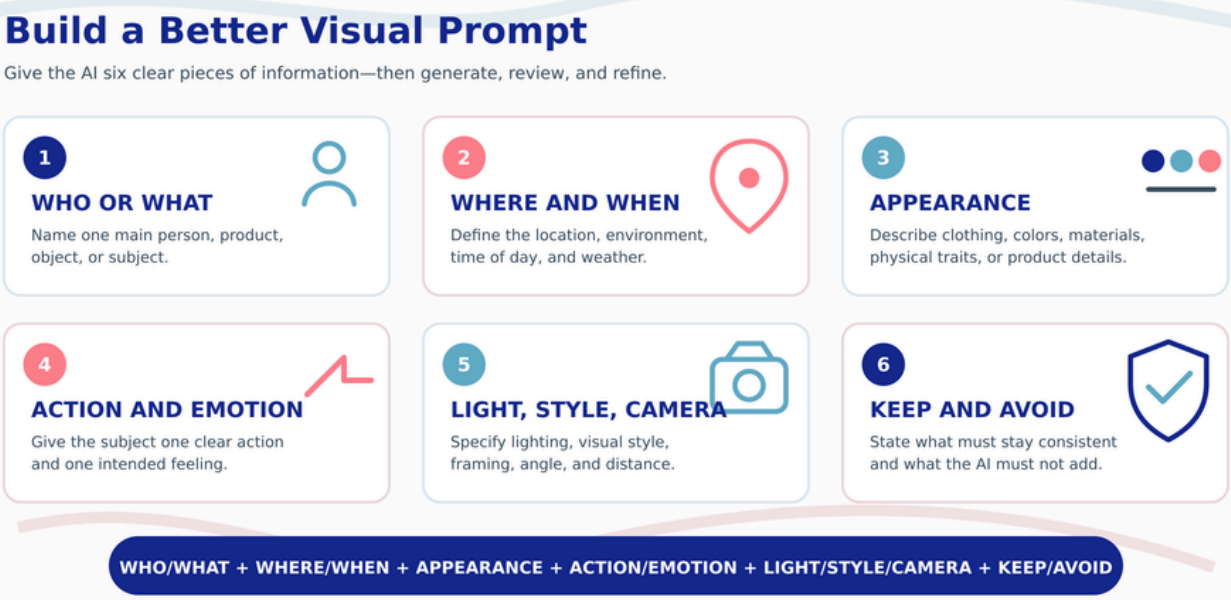
• Visual style and brand colors • Character traits and recurring details

• Location and tone • Elements the AI must preserve or avoid

Update these settings before regenerating inconsistent scenes.

Step 3 Build a Better Visual Prompt

Use one clear subject and one clear action. Add details in a predictable order. Follow the six-part formula below, then generate, review, and refine.

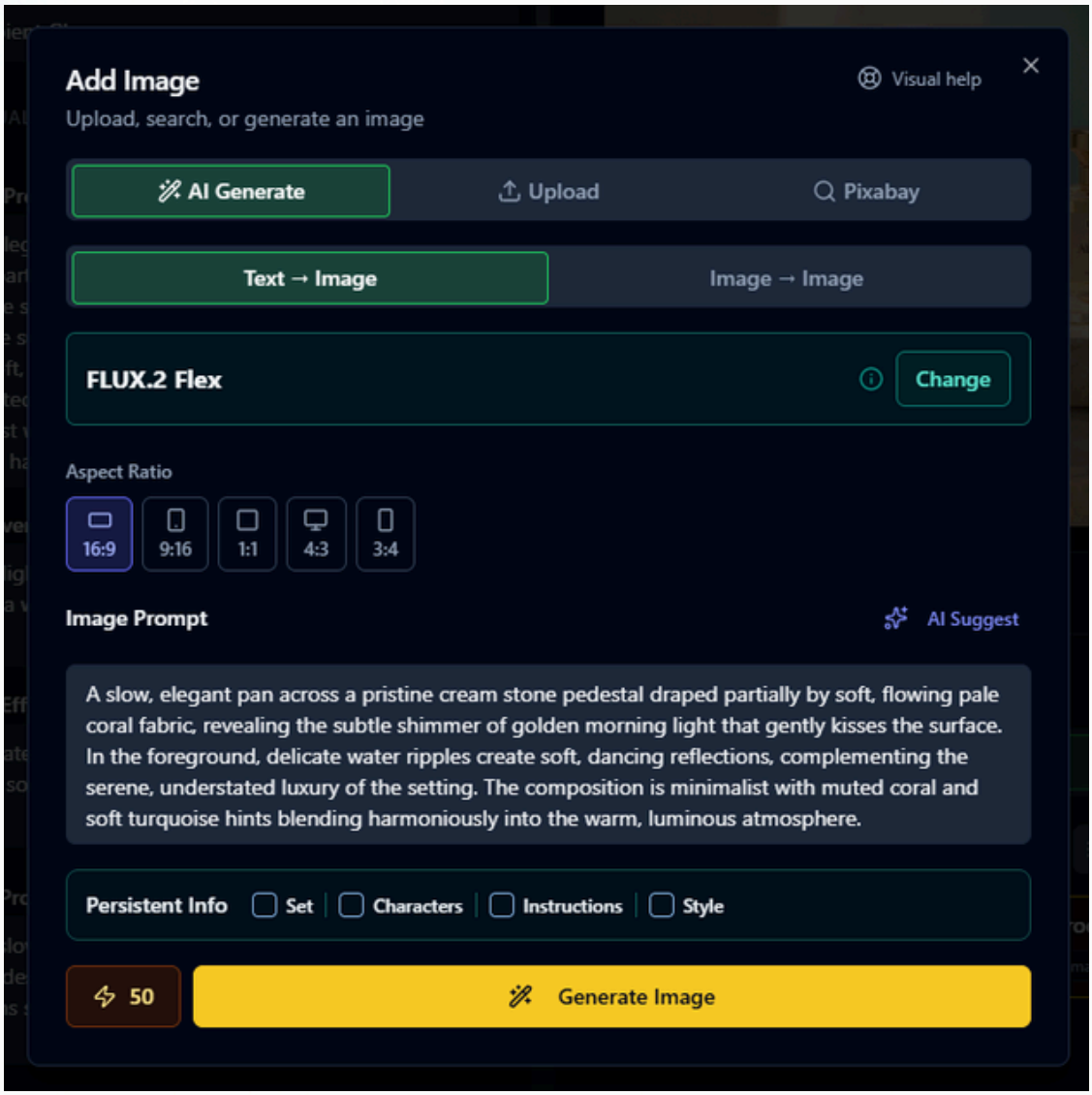


Example prompt

A luxury amber perfume bottle stands on a pale stone pedestal in a sunlit minimalist studio. Warm champagne, cream, and muted sage colors. Delicate silk moves softly behind the bottle. Close-up commercial product shot with warm diffused lighting. Keep the bottle shape, label, and proportions accurate. Avoid hands, extra bottles, text, and watermarks.

Step 4 Generate and Refine Images

Generate the still image first. The quality of the base image strongly affects the animation. Review the model, prompt, aspect ratio, and references before generating.



Quality check before animation

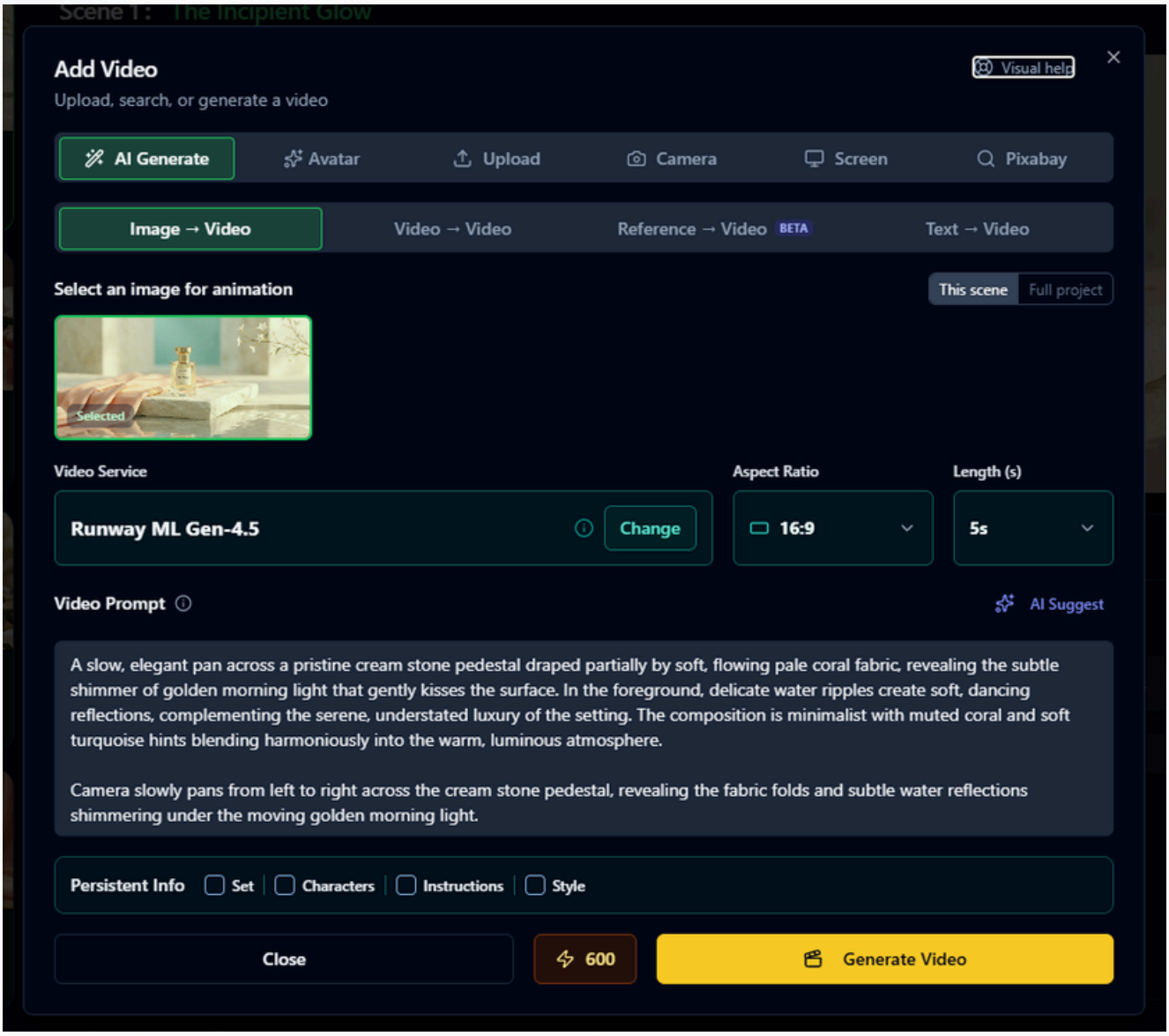
• Composition • Faces and hands • Products and logos • Generated text

Use bulk generation only when selected scenes share the same settings.

Step 5 Animate an Approved Image

Animate only after the base image is accurate. Use one subject movement and one camera movement.

Use Start and End Frames when the selected model supports them.



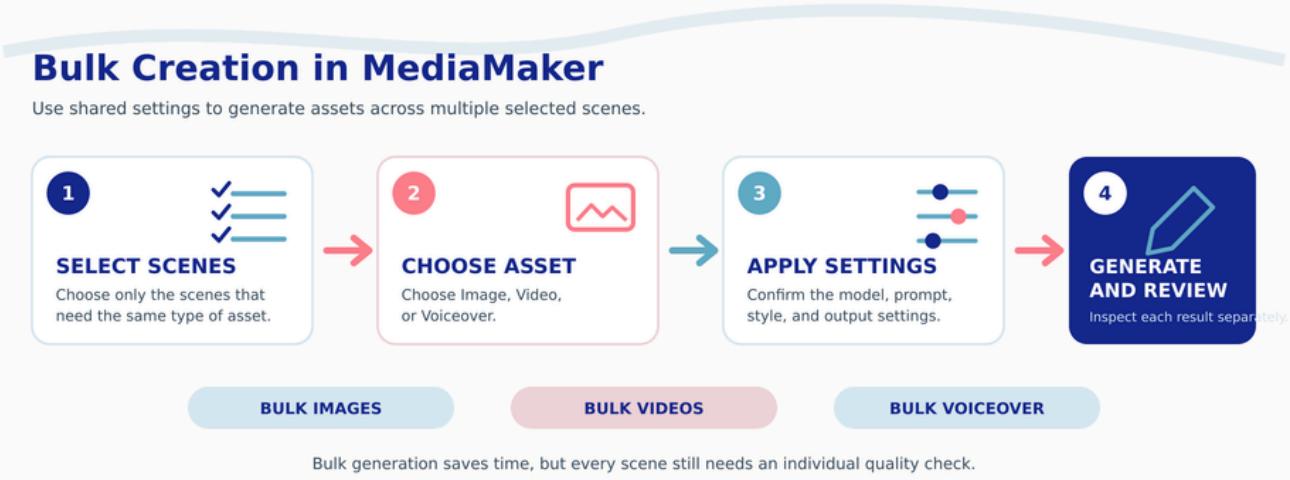
Motion prompt formula

Subject movement + camera movement + what remains still + environmental movement

If the ending morphs or shifts, trim the usable seconds before regenerating.

Step 6 Create Assets in Bulk

Bulk tools apply shared settings to multiple selected scenes. Use them for images, video, or voiceover only when the selected scenes need the same output type.



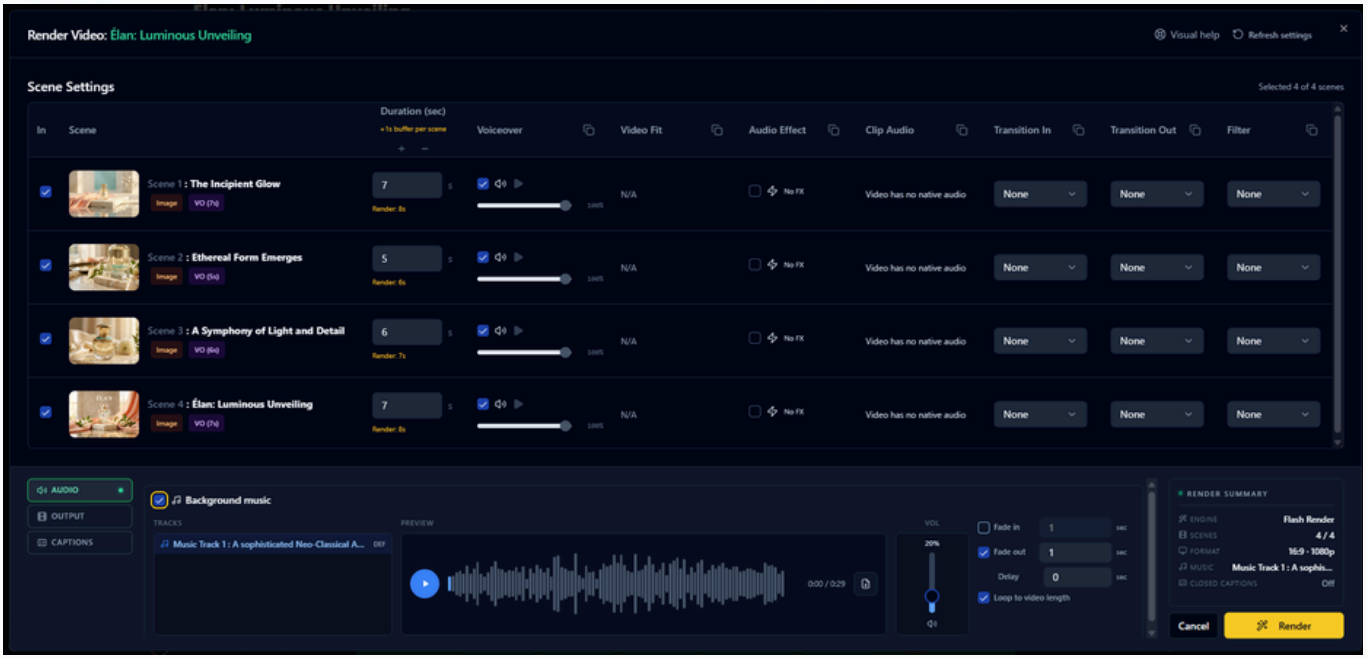
1. Select scenes
2. Choose Images, Video, or Voiceover
3. Confirm the shared settings
4. Generate and review each result

Quality check

Review every result individually. Correct unsuccessful scenes separately instead of regenerating the entire group.

Step 7 Add Voiceover, Music, and Audio

Add audio after scene order and visual timing are approved.
Match narration length to the available clip duration.



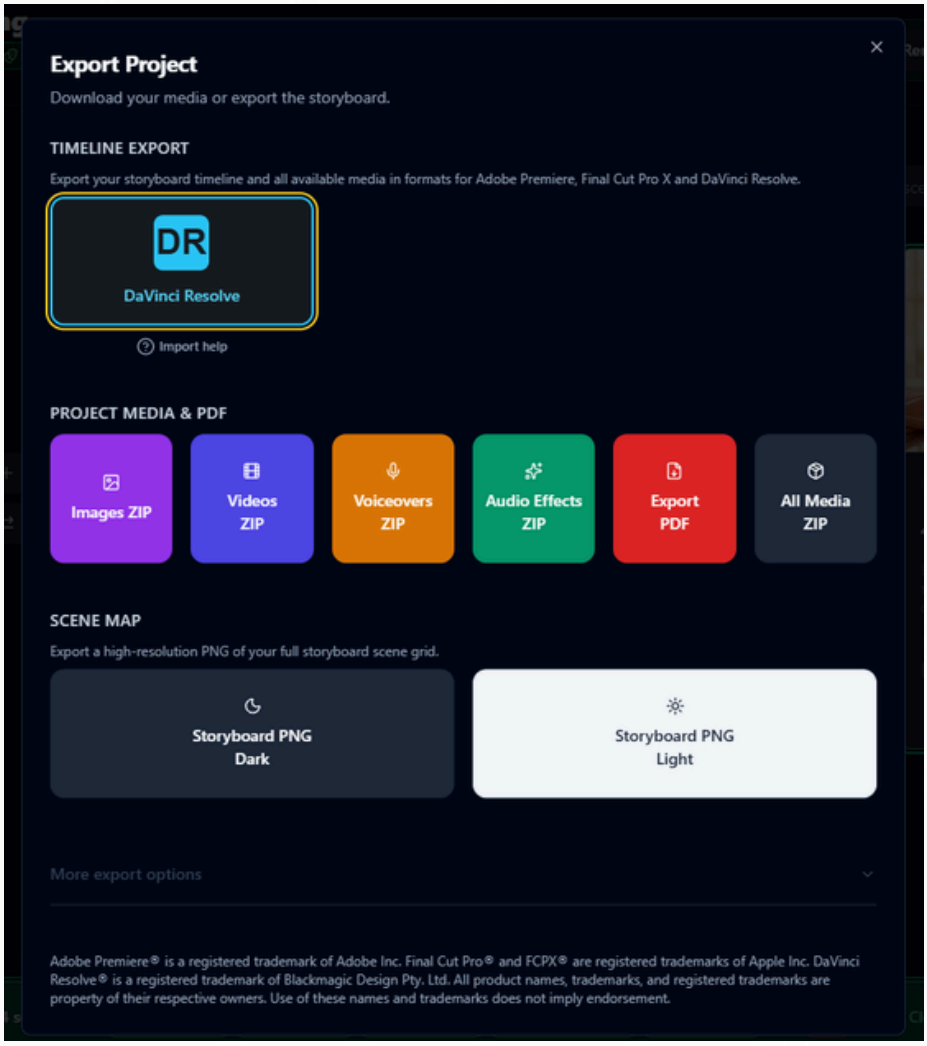
Voiceover — Choose a voice, verify pronunciation, and restore approved wording if the script changes.
Music — Describe the mood, genre, pace, and instruments.
Audio mix — Lower music beneath narration and add fades when needed.

Timing tip

If a voiceover line is longer than the clip, shorten it or split it across keyframes.

Step 8 Render, Export, and Get Help

Confirm scene order, timing, audio levels, brand accuracy, and the final call to action before rendering. Then choose the export option that matches your editing workflow.



Before exporting:
1. Review every scene and play the full timeline.
2. Confirm fades, audio levels, brand accuracy, and the final call to action.
3. Render, then download the video or export the assets to your editing software.

If something fails

1. Save the project. 2. Capture a screenshot and note the scene number and model.
3. Retry the generation or switch services.

Questions or feedback:
Open the MediaMaker Questions and Feedback Form.