

# Get Paid for the AI Videos You Already Make

## The Higgsfield Earn setup guide + the exact prompts behind our video



If you already create AI videos, Higgsfield Earn is a creator program that pays you for approved AI videos you post on your own social account. This guide walks you through setup step by step and gives you every prompt we used, so you can remix them for your own content.

**Start here:**

[techicsavvy.com/shop/higgsfield-ai-video-generation](https://techicsavvy.com/shop/higgsfield-ai-video-generation)

**Watch the video:** [Watch the finished video](#)

By Onyebuchi Iyase, General Manager, Security Researcher for FUNBIRD LLC

**Disclosures.** Links to Higgsfield in this guide are affiliate links; FUNBIRD LLC may earn a commission if you sign up, at no extra cost to you. The presenter in our video is an AI-generated character made with Higgsfield. Earnings are set by Higgsfield and are not guaranteed; they depend on campaign availability, approval, and your video's performance. Program details were checked against [higgsfield.ai/earn](https://higgsfield.ai/earn) on September 18, 2026 and can change, so always read the current terms at [creators.higgsfield.ai/terms](https://creators.higgsfield.ai/terms).

### Watch the video we made with Higgsfield

Tap a platform to see the finished post:

YouTube

Instagram

TikTok

Threads

**Sign up direct:** [higgsfield.ai](https://higgsfield.ai) (our link) · Every link is on the last page.

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## How Higgsfield Earn works

Higgsfield runs paid creator campaigns. You pick a campaign, make a video with Higgsfield's tools that follows the campaign brief, post it on your own social account, and submit the link. Higgsfield tracks the video's performance and pays through a three-tier reward system:

| Tier | When        | What it is                               |
|------|-------------|------------------------------------------|
| 1    | On approval | A payment for every approved video       |
| 2    | 24 hours    | A bonus based on early performance       |
| 3    | Day 7       | A bonus as the video keeps earning views |

**Payout caps (per Higgsfield):** up to \$1,000 on a video's first day and up to \$2,500 over its lifetime. You can submit several videos per campaign. Joining is free, and earnings become claimable in your dashboard after the day-7 milestone.

## Step-by-step setup

### 01 Create your Higgsfield account

Sign up through [our Higgsfield link](#) (or from [our Higgsfield page](#)). You need an account to make the videos campaigns ask for.

### 02 Open the Earn dashboard

Go to [creators.higgsfield.ai](https://creators.higgsfield.ai) and log in with the same email.

### 03 Connect and verify your Instagram

Connect your Instagram account. Higgsfield gives you a short verification code to add to your Instagram bio temporarily. Once their system detects it, you're verified and can remove it.

### 04 Pick a campaign

Browse the active campaigns. Each one has a brief, creative assets to download, and its own payout caps. Read the brief closely; approval depends on following it.

### 05 Make your video in Higgsfield

Generate the video with Higgsfield's tools. Use the prompts in the next section as starting templates and adapt them to the campaign brief.

### 06 Post it and submit the link

Post the video to your verified Instagram feed, copy the post link, and paste it into your Earn dashboard so tracking starts.

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## 07 Track and claim

Watch your "Available to claim" balance grow through the three tiers, then withdraw after day 7 using one of the supported payment methods.

**Pro tips.** Label AI content where the platform asks you to. Keep one consistent AI character so your account feels like a real series. Post during your audience's active hours, since the 24-hour bonus rewards early views. Submit more than one video per campaign; each video earns separately up to its cap.

## Earn from referrals too

Higgsfield also runs an affiliate program. Once you have an account, sign up for it, get your own referral link, and share it with the people who ask how you make your videos. You earn commission on the people who join through you. This is exactly how we share Higgsfield through [techicsavvy.com](https://techicsavvy.com).

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## The prompts behind this video

Our UGC video was built in three generations: one still image to lock the presenter's look, then two 15-second Kling 3.0 clips that each start from that image, so the same face carries through. We added captions and the end card afterward. Copy these prompts and swap in your own topic, setting, and lines.

### Presenter still (start frame)

**Model:** GPT Image 2.5 · **Settings:** 9:16 image

**Generated result:** [Open the file](#)

Vertical 9:16 photorealistic smartphone selfie-style UGC frame. A friendly, confident creator in his late 20s with a short fade haircut and neat beard, wearing a charcoal hoodie, sits at a desk in a cozy home content studio at night. Behind him: a laptop screen glowing with a colorful video editing timeline, warm amber LED strip lights and a small ring light reflection in his eyes. He looks directly into the camera with an excited, knowing half-smile, mid-gesture, as if about to share a secret. Natural iPhone front-camera look, slight wide-angle, shallow depth of field, realistic skin texture. No text, no logos, no watermark.

### Clip 1: Hook + cinematic payout

**Model:** Kling 3.0 · **Settings:** 9:16, 15s, Pro mode, sound on, start image = presenter still

**Generated result:** [Open the file](#)

Vertical 9:16 UGC creator video with cinematic cutaways, three shots, same man and same voice throughout (warm, upbeat, conversational American male voice).

SHOT 1 (0-5s): Handheld selfie framing at his desk in the cozy night studio. He leans toward the camera and says, casually and excited: "You're already making AI videos... so why aren't you getting paid for them?"

SHOT 2 (5-10s): Cinematic cutaway, dark room, slow push-in on his glowing laptop: vivid AI-generated video clips lift off the screen as floating holographic panels, spiral upward, then burst into streams of golden light and shimmering coins raining down onto a smartphone lying on the desk. Teal and gold lighting, volumetric haze, whoosh and shimmer sound effects. His voice continues as voiceover: "Higgsfield Earn pays creators for approved AI videos they post."

SHOT 3 (10-15s): Back to handheld selfie framing, he nods and taps the desk for emphasis: "You get paid on views, plus bonuses at twenty-four hours and day seven."

Natural iPhone look, authentic creator energy, clean room audio. No on-screen text, no captions, no subtitles, no logos, no watermark.

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## Clip 2: Setup steps + call to action

**Model:** Kling 3.0 · **Settings:** 9:16, 15s, Pro mode, sound on, start image = presenter still

**Generated result:** [Open the file](#)

Vertical 9:16 UGC creator video with a cinematic cutaway, three shots, same man and same voice throughout (warm, upbeat, conversational American male voice).

SHOT 1 (0-5s): Handheld selfie framing at his desk in the cozy night studio. He holds up one finger and says: "Step one: connect your Instagram and verify it with a bio code."

SHOT 2 (5-10s): Cinematic cutaway, macro close-up with slow orbit: a smartphone in his hand uploads a glowing vertical AI video, the screen pulses as a link is copied, then a sleek abstract dashboard on the laptop lights up with rising glowing bars and sparkles. Cool teal light with warm gold highlights, shallow depth of field, soft whoosh and click sound effects. His voice continues as voiceover: "Step two: make your video, post it, and paste the link in your dashboard."

SHOT 3 (10-15s): Back to handheld selfie framing, close and friendly, he points down toward the bottom of the frame and says: "Want my full setup guide? Comment Higgsfield and I'll send you the link."

Natural iPhone look, authentic creator energy, clean room audio. No on-screen text, no captions, no subtitles, no readable screen text, no logos, no watermark.

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## Bonus: our Higgsfield prompt library

Eight more prompts from FUNBIRD LLC's cybersecurity channel, each linked to the video it produced. The six collage prompts were written as a series and rely on reference images (@Image1, etc.); upload your own references to match the look.

### Data center b-roll

**Model:** Seedance 2.5 · **Made:** Aug 24, 2026 · [Watch the result](#)

Vertical cinematic tech b-roll: slow push-in on a towering server rack in a dark data center, green status LEDs pulsing in sequence, volumetric haze lit by cold teal light; camera cranes upward to reveal endless rows of racks stretching into darkness, faint reflections on a polished black floor. Moody, high-contrast, anamorphic 35mm look, shallow depth of field, subtle film grain. No text, no logos, no people.

### Split-screen SOC

**Model:** Seedance 2.5 · **Made:** Aug 26, 2026 · [Watch the result](#)

Vertical split-screen, two security operations centers at night, documentary realism, high contrast, cinematic. LEFT HALF: a dim empty SOC, rows of unattended monitors glowing with scrolling red alert logs reflecting off vacant chairs, cold blue-grey light, dust drifting in the air, absolutely no people, eerie stillness. RIGHT HALF: the same room layout but alive and urgent, three analysts leaning hard into their screens, hands moving fast on keyboards, one standing and pointing at a large wall display, warm amber and green light, tense purposeful motion. Slow simultaneous push-in on both halves. Shallow depth of field, volumetric haze, no readable text, no logos, no on-screen writing, no captions.

### Collage A: Firewall placed on the network map

**Model:** MiniMax H3 · **Made:** Sep 14, 2026 · [Watch the result](#)

Style: flat editorial documentary collage on a warm cream paper stage with subtle fiber grain: monochrome halftone archival photo cutouts with rough white keylines and a slightly offset deep crimson stroke behind each cutout, one single deep crimson accent color per video – a large flat deep crimson disc behind the main subject and exactly one color-popped hero element among the monochrome – torn paper edges and tape strips, soft paper drop shadows, hand-drawn deep crimson marker circles, arrows and underline strokes (abstract strokes only, never letters), abstract unlabeled data shapes and flat stylized maps, subtle print misregistration on inked elements, snappy staggered spring motion with slight overshoot, non-photorealistic illustrated collage, never live-action; snappy motion-graphics collage animation, staggered spring entrances with slight overshoot – the visual style is EXACTLY as in the reference images, same rendering, same surface treatment.

PALETTE LOCK: use ONLY the colors and the background treatment of the reference images (warm cream paper base, monochrome halftone cutouts, ONE deep crimson accent – disc, strokes, one popped element – no other colors, no gradients, no full-color scenes). Do NOT introduce any new or foreign colors, no colored/gradient/painted backgrounds that aren't in the references, no recoloring of characters or objects.

A single 10-second scene of FIVE hard-cut shots. Do NOT open the video on any reference image or show a sheet/swatch – stage everything fresh, matching the stage, colors and background to their references. Characters only emote and gesture, they do NOT talk. Motion starts on frame 1 (no opening freeze).

REFERENCES (look, identity, palette): @Image1 = LOCATION (cream paper stage with a taped flat monochrome network map and pin markers). @Image2 = PROP (monochrome halftone firewall appliance cutout). @Image3 = PROP (dot-matrix gauge card with deep crimson needle).

SHOT 1 – 0.0s to 2.0s – WIDE high angle, static camera: the taped network map lies flat; the appliance cutout SLAMS down at its center with overshoot, then pins pop up around it, staggered.

HARD CUT.

SHOT 2 – 2.0s to 4.0s – CU overhead, slow push-in: a deep crimson marker stroke draws itself around the appliance cutout, ink bleeding slightly at the curve.

HARD CUT.

SHOT 3 – 4.0s to 6.0s – MEDIUM lateral, gentle drift: three thin route strokes snap outward from the appliance to distant pins, one after another.

HARD CUT.

SHOT 4 – 6.0s to 8.0s – ECU macro, static camera: the gauge card drops with a bounce beside the map and its first dots flip crimson.

HARD CUT.

SHOT 5 – 8.0s to 10.0s – MEDIUM low angle, slow push-in: the large deep crimson disc slides in behind the appliance and settles into a stable, still micro-moving final frame.

Five hard-cut shots at 2.0s, 4.0s, 6.0s and 8.0s, no dissolves, no fades. Snappy motion-graphics collage animation, staggered spring entrances with slight overshoot, continuous motion within each shot, never freezes.

AUDIO: a stamp hit as the appliance slams down, soft paper pops as pins rise, a marker squeak on the circle stroke, low newsroom-air room tone – no voice, no narration, no music.

NEGATIVE: opening on a reference image, a sheet/swatch or a static first frame, leading freeze, dissolves or fades, NEW or foreign colors, colored/gradient/painted background not in the references, recolored characters, style drift, extra people, cloned characters, characters talking, lip-sync, on-screen text, captions, readable text, letters, words, numbers, live-action footage, photographic realism, full-color scene, foreign accent colors, 3D render, watermark.

## Collage B: Threat spreading from one pin

**Model:** MiniMax H3 · **Made:** Sep 14, 2026 · [Watch the result](#)

Style: flat editorial documentary collage on a warm cream paper stage with subtle fiber grain: monochrome halftone archival photo cutouts with rough white keylines and a slightly offset deep crimson stroke behind each cutout, one single deep crimson accent color per video – a large flat deep crimson disc behind the main subject and exactly one color-popped hero element among the monochrome – torn paper edges and tape strips, soft paper drop shadows, hand-drawn deep crimson marker circles, arrows and underline strokes (abstract strokes only, never letters), abstract unlabeled data shapes and flat stylized maps, subtle print misregistration on inked elements, snappy staggered spring motion with slight overshoot, non-photorealistic illustrated collage, never live-action; snappy motion-graphics collage animation, staggered spring entrances with slight overshoot – the visual style is EXACTLY as in the reference images, same rendering, same surface treatment.

PALETTE LOCK: use ONLY the colors and the background treatment of the reference images (warm cream paper base, monochrome halftone cutouts, ONE deep crimson accent – no other colors, no gradients, no full-color scenes). Do NOT introduce any new or foreign colors, no colored/gradient/painted backgrounds that aren't in the references, no recoloring of characters or objects.

A single 10-second scene of FIVE hard-cut shots. Do NOT open the video on any reference image or show a sheet/swatch – stage everything fresh, matching the map corner, colors and background to their references. Characters only emote and gesture, they do NOT talk. Motion starts on frame 1 (no opening freeze).

REFERENCES (look, identity, palette): @Image1 = LOCATION (close detail crop of the network map corner with a crimson marker circle isolating a single pin). @Image2 = PROP (oversized monochrome photographic hand cutout). @Image3 = PROP (monochrome halftone firewall appliance cutout). @Image4 = PROP (dot-matrix gauge card with deep crimson needle).

SHOT 1 – 0.0s to 2.0s – CU overhead, static camera: the giant hand enters from off-frame and PLANTS the appliance cutout beside the circled pin with a firm press.

HARD CUT.

SHOT 2 – 2.0s to 4.0s – ECU macro, slow push-in: thin route strokes crawl outward from pin to neighbouring pin, one at a time.

HARD CUT.

SHOT 3 – 4.0s to 6.0s – MEDIUM lateral, gentle drift: pins flip crimson in a staggered wave across the map corner, paper shadows shifting.

HARD CUT.

SHOT 4 – 6.0s to 8.0s – CU high angle, static camera: the giant hand drops a torn blank note card that tapes itself down with a thwip.

HARD CUT.

SHOT 5 – 8.0s to 10.0s – ECU macro, slow push-in: the gauge needle sweeps near full while its outer dots flip crimson, settling into a stable, still micro-moving final frame.

Five hard-cut shots at 2.0s, 4.0s, 6.0s and 8.0s, no dissolves, no fades. Snappy motion-graphics collage animation, staggered spring entrances with slight overshoot, continuous motion within each shot, never freezes.

AUDIO: a thwip as the hand plants the cutout, tick-tick on pin flips, a tape rip on the note card, low newsroom-air room tone – no voice, no narration, no music.

NEGATIVE: opening on a reference image, a sheet/swatch or a static first frame, leading freeze, dissolves or fades, NEW or foreign colors, colored/gradient/painted background not in the references, recolored characters, style drift, extra people, cloned characters, characters talking, lip-sync, on-screen text, captions, readable text, letters, words, numbers, live-action footage, photographic realism, full-color scene, foreign accent colors, 3D render, watermark.

## Collage C: Evidence board investigation

**Model:** MiniMax H3 · **Made:** Sep 14, 2026 · [Watch the result](#)

Style: flat editorial documentary collage on a warm cream paper stage with subtle fiber grain: monochrome halftone archival photo cutouts with rough white keylines and a slightly offset deep crimson stroke behind each cutout, one single deep crimson accent color per video – a large flat deep crimson disc behind the main subject and exactly one color-popped hero element among the monochrome – torn paper edges and tape strips, soft paper drop shadows, hand-drawn deep crimson marker circles, arrows and underline strokes (abstract strokes only, never letters), abstract unlabeled data shapes and flat stylized maps, subtle print misregistration on inked elements, snappy staggered spring motion with slight overshoot, non-photorealistic illustrated collage, never live-action; snappy motion-graphics collage animation, staggered spring entrances with slight overshoot – the visual style is EXACTLY as in the reference images, same rendering, same surface treatment.

PALETTE LOCK: use ONLY the colors and the background treatment of the reference images (this scene keeps the dark charcoal evidence-board treatment of its location reference, with monochrome halftone cards and ONE deep crimson accent). Do NOT introduce any new or foreign colors, no colored/gradient/painted backgrounds that aren't in the references, no recoloring of characters or objects.

A single 10-second scene of FIVE hard-cut shots. Do NOT open the video on any reference image or show a sheet/swatch – stage everything fresh, matching the board, cards, colors and background to their references. Characters only emote and gesture, they do NOT talk. Motion starts on frame 1 (no opening freeze).

REFERENCES (look, identity, palette): @Image1 = LOCATION (dark charcoal evidence board with pinned monochrome photo cards and crimson connection strokes). @Image2 = CHARACTER (monochrome halftone security analyst cutout with clipboard). @Image3 = PROP (dot-matrix gauge card with deep crimson needle).

SHOT 1 – 0.0s to 2.0s – MEDIUM frontal, static camera: three blank photo cards stamp onto the dark board one after another, push pins tapping in, staggered.

HARD CUT.

SHOT 2 – 2.0s to 4.0s – CU detail, slow push-in: crimson connection strokes draw themselves between the three pinned cards, one stroke at a time.

HARD CUT.

SHOT 3 – 4.0s to 6.0s – WIDE frontal, gentle drift: the analyst cutout slides in at the frame edge and plants a fourth card onto the board.

HARD CUT.

SHOT 4 – 6.0s to 8.0s – ECU macro, static camera: one pinned card flips over with a snap, revealing a halftone server photo beneath.

HARD CUT.

SHOT 5 – 8.0s to 10.0s – CU low angle, slow push-in: the gauge card pinned at the board corner gains a second crimson dot band and settles into a stable, still micro-moving final frame.

Five hard-cut shots at 2.0s, 4.0s, 6.0s and 8.0s, no dissolves, no fades. Snappy motion-graphics collage animation, staggered spring entrances with slight overshoot, continuous motion within each shot, never freezes.

AUDIO: three soft stamp hits as cards land, pin taps, a snap on the card flip, low newsroom-air room tone – no voice, no narration, no music.

NEGATIVE: opening on a reference image, a sheet/swatch or a static first frame, leading freeze, dissolves or fades, NEW or foreign colors, colored/gradient/painted background not in the references, recolored characters, style drift, extra people, cloned characters, characters talking, lip-sync, on-screen text, captions, readable text, letters, words, numbers, live-action footage, photographic realism, full-color scene, foreign accent colors, 3D render, watermark.

## Collage D: Evidence board convergence

**Model:** MiniMax H3 · **Made:** Sep 14, 2026 · [Watch the result](#)

Style: flat editorial documentary collage on a warm cream paper stage with subtle fiber grain: monochrome halftone archival photo cutouts with rough white keylines and a slightly offset deep crimson stroke behind each cutout, one single deep crimson accent color per video – a large flat deep crimson disc behind the main subject and exactly one color-popped hero element among the monochrome – torn paper edges and tape strips, soft paper drop shadows, hand-drawn deep crimson marker circles, arrows and underline strokes (abstract strokes only, never letters), abstract unlabeled data shapes and flat stylized maps, subtle print misregistration on inked elements, snappy staggered spring motion with slight overshoot, non-photorealistic illustrated collage, never live-action; snappy motion-graphics collage animation, staggered spring entrances with slight overshoot – the visual style is EXACTLY as in the reference images, same rendering, same surface treatment.

PALETTE LOCK: use ONLY the colors and the background treatment of the reference images (this scene keeps the dark charcoal evidence-board treatment of its location reference, with monochrome halftone cards and ONE deep crimson accent). Do NOT introduce any new or foreign colors, no colored/gradient/painted backgrounds that aren't in the references, no recoloring of characters or objects.

A single 10-second scene of FIVE hard-cut shots. Do NOT open the video on any reference image or show a sheet/swatch – stage everything fresh, matching the board, cards, colors and background to their references. Characters only emote and gesture, they do NOT talk. Motion starts on frame 1 (no opening freeze).

REFERENCES (look, identity, palette): @Image1 = LOCATION (dark charcoal evidence board with pinned monochrome photo cards and crimson connection strokes). @Image2 = PROP (monochrome halftone firewall appliance cutout, pinned as the largest card). @Image3 = PROP (dot-matrix gauge card with deep crimson needle).

SHOT 1 – 0.0s to 2.0s – CU detail, slow push-in: a crimson marker circle draws itself around the smallest pinned card on the board.

HARD CUT.

SHOT 2 – 2.0s to 4.0s – MEDIUM frontal, static camera: an underline stroke snaps beneath that small card; two abstract arrows whip toward the large appliance card.

HARD CUT.

SHOT 3 – 4.0s to 6.0s – ECU macro, gentle drift: halftone dots on the small card shimmer as the crimson stroke thickens around it.

HARD CUT.

SHOT 4 – 6.0s to 8.0s – MEDIUM high angle, static camera: connection strokes converge from every pinned card onto the appliance card, staggered.

HARD CUT.

SHOT 5 – 8.0s to 10.0s – CU low angle, slow push-in: the corner gauge card hits full crimson and holds, settling into a stable, still micro-moving final frame.

Five hard-cut shots at 2.0s, 4.0s, 6.0s and 8.0s, no dissolves, no fades. Snappy motion-graphics collage animation, staggered spring entrances with slight overshoot, continuous motion within each shot, never freezes.

AUDIO: a marker squeak on the circle, a snap on the underline stroke, soft whooshes as arrows whip, low newsroom-air room tone – no voice, no narration, no music.

NEGATIVE: opening on a reference image, a sheet/swatch or a static first frame, leading freeze, dissolves or fades, NEW or foreign colors, colored/gradient/painted background not in the references, recolored characters, style drift, extra people, cloned characters, characters talking, lip-sync, on-screen text, captions, readable text, letters, words, numbers, live-action footage, photographic realism, full-color scene, foreign accent colors, 3D render, watermark.

## Collage E: Data chart climbing

**Model:** MiniMax H3 · **Made:** Sep 14, 2026 · [Watch the result](#)

Style: flat editorial documentary collage on a warm cream paper stage with subtle fiber grain: monochrome halftone archival photo cutouts with rough white keylines and a slightly offset deep crimson stroke behind each cutout, one single deep crimson accent color per video – a large flat deep crimson disc behind the main subject and exactly one color-popped hero element among the monochrome – torn paper edges and tape strips, soft paper drop shadows, hand-drawn deep crimson marker circles, arrows and underline strokes (abstract strokes only, never letters), abstract unlabeled data shapes and flat stylized maps, subtle print misregistration on inked elements, snappy staggered spring motion with slight overshoot, non-photorealistic illustrated collage, never live-action; snappy motion-graphics collage animation, staggered spring entrances with slight overshoot – the visual style is EXACTLY as in the reference images, same rendering, same surface treatment.

PALETTE LOCK: use ONLY the colors and the background treatment of the reference images (warm cream graph-grid notebook base, monochrome halftone dots, ONE deep crimson accent – no other colors, no gradients, no full-color scenes). Do NOT introduce any new or foreign colors, no colored/gradient/painted backgrounds that aren't in the references, no recoloring of characters or objects.

A single 10-second scene of FIVE hard-cut shots. Do NOT open the video on any reference image or show a sheet/swatch – stage everything fresh, matching the grid field, chart shapes, colors and background to their references. Characters only emote and gesture, they do NOT talk. Motion starts on frame 1 (no opening freeze).

REFERENCES (look, identity, palette): @Image1 = LOCATION (cream graph-grid notebook field with an unlabeled dot-matrix chart zone and semicircle gauge outline). @Image2 = CHARACTER (monochrome halftone security analyst cutout with clipboard). @Image3 = PROP (dot-matrix gauge card with deep crimson needle).

SHOT 1 – 0.0s to 2.0s – MEDIUM overhead, static camera: halftone dot rows stack into a short bar on the grid, tick by tick, staggered.

HARD CUT.

SHOT 2 – 2.0s to 4.0s – ECU macro, slow push-in: a single gray dot flips crimson with a stamp, misregistered ink settling.

HARD CUT.

SHOT 3 – 4.0s to 6.0s – WIDE frontal, gentle drift: the analyst cutout enters and taps the chart zone; an abstract arrow stroke draws toward the semicircle outline.

HARD CUT.

SHOT 4 – 6.0s to 8.0s – CU lateral, static camera: the semicircle gauge outline fills dot by dot toward its halfway mark.

HARD CUT.

SHOT 5 – 8.0s to 10.0s – MEDIUM high angle, slow push-in: the gauge card slides beside the chart, its crimson needle nudges upward, and the frame settles, still micro-moving.

Five hard-cut shots at 2.0s, 4.0s, 6.0s and 8.0s, no dissolves, no fades. Snappy motion-graphics collage animation, staggered spring entrances with slight overshoot, continuous motion within each shot, never freezes.

AUDIO: soft tick-tick on dot steps, one stamp hit on the crimson dot, a marker squeak on the arrow, low newsroom-air room tone – no voice, no narration, no music.

NEGATIVE: opening on a reference image, a sheet/swatch or a static first frame, leading freeze, dissolves or fades, NEW or foreign colors, colored/gradient/painted background not in the references, recolored characters, style drift, extra people, cloned characters, characters talking, lip-sync, on-screen text, captions, readable text, letters, words, numbers, live-action footage, photographic realism, full-color scene, foreign accent colors, 3D render, watermark.

## Collage F: Patch applied, threat resolved

**Model:** MiniMax H3 · **Made:** Sep 14, 2026 · [Watch the result](#)

Style: flat editorial documentary collage on a warm cream paper stage with subtle fiber grain: monochrome halftone archival photo cutouts with rough white keylines and a slightly offset deep crimson stroke behind each cutout, one single deep crimson accent color per video – a large flat deep crimson disc behind the main subject and exactly one color-popped hero element among the monochrome – torn paper edges and tape strips, soft paper drop shadows, hand-drawn deep crimson marker circles, arrows and underline strokes (abstract strokes only, never letters), abstract unlabeled data shapes and flat stylized maps, subtle print misregistration on inked elements, snappy staggered spring motion with slight overshoot, non-photorealistic illustrated collage, never live-action; snappy motion-graphics collage animation, staggered spring entrances with slight overshoot – the visual style is EXACTLY as in the reference images, same rendering, same surface treatment.

PALETTE LOCK: use ONLY the colors and the background treatment of the reference images (warm cream paper base, monochrome halftone cutouts, ONE deep crimson accent – no other colors, no gradients, no full-color scenes). Do NOT introduce any new or foreign colors, no colored/gradient/painted backgrounds that aren't in the references, no recoloring of characters or objects.

A single 10-second scene of FIVE hard-cut shots. Do NOT open the video on any reference image or show a sheet/swatch – stage everything fresh, matching the map stage, colors and background to their references. Characters only emote and gesture, they do NOT talk. Motion starts on frame 1 (no opening freeze). This block does NOT open on an establishing wide – it opens close.

REFERENCES (look, identity, palette): @Image1 = LOCATION (cream paper stage with the taped flat monochrome network map and pin markers). @Image2 = PROP (oversized monochrome photographic hand cutout). @Image3 = CHARACTER (monochrome halftone security analyst cutout with clipboard). @Image4 = PROP (dot-matrix gauge card with deep crimson needle).

SHOT 1 – 0.0s to 2.0s – CU overhead, static camera: the giant hand STAMPS a clean white patch card down over the circled appliance slot on the map.

HARD CUT.

SHOT 2 – 2.0s to 4.0s – MEDIUM lateral, gentle drift: crimson route strokes fade to gray one after another while pins settle back down.

HARD CUT.

SHOT 3 – 4.0s to 6.0s – ECU top-down, static camera: gray washes over the gauge dots row by row while the crimson needle eases back to rest.

HARD CUT.

SHOT 4 – 6.0s to 8.0s – CU frontal, static camera: the analyst cutout presses a tape strip across the map corner, sealing it flat.

HARD CUT.

SHOT 5 – 8.0s to 10.0s – MEDIUM high angle, gentle drift: the calm map and the emptied gauge card ease into a stable, still micro-moving final frame.

Five hard-cut shots at 2.0s, 4.0s, 6.0s and 8.0s, no dissolves, no fades. Snappy motion-graphics collage animation, staggered spring entrances with slight overshoot, continuous motion within each shot, never freezes.

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AUDIO: one firm stamp hit on the patch card, soft ticks as dots fade, a tape press, low newsroom-air room tone – no voice, no narration, no music.

NEGATIVE: opening on a reference image, a sheet/swatch or a static first frame, leading freeze, dissolves or fades, NEW or foreign colors, colored/gradient/painted background not in the references, recolored characters, style drift, extra people, cloned characters, characters talking, lip-sync, on-screen text, captions, readable text, letters, words, numbers, live-action footage, photographic realism, full-color scene, foreign accent colors, 3D render, watermark.

**Questions or want this done for your brand?** FUNBIRD LLC builds AI content systems for small businesses. Visit [techicsavvy.com](https://techicsavvy.com) or email [funbird@funbird.net](mailto:funbird@funbird.net).

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## 1. Get started

### Direct Higgsfield sign-up (our affiliate link)

[higgsfield.ai?fpr=onyebuchi-00099c](https://higgsfield.ai?fpr=onyebuchi-00099c)

### Setup page on techicsavvy.com

[techicsavvy.com/shop/higgsfield-ai-video-generation](https://techicsavvy.com/shop/higgsfield-ai-video-generation)

### Earn dashboard (connect + verify your Instagram)

[creators.higgsfield.ai](https://creators.higgsfield.ai)

## 2. Watch the video this guide is about

### YouTube Shorts

[youtube.com/shorts/f60DKCd2leo](https://youtube.com/shorts/f60DKCd2leo)

### Instagram Reel

[instagram.com/reel/DdcL5G9nJ\\_z](https://instagram.com/reel/DdcL5G9nJ_z)

### TikTok

[tiktok.com/@funbirdllc/video/7686976774026120462](https://tiktok.com/@funbirdllc/video/7686976774026120462)

### Threads

[threads.com/@funbirdllc/post/DdcMAR3iciF](https://threads.com/@funbirdllc/post/DdcMAR3iciF)

## 3. Follow FUNBIRD LLC for more AI + cybersecurity videos

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