

THE GLIMMER & THE 13TH NIGHT 2

MidJourney V7 Storyboard Prompts

CHARACTER REFERENCE GUIDE

Diverse Black and Brown Elf Characters:

- **Pip:** Young Black girl elf, steampunk outfit with brass goggles, energetic expression
- **Jingles:** Young Black boy elf, red bow-tie, green jacket, organized appearance
- **Nimble:** Young Black girl elf with locs, wise expression, leader energy
- **Thistle:** Young Afro-Latina girl elf, steampunk goggles, tool belt, bronze skin
- **Glitch:** Young Black boy elf with flickering digital effects, nervous energy
- **Fenn:** Young Black/Indigenous elf, flowing robes, mystical aura
- **Jax:** Young Afro-Latino boy elf, headphones, comic book style

Other Characters:

- **Black Santa:** Warm, friendly Black Santa in traditional red suit
- **Atlas:** Baby reindeer with golden-orange fur, glowing yellow antlers
- **Prancer:** Majestic elder reindeer with russet-gold fur, powerful antlers

ACT I: THE THIRTEENTH HOUR

Scene 1: Santa's Village Halloween Eve

MidJourney V7 Prompt:

Plain Text

Wide establishing aerial shot of steampunk Christmas village on Halloween Eve, snowflakes dancing in moonlight, brass lanterns flickering with warm golden light, diverse Black and Brown elf characters visible in windows, industrial pipes and candy cane poles, mechanical gears integrated into architecture, snow-covered rooftops with icicles, magical blue glows from steampunk elements, 3D CGI Pixar Disney quality animation, cinematic lighting, winter wonderland atmosphere --v 7 --ar 21:9 --style cinematic

Scene 2: Sparkborn Elves in Santa's Library

MidJourney V7 Prompt:

Plain Text

Low-angle intimate shot of diverse young Black and Brown elves in circle around roaring fireplace, Nimble with locs opening glowing ancient book, Pip in steampunk goggles, Jingles with bow-tie, Thistle with brass goggles, warm golden lighting from brass lanterns, frosted windows with blue glow, massive steampunk clock overhead with intricate gears, magical blue light emanating from book, cozy library atmosphere, 3D CGI Pixar Disney style --v 7 --ar 16:9 --style cinematic

Scene 3: The Thirteenth Hour Strikes

MidJourney V7 Prompt:

Plain Text

Dutch angle dramatic shot of ornate steampunk clock striking 13, diverse Black and Brown elf characters in fear, shadows dancing on walls, fire dimming, wind effects, Pip Jingles Nimble Thistle Glitch Fenn Jax all visible with worried expressions, warm golden lantern light contrasting with ominous blue magical glows, brass gears and mechanical details, 3D CGI animation, dramatic lighting, magical winter atmosphere --v 7 --ar 16:9 --style cinematic

Scene 4: Santa Falls into Magical Sleep

MidJourney V7 Prompt:

Plain Text

Close-up low-angle shot of warm friendly Black Santa slumping in ornate steampunk chair, eyes gently closing in magical slumber, ethereal blue magical glows emanating from his form, rich red Santa suit with white fur trim, bustling steampunk workshop background with gleaming brass gears and mechanical components, diverse Black and Brown elf characters watching with concern, warm golden lighting from brass lanterns, 3D CGI Pixar Disney quality --v 7 --ar 16:9 --style cinematic

Scene 5: North Pole Shuts Down

MidJourney V7 Prompt:

Plain Text

Wide tracking shot of North Pole workshop shutting down, conveyor belts freezing with snarled gift wrap, lights flickering off creating darkening atmosphere, large brass gears and clockwork mechanisms, steam pipes, diverse Black and Brown elf characters Pip Jingles Nimble Thistle Glitch Fenn Jax visible with steampunk outfits, Atlas golden reindeer with glowing antlers, Black Santa observing with concern, eerie magical winter setting, 3D CGI animation --v 7 --ar 21:9 --style cinematic

Scene 6: Village Goes Silent

MidJourney V7 Prompt:

Plain Text

Overhead shot of quiet snow-covered village street at night, diverse Black and Brown elves peering from windows and doorways with scared expressions before closing doors, warm golden light from brass lanterns, magical blue glows from steampunk architectural elements, brass gears and mechanical details on buildings, Atlas golden reindeer with glowing antlers visible, progressively emptying village, magical winter atmosphere, 3D CGI Pixar Disney style --v 7 --ar 16:9 --style cinematic

Scene 7: Pip and Jingles in Snowy Lane

MidJourney V7 Prompt:

Plain Text

Low-angle hero shot of mischievous Black elf twins Pip and Jingles in snowy lane, Pip in detailed steampunk outfit with brass goggles, Jingles in green jacket with red bow-tie, determined heroic expressions, sparking with magical energy, snow-covered buildings with warm golden brass lantern light, steampunk gears on walls, magical blue glows, snowflakes in air, dynamic powerful perspective, 3D CGI animation --v 7 --ar 16:9 --style cinematic

Scene 8: Sparkborn Gaming Room

MidJourney V7 Prompt:

Plain Text

Medium close-up dynamic shot of diverse Black and Brown elf characters around wooden table in magical gaming session, Pip Jingles Nimble Thistle Glitch Fenn Jax using glowing fingers to manipulate floating game pieces, magical blue light from fingertips, game items falling mid-air, steampunk

room with brass gears and mechanical details, Atlas golden reindeer in background, warm golden lantern lighting, 3D CGI Pixar Disney quality --v 7 --ar 16:9 --style cinematic

Scene 9: The Vow to Journey

MidJourney V7 Prompt:

Plain Text

360° rotating shot concept of diverse Black and Brown elf characters with hands joined in center, magical golden and blue sparks emanating from joined hands, Pip Jingles Nimble Thistle Glitch Fenn Jax all visible in unity circle, Atlas golden reindeer with glowing antlers, steampunk aesthetic with brass elements, warm golden lighting from brass lanterns, magical winter atmosphere, bold saturated colors, 3D CGI animation --v 7 --ar 16:9 --style cinematic

Scene 10: Journey to Deer Stall

MidJourney V7 Prompt:

Plain Text

Wide landscape shot of diverse Black and Brown elf characters walking toward deer stall at night, Prancer majestic reindeer silhouetted on high ridge watching over them, snow-covered terrain, steampunk village elements in distance, warm golden lights from brass lanterns, magical blue glows, winter wonderland atmosphere, cinematic composition with depth, 3D CGI Pixar Disney style --v 7 --ar 21:9 --style cinematic

ACT II: THE FORBIDDEN JOURNEY

Scene 11: Prancer at Museum of Orgs

MidJourney V7 Prompt:

Plain Text

Epic crane shot of majestic Prancer reindeer with russet-gold fur and powerful antlers standing atop snowy hill, overlooking frozen Museum of Orgs with giant reindeer statues locked in time, dramatic lighting with northern lights backdrop, wise glowing eyes, regal commanding presence, snow-dusted

landscape, magical winter atmosphere, cinematic composition, 3D CGI animation --v 7 --ar 21:9 --style cinematic

Scene 12: Baby Deer Sanctuary

MidJourney V7 Prompt:

Plain Text

Steadicam tracking shot through snow-dusted glen with baby reindeer around hay nests, diverse Black and Brown elf characters Pip Jingles Nimble Thistle Glitch Fenn Jax sneaking forward in steampunk outfits, soft bells jingling, magical fog swirling, warm golden lighting filtering through trees, Atlas golden baby reindeer with glowing antlers hiding behind hay bale, peaceful sanctuary atmosphere, 3D CGI Pixar Disney quality --v 7 --ar 16:9 --style cinematic

Scene 13: Finding Atlas

MidJourney V7 Prompt:

Plain Text

Extreme close-up on Atlas golden baby reindeer's timid dark eyes, glowing yellow antlers flickering behind cylindrical hay bale, diverse Black and Brown elf characters approaching gently, Pip in steampunk outfit, Jingles with bow-tie, Nimble with locs, warm golden lighting, magical atmosphere, shallow depth of field focusing on Atlas's soulful expression, 3D CGI animation with emotional depth --v 7 --ar 16:9 --style cinematic

Scene 14: Atlas Reveals His Light

MidJourney V7 Prompt:

Plain Text

Magical reveal shot of Atlas golden baby reindeer stepping into view, antlers glowing brilliantly with yellow light, shimmering golden magical map appearing midair with glittering particles, diverse Black and Brown elf characters watching in awe, steampunk sanctuary setting, warm golden lighting mixing with magical glows, fire behind his eyes showing courage, 3D CGI Pixar Disney style --v 7 --ar 16:9 --style cinematic

Scene 15: Elves Mount Atlas

MidJourney V7 Prompt:

Plain Text

Wide shot of diverse Black and Brown elf characters stacking comically on Atlas golden reindeer's back, Thistle with gear strapped, Glitch flickering with nerves, Jax balancing music box, Pip and Jingles adjusting positions, steampunk outfits and accessories visible, preparation for flight, warm golden lighting, magical winter setting, humorous composition, 3D CGI animation --v 7 --ar 16:9 --style cinematic

Scene 16: Atlas Takes Flight

MidJourney V7 Prompt:

Plain Text

Dynamic aerial shot of Atlas golden reindeer with glowing antlers taking flight, carrying diverse Black and Brown elf characters, antlers slicing through storm clouds like glowing blade, dramatic sky with lightning and swirling weather, motion blur effects, magical golden light trail, heroic composition, winter storm atmosphere, 3D CGI Pixar Disney quality --v 7 --ar 21:9 --style cinematic

Scene 17: Storm Struggle

MidJourney V7 Prompt:

Plain Text

Motion blur effects shot of Atlas golden reindeer struggling through swirling storm, wings trembling, weather darkening with lightning and frost, diverse Black and Brown elf characters holding on tight, dramatic sky folding with magical energy, wind effects, challenging flight conditions, dynamic camera movement, 3D CGI animation with weather effects --v 7 --ar 16:9 --style cinematic

Scene 18: Landing in Forbidden Zone

MidJourney V7 Prompt:

Plain Text

Wide desolate landscape shot of snowy ravine rimmed with jagged ice, Atlas golden reindeer landing with diverse Black and Brown elf characters tumbling

off, dead silent atmosphere with thick icy fog, no wind or birds, magic failing with fingers not glowing, eerie forbidden zone environment, muted color palette, 3D CGI animation --v 7 --ar 21:9 --style cinematic

Scene 19: Magic Fails

MidJourney V7 Prompt:

Plain Text

Close-up shots of diverse Black and Brown elf characters trying to summon magic with raised fingers but nothing happening, Thistle's tools not clicking, Glitch unable to flicker, Fenn's spirits hushed, Jax's music box silent, frustrated expressions, muted lighting in cursed place, steampunk elements powerless, 3D CGI Pixar Disney style --v 7 --ar 16:9 --style cinematic

Scene 20: Jack-in-the-Box Trap

MidJourney V7 Prompt:

Plain Text

Spinning camera shot of giant Jack-in-the-Box bursting from snowy ground, cackling and launching ice confetti, ground shifting into twisted maze of doors mirrors and carnival snow, diverse Black and Brown elf characters reacting in shock, Atlas golden reindeer startled, chaotic magical trap environment, dynamic movement, 3D CGI animation --v 7 --ar 16:9 --style cinematic

Scene 21: Maze Chase

MidJourney V7 Prompt:

Plain Text

Split-screen action shot of diverse Black and Brown elf characters running through twisted maze of doors mirrors and carnival elements, Pip Jingles Nimble Thistle Glitch Fenn Jax dodging tricks and traps, tumbling toys and glowing eyes, whispering shadows, dynamic chase sequence, steampunk outfits in motion, 3D CGI Pixar Disney quality --v 7 --ar 21:9 --style cinematic

Scene 22: Atlas Crashes

MidJourney V7 Prompt:

Plain Text

Comic relief shot of Atlas golden baby reindeer stepping on launching pad apparatus, crashing back down with surprised expression, shaking head and watching steps carefully, snow blasting up dramatically, diverse Black and Brown elf characters watching with concern and amusement, humorous moment in tense journey, 3D CGI animation --v 7 --ar 16:9 --style cinematic

Scene 23: Haunted Village Discovery

MidJourney V7 Prompt:

Plain Text

Wide tracking shot through Glimmer's illusions in haunted village, old broken toys awakening and chasing diverse Black and Brown elf characters, discovering hidden sleigh covered in Santa's red blanket, twisted snow and eerie atmosphere, steampunk elements corrupted, magical winter horror setting, 3D CGI Pixar Disney style --v 7 --ar 21:9 --style cinematic

Scene 24: Santa's Forgotten Workshop

MidJourney V7 Prompt:

Plain Text

Overhead establishing shot of large forgotten workshop room with old toys from years past, cold still Belief Machine in center, diverse Black and Brown elf characters exploring, trap door entrance visible, steampunk elements aged and dusty, warm golden lighting filtering through, nostalgic yet eerie atmosphere, 3D CGI animation --v 7 --ar 16:9 --style cinematic

ACT III: THE GLIMMER'S DOMAIN

Scene 25: Glimmer's Grand Entrance

MidJourney V7 Prompt:

Plain Text

Heroic low-angle spotlight shot of The Glimmer (Glaumari) tall flamboyant figure in glowing tinsel robes, candy cane staff, theatrical mask-like face,

icy stage made of frozen candy canes and crumbled wrapping paper, blue confetti exploding, lens flare from glowing elements, diverse Black and Brown elf characters stunned in foreground, 3D CGI Pixar Disney quality --v 7 --ar 16:9 --style cinematic

Scene 26: Twelve Holiday Minions

MidJourney V7 Prompt:

Plain Text

Circular tracking shot around Glimmer as twelve holiday minions appear in nightmare-ballet fashion: Nutcracker King with creaking limbs, Yule Cat slithering, Mistletoe Hag cloaked, Bell Goblin, Everfrost Twins ice-skating, Wicked Candlemaker, Crinkle paper-wrapped, Marzipan Maw, Wreath Wrangler, Stitch Witch, Sock Snatcher, The Caroler, bold color grading for nightmare effect, 3D CGI animation --v 7 --ar 21:9 --style cinematic

Scene 27: Split Trials Begin

MidJourney V7 Prompt:

Plain Text

Split-screen montage of diverse Black and Brown elf characters in various trials: Jax in echo chamber with Caroler's hypnotic song, Thistle's gadgets melting from Candlemaker's waxy traps, Glitch flickering in Stitch Witch's dollhouse maze, Fenn facing frozen mirror with Mistletoe Hag, Pip and Jingles tangled in Wreath Wrangler's ropes, fast cuts and push-ins, 3D CGI Pixar Disney style --v 7 --ar 21:9 --style cinematic

Scene 28: Glitch's Breakthrough

MidJourney V7 Prompt:

Plain Text

Extreme close-up on Glitch young Black elf's flickering face with digital glitch effects, violent pixel rearrangement with static, bright magical beam erupting skyward from his body, toy trap dissolving around him, "WE BELIEVE!" moment of triumph, magical lightning bolt shooting toward clouds, 3D CGI animation with digital effects --v 7 --ar 16:9 --style cinematic

Scene 29: Orgs Awaken

MidJourney V7 Prompt:

Plain Text

Epic crane up shot of frozen reindeer statues cracking open with glowing eyes, Prancer's halftime show dance with rhythmic stamping, Orgs leaping down from statue stands in meteor streaks, mountain descent stampede, magical awakening sequence with northern lights, powerful ancient magic returning, 3D CGI Pixar Disney quality --v 7 --ar 21:9 --style cinematic

Scene 30: Final Battle and Victory

MidJourney V7 Prompt:

Plain Text

Wide battle shot of Orgs bursting through walls in stampeding glory, Glimmer's swirling machine of gears glitter and enchanted wires, diverse Black and Brown elf characters freed and escaping, Pip grabbing Device of Belief, Atlas glowing red then white-hot gold with Rudolph's spirit double exposure, Glimmer dissolving in light, village restoration beginning, 3D CGI animation --v 7 --ar 21:9 --style cinematic

TECHNICAL SPECIFICATIONS FOR ALL PROMPTS

Consistent Style Elements:

- **Animation Style:** 3D CGI Pixar/Disney quality
- **Aesthetic:** Steampunk with brass gears, mechanical details, industrial pipes
- **Lighting:** Warm golden from brass lanterns, magical blue glows
- **Characters:** Authentic diverse Black and Brown representation
- **Atmosphere:** Magical winter wonderland
- **Aspect Ratios:** 16:9 for standard shots, 21:9 for wide establishing/action shots
- **Version:** --v 7 for all prompts
- **Style:** --style cinematic for all prompts

Color Palette:

- Warm golds and brass tones

- Deep blues and purples
- Rich reds (Santa's suit)
- Magical blue glows
- Snow whites and winter blues
- Golden reindeer fur tones

Camera Techniques Referenced:

- Wide establishing shots
- Low-angle hero shots
- Dutch angles for drama
- Close-ups for emotion
- Tracking shots for movement
- Overhead shots for scale
- Split-screen for action
- 360° rotation concepts