

120 Camera Movement Codes

([SCROLL BELOW FOR THE 100+ CODES](#) 📌)

Generate videos through ChatGPT + the Higgsfield plugin.

[100+ CODES + SCREENSHOT TUTORIAL](#)

HIGGSFIELD AI

TURN YOUR IDEAS INTO VIDEOS

Connect Higgsfield to ChatGPT, choose a model and create.

[OPEN HIGGSFIELD AI - higgsfield.ai](#)

Start here. This button opens John Savage AI's Higgsfield link.

Your 3-step workflow

1

CONNECT

Add the official Higgsfield plugin and sign in.

2

CHOOSE

Upload a reference, select a video model and pick a code.

3

GENERATE

Describe the camera path, create a clip and refine it.

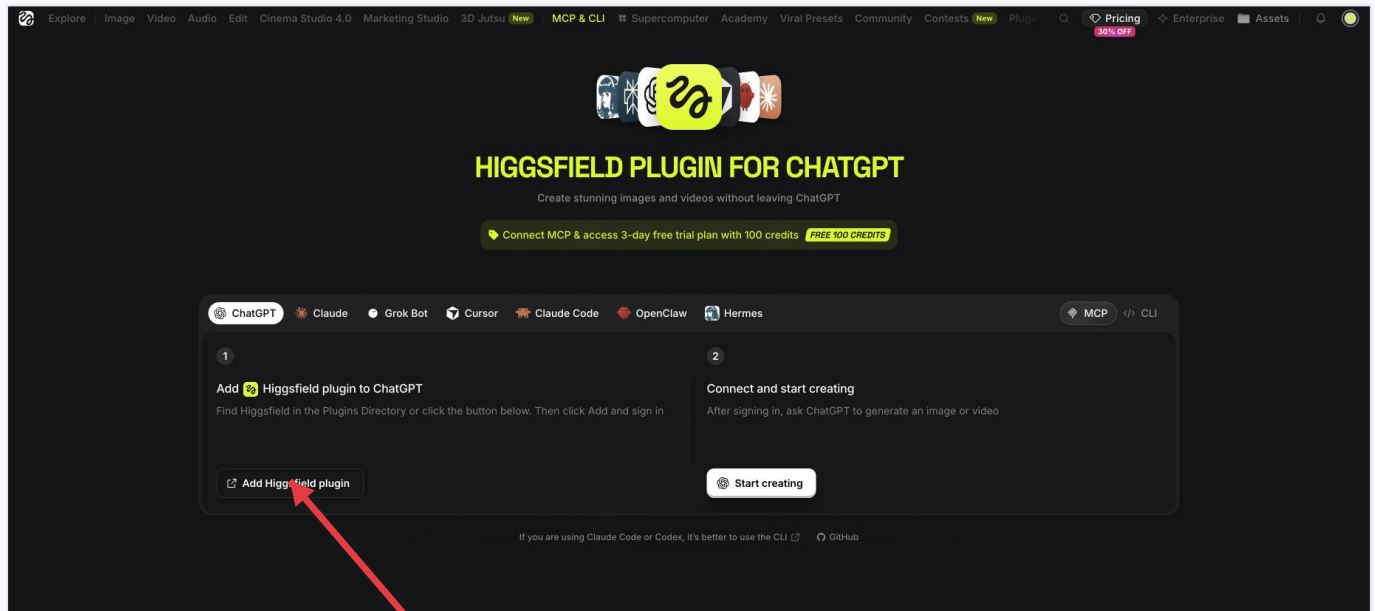
TUTORIAL FIRST. CAMERA CODES START ON PAGE 5.

120 custom prompt shortcuts, organized into 10 camera movement families. Each code includes a plain-language camera direction you can copy.

[ALL MY SOCIALS - links.johnsavageai.com](#)

Add the Higgsfield plugin

Open the official setup page, choose ChatGPT and follow the connection steps.



CLICK "ADD HIGGSFIELD PLUGIN"

Official Higgsfield setup page - higgsfield.ai/mcp

1. Open the official listing

At higgsfield.ai/mcp, select ChatGPT and click Add Higgsfield plugin. You can also find Higgsfield in ChatGPT's Plugins directory.

2. Install and connect

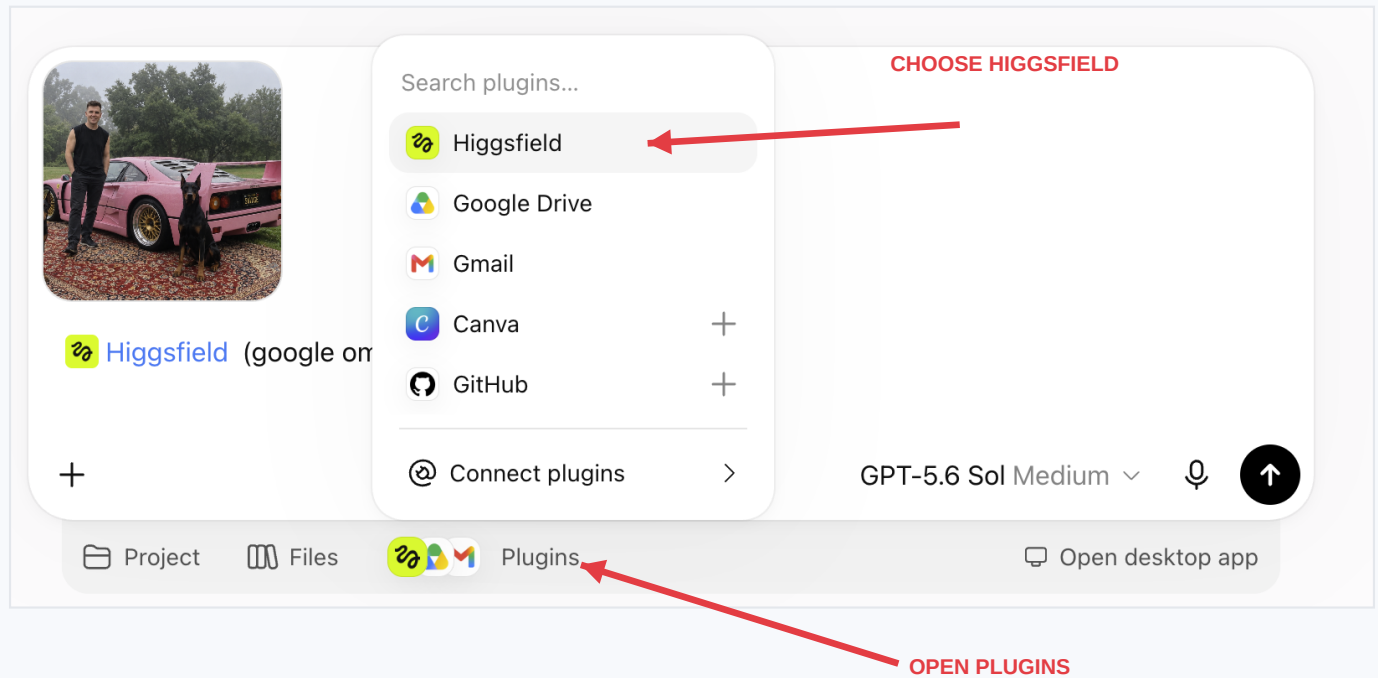
Choose Add or Install plugin, then sign in to Higgsfield and complete the connection prompts. You need both accounts; no API key is required.

Plugin access can vary by account, region and workspace settings. If it is unavailable, check your ChatGPT account or workspace access.

OPEN OFFICIAL HIGGSFIELD PLUGIN LISTING

Select Higgsfield in the chat

Start a new conversation after connecting your account.



Screenshot supplied by John Savage AI.

3. Choose the plugin

Open Plugins beneath the message box and select Higgsfield. You can also type @ and select Higgsfield from the matching plugin entry.

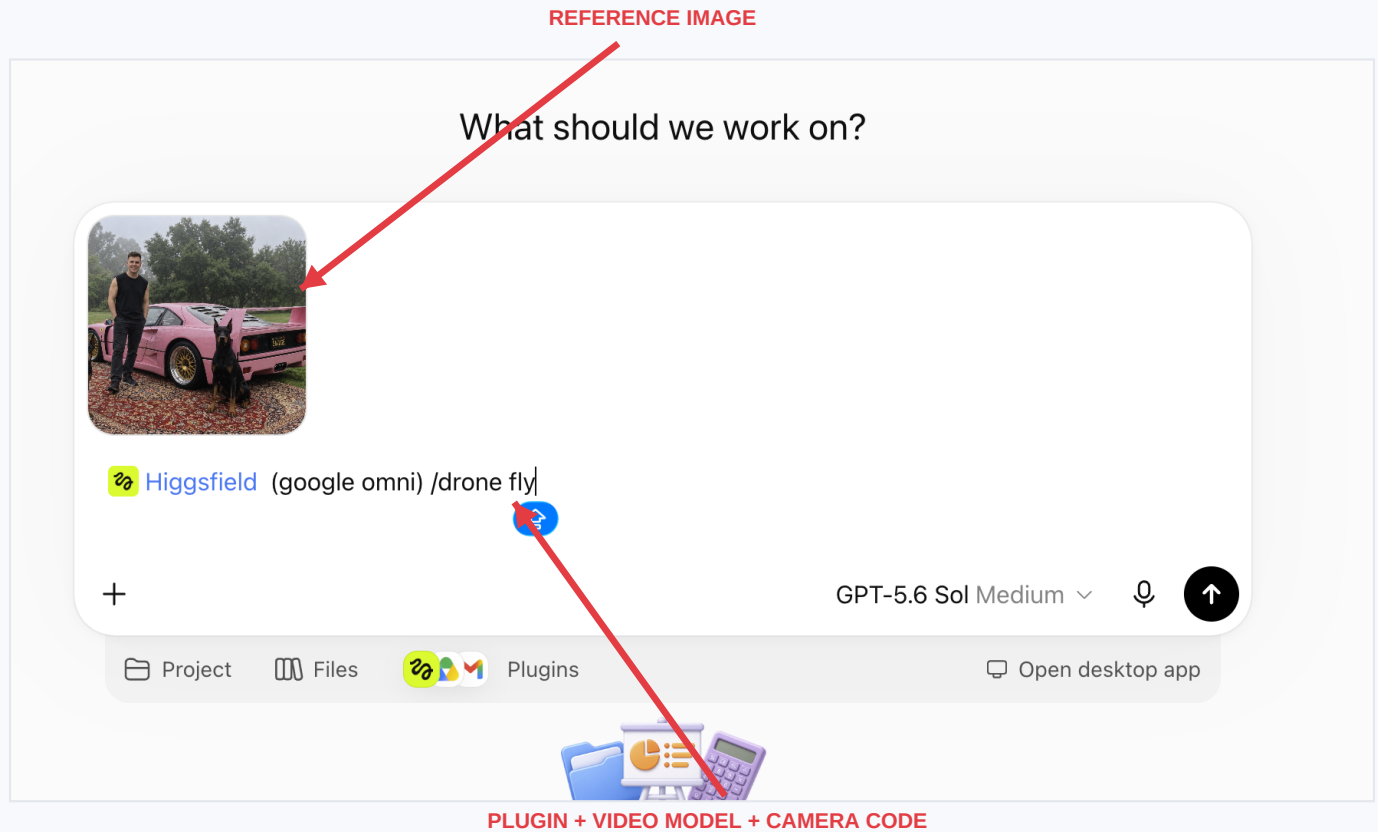
4. Confirm the selection

Look for the Higgsfield name or chip in your message. If it is missing from the list, use Connect plugins to find and connect it first.

Your screenshot shows Higgsfield already connected. Menu placement and button wording may differ between ChatGPT views.

Add an image + camera code

Choose the reference, the generation model and the move in the same message.



Screenshot supplied by John Savage AI. This shows a prompt before submission.

5. Upload your reference

Attach the image with the + control. For image-to-video, state what the subject should do and which details should stay consistent.

6. Name your video model

Type the model in the prompt. The ChatGPT model selector at the bottom controls the conversation model; your prompt names the Higgsfield video model.

The example uses "(google omni) /drone fly". Ask Higgsfield to confirm the exact available model and supported settings before generating. Choose any video model available through your connected account.

Dolly moves

Move closer or farther through real space. | Part 1 of 2

001 /dolly in

Move the camera straight toward the subject at a steady pace, ending in a tighter frame with natural background parallax.

002 /dolly out

Move the camera straight away from the subject, widening the view and revealing more of the surrounding location.

003 /slow push

Creep forward almost imperceptibly toward the subject throughout the shot, building attention without a sudden change in speed.

004 /fast push

Make a quick forward camera move toward the subject, then decelerate smoothly into a close view.

005 /micro push

Move forward only a short distance toward a small subject, producing subtle depth without changing the composition dramatically.

006 /long approach

Travel forward from a distant wide view to a medium view of the subject, maintaining one clear approach path.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

Dolly moves

Move closer or farther through real space. | Part 2 of 2

007 /diagonal push

Approach the subject diagonally from the front-left, ending at a closer three-quarter view while keeping it framed.

008 /diagonal retreat

Retreat diagonally toward the back-right, keeping the subject visible as a new side of the environment opens up.

009 /ground push

Glide forward just above the ground toward the subject, keeping nearby floor texture visible as it passes beneath the lens.

010 /ceiling push

Move forward near ceiling height while looking slightly down toward the subject, keeping the height constant.

011 /push through

Move forward through an open doorway toward the subject beyond it, passing through the opening without crossing solid surfaces.

012 /retreat reveal

Begin close to the subject and retreat through an open doorway, ending with the room visible inside the doorway frame.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

Sideways & parallax

Translate the camera instead of turning it in place. | Part 1 of 2

013 **/truck left**

Slide the camera straight left at constant height, keeping its viewing direction fixed as nearby and distant layers separate.

014 **/truck right**

Slide the camera straight right at constant height, keeping its viewing direction fixed as the background moves across the frame.

015 **/short slider**

Glide sideways a short distance past the subject, creating a restrained parallax shift for a calm detail shot.

016 **/long slider**

Travel laterally across the full scene at a steady pace, revealing successive foreground and background layers.

017 **/diagonal slide**

Slide sideways and slightly forward toward the subject, maintaining a stable horizon and a gentle change in perspective.

018 **/counter track**

Travel sideways in the opposite direction to the moving subject while smoothly turning to keep it visible.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

Sideways & parallax

Translate the camera instead of turning it in place. | Part 2 of 2

019 /foreground pass

Slide past a nearby foreground object so it briefly crosses the frame, with the main subject remaining farther behind it.

020 /pillar reveal

Start with the subject hidden behind a pillar, then slide sideways until the subject is fully revealed beside it.

021 /window slide

Travel laterally outside a window, looking through the glass toward the subject and preserving the visible window frame.

022 /doorway slide

Move sideways across an open doorway, briefly revealing the subject inside as the doorway passes across the composition.

023 /parallel wall

Glide parallel to a textured wall, maintaining a fixed distance so its surface flows steadily past the camera.

024 /layered slide

Slide sideways across three clearly separated depth layers, making the near layer pass fastest and the distant layer slowest.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

Pans & tilts

Rotate the view from a fixed camera position. | Part 1 of 2

025 **/pan left**

Rotate the camera smoothly to the left from a fixed position, scanning across the scene without sideways travel.

026 **/pan right**

Rotate the camera smoothly to the right from a fixed position, scanning across the scene without sideways travel.

027 **/tilt up**

Rotate the camera upward from a fixed position, beginning on a low detail and ending on the upper subject.

028 **/tilt down**

Rotate the camera downward from a fixed position, beginning above the subject and ending on a lower detail.

029 **/whip pan**

Pan rapidly right with a brief sweep of directional blur, then settle on the next subject in the same location.

030 **/whip tilt**

Tilt rapidly upward with a brief sweep of vertical blur, then settle on a higher subject without changing camera position.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

Pans & tilts

Rotate the view from a fixed camera position. | Part 2 of 2

031 /follow pan

Keep the camera position fixed and pan with a subject crossing the scene, maintaining its position within the frame.

032 /anticipation pan

Pan ahead of the moving subject toward its destination, then hold as the subject enters the new composition.

033 /delayed pan

Let the subject begin to leave the frame before panning to catch up, ending with it comfortably framed again.

034 /diagonal pan

From a fixed position, pan right and tilt up together, moving the view diagonally toward an elevated subject.

035 /scan return

Pan slowly across the scene to a chosen detail, pause briefly, then pan back to the original composition.

036 /pan sweep

Rotate horizontally through a broad 180-degree view from one fixed position, revealing the space behind the starting view.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

Rise & descend

Change camera height with a clear start and finish. | Part 1 of 2

037 **/pedestal up**

Raise the entire camera straight upward while keeping the lens angle unchanged, revealing higher layers of the scene.

038 **/pedestal down**

Lower the entire camera straight downward while keeping the lens angle unchanged, ending at a lower viewpoint.

039 **/crane up**

Lift the camera along a broad upward arc, gradually revealing the full environment around the subject.

040 **/crane down**

Descend along a broad crane arc from an elevated wide view toward a closer view of the subject.

041 **/jib reveal**

Lift the camera in a short controlled arc above a foreground obstruction, revealing the subject behind it.

042 **/rise tilt**

Raise the camera while tilting downward to keep the subject centered as the viewpoint becomes more elevated.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

Rise & descend

Change camera height with a clear start and finish. | Part 2 of 2

043 **/descend tilt**

Lower the camera while tilting upward to keep the subject framed as the viewpoint moves closer to ground level.

044 **/roof reveal**

Rise vertically from below a roofline until the distant landscape becomes visible above the roof.

045 **/table rise**

Begin below table height and raise the camera until the object on the tabletop comes fully into view.

046 **/floor drop**

Lower the camera from waist height to just above the floor, ending on the subject's feet or a ground-level object.

047 **/stair ascent**

Travel upward along a staircase behind the subject, keeping a smooth forward-and-upward path at a steady distance.

048 **/stair descent**

Travel downward along a staircase behind the subject, keeping the steps visible and the descent controlled.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

Orbits & arcs

Travel around the subject while keeping it as the anchor. | Part 1 of 2

049 **/arc left**

Move through a short curved path toward the subject's left side, turning the lens to keep the subject centered.

050 **/arc right**

Move through a short curved path toward the subject's right side, turning the lens to keep the subject centered.

051 **/quarter orbit**

Travel a 90-degree arc from a front view to a side view of the subject, keeping distance and height constant.

052 **/half orbit**

Travel a 180-degree arc from the front to the back of the subject, keeping a smooth pace and stable distance.

053 **/orbit360**

Complete one full 360-degree circle around the subject, returning to the starting viewpoint at the end of the shot.

054 **/tight orbit**

Circle close to the subject in a short controlled arc, emphasizing nearby detail and strong background parallax.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

Orbits & arcs

Travel around the subject while keeping it as the anchor. | Part 2 of 2

055 /wide orbit

Circle the subject from farther away, keeping its surrounding landscape prominent in the composition.

056 /low orbit

Orbit the subject near ground level while looking slightly upward, maintaining consistent height and distance.

057 /high orbit

Orbit from above eye level while looking down toward the subject, maintaining a steady elevated viewpoint.

058 /spiral rise

Circle around the subject while steadily gaining height, ending above the initial orbit plane.

059 /spiral descend

Circle around the subject while steadily losing height, ending near eye level without crossing into the subject.

060 /orbit tighten

Follow a curved inward spiral around the subject, gradually reducing distance while keeping camera height constant.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

Follow & tracking

Travel with a moving subject. | Part 1 of 2

061 /rear follow

Follow directly behind the moving subject at its speed, holding a steady distance and a clear view of the path ahead.

062 /front follow

Travel backward ahead of the moving subject, facing it and matching its speed so its size stays consistent.

063 /side follow

Travel beside the subject in profile, matching its speed and holding a constant lateral distance.

064 /shoulder follow

Follow just behind one shoulder, keeping that shoulder near the foreground and the destination visible beyond it.

065 /three-quarter follow

Track from ahead and to one side of the moving subject, preserving a clear three-quarter view of its face or front.

066 /low follow

Follow the moving subject near ankle height, emphasizing footfalls or wheels while matching its forward speed.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

Follow & tracking

Travel with a moving subject. | Part 2 of 2

067 **/high follow**

Follow from an elevated rear viewpoint, showing both the moving subject and the route it is taking.

068 **/overtake**

Begin behind the moving subject, travel faster to pass beside it, then turn back slightly as the camera moves ahead.

069 **/fall behind**

Begin alongside the moving subject, then gradually slow the camera so the subject moves farther ahead into the scene.

070 **/catch up**

Begin well behind the moving subject, increase camera speed to close the gap, then settle into a steady follow distance.

071 **/curve follow**

Follow the subject around a visible bend, turning and translating smoothly to preserve its position within the frame.

072 **/handoff track**

Track the first subject until it passes a second subject, then continue traveling with the second in one continuous shot.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

Aerial moves

Use clear flight paths and a readable sense of scale. | Part 1 of 2

073 /drone fly

Fly smoothly forward and upward away from the starting subject, revealing the surrounding landscape as the subject becomes smaller.

074 /drone approach

Fly forward from a distant aerial view toward the subject, gradually descending to a closer elevated composition.

075 /drone pullback

Fly backward away from the subject at a constant altitude, revealing a wider landscape while keeping it centered.

076 /drone ascend

Rise vertically above the starting position, keeping the ground subject framed as the surrounding area expands.

077 /drone descend

Descend vertically from a high aerial view toward the ground subject, finishing at a comfortable elevated distance.

078 /drone orbit

Fly a broad level circle around a building or landscape feature, keeping it centered throughout the flight.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

Aerial moves

Use clear flight paths and a readable sense of scale. | Part 2 of 2

079 /drone flyover

Fly directly over the subject and continue beyond it, tilting down as it passes beneath the camera.

080 /drone flyby

Fly past one side of the subject at a constant altitude, allowing it to cross the frame with clear background parallax.

081 /topdown travel

Fly forward with the camera looking straight down, making the terrain scroll smoothly beneath the frame.

082 /coastline follow

Fly along the curve of a coastline at steady altitude, keeping land on one side of the frame and water on the other.

083 /ridge reveal

Fly upward and forward over a ridge, revealing the valley beyond only as the camera clears the ridge line.

084 /aerial retreat

Fly backward and upward together while tilting down toward the subject, ending in a broad overhead establishing view.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

FPV & immersive flight

Faster routes work best when the path is simple. | Part 1 of 2

085 **/fpv chase**

Fly low behind a moving subject with responsive turns, preserving enough distance to keep its full motion readable.

086 **/fpv dive**

Dive steeply down beside a tall structure, then pull smoothly into level forward flight above the ground.

087 **/fpv climb**

Fly forward into a steep upward climb beside a tall structure, finishing above its highest point.

088 **/fpv bank**

Fly forward through a broad banked turn, rolling gently into the turn and leveling the horizon at the end.

089 **/fpv slalom**

Fly through a sequence of widely spaced obstacles using alternating left and right turns without touching them.

090 **/gap flythrough**

Fly straight through a clearly open gap, keeping the opening centered until the camera has passed through it.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

FPV & immersive flight

Faster routes work best when the path is simple. | Part 2 of 2

091 **/tunnel flight**

Fly forward through an open tunnel along its centerline, preserving the walls and the bright exit ahead.

092 **/window flythrough**

Fly through an already open window into the room beyond, keeping the frame intact and avoiding the window edges.

093 **/doorway flight**

Fly through two aligned open doorways in one smooth forward path, revealing the connected rooms.

094 **/ground skim**

Fly just above the ground at speed, following the terrain while maintaining a safe, consistent clearance.

095 **/canopy flight**

Fly forward beneath a tree canopy along a clear open path, letting branches pass above and beside the camera.

096 **/fpv corkscrew**

Fly forward while completing one controlled 360-degree camera roll, then finish with a level horizon.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

Handheld & mounted

Give movement a specific physical character. | Part 1 of 2

097 **/handheld drift**

Add gentle irregular handheld drift while keeping the subject comfortably framed, as if an operator were standing still.

098 **/handheld walk**

Walk toward the subject with restrained vertical footstep motion and natural operator corrections.

099 **/handheld run**

Run behind the subject with stronger footstep bounce and brief framing corrections while keeping the action readable.

100 **/shoulder sway**

Observe the subject from a shoulder-mounted camera with slow weight shifts and subtle breathing motion.

101 **/gimbal glide**

Travel smoothly through the space at walking speed, keeping the horizon level and suppressing footstep bounce.

102 **/gimbal corner**

Glide around a visible corner, rotating smoothly as the next section of the location is revealed.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

Handheld & mounted

Give movement a specific physical character. | Part 2 of 2

103 **/bodycam walk**

Move forward with a chest-mounted viewpoint, allowing rhythmic body sway as the wearer walks through the scene.

104 **/helmet turn**

Use a head-mounted viewpoint that turns toward a nearby subject, pauses, and then turns back toward the travel direction.

105 **/vehicle forward**

Move with a forward-facing camera attached to a traveling vehicle, with road features approaching and passing naturally.

106 **/window ride**

Use a side-facing camera on a moving vehicle, letting nearby scenery pass quickly and distant scenery pass more slowly.

107 **/wheel track**

Travel with a low camera mounted near a turning vehicle wheel, keeping the wheel anchored as the road passes beneath it.

108 **/snorricam walk**

Keep the camera fixed relative to a walking person's torso, holding the face centered while the background sways behind them.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

Compound moves

Combine two deliberate motions in one continuous shot. | Part 1 of 2

109 /dolly zoom

Dolly backward while zooming in to keep the subject the same size, making the background appear to compress behind it.

110 /reverse vertigo

Dolly forward while zooming out to keep the subject the same size, making the background appear to stretch away.

111 /push orbit

Push straight toward the subject, then transition smoothly into a short orbit at the new closer distance.

112 /orbit pullback

Begin with a short orbit around the subject, then peel away into a straight backward move that reveals the wider scene.

113 /rise pullback

Rise and travel backward together, increasing both camera height and distance while keeping the subject visible below.

114 /descend push

Descend and move forward together, beginning high and wide and ending closer to the subject at eye level.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.

Compound moves

Combine two deliberate motions in one continuous shot. | Part 2 of 2

115 /track reveal

Track beside a moving subject, then continue sideways after it stops to reveal something previously hidden behind it.

116 /pan push

Pan toward a subject from a fixed position, then begin a straight forward dolly once the subject is centered.

117 /tilt retreat

Tilt down from the upper subject to a lower detail, then retreat to reveal the full subject and its surroundings.

118 /slide arc

Begin with a straight lateral slide, then curve toward the subject into a short arc without stopping.

119 /orbit reverse

Orbit slowly in one direction, ease to a stop, then reverse the same camera path back toward the starting angle.

120 /loop path

Follow a smooth closed camera path and return to the original position, angle and speed for a repeatable visual loop.

COPY THE CODE + ITS DIRECTION INTO YOUR VIDEO PROMPT.