67 video effects you can make with Claude

Each effect has a name, one line on when to use it and a prompt you can paste into Claude Code. They are built with Remotion, so they render as real video.

Printable guide. The numbers shown are a worked example; change them on the page: dashowl.co/resources/claude-effects

How to use it

1 Set up Remotion with Claude Code

Ask Claude Code to create a Remotion project in your reels folder. Remotion is free for individuals and teams up to 3.

2 Use 3 to 5 effects per reel

Never all at once. Put each effect on the word it shows: the number lands with a counter, the "AI did it" line gets the cursor.

3 Give every effect its own sound

A silent effect looks cheap. Every effect should have its own real sound on the exact frame. See **pro sound for Claude edits** and **how I edit my reels with Claude**.

4 Needs cut-out?

Effects tagged "Needs cut-out" use a mask of you. On a Mac, Claude can make one with Apple Vision. Anywhere, MediaPipe or rembg work. If the edge flickers, use a rounded rectangle instead.

PASTE INTO CLAUDE CODE

Plan prompt: pick the effects for my reel

Paste your script first. Claude suggests where each effect goes before it builds anything.

```
I am making a reel in Remotion. Use at most 3 to 5 effects in the whole reel. Put each effect on the exact word it shows, and give each one its own real sound on the exact frame. Do not use two effects at the same moment. Here is my script with the moments marked: [PASTE YOUR SCRIPT]. First tell me which effect you would use on which word and why. Wait for my OK before you build.
```

Credit: the ideas for the first 20 effects in the reel (Layer Explode, Word Stamp, Live Cursor, Title Card Dive, Orbit Ring, Dolly Zoom, Storyboard Deck, Code Body, Blow Away, Shock Wave, Screen Play, Page File Drop, Video Backdrop, Rack Focus, Incoming Call, Intertitle, Predict Keys, Post Wall, Press Front, Paper Tear) were first shown by @justyn.ai in "20 video effects in 20 seconds". The prompts and builds here are ours.

Text and titles

Word Stamp · NEEDS CUT-OUT

Use it for: The hook keyword, right at the start.

```
Slam the word "<WORD>" in huge bold letters BEHIND me, using my cut-out so I stay in front. Add a small screen shake and a stamp sound on the hit. Hold for 1 second.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Orbit Ring · NEEDS CUT-OUT

Use it for: A series name, a promise or a line you want people to remember.

```
Make the text "<TEXT>" orbit my head on a 3D ring. The back half goes behind me (use my cut-out), the front half passes in front of my chest, never over my face.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Intertitle

Use it for: A chapter break between list steps.

```
Show a full-screen dark card for 1 second with a thin ornate frame and the italic title "
<TITLE>" in the middle. Fade in and out with a soft film sound.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the
exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a
still frame first, then render the clip.
```

Screen Play

Use it for: A quote or the one key sentence of the reel.

```
Show my sentence as a screenplay page: Courier type on cream paper, with each word
highlighted as I say it. Slight paper shadow and a soft page sound.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the
exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a
still frame first, then render the clip.
```

Press Front

Use it for: A big news-style beat or a bold claim.

```
Build a newspaper front page with the headline "<HEADLINE>", a masthead, small columns of
grey text and my photo in halftone. Slide it in with a slight tilt and a paper slap.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the
exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a
still frame first, then render the clip.
```

Kinetic type

Use it for: Any line with one word that matters most.

```
Fly each word in on the beat of my voice. Make the key word bigger and in the accent
colour. Keep the text 64 px away from the left and right edge.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the
exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a
still frame first, then render the clip.
```

Typewriter

Use it for: A prompt, a search or a secret being typed.

```
Type "<TEXT>" letter by letter with a blinking cursor and a key click on every letter, then highlight the last word.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Hand-drawn marks

Use it for: Proof, mistakes and the number to look at.

```
Draw a rough hand-drawn red circle around "<ITEM>", underline the next line and strike through the wrong number. Each mark draws on over 0.4 seconds with a pen sound.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Text on a path

Use it for: A route, a timeline or a journey.

```
Make the words "<TEXT>" ride along a curved line that draws itself across the frame. The text follows the line and the line ends in an arrow.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Shapes that draw themselves

Use it for: Arrows, callouts and stars that point at things.

```
Draw an arrow, a star and a callout box that trace themselves on over 0.5 seconds, pointing at "<ITEM>". Add a small pop at the end of each line.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

You and the frame (cut-out)

Most of these use a mask of you. On a Mac, Claude can get one from Apple Vision. Anywhere, MediaPipe or rembg work. If the edge flickers, use a rounded rectangle of your clip instead.

Layer Explode · NEEDS CUT-OUT

Use it for: Show how a video is built.

```
Split the frame into 5 glass layers (background, text, me, list, sound). Fan them out in 3D for 1.5 seconds with a small label on each, then fold them back together.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Live Cursor

Use it for: Moments where "AI did this".

```
Draw a design-tool selection box with corner handles and a size label around me. Then a cursor labelled "Claude" grabs the box and moves it 100 px.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Dolly Zoom · NEEDS CUT-OUT

Use it for: The shock line.

```
Zoom the background in by 30 percent over 1 second while I stay the same size (the vertigo effect). Use my cut-out.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Code Body · NEEDS CUT-OUT

Use it for: AI and tech beats.

```
Fill my silhouette with scrolling green code characters for 1 second, then dissolve it back to normal.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Blow Away · NEEDS CUT-OUT

Use it for: The end of a section. Use once per reel.

```
Break me into small particles that blow off to the right over 1 second, leaving the background behind.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Video Backdrop · NEEDS CUT-OUT

Use it for: You standing in front of a website or an app.

```
Replace my background with a scrolling screen recording of <SITE>. Keep me in front, with a soft shadow, and slightly blur the screen behind me.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Rack Focus · NEEDS CUT-OUT

Use it for: A calm punch-in on a thought.

```
Pull focus from me to the background and back over 1 second, blurring with my cut-out as the mask.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Sticker outline · NEEDS CUT-OUT

Use it for: Make you pop from a busy background.

```
Add a thick white sticker outline and a soft shadow around my cut-out for the second half of the reel only.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Punch-in

Use it for: Stress a single word.

```
On the word "<WORD>" zoom me in from 115 to 125 percent over 6 frames and hold. Pull back after the word.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Floating picture box

Use it for: Between two full-face moments.

```
Shrink me into a 9:16 rounded rectangle that slowly moves around the frame while visuals play. Bring me back to full screen for the last 3 seconds.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

3D proof orbit · NEEDS CUT-OUT

Use it for: Many screenshots as proof.

```
Place 12 screenshots on a 3D ring around me. The back half sits behind my head (use my cut-out), the front half at chest height and never over my face. Then fold them into the next card.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Transitions

Paper Tear

Use it for: The opening, or a change of section.

```
Tear the page open from the middle with a ragged edge to reveal the video behind it, timed to a paper-rip sound.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Paper-rip opening

Use it for: Frame 0 of a reel.

```
On frame 0 a sheet with "<HOOK WORD>" tears open, synced to the peaks of a rip sound, and reveals me. My first word starts within 0.25 seconds of the rip.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Light leak

Use it for: Two or three big section changes only.

```
A warm orange light leak sweeps in from the left, the frame burns to yellow for 3 frames, then hard cut to the next scene with a soft whoosh.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Push cut

Use it for: Fast list items and app screens.

```
Use a hard push transition, like swiping a phone, from one shot to the next in 8 frames with a quick swipe sound.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Clock wipe

Use it for: Time: "in 30 minutes", "in 7 days".

```
Wipe to the next shot with a clock hand sweeping around the centre over 12 frames, with a soft tick.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Iris

Use it for: Zoom into one detail or end a chapter.

```
Close a circle onto the important detail and open it again on the next scene.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Page flip

Use it for: Chapters, a playbook or a story.

```
Turn a page like a book to reveal the next scene, with a paper-turn sound and a soft shadow on the fold.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Cross zoom

Use it for: A big jump, such as a small number to a huge number.

```
Zoom out of the current shot while zooming into the next in one continuous motion over 10 frames.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Zoom blur

Use it for: Speed and results.

```
Cut with a radial speed blur from the centre, over 6 frames, with a short riser.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Film burn

Use it for: A story turn or nostalgia.

```
Burn the old shot away with a warm film burn and then reveal the next shot.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Ripple

Use it for: A shock: "everything changed".

```
Send a water ripple outward from the centre across the cut, so the new shot appears through it.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

3D and camera

Fly-through

Use it for: Move from one object to the next on a desk.

```
Build a simple 3D desk scene with the key objects on it and glide the camera over it, from one object to the next, stopping on each one for a beat.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Dolly in

Use it for: Make one card the hero.

```
Roll the camera towards the card until it fills the frame, then cut to the next scene.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Orbit an object

Use it for: Show a product, a phone or a coin from every side.

```
Circle the camera slowly around the object for 3 seconds, with a soft light that moves across its surface.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Crane down

Use it for: Start wide and drop to one place.

```
Start high above a map or a scene and glide down to one single spot, ending on a close view.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Parallax

Use it for: Give a flat picture depth.

```
Split the image into 3 or 4 layers and move them at different speeds as the camera drifts sideways.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Scale zoom

Use it for: Show how small or big something is.

```
Start on a coin at full screen and pull back until it is tiny next to a tower of coins.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Tilt-shift miniature

Use it for: Make a real scene feel like a toy.

```
Blur the top and bottom of the frame and boost the colour, so the scene looks like a tiny model.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Storyboard Deck

Use it for: Showing steps or a plan.

```
Fan in a row of 6 small reel cards along the bottom with a spring, one card per step, each lighting up as I mention it.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Screens and UI

Title Card Dive

Use it for: Going into a phone or a website.

```
Show a cream title card with a timecode, then shrink it into an iPhone frame that plays the next clip.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Comment Drop

Use it for: Every "comment WORD" call to action.

```
Show an Instagram comment box typing "<WORD>". It posts, then a reply notification with a heart drops in.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Page File Drop

Use it for: Raw footage turning into the final video.

```
Show a "Drop raw footage" zone. A .mov file card drops in and turns into the finished video.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Incoming Call

Use it for: A pattern interrupt.

```
Drop an iPhone incoming-call banner from "<NAME>", with a ringing sound. Then it changes to "Call declined".

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Predict Keys

Use it for: A hook typed like a search.

```
Show an iOS keyboard where the prediction bar shows my next words in time with my voice, with a key tap on each word.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Glass cards

Use it for: Any piece of information.

```
Make a dark glass card with soft rim light, light grain and one sheen sweep when it lands. Never a flat box.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Pin to a phone

Use it for: Show a screenshot or video inside a device.

```
Pin the screen recording onto a phone, a laptop or a tilted card with correct perspective, and move it slowly.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Live logos

Use it for: Every tool or brand you name.

```
Show the real logo of every tool I name, unchanged, popping in on the word with a small bounce.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Privacy blur

Use it for: Hide a phone number, a name or a price.

```
Blur only the private part of the screen recording and keep the rest sharp. Track the blur as the screen moves.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Numbers and data

Post Wall

Use it for: Proof numbers.

```
Fill the screen with a grid of posts while a counter runs up to <NUMBER>. The counter lands on the last post.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Odometer counter

Use it for: Money and big numbers.

```
Roll the number up like an odometer to <NUMBER>, with no leading zeros. Hold it for at least 1.5 seconds and add a tick for each roll.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Split-flap board

Use it for: Prices, dates and scores.

```
Flip the digits in like an airport board, with a soft click for each flip.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Shock Wave

Use it for: A big number landing.

```
When the number lands, send one ripple outward from it that distorts the frame for 0.4 seconds.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Coin burst

Use it for: Revenue or savings.

```
Burst gold coins out from BEHIND the number when it lands, never over the digits.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Formula boxes

Use it for: A business formula.

```
Build the formula box by box (A x B x C x D). Make the costly box red and the cheap box green, each landing with a pop.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Before and after split

Use it for: The old way against the new way.

```
Split the screen into BEFORE (grey, cracked) and AFTER (bright). Grow a bar on each side up to its number.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Self-drawing chart

Use it for: A trend over time.

```
Draw a line chart on paper with a pen that traces it, then pop a dot on the last value with its number.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

3D bar blocks

Use it for: Compare 3 to 5 numbers.

```
Grow the bars as 3D blocks, one after another, with a soft light on top and the value above each.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Map pin drop

Use it for: A city, a route or a delivery.

```
Show a map of the country, drop a pin on <CITY> with a bounce and fly the camera to it.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Mystery tile

Use it for: Lists where the last one is the best.

```
Show 3 tiles. Tile 3 is locked with a "?" until I reach it, then it flips open with a sparkle sound.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Sound-led and glitch

These work on a beat or a hit. Use them for 2 or 3 frames, only on graphics or at a cut.

Impact frame

Use it for: The hardest line of the reel.

```
One white flash frame plus speed streaks behind the word on the beat, with a deep boom.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

RGB split

Use it for: A glitch moment or "something broke".

```
Split the colours of the frame in red, green and blue for 3 frames, then snap back with a short glitch sound.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

TV switch-off

Use it for: The end of a section about the old way.

```
Shrink the picture to a bright line and a dot, like an old TV switching off, with a power-down sound.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Pixelate

Use it for: A jump into the digital world.

```
Pixelate the shot to large blocks, then re-form it as the next shot.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Halftone flash

Use it for: A news or print beat.

```
Flash the frame in a newspaper halftone dot pattern for 4 frames on the beat.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Voice waveform

Use it for: The moment you speak about sound or audio.

```
Show my voice as a live waveform at the bottom of the frame, and let the music pulse softly on its bass.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

Counter ticks

Use it for: Any number that rolls.

```
Add a real tick sound for every number step, getting faster as the number nears the end, and a low thump when it lands.

Build it in Remotion at 1080x1920 and 30 fps. Give this effect its own real sound on the exact frame. Keep 64 px clear on the left and right and never cover my face. Show me a still frame first, then render the clip.
```

The honest part

Replace the words in <angle brackets> with your own text before you paste.

Claude's first try may need a round or two of fixes. Ask it to show one still frame first.

Claude Code needs the paid Claude plan. Remotion is free for individuals and small teams.

More effects in one reel is not better. Pick the few that match your words.

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DashOwl is the AI command centre for D2C brands that we are building. Message us on WhatsApp to join the early-access list.

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