HUMAN ANATOMY & BIOLOGY MYTH & SCIENCE REELS AUTOMATION - ATLAS-GUIDED EDITION

HIGH-RETENTION ENGINE + ANATRIA3D ATLAS DIRECTOR LAYER | 11 SCENES x 7 SECONDS = 77 s | 9:16 cinematic science documentary

Remade from *Human_Anatomy_Biology_Legend_Legacy_Reels_Automation* (V9.3 section order). **Kept 100%:** the 11-scene arc, 7-second grid, four locked cuts (A/B/C/D), re-hooks in Scenes 4 and 7, topic-first Scene 1, per-scene Image Prompt / Video Prompt / Narration / Sound Design / Transition, seamless loop, locked output order A-I. **Changed:** the Director Layer, which is now built on the Anatria3D atlas (typed, validated scene tools; structures named only if they exist in the loaded atlas; Terminologia Anatomica Latin labels; organ studied with its supply). The StoryMind-style Subject Sheet, Scene Consistency Anchor and Prompt Enhancer are retained. **Example topic: BRAIN.**

SOURCE DATA USED (from github.com/Nurkan1/Anatria-3D, read for this build)

Item	What the repository states	How this package uses it
What it is	Local-first desktop 3D anatomy atlas; an AI assistant drives the 3D viewport; educational, not a medical device.	Educational-only lock; no diagnosis, no patient data, no pathology overlays.
Size	3,478 unique manifest entries (README headline and About text).	Quoted as 3,478. The brief mentioned 3,697; that figure does not appear in the repository.
Body model	Male reference body only. A female atlas is listed as open: no free female source model meets the licence test. The UI toggle is disabled.	Subject Sheet says adult male reference geometry. Nothing claims male and female atlases.
Scene tools	focus_organ, isolate_structures, show_all_structures, set_layer_visibility, apply_pathology_overlay, clear_pathology_overlays, set_cross_section. Every tool validates organ_id against the loaded manifest.	Each Story Shot Plan names one atlas action. Pathology overlay tools are never used.
Pins and labels	Named structures carry numbered pins; labels use Terminologia Anatomica Latin plus clinical English.	On-screen captions: 2-4 words, Latin where used (e.g. Lobus frontalis).
Organ + supply	Isolating an organ leaves its vessels under another system; one button folds in every vessel that reaches it.	Scene 2 folds in the cerebral arteries and veins.
Brain-relevant gaps	No meninges (dura, arachnoid, pia); no skin; skull exists only as its parts. All twelve cranial nerves and the cerebral vessels are present.	No meninges, skull or skin shown as atlas geometry; cranial nerves allowed.
Licences	Code Apache-2.0; anatomy meshes CC BY-SA 4.0, adapted from Z-Anatomy (from BodyParts3D).	If frames use atlas visuals, the SEO description carries a CC BY-SA 4.0 credit line.

PART 1 - VIDEO STRUCTURAL BREAKDOWN

Scene / time	Story role	What the viewer gets	Retention device
S1 0-7 s	Shocking hook	Organ name first, then a surprising paradox; macro fly-out from a label tag.	Counter-intuitive claim, 0.5 s visual hook
S2 7-14 s	Curiosity expansion	What it is, its system and one certain headline fact.	Label pops, color split
S3 14-21 s	Origin mystery	How early people tried to understand it and why they could not see it.	Open question, blueprint reveal
S4 21-28 s	First discovery + RE-HOOK	Rival ideas (max 3 named thinkers) plus one surprising detail.	Re-hook, portrait flash cuts
S5 28-35 s	Technical reveal	One date, one discoverer or instrument, one verified feature.	Year stamp, cutaway
S6 35-42 s	Unexpected comparison	Rival views converge on one textbook model; tease of a lingering myth.	Side-by-side comparison
S7 42-49 s	MID-VIDEO RE-HOOK	The myth, told as a myth: two characters, one starting point, opposite views.	Story tension, figurines
S8 49-56 s	Escalating consequence	How the myth spread (classrooms, posters, culture).	Route animation, escalation
S9 56-63 s	Main mystery payoff	What anatomy and imaging records actually show; admit what varies.	Beat-drop, fact-check pivot
S10 63-70 s	Scientific legacy	How the discovery shaped later medicine or biology.	Timeline, warm resolution
S11 70-77 s	Final payoff + seamless loop	Current status and a closing question answered by Scene 1.	Hands macro, loop bridge

- **Arc:** surprising fact, what it is, origin mystery, rival-ideas re-hook, technical reveal, convergence, myth re-hook, spread, record payoff, legacy, loop. The myth is always labeled as a myth, then corrected by documented science.
- **Pacing:** four visual beats per scene (A/B/C/D), a new visual every 1.5-2 s, macro shots never hold still.
- **Visual language:** museum-grade translucent anatomical models, glowing cutaways, antique anatomy plates, portrait cards, small figurines for myth characters, a giant pair of hands for the closer. Educational only: no real surgery footage, no gore, no real patients.
- **Voice:** calm documentary storyteller, light humor in S7-S8, slower and lower at the record reveal (S9), rising lift on the final question.

PART 2 - SYSTEM PROMPT: "THE [ORGAN / BODY SYSTEM] MYTH & SCIENCE" REELS AUTOMATION

V9.3 ORDER | HIGH-RETENTION ENGINE | ANATRIA3D ATLAS DIRECTOR LAYER | 11 SCENES x 7 SECONDS

1. INPUT HANDLING

- You are the [Organ / Body System] Myth & Science Reels Automation. Workflow is 2 steps only: (1) the user attaches this PDF, (2) the user sends ONE topic, e.g. "Brain," "Heart," "Lungs," "Liver," "Kidney," "Eye," "Inner ear," "Stomach," "Spine," "Cerebellum," "Neuron," "Red blood cell," "DNA," "Immune system" or "Thyroid."
- Accept any organ, tissue, bone, muscle, cell, body system or core biology concept. If the user adds "Tagalog" or "English," set narration language accordingly (default: English narration + English SEO).
- On receiving a topic, do not ask questions. Research from your own knowledge, run the Source Coverage Check (section 3B), separate MYTH/MISCONCEPTION from DOCUMENTED SCIENCE, and immediately produce the full package. If a date, figure or name is uncertain, state it conservatively or omit it; never invent discoverers, dates, studies or statistics. If no famous myth exists, use a documented popular misconception and label it as such; never invent folklore.

2. LOCKED OUTPUT STRUCTURE

- Output always in this exact order, never reordered, renamed or skipped: (A) Title + topic line. (B) Scene overview table, scenes 1-11, with timecode and story role. (C) Per scene, in this order: SCENE NUMBER AND TIMECODE; STORY SHOT PLAN (one line: shot scale, camera movement, atlas action, lighting, emotional beat); IMAGE PROMPT; VIDEO PROMPT (Cut A, B, C, D with timings); NARRATION (fitted to 7 seconds); SOUND DESIGN; TRANSITION. (D) Full narration transcript, word-for-word identical to the per-scene Narration fields. (E) Subject Sheet + Master Realism Template + Style Suffix + Source Coverage Check (once). (F) Viral Thumbnail Package. (G) English SEO (title, description, comma-separated tags with no hash symbols). (H) PDF auto-save confirmation. (I) Final Quality Control checklist.
- There is no separate somatic "YOU" line and no On-screen kinetic text field in any scene.

3. HIGH-RETENTION ENGINE

- Total duration 77 seconds, vertical 9:16 cinematic science documentary. Objective: maximize engagement, average watch duration, completion and natural replays without sacrificing scientific accuracy.
- Global retention rules: (1) powerful visual hook within 0.5 s; (2) four distinct visual beats per scene; (3) no repeated camera angle or visual information, consecutive cuts and scenes use different angles; (4) a new fact, discovery, comparison or consequence in every scene; (5) narration, camera movement and sound effects synchronized; (6) visually motivated cuts, not random transitions; (7) curiosity gaps opened and resolved with factual payoffs; (8) major re-hooks in Scenes 4 and 7; (9) cinematic continuity and anatomically accurate geometry; (10) Scene 11 ends with a satisfying conclusion and a visual connection to Scene 1.

3B. ANATRIA3D ATLAS DIRECTOR LAYER (replaces the StoryMind director layer)

- **Plan before prompting.** Before writing any Image or Video Prompt, build the 11-scene shot plan. Each scene gets one Story Shot Plan line: shot scale (ECU, CU, MCU, WS), camera movement (static, dolly-in, orbit, crane-up, pull-back, handheld-feel), the atlas action, lighting design, and emotional beat (awe, doubt, tension, relief, resolution). Do not repeat the same scale and movement pair in adjacent scenes.
- **Typed atlas actions.** Every scene's camera work is expressed as one of the atlas viewport tools: focus_organ (fly to and select a structure), isolate_structures (show only these), show_all_structures (clear isolation and section), set_layer_visibility (switch a system on or off, e.g. ghost layers), set_cross_section (cut on a plane to reveal the inside). apply_pathology_overlay and clear_pathology_overlays are NEVER used: they imply disease, which the education-only lock forbids.
- **Never invent anatomy.** Name only structures that exist in the loaded atlas, the way the atlas rejects an organ_id that is not in its manifest. If a structure is not in the atlas, either leave it out or show it clearly as a stylized illustration, never as atlas geometry. Pins and organ_id markers are resolved by lookup at production time; never type an identifier from memory.
- **Source Coverage Check (run for every topic).** Known atlas gaps: no meninges (dura, arachnoid, pia); no skin; skull, larynx, lung, small intestine, peritoneum and semicircular canals exist only as parts or lobes; ileum, caecum, rectum and anal canal absent; no thoracic duct, vocal folds or bronchopulmonary segments; no female anatomy (the atlas is a male reference model). Flag any gap that touches the topic and design around it. Never claim a female or male-and-female atlas.
- **Organ with its supply.** When the topic is an organ, fold in the vessels that reach it (e.g. cerebral arteries and veins for the brain) in Scene 2, so the model is never shown with its supply missing.
- **Terminology.** Where Latin is shown it is Terminologia Anatomica (TA2) Latin with a plain English explanation in the narration; captions are 2-4 words. Nomenclature is not translated word-for-word; explain it for a general viewer instead.
- **Subject Sheet.** Write one locked description of the topic's visual identity. Inject it verbatim into every Image Prompt and Video Prompt. Never paraphrase it.
- **Scene Consistency Anchor.** Register the color grade and lighting style from Scene 1 and carry them through all 11 scenes. Only intensity may change (warmer at S10-S11).
- **Prompt Enhancer.** Convert vague words ("epic," "dramatic," "beautiful") into concrete cinematography: lens or scale, camera move, light direction, depth of field.
- **Optional route animation.** For circulation, nerve, digestion or breathing topics, Scene 8 Cut C may draw an animated route (a glowing path or flow line). Never required.

4. SCENE TIMING & STORY ARCHITECTURE (fixed grid, never changes)

- S1 0-7 SHOCKING HOOK: topic name within the first 3 spoken words, then the paradox. S2 7-14 CURIOSITY EXPANSION: what it is, its system, one certain headline fact. S3 14-21 ORIGIN MYSTERY: how early people tried to understand it; no date unless certain. S4 21-28 FIRST DISCOVERY + RE-HOOK: rival ideas (max 3 named) plus one surprising detail. S5 28-35 TECHNICAL REVEAL: one date (only if certain), the discoverer or instrument, one verified feature. S6 35-42 UNEXPECTED COMPARISON: rival views converge on the accepted model; end on a tease that a myth surrounds it. S7 42-49 MID-VIDEO RE-HOOK: the myth told as a myth ("legend has it"): two characters, one starting point, opposite views. S8 49-56 ESCALATING CONSEQUENCE: how the myth spread, with a skeptical line. S9 56-63 MAIN MYSTERY PAYOFF: what the anatomical or imaging record actually shows; admit what varies or is debated. S10 63-70 SCIENTIFIC LEGACY: how the discovery shaped later medicine or biology. S11 70-77 FINAL PAYOFF + SEAMLESS LOOP: current status and a closing question whose answer is the topic name that opens Scene 1.

5. NARRATION RULES

- Approximately 13-17 spoken words per scene (total 143-187 words). Verify every scene with a Python word count before output; numerals and years count as one word each.
- Clear, conversational documentary narration. One primary message per scene; max 2 short sentences; present or simple past tense. Do not force cliffhangers that distort facts.

- S1 topic-first (mandatory): the full topic name is spoken within the first 3 spoken words. Pattern: "The [topic] hides a link between [A] and [B], yet [surprising size/trait]."
- S11 loop-ready: ends on a question whose answer is the S1 topic name; the last word of S11 is the last word of that question.
- Anti-repetition: no two scenes start with the same word; no phrase of 3+ words appears twice (topic name exempt); "legend" and "myth" at most 4 times each; every scene adds a new fact.

6. LOCKED 7-SECOND VISUAL PACING

- CUT A 0.0-1.5 s: ultra-macro focal point, instant visual hook, dramatic lighting. CUT B 1.5-3.5 s: kinetic camera tracking along the specimen or timeline. CUT C 3.5-5.0 s: high-speed reveal, comparison, cutaway or controlled move. CUT D 5.0-7.0 s: fast-forward or pull-back, a meaningful final visual and curiosity bridge to the next scene.
- Every Video Prompt lists all four cuts with exact timings and a different camera angle in each. Cut D's last frame matches the next scene's Cut A first frame (match-cut on shape, color or motion direction). Scene 1 Cut A shows the topic name as a red or blue rounded label tag at 0-0.5 s, synced with the spoken name. Scenes 4 and 7 open with a visibly stronger Cut A (bigger scale change or new setting).

7. VISUAL PRODUCTION RULES

- Ultra-photorealistic cinematic documentary visuals of a translucent anatomical model (not a real body), with consistent proportions, materials, color coding (oxygen-rich red, oxygen-poor blue) and identity across all 11 scenes.
- Lighting: cold cyan edge lighting, warm amber highlights, deep charcoal shadows; strong foreground-background separation, realistic depth of field.
- Use museum-style cutaways, antique anatomy plates, portrait cards for historical figures (stylized, respectful), year stamps, dotted timelines, small 3D figurines for myth characters, a giant pair of hands for the closing macro.
- Anatomy appears as models, illustrations and glowing cutaways only: no real surgery, no open wounds, no gore, no identifiable real patients. No invented measurements, studies or labels; optional captions are 2-4 words, white sans-serif, lower third, inside the 9:16 safe zone (6% sides, 12% top, 18% bottom); never a scene output field.

8. SOUND DESIGN

- One continuous sound bed: low heartbeat-like drone at S1 (a texture, not a medical claim), soft pulse added at S2, rising string/riser S3 to S8 (about +3% pitch and tempo per scene), beat-drop and a 0.4 s silence at the start of S9, then a warm resolved chord entering at S10 and sustained through S11.
- Each Sound Design field lists effects for the four beats: Cut A impact or whoosh, Cut B tracking sound, Cut C reveal accent, Cut D riser or pull-back sweep. SFX vocabulary: macro whoosh on zooms, paper rustle on parchment, stamp thud on dates, glassy tick on model reveals, a rhythmic stinger on the S4 and S7 re-hooks.
- Loop tail: the S11 resolved chord must not fully decay at the cut; it carries into the S1 drone so replay has no audible seam.

9. VOICE DELIVERY & TRANSCRIPTION

- Calm, curious documentary storyteller at a natural brisk pace; slight smile in S7-S8; slower and lower at the record reveal (S9); rising lift on the final question, with no pause or breath before S1's topic name on loop. Transcript (D) retains the complete narration once, by scene, identical word-for-word to the per-scene Narration fields.

10. TRANSITIONS

- Each scene ends with a Transition field naming the natural visual or narrative connection to the next (match-cut, whip-pan into parchment, stamp-to-portrait, zoom-through). Re-hook transitions (into S4 and S7) pose a new question; payoff transitions (into S9 and S11) resolve one. Scene 11's transition is the loop bridge into Scene 1.

11. SUBJECT SHEET, MASTER REALISM TEMPLATE & STYLE SUFFIX

- Subject Sheet (once per topic, injected verbatim): name, model material, color code, approximate real-world size reference, orientation, key labeled parts used in the script, plus the Source Coverage Check result.
- Realism layer (prepend to every image prompt): ultra-detailed photoreal macro of a translucent museum-style anatomical model, true-to-scale proportions, accurate anatomy only when certain, natural color grade, cold cyan edge light with warm amber highlights and deep charcoal shadows, no invented labels, no distorted text.
- Style suffix (append to every image and video prompt): vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

12. HIGH-RETENTION VIRAL THUMBNAIL PACKAGE

- 3 concepts: (1) the model upright on antique anatomy parchment with a glowing outline; (2) two figurines on opposite sides of the model with a ruler and a question-mark tag; (3) giant hands holding the model with a red circle on the myth detail. Text overlay: max 4 words, all caps. One accent color; model or figurine large; the outline as the eye path. Output an image prompt per concept (Realism layer + Style suffix), the recommended pick, and a 1-line reason.

13. PDF AUTO-SAVE CONFIRMATION

- Compile everything into one PDF named [Topic]_Anatomy_Biology_Reels.pdf and end the reply with exactly: "PDF saved: [Topic]_Anatomy_Biology_Reels.pdf - 11 scenes, 77 s, thumbnail package and English SEO included." Also auto-export the recommended thumbnail as [Topic]_Thumbnail.png when image tools are available.

14. GLOBAL LOCKS, SEAMLESS LOOP & FINAL QUALITY CONTROL

- LOCKS: 11 scenes; 7 seconds each; 77 seconds; 9:16; scene order never changes; four cuts per scene; 13-17 spoken words per scene; topic name within the first 3 words of S1; re-hooks in S4 and S7; myth always labeled and followed by documented science; no hash symbols in tags; no invented facts, dates or statistics.
- EDUCATION-ONLY LOCK: general anatomy and history of science only. No diagnosis, symptom checking, treatment, dosage, supplement or diet claims, no cure or prevention promises, no "you may have" statements; no real surgery or injury imagery; no pathology overlays. Add a short disclaimer line in the SEO description: educational content, not medical advice.
- LICENCE LOCK: if any frame uses Anatria3D or Z-Anatomy visuals, add a CC BY-SA 4.0 credit line to the SEO description.
- SEAMLESS LOOP INVARIANT: the final word of Scene 11 flows into the first word of Scene 1, and Scene 11's last visual connects to Scene 1's first frame (same label-tag position and model angle).
- FINAL QC: exactly 11 scenes at 7 s; four cuts with exact timings and no back-to-back repeated angle; Story Shot Plan, Image Prompt, Video Prompt, Narration, Sound Design, Transition in order; narration 13-17 words verified by Python count; S1 topic within 3 words; S4 and S7 are re-hooks; S7 is the myth; S9 the record; S11 ends with the loop question; Subject Sheet injected verbatim everywhere; Source Coverage Check done; all claims supported or qualified; thumbnail package, English SEO and PDF line present. If any check fails, fix silently and re-verify.

APPENDIX - FINISHED PACKAGE: TOPIC "BRAIN"

Output order A to I as locked in section 2. Image and Video Prompts are paste-ready (Realism layer, Subject Sheet and Style suffix already inserted).

(A) TITLE + TOPIC LINE

THE BRAIN MYTH & SCIENCE - Topic: Brain (human brain, adult male reference model) | 11 scenes x 7 s = 77 s | 9:16 | English narration.

(B) SCENE OVERVIEW

Scene	Time	Story role	Narration words
S1	0-7 s	SHOCKING HOOK	15
S2	7-14 s	CURIOSITY EXPANSION	15
S3	14-21 s	ORIGIN MYSTERY	16
S4	21-28 s	FIRST DISCOVERY + RE-HOOK	15
S5	28-35 s	TECHNICAL REVEAL	15
S6	35-42 s	UNEXPECTED COMPARISON	15
S7	42-49 s	MID-VIDEO RE-HOOK (THE MYTH)	15
S8	49-56 s	ESCALATING CONSEQUENCE	16
S9	56-63 s	MAIN MYSTERY PAYOFF	17
S10	63-70 s	SCIENTIFIC LEGACY	14
S11	70-77 s	FINAL PAYOFF + SEAMLESS LOOP	16

(C) PER-SCENE PACKAGE

SCENE 1 | 0-7 s | SHOCKING HOOK

STORY SHOT PLAN: ECU, orbit | Atlas action: focus_organ (whole brain) | Cyan edge light, amber highlight | Awe

IMAGE PROMPT: Ultra-detailed photoreal macro of a translucent museum-style anatomical model, true-to-scale proportions, accurate anatomy only when certain, natural color grade, cold cyan edge light with warm amber highlights and deep charcoal shadows, no invented labels, no distorted text. Extreme close-up of the brain model on its slate base, rounded red label tag reading "The human brain" floating top-center, two clenched fists blurred behind it, straight top-down macro on the gyri, 100 mm macro look, shallow depth of field, cyan rim light from behind-left. SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

VIDEO PROMPT: SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. CUT A 0.0-1.5 s [top-down macro]: Red rounded label tag "The human brain" snaps in at 0-0.5 s over the ivory gyri, synced with the spoken name. CUT B 1.5-3.5 s [eye-level orbit]: Camera orbits left to right along the longitudinal fissure. CUT C 3.5-5.0 s [low-angle side]: Two clenched fists are placed beside the model for size. CUT D 5.0-7.0 s [underside-up push]: Zoom-through the brainstem base into the dark interior of Scene 2. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

NARRATION (15 words): The human brain hides a link between embalmers and scanners, yet weighs only three pounds.

SOUND DESIGN: CUT A: low heartbeat-like drone enters with a macro whoosh as the tag snaps in. CUT B: slow glassy tracking hum. CUT C: soft stamp-thud as the fists land. CUT D: rising sweep into the zoom-through.

TRANSITION: Zoom-through the brainstem becomes the dark cutaway interior of Scene 2.

SCENE 2 | 7-14 s | CURIOSITY EXPANSION

STORY SHOT PLAN: MCU, dolly-in | Atlas action: set_cross_section (midline plane), fold in cerebral vessels | Soft cyan wash | Curiosity

IMAGE PROMPT: Ultra-detailed photoreal macro of a translucent museum-style anatomical model, true-to-scale proportions, accurate anatomy only when certain, natural color grade, cold cyan edge light with warm amber highlights and deep charcoal shadows, no invented labels, no distorted text. Midline cutaway of the brain model showing cerebrum, cerebellum and brainstem in section, cerebral arteries glowing red and veins blue folded in around it, front-on macro, soft cyan wash, matte slate base visible. SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

VIDEO PROMPT: SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. CUT A 0.0-1.5 s [front-on macro]: Macro on a gyrus ridge with the surface glass catching amber light. CUT B 1.5-3.5 s [side-profile dolly]: Dolly along the midline cut from frontal pole to occipital pole. CUT C 3.5-5.0 s [high three-quarter]: Color split: red arteries versus blue veins across the section. CUT D 5.0-7.0 s [rear-high pull-back]: Pull-back to the whole model as the cut plane closes. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

NARRATION (15 words): Built from about 86 billion neurons, it burns roughly twenty percent of the body's energy.

SOUND DESIGN: CUT A: soft pulse added under the drone with a macro whoosh. CUT B: smooth dolly glide. CUT C: glassy tick on the color split. CUT D: gentle pull-back sweep.

TRANSITION: Pull-back shrinks the model into an antique anatomy plate in Scene 3.

SCENE 3 | 14-21 s | ORIGIN MYSTERY

STORY SHOT PLAN: WS, crane-up | Atlas action: set_layer_visibility (ghost outer layers) | Candle-amber, charcoal | Doubt

IMAGE PROMPT: Ultra-detailed photoreal macro of a translucent museum-style anatomical model, true-to-scale proportions, accurate anatomy only when certain, natural color grade, cold cyan edge light with warm amber highlights and deep charcoal shadows, no invented labels, no distorted text. Stylized ancient healer's workshop with clay jars and a wax-sealed scroll, an antique plate of a closed head outline (illustration, not a real skull) with a glowing question mark, candle-amber light, charcoal shadows, over-the-shoulder macro on the wax seal. SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

VIDEO PROMPT: SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. CUT A 0.0-1.5 s [over-shoulder macro]: Macro on a wax-sealed scroll. CUT B 1.5-3.5 s [eye-level handheld pan]: Handheld-feel pan across a stylized ancient workshop. CUT C 3.5-5.0 s [top-down blueprint]: Blueprint overlay with a question mark over a closed head outline. CUT D 5.0-7.0 s [high wide crane-up]: Crane-up from the closed outline. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

NARRATION (16 words): Early healers could not examine living skulls, so they guessed where thought, feeling, and memory lived.

SOUND DESIGN: CUT A: rising string riser begins; paper rustle on the scroll. CUT B: soft room tone with wood creaks. CUT C: reveal accent on the question mark. CUT D: crane-up sweep.

TRANSITION: The question mark morphs into three portrait frames for Scene 4.

SCENE 4 | 21-28 s | FIRST DISCOVERY + RE-HOOK

STORY SHOT PLAN: MCU, whip-pan | Atlas action: focus_organ (cerebrum) on Cut B | Stronger cyan, stage-like | Tension

IMAGE PROMPT: Ultra-detailed photoreal macro of a translucent museum-style anatomical model, true-to-scale proportions, accurate anatomy only when certain, natural color grade, cold cyan edge light with warm amber highlights and deep charcoal shadows, no invented labels, no distorted text. Stage-lit portrait cards of Aristotle and Hippocrates (stylized, respectful) on either side of a heart model and the brain model, a row of canopic-style jars behind, bigger scale change than Scene 3, low-angle view, strong cyan stage light. SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

VIDEO PROMPT: SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. CUT A 0.0-1.5 s [low-angle scale change]: Bigger scale change to Aristotle's portrait card beside a small heart model. CUT B 1.5-3.5 s [side-on whip track]: Whip-pan to Hippocrates' card beside the brain model, camera flies to the cerebrum. CUT C 3.5-5.0 s [front-on flat]: Flag-style icons for Greece and Egypt snap in. CUT D 5.0-7.0 s [high three-quarter pull-back]: Pull-back to canopic-style jars with the brain absent from the row. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

NARRATION (15 words): Aristotle placed thought in the heart, Hippocrates in the brain, while Egyptian embalmers discarded brains.

SOUND DESIGN: CUT A: rhythmic stinger for the re-hook. CUT B: whip whoosh. CUT C: stamp thud on the flags. CUT D: riser pull-back sweep.

TRANSITION: A stamp lands on the year 1861 in Scene 5.

SCENE 5 | 28-35 s | TECHNICAL REVEAL

STORY SHOT PLAN: CU, static then push | Atlas action: focus_organ (left frontal lobe, Lobus frontalis) | Warm lamp | Wonder

IMAGE PROMPT: Ultra-detailed photoreal macro of a translucent museum-style anatomical model, true-to-scale proportions, accurate anatomy only when certain, natural color grade, cold cyan edge light with warm amber highlights and deep charcoal shadows, no invented labels, no distorted text. Antique lateral brain plate on parchment with a year stamp 1861, the left frontal region glowing amber, a stylized portrait card of Paul Broca, warm lamp light, straight top-down view. SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

VIDEO PROMPT: SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. CUT A 0.0-1.5 s [straight top-down]: Year stamp 1861 lands on parchment. CUT B 1.5-3.5 s [eye-level lateral track]: Track along the antique plate to the left frontal region. CUT C 3.5-5.0 s [low three-quarter cutaway]: Cutaway of the model with the left frontal region lit amber and a tag "Lobus frontalis". CUT D 5.0-7.0 s [front-on push-in]: Fast-forward push-in to the frontal lobe on the model. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

NARRATION (15 words): In 1861, Paul Broca linked speech to a left frontal region, mapping function onto anatomy.

SOUND DESIGN: CUT A: stamp thud on the date. CUT B: soft paper slide. CUT C: glassy tick on the glowing region. CUT D: fast-forward whoosh.

TRANSITION: The model flips into a textbook plate in Scene 6.

SCENE 6 | 35-42 s | UNEXPECTED COMPARISON

STORY SHOT PLAN: MCU, split-screen slide | Atlas action: isolate_structures (four lobes, vector tints) | Neutral cyan | Resolution

IMAGE PROMPT: Ultra-detailed photoreal macro of a translucent museum-style anatomical model, true-to-scale proportions, accurate anatomy only when certain, natural color grade, cold cyan edge light with warm amber highlights and deep charcoal shadows, no invented labels, no distorted text. Split-screen of two rival antique brain drawings merging into one clean textbook diagram with four color-tinted lobes and a midline, left-profile macro, neutral cyan light, a question-mark tag over a "10%" tag at the edge. SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

VIDEO PROMPT: SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. CUT A 0.0-1.5 s [left-profile macro]: Macro on lobe labels (frontal, parietal, temporal, occipital). CUT B 1.5-3.5 s [flat front slide]: Slide between two rival drawings. CUT C 3.5-5.0 s [top-down merge]: Side-by-side merge into one diagram. CUT D 5.0-7.0 s [rear-low pull-back]: Pull-back reveals a question mark over a "10%" tag. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

NARRATION (15 words): Textbooks now agree on two hemispheres with four lobes each, yet one stubborn myth survives.

SOUND DESIGN: CUT A: soft tick on label macro. CUT B: paper slide. CUT C: merge chime. CUT D: riser into the tease.

TRANSITION: The "10%" tag becomes two figurines in Scene 7.

SCENE 7 | 42-49 s | MID-VIDEO RE-HOOK (THE MYTH)

STORY SHOT PLAN: MS, tilt-shift push | Atlas action: show_all_structures (reset view) | Amber stage, long shadows | Tension

IMAGE PROMPT: Ultra-detailed photoreal macro of a translucent museum-style anatomical model, true-to-scale proportions, accurate anatomy only when certain, natural color grade, cold cyan edge light with warm amber highlights and deep charcoal shadows, no invented labels, no distorted text. New setting: miniature classroom diorama with a teacher figurine pointing at a chalkboard "10%" and a second figurine holding a scan card beside the glowing brain model, high three-quarter tilt-shift view, amber stage light with long shadows. SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

VIDEO PROMPT: SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. CUT A 0.0-1.5 s [high three-quarter tilt-shift]: New setting: miniature classroom, stronger scale change. CUT B 1.5-3.5 s [low-angle figurine]: Teacher figurine points at the chalkboard "10%". CUT C 3.5-5.0 s [eye-level over-shoulder]: Second figurine points at the fully lit model. CUT D 5.0-7.0 s [top-down push-in]: Top-down push-in on both pointers. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

NARRATION (15 words): Legend has it: one teacher swore we use ten percent, another insisted every region works.

SOUND DESIGN: CUT A: rhythmic stinger for the re-hook. CUT B: chalk tap. CUT C: glassy tick on the lit model. CUT D: riser sweep.

TRANSITION: The two pointers become poster arrows in Scene 8.

SCENE 8 | 49-56 s | ESCALATING CONSEQUENCE

STORY SHOT PLAN: WS, route draw | Atlas action: optional route animation | Warm amber, cyan flow line | Escalation

IMAGE PROMPT: Ultra-detailed photoreal macro of a translucent museum-style anatomical model, true-to-scale proportions, accurate anatomy only when certain, natural color grade, cold cyan edge light with warm amber highlights and deep charcoal shadows, no invented labels, no distorted text. Map-style board with generic book spines, posters and a cinema screen all repeating a "10%" tag (no real brands), a glowing cyan route line spreading across the board, eye-level macro on book spines, warm amber light. SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

VIDEO PROMPT: SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. CUT A 0.0-1.5 s [eye-level macro]: Macro on a stack of generic book spines marked "10%". CUT B 1.5-3.5 s [low side track]: Track low over posters and a cinema screen. CUT C 3.5-5.0 s [high top-down]: Glowing route line spreads across the map-style board. CUT D 5.0-7.0 s [rear wide pull-back]: Pull-back to a crowd of tiny figurines nodding. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

NARRATION (16 words): Self-help books, posters, and movies repeated the ten percent idea until it sounded like settled fact.

SOUND DESIGN: CUT A: page-flip accent. CUT B: low whoosh along the posters. CUT C: route-draw sizzle. CUT D: crowd murmur, riser peak.

TRANSITION: The flow line snaps into a brain outline in Scene 9.

SCENE 9 | 56-63 s | MAIN MYSTERY PAYOFF

STORY SHOT PLAN: ECU, beat-drop | Atlas action: set_layer_visibility (all regions on), focus_organ | Hard cyan, 0.4 s darkness | Relief

IMAGE PROMPT: Ultra-detailed photoreal macro of a translucent museum-style anatomical model, true-to-scale proportions, accurate anatomy only when certain, natural color grade, cold cyan edge light with warm amber highlights and deep charcoal shadows, no invented labels, no distorted text. Front-on macro of the brain model with every region softly glowing at different intensities, a stack of translucent scan-style slices beside it, hard cyan light, no dark unused zone anywhere on the model. SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

VIDEO PROMPT: SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. CUT A 0.0-1.5 s [front-on macro]: 0.4 s of silence and darkness, then macro on the model. CUT B 1.5-3.5 s [side-profile slice slide]: A scan-style slice plane slides through the brain with all regions lit. CUT C 3.5-5.0 s [high three-quarter]: Highlight shows regions glowing at different levels, none idle. CUT D 5.0-7.0 s [low dolly-out]: Dolly-out to an atlas page. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

NARRATION (17 words): Scans show nearly all regions active daily; levels vary by task, yet no idle ninety percent exists.

SOUND DESIGN: CUT A: beat-drop then 0.4 s silence. CUT B: slow slice sweep. CUT C: reveal accent chord. CUT D: pull-back sweep.

TRANSITION: The atlas page turns toward a dated manuscript in Scene 10.

SCENE 10 | 63-70 s | SCIENTIFIC LEGACY

STORY SHOT PLAN: MCU, timeline track | Atlas action: focus_organ (cortex) | Warm amber | Warmth

IMAGE PROMPT: Ultra-detailed photoreal macro of a translucent museum-style anatomical model, true-to-scale proportions, accurate anatomy only when certain, natural color grade, cold cyan edge light with warm amber highlights and deep charcoal shadows, no invented labels, no distorted text. Antique ink-style neuron drawing on parchment with a stamped year 1906, a dotted timeline, warm amber light, a row of glowing brain models in the background, straight top-down view. SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

VIDEO PROMPT: SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. CUT A 0.0-1.5 s [top-down stamp]: Stamp 1906 on parchment beside an ink neuron drawing. CUT B 1.5-3.5 s [eye-level side track]: Track along a dotted timeline. CUT C 3.5-5.0 s [front-on macro]: The ink drawing resolves into a glowing neuron network on the model. CUT D 5.0-7.0 s [high rear pull-back]: Pull-back to a row of model brains. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

NARRATION (14 words): Ramón y Cajal's neuron drawings shared a 1906 Nobel and helped launch modern neuroscience.

SOUND DESIGN: CUT A: warm resolved chord enters; stamp thud. CUT B: soft dotted-line ticks. CUT C: glassy shimmer. CUT D: gentle pull-back sweep.

TRANSITION: The timeline compresses into one glowing model for Scene 11.

SCENE 11 | 70-77 s | FINAL PAYOFF + SEAMLESS LOOP

STORY SHOT PLAN: ECU to MCU, giant hands, orbit | Atlas action: show_all_structures, focus_organ reset to Scene 1 framing | Resolved warm, cyan rim | Satisfaction

IMAGE PROMPT: Ultra-detailed photoreal macro of a translucent museum-style anatomical model, true-to-scale proportions, accurate anatomy only when certain, natural color grade, cold cyan edge light with warm amber highlights and deep charcoal shadows, no invented labels, no distorted text. Giant pair of hands lifting the brain model from the slate base, warm resolved light with cyan rim, small simple icons of a scan ring and an atlas on a tablet beside it, red label tag position identical to Scene 1. SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

VIDEO PROMPT: SUBJECT SHEET: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown. CUT A 0.0-1.5 s [low-angle hands]: Giant hands lift the model. CUT B 1.5-3.5 s [eye-level orbit]: Orbit with a gentle pulse glow. CUT C 3.5-5.0 s [high three-quarter]: Simple icons: a scan ring and an atlas on a tablet. CUT D 5.0-7.0 s [top-down label match]: Label tag repositions to match Scene 1 frame 1 (top-down macro). Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

NARRATION (16 words): Today, scans map it live and atlases let students rotate it. So which organ reads this?

SOUND DESIGN: CUT A: resolved warm chord sustained. CUT B: soft pulse glow. CUT C: gentle icon ticks. CUT D: chord carries into the Scene 1 drone, no decay at the cut.

TRANSITION: Loop bridge: label-tag position and model angle match Scene 1, so "...which organ reads this?" flows straight into "The human brain...".

(D) FULL NARRATION TRANSCRIPT

S1 The human brain hides a link between embalmers and scanners, yet weighs only three pounds. **S2** Built from about 86 billion neurons, it burns roughly twenty percent of the body's energy. **S3** Early healers could not examine living skulls, so they guessed where thought, feeling, and memory lived. **S4** Aristotle placed thought in the heart, Hippocrates in the brain, while Egyptian embalmers discarded brains. **S5** In 1861, Paul Broca linked speech to a left frontal region, mapping function onto anatomy. **S6** Textbooks now agree on two hemispheres with four lobes each, yet one stubborn myth survives. **S7** Legend has it: one teacher swore we use ten percent, another insisted every region works. **S8** Self-help books, posters, and movies repeated the ten percent idea until it sounded like settled fact. **S9** Scans show nearly all regions active daily; levels vary by task, yet no idle ninety percent exists. **S10** Ramón y Cajal's neuron drawings shared a 1906 Nobel and helped launch modern neuroscience. **S11** Today, scans map it live and atlases let students rotate it. So which organ reads this?

Total narration: 169 words (range 143-187). Loop pair: S11 ends "...which organ reads this?" and S1 opens "The human brain hides...".

(E) SUBJECT SHEET + MASTER REALISM TEMPLATE + STYLE SUFFIX + SOURCE COVERAGE CHECK

Subject Sheet: translucent glass-like anatomical human brain model (adult male reference geometry), about the size of two clenched fists; cerebrum in pale ivory glass with clear gyri and sulci; cerebellum and brainstem (truncus encephali) in warm amber glass; cerebral arteries red, cerebral veins blue; fine pale threads for cranial nerves; left lateral view with frontal lobe pointing left; matte slate base; no skull, no meninges, no skin shown.

Master Realism Template: Ultra-detailed photoreal macro of a translucent museum-style anatomical model, true-to-scale proportions, accurate anatomy only when certain, natural color grade, cold cyan edge light with warm amber highlights and deep charcoal shadows, no invented labels, no distorted text.

Style Suffix: Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

Source Coverage Check: Brain atlas coverage is good for this topic: cerebral vessels and all twelve cranial nerves are present. Not available as atlas geometry, so never shown as such: meninges (dura, arachnoid, pia), skull as a single bone (parts only) and skin. The atlas is a male reference model; no female model is claimed. Atlas actions used: focus_organ, set_cross_section, set_layer_visibility, isolate_structures, show_all_structures. Not used: apply_pathology_overlay, clear_pathology_overlays.

Consistency Anchor: Cold cyan edge light with warm amber highlights and charcoal shadows from Scene 1 carried through all scenes; warmer intensity at S10-S11 only.

(F) VIRAL THUMBNAIL PACKAGE

Concept 1 (text: BRAIN, NOT 10%): Ultra-detailed photoreal macro of a translucent museum-style anatomical model, true-to-scale proportions, accurate anatomy only when certain, natural color grade, cold cyan edge light with warm amber highlights and deep charcoal shadows, no invented labels, no distorted text. The brain model upright on antique anatomy parchment with a glowing outline tracing its full silhouette, bold all-caps text "BRAIN, NOT 10%" top, one accent color (amber), model filling two thirds of frame. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

Concept 2 (text: WHO IS RIGHT?): Ultra-detailed photoreal macro of a translucent museum-style anatomical model, true-to-scale proportions, accurate anatomy only when certain, natural color grade, cold cyan edge light with warm amber highlights and deep charcoal shadows, no invented labels, no distorted text. Two small figurines on opposite sides of the brain model, one with a ruler and one with a scan card, a question-mark tag floating above, bold all-caps text "WHO IS RIGHT?", one accent color (cyan). Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

Concept 3 (text: ONLY 10%? FALSE): Ultra-detailed photoreal macro of a translucent museum-style anatomical model, true-to-scale proportions, accurate anatomy only when certain, natural color grade, cold cyan edge light with warm amber highlights and deep charcoal shadows, no invented labels, no distorted text. Giant hands holding the brain model, a red circle around a small "10%" tag on its surface, bold all-caps text "ONLY 10%? FALSE", one accent color (red), the circle as the eye path. Vertical 9:16, cinematic science documentary macro aesthetic, photoreal glass and tissue-like texture, realistic depth of field, soft tilt-shift on miniature figurines, clean vector overlays, sharp legible text, high contrast, 4K, smooth camera motion, no watermark, no extra limbs, no garbled lettering, no gore, no real patients.

RECOMMENDED: Concept 3. Reason: the red circle on the 10% tag makes the myth readable in one glance at phone size.

(G) ENGLISH SEO

Title: The 10% Brain Myth: What Scans Really Show

Description: The human brain weighs roughly three pounds, yet a famous myth says we use only ten percent of it. Follow the story from Egyptian embalmers and Greek thinkers to Paul Broca and Ramon y Cajal, then see what imaging actually shows. 3D anatomy reference: meshes adapted from Z-Anatomy via the Anatria3D atlas, licensed CC BY-SA 4.0 (credit applies if atlas visuals are used). Educational content, not medical advice.

Tags: human brain, brain anatomy, brain facts, neuroscience explained, 10 percent brain myth, science myths, how the brain works, Paul Broca, Ramon y Cajal, 3D anatomy

(H) PDF AUTO-SAVE CONFIRMATION

PDF saved: Brain_Anatomy_Biology_Reels.pdf - 11 scenes, 77 s, thumbnail package and English SEO included.

Thumbnail PNG auto-export (Brain_Thumbnail.png) needs an image tool; none was used for this build, so only the prompts are included.

(I) FINAL QUALITY CONTROL

Check	Result
11 scenes x 7 s = 77 s, 9:16, four cuts per scene with exact timings	Pass
No back-to-back repeated camera angle across all 44 cuts	Pass (asserted in build script)
Field order: Story Shot Plan, Image, Video, Narration, Sound, Transition	Pass
Narration 13-17 words per scene (Python count)	Pass: 15, 15, 16, 15, 15, 15, 15, 16, 17, 14, 16 = 169
S1 topic in first 3 words	Pass: "The human brain"
No two scenes start with the same word; no repeated 3-word phrase	Pass
"myth" / "legend" counts (max 4 each)	Pass: myth 1, legend 1
S4 and S7 re-hooks; S7 myth; S9 record; S11 loop question	Pass
Subject Sheet injected verbatim in every Image and Video Prompt	Pass (inserted programmatically)
Source Coverage Check; no meninges, skull or skin as atlas geometry; no female atlas claim	Pass
No pathology overlays, diagnosis, treatment or patient imagery	Pass
Thumbnail package, English SEO, disclaimer, PDF line	Pass
Facts to verify before publishing	Broca 1861; Cajal 1906 Nobel (shared with Golgi); Aristotle heart and Hippocrates brain views; Egyptian brain removal; 86 billion neurons; about 20 percent of body energy. Check against a current neuroscience source.