

Using the API

Before starting, make sure you have followed the instructions in the [setup](#) page.

Talking to the API

Generating Video

Generating Images

In this example, we'll use the `gen4_turbo` model to generate a video from an image using the text prompt "Generate a video". You'll want to replace the `promptImage` with a URL of an image and a `promptText` with your own text prompt.

Node

Python

Just testing

First, you'll want to install the Runway SDK. You can do this with npm:

```
npm install --save @runwayml/sdk
```

In your code, you can now import the SDK and start making requests:

```
import RunwayML, { TaskFailedError } from '@runwayml/sdk';

const client = new RunwayML();

// Create a new image-to-video task using the "gen4_turbo" model
try {
  const task = await client.imageToVideo
    .create({
      model: 'gen4_turbo',
      // Point this at your own image file
      promptImage: 'https://example.com/image.jpg',
      promptText: 'Generate a video',
      ratio: '1280:720',
      duration: 5,
    })
    .waitForTaskOutput();

  console.log('Task complete:', task);
} catch (error) {
  if (error instanceof TaskFailedError) {
    console.error('The video failed to generate.');
```

Uploading base64 encoded images as data URIs

You can also upload base64 encoded images (as a data URI) instead of pointing to an external URL. This can be useful if you're working with a local image file and want to avoid an extra network round trip to upload the image.

To do this, simply pass the base64 encoded image string as a data URI in the `promptImage` field instead of a URL. For more information about file types and size limits, see the [Inputs](#) page.

Node

Python

```
import fs from 'node:fs';
import RunwayML, { TaskFailedError } from '@runwayml/sdk';

const client = new RunwayML();

// Read the image file into a Buffer. Replace `example.png` with your own image path.
const imageBuffer = fs.readFileSync('example.png');

// Convert to a data URI. We're using `image/png` here because the input is a PNG.
const dataUri = `data:image/png;base64,${imageBuffer.toString('base64')}`;

// Create a new image-to-video task using the "gen4_turbo" model
try {
  const imageToVideo = await client.imageToVideo
    .create({
      model: 'gen4_turbo',
      // Point this at your own image file
      promptImage: dataUri,
      promptText: 'Generate a video',
      ratio: '1280:720',
      duration: 5,
    })
    .waitForTaskOutput();

  console.log('Task complete:', task);
} catch (error) {
  if (error instanceof TaskFailedError) {
    console.error('The video failed to generate.');
```

On this page

Overview

Talking to the API