☰ Getting Started › **Interaction Tips**

Getting Started

Interaction Tips   📋 Copy page   ⌄

A practical guide with examples to get you started interacting with Odyssey-2 Pro.

Let's structure a prompt

Consider including the below elements in your prompt. The more exhaustive your prompt, the clearer the picture Odyssey-2 Pro will be able to reference.

1. **Subject**: Objects, animals, people, or sceneries to be included. For example, *cityscape*, *desert*, *boats*, *puppies*, or *3 friends*.

2. **Action**: What the subject(s) are doing. For example, *walking*, *running*, *talking*, *painting*, or *sitting*.

3. **Environment:** The background, setting or time of day.

4. **Style**: Define art styles, artists, art mediums, colloquial aesthetics, or film style keywords; *horror*, *film noir*, or *cartoon*.

5. **Camera position and movement**: *top-down*, *aerial*, *eye-level*, *worm's-eye*, etc.

6. **Composition**: How the shot is framed, such as *wide shot*, *close-up*, *single-shot* or *two-shot*.

7. **Focus and lens effects**: Use terms like *shallow focus*, *deep focus*, *soft focus*, *macro lens*, and *wide-angle lens* to achieve specific visual effects.

8. **Ambiance/mood/lighting:** Lighting and its color such as *soft light*, *harsh*, *neon*, *sunset*, *dark*, *ominous*, *blue tones*, *warm tones*, *day* or *night*.

For example:

Two Italian brothers dressed in steampunk, sitting in a booth at a harshly lit, futuristic, cyberpunk coffee cafe.

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Adding styles & visual aesthetics

Odyssey-2 Pro understands a wide range of colloquial stylistic descriptions, even when they aren't formal art terms. You can reference your favorite artist, a well-known art movement, or even cultural shorthand like "Minecraft style," "1960s cartoon," or "GTA 6 graphics." These light-touch style cues are often enough for Odyssey-2 Pro to infer the entire aesthetic: color palettes, brushwork, rendering modes, lighting, and even cultural conventions.

The examples below demonstrate some of the categories Odyssey-2 Pro responds to.

Pop art

Bright colors, bold outlines, graphic/comic vibes. Great for stylized, attention-grabbing scenes.

Surrealism

Dreamlike, bizarre, subconscious imagery that feels symbolic or dream-logic driven.

Cubism

Fragmented geometry, multiple viewpoints at once. Odyssey-2 Pro leans into angular shapes and abstract composition.

Graffiti, street art

Sprayed textures, bold stencils, urban flair. Ideal for edgy or contemporary aesthetics.

Other recognized styles

Minimalism: Clean shapes, limited palette, visual simplicity. Useful when you want clarity and negative space.

Renaissance style: Classical realism, dramatic lighting, and idealized forms; Odyssey-2 Pro applies period-accurate rendering.

Expressionism: Emotion-driven distortion and heavy brushstrokes. Odyssey-2 Pro picks up on intensity and exaggeration.

Odyssey-2 Pro is flexible with colloquial or genre-based styles, even when they aren't classical art movements. These examples show that Odyssey-2 Pro understands **cultural styles** just as well as formal art terms:

Photorealistic

8-bit pixel art

Minecraft voxel style

Japanese anime

1960s cartoon

2010s cartoon

GTA-6 realism

Mixing multiple styles & visual concepts in one prompt

Odyssey-2 Pro can faithfully blend multiple styles and concepts into one creation—often with one simple stylistic direction. For example, this single base prompt:

> A man and his dog walking through an alley way towards the camera in soft focus, in the style...
>
> dark fantasy
>
> film noir

Notice how the stylistic cue alone affects the setting, the man, his clothes, the overall color palette, and the dog. Try prompting a fusion of your favorite representations.

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Framing your subject

Odyssey-2 Pro understands common cinematography terms for subject distance and framing. These influence how much of the character fills the frame and are great for controlling intimacy, tension, or detail.

Macro shot: extreme detail of tiny subjects

Extreme close-up (ECU): detailed level

Close-up (CU): head fills frame

Medium close-up (MCU): chest-up

Over-the-shoulder (OTS): positioned behind one subject, looking over their shoulder toward another subject or focal point

Adjusting the camera's position

For storytelling or blocking, you can specify where the camera physically sits. This helps you choreograph generations with more precision.

Bird's-eye view: Overhead, looking down upon subject

Profile shot: Side view of subject

Back/behind shot: Rear view of subject

Using negative prompts

Prompting Odyssey-2 Pro what you don't want can help constrain and exclude attributes from generation. For example:

Prompt	Result
Animation of a large, solitary oak tree with leaves blowing vigorously in a strong wind.	Standing Strong in the Storm
Animation of a large, solitary oak tree with leaves blowing vigorously in a strong wind. Negative prompt: dark, stormy, or threatening atmosphere	Gentle Wind, Silent Oak

Tips for prompting midstream

Dynamic present-tense action verbs ("puts on glasses") can cause actions to loop, while stative present-continuous descriptions ("is wearing glasses") describe a completed, ongoing state—a condition that is already true, not something that needs to repeat.

Midstream: "puts on glasses"
Action phrasing (verbs) → loops

Midstream: "is wearing glasses"
State description → no loops

0:00 / 0:31

0:00 / 0:25

"puts on glasses" gets interpreted as an ongoing event that repeats.

"is wearing glasses" gets interpreted as a one-time, stable result.

Known limitations

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Known non-real subjects and actions limit Odyssey-2 Pro's ability to adhere to stylistic requests and realism. The model will often seek to accurately represent your subject/action, at the expense of your stylistic requests.

Below, notice as we get farther from **"man"**, the silhouette becomes less a silhouette and realism suffers.

Prompt	Result
Silhouette of `a man` standing in front of a bright setting sun side angle, cinematic contrast.	[Silhouette at Sunset Cliffs](#)
Silhouette of `an Italian plumber` standing in front of a bright setting sun side angle, cinematic contrast.	[Silhouette of a Hero at Dusk](#)
Silhouette of `Mario` standing in front of a bright setting sun side angle, cinematic contrast.	[Mario at Sunset's Edge](#)

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