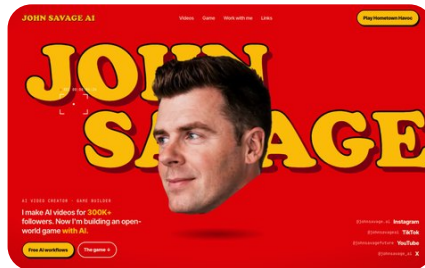


WEBSITES WHERE THE CHARACTER WATCHES YOU

The head and eyes follow the cursor. Made with 4 tools, no animation skills.



01

PINTEREST
find the idea

02

CODEX
make the image

03

SEEDANCE / KLING
turn the head

04

CLAUDE
build the site

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01

PINTEREST

FIND THE IDEA

pinterest.com

SEARCH FOR

cat red background

3d character render

pixar style animal

plush toy character

clay character

3d mascot

PICK AN IMAGE WHERE

- one character faces the camera, eyes clearly visible
- the whole character fits in the frame, with space around the head
- the background is one plain colour

02

CODEX / CHATGPT IMAGES

MAKE THE CHARACTER IMAGE

chatgpt.com/codex

Attach the Pinterest image (or a selfie for your own head) and paste:

CODEX PROMPT

COPY AND PASTE

Recreate the character from the attached image as one square 1:1 image: [CHARACTER]. Centred in the frame, facing the camera straight on and looking directly into the lens, mouth closed, standing still with the arms down. The whole character fits in the frame with empty space around the head. Solid flat [COLOUR] background, one even colour with no gradient, no floor shadow, no props, no text. Soft studio light, sharp focus, same style as the reference.

Pick a background colour that is nowhere on the character. It becomes your website background.



BLACK



LILAC



BLACK



RED



RED



BLACK

03

HIGGSFIELD: SEEDANCE 2.5 / 2.0 FAST OR KLING 3.0

TURN THE HEAD

higgsfield.ai/ai/video

Image to video

image = START FRAME

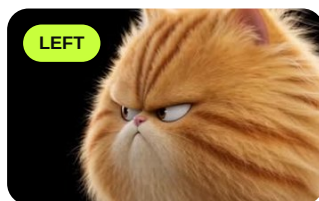
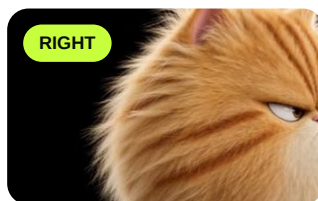
8 s

1:1

720p

audio off

- Make 4 clips of the same image with the 4 prompts on the next page. More clips = more head positions = smoother motion.
- Replace [COLOUR] and [CHARACTER], e.g. "black" and "fluffy orange cat".



PROMPT / CLIP A / UPPER HALF**COPY AND PASTE**

Animate this image exactly as it is, starting from this exact frame. Locked-off static camera: no zoom, no pan, no camera movement. The same solid flat [COLOUR] background for the entire video, no shadows, no lighting changes. The [CHARACTER] stays completely frozen in place: the body, the arms, the hands and the feet do not move at all. ONLY the head and the eyes move. It keeps the same expression the whole time. It slowly looks around the UPPER half of the room in one continuous movement, the eyes leading the head: 1. look straight at the camera, 2. turn the head to look fully to the LEFT, 3. look UP-LEFT, 4. look straight UP at the ceiling, 5. look UP-RIGHT, 6. look fully to the RIGHT, 7. return to looking straight at the camera. Continuous smooth head movement through every in-between angle, no jumps, no pauses, no blinking, no talking. It does NOT spin or turn its body. No new objects, no text.

PROMPT / CLIP B / LOWER HALF**COPY AND PASTE**

Animate this image exactly as it is, starting from this exact frame. Locked-off static camera: no zoom, no pan, no camera movement. The same solid flat [COLOUR] background for the entire video, no shadows, no lighting changes. The [CHARACTER] stays completely frozen in place: the body, the arms, the hands and the feet do not move at all. ONLY the head and the eyes move. It keeps the same expression the whole time. It slowly looks around the LOWER half of the room in one continuous movement, the eyes leading the head: 1. look straight at the camera, 2. turn the head to look fully to the LEFT, 3. look DOWN-LEFT, 4. look straight DOWN at the floor, 5. look DOWN-RIGHT, 6. look fully to the RIGHT, 7. return to looking straight at the camera. Continuous smooth head movement through every in-between angle, no jumps, no pauses, no blinking, no talking. It does NOT spin or turn its body. No new objects, no text.

PROMPT / CLIP C / CROSS**COPY AND PASTE**

Animate this image exactly as it is, starting from this exact frame. Locked-off static camera: no zoom, no pan, no camera movement. The same solid flat [COLOUR] background for the entire video, no shadows, no lighting changes. The [CHARACTER] stays completely frozen in place: the body, the arms, the hands and the feet do not move at all. ONLY the head and the eyes move. It keeps the same expression the whole time. The head moves out from the camera and back again, the eyes leading the head: 1. look straight at the camera, 2. look fully to the LEFT, 3. back to the camera, 4. look fully to the RIGHT, 5. back to the camera, 6. look straight UP, 7. back to the camera, 8. look straight DOWN, 9. back to the camera. Continuous smooth head movement through every in-between angle, no jumps, no pauses, no blinking, no talking. It does NOT spin or turn its body. No new objects, no text.

PROMPT / CLIP D / DIAGONALS**COPY AND PASTE**

Animate this image exactly as it is, starting from this exact frame. Locked-off static camera: no zoom, no pan, no camera movement. The same solid flat [COLOUR] background for the entire video, no shadows, no lighting changes. The [CHARACTER] stays completely frozen in place: the body, the arms, the hands and the feet do not move at all. ONLY the head and the eyes move. It keeps the same expression the whole time. The head moves along the diagonals and back again, the eyes leading the head: 1. look straight at the camera, 2. look UP-LEFT, 3. back to the camera, 4. look DOWN-RIGHT, 5. back to the camera, 6. look UP-RIGHT, 7. back to the camera, 8. look DOWN-LEFT, 9. back to the camera. Continuous smooth head movement through every in-between angle, no jumps, no pauses, no blinking, no talking. It does NOT spin or turn its body. No new objects, no text.

BUILD THE WEBSITE

Pick Opus 5.5. Download the 4 clips, drag them and the image into Claude, then paste:

CLAUDE PROMPT

[COPY AND PASTE](#)

Build me a website where this character's head and eyes follow my cursor. I'm attaching 4 videos of the same character on a flat [COLOUR] background. The body never moves, only the head turns: up, down, left, right and diagonally. Use the frames of these videos as the animation.

1. Extract the frames. For every frame, work out where the character is looking (x: -1 left to +1 right, y: -1 up to +1 down). Check it on contact sheets of the eyes. Cut out blinks.
2. Remove the background to transparent with soft edges (fur and hair, no dark halo). Crop to the character and save small WebP frames.
3. Connect the frames into a motion graph: frames next to each other in a video, plus frames that look almost the same across videos.
4. In the browser, turn the cursor position (measured from the eyes) into a look direction. Move the head along the graph through the real frames toward the matching pose, with smooth acceleration and easing, and blend neighbouring frames so it never jumps. On phones the head follows the finger.
5. The page background is exactly the video background colour, so the character sits inside the page.
6. Design it like a team of pro motion designers made it: [BRAND / THEME], bold type and cursor effects that fit the character. Fast to load. Run it locally and give me the link.

POLISH IT

SMOOTHER

[COPY AND PASTE](#)

The head turning is choppy. Make it much smoother: more in-between poses, ease in and out, no jumps.

CLICK EFFECT

When I click, the chameleon shoots its long tongue to the click point, like catching a fly.

ONE SITE, ALL CHARACTERS

Put all the characters on one website with a theme switcher and a smooth transition between them.

ON YOUR PHONE

Publish it as a link I can open on my phone.

MORE WORKFLOWS LIKE THIS

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