

GEMINI 4 ARGON

10 BUILDS + THEIR PROMPTS

Real prompts creators shared on X with their Gemini 4 Argon builds. Copy one, paste it into Gemini.

START HERE

gemini.google.com

Open Gemini, pick Argon, paste a prompt, hit send.

OPEN GEMINI >

Developers: aistudio.google.com

DAILY AI NEWSLETTER

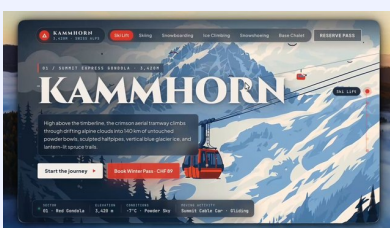
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johnsavage.beehiiv.com

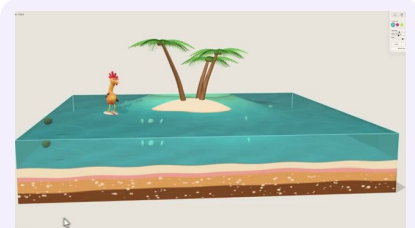
WHAT YOU WILL BUILD



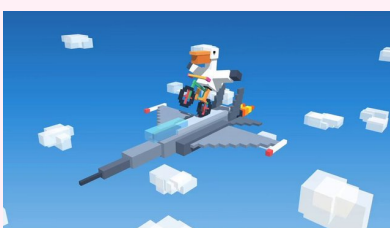
KAMMHORN: ski resort website



Gummy Bears you can stretch



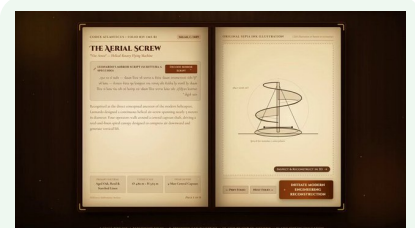
Island Jelly: surfing rooster



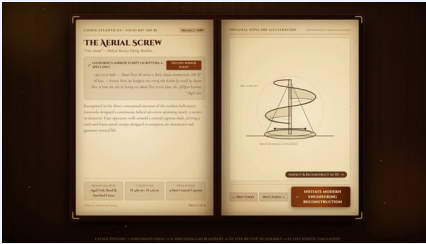
Voxel pelican on a fighter jet



40-second electric motor animation



Leonardo da Vinci's Workshop



01

Leonardo da Vinci's Workshop

An antique book of sketches. Click one and the invention comes alive as a 3D model.

Prompt by @techhalla · also run by @maxescu

x.com/techhalla/status/2110121005201150011

PROMPT

COPY AND PASTE

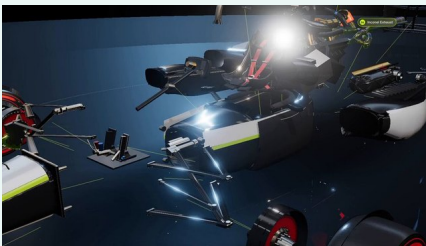
I want you to create a fully immersive web experience called "Leonardo da Vinci's Workshop".

The core of the experience should be an antique-style book containing Leonardo's actual designs and sketches. Use four of his most iconic inventions.

When the user clicks on one of the designs, the original sketch should come to life as a fully interactive 3D model built with Three.js and WebGL.

The 3D experience should feel polished, visually impressive, and actually demonstrate how the invention works.

Would love to see what you can do with these models!



02

Formula car that breaks into pieces

One line in, an interactive 3D race car you can blow apart.

Prompt by @higgsfield_ai

x.com/higgsfield_ai/status/2110415126964896155

PROMPT

COPY AND PASTE

make interactive formula car concept and break it into pieces



03

3D Gaussian splats from pure math

Gaussian splats from NumPy and SciPy. Swap [thing] for any object.

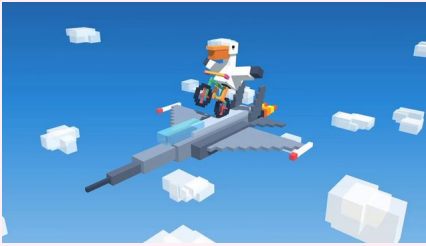
Prompt by @fofrAI

x.com/fofrAI/status/2110764905330889067

PROMPT

COPY AND PASTE

Make me a gaussian splat of [thing]



04

Voxel pelican on a fighter jet

A single HTML file: a voxel-art pelican doing a wheelie on a flying jet.

Prompt by @EvoLinkAi

x.com/EvoLinkAi/status/2110377592805097966

PROMPT

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Create a pelican doing a wheelie on top of a flying fighter jet. Voxel art style. Single HTML.



05

Interactive computer museum

A 3D web museum built from a single sentence.

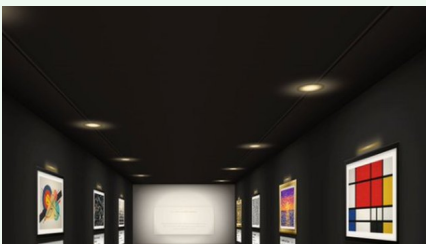
Prompt by @EvoLinkAi

x.com/EvoLinkAi/status/2110712292446789784

PROMPT

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Create an interactive museum of Apple computers.



06

Galerie Nocturne: 3D museum walk

A CSS 3D gallery with eight generative paintings, spotlights and a floor-plan map.

Prompt by @MiaAI_lab

x.com/MiaAI_lab/status/2110385281073369361

PROMPT

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Build "Galerie Nocturne", a walk-through virtual museum room in CSS 3D. A corridor with a polished marble floor (CSS gradients plus reflection), warm walls (#e9e2d6), soft ceiling spotlights casting pools of light, and eight framed paintings hung on the side walls. Each painting is an original generative artwork rendered on canvas and seeded so it is stable: a colour-field piece, a primary-colour grid, a geometric abstraction, a pointillist sunset, a flow field, an op-art piece, an ink landscape and a gold mosaic. Gilded or slim black frames with museum placards (title, fictional artist, year, medium). Navigation: arrow keys/WASD or on-screen buttons move the camera along the corridor with smooth easing; clicking a painting walks up to it and shows it frontally with a detail card; Escape steps back. A small floor-plan minimap shows your position. Typography: a museum-grade sans for placards and a classic serif for the title. On phones, fall back to a swipeable wall of the same framed works.



07

Gummy Bears you can stretch

Soft-body jelly physics: grab, squash, throw and pour the bears.

Prompt by @MiaAI_lab

x.com/MiaAI_lab/status/2110363643313271267

PROMPT

COPY AND PASTE

Build "Gummy Bears" - a single self-contained HTML file (three.js from a CDN is the only dependency): a handful of translucent gummy bears on a white table that you can grab, stretch, squash, throw and pour.

The bears

- Classic gummy bear silhouette: round head with two ears, short snout, plump body, stubby arms and legs, tiny molded eyes and nose - Every part melts smoothly into the next - build the body as an implicit surface (metaballs / marching cubes), not separate spheres - Material: real gummy candy. Translucent with transmission and refraction, colored light absorption that gets deeper in thick parts, glossy clearcoat with sharp highlights - Colors: cherry red, orange, lemon yellow, apple green, clear pineapple - Soft colored shadow under each bear, tinted by the bear's own color

Physics (this is the whole point - it must feel like jelly, not plastic)

- Each bear is a soft body: mass points for head, ears, snout, body, belly, hands and feet, held together by volume-preserving shape matching
- Limbs and neck are rendered as stretchy strands between points, getting thinner as they stretch
- Grab any part and pull: it stretches like rubber, the rest of the bear leans after it, on release it snaps back with a damped wobble
- Pull the head up: the neck stretches, the body follows, on release the bear squashes and hops
- Press down on the head: the bear pancakes, bulges sideways, then launches itself back up
- Throw a bear: it flies, squashes on landing, bounces and pushes other bears out of the way
- Bears collide with each other and never pass through one another
- Idle bears do small random hops with squash and stretch
- "Pour more bears" drops a handful from above into a wobbling, jiggling pile

UI

- Editorial product-page style on a white background. Large italic serif title "Gummy / Bears.", a short subtitle, a minimal card on the right with flavor swatches, a wobble slider, live "Stretch" and "Bounces" readouts and a "Pour more bears" button
- A subtle circular cursor that grows while grabbing
- ACES tone mapping, environment reflections, soft key and back light. Smooth 60fps



08

40-second electric motor animation

A Three.js animation, exactly 40 seconds, explaining how an electric motor works.

Prompt by @EvoLinkAi

x.com/EvoLinkAi/status/2110762373728600241

PROMPT

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Create a high-end cinematic and educational 3D animation in Three.js explaining how a Tesla-style electric motor works. The animation must have an EXACT FIXED DURATION OF 40 SECONDS. Do not make the animation shorter or longer than 40 seconds. Final output: Exact duration: 40.0 seconds Resolution: 1920x1080 Aspect ratio: 16:9 Frame rate: 30 FPS Total frames: 1200 High-quality anti-aliasing High-resolution textures Smooth deterministic animation Extremely realistic visual quality The overall visual quality should resemble a premium automotive engineering visualization or a high-end technical product commercial. Build a detailed electric motor assembly inspired by the permanent-magnet AC motors used in modern Tesla vehicles. Do not use Tesla logos or branding. FIXED TIMELINE 0-5 seconds – Hero introduction Show the fully assembled electric motor suspended in a dark premium studio environment. Use: cinematic lighting realistic brushed aluminum copper steel magnets insulation bearings realistic reflections ambient occlusion realistic shadows subtle depth of field Use a slow cinematic orbit around the motor. During the final part of this section, make the outer housing partially transparent to reveal the internal structure. 5-11 seconds – Internal components Move the camera closer and reveal the internal motor components. Clearly show: stator copper windings rotor permanent magnets motor shaft bearings housing cooling channels electrical connections Highlight the important components one at a time. Use floating labels with short technical names. Keep non-highlighted components slightly darker or semi-transparent. 11-19 seconds – Exploded view Create a dramatic and highly detailed exploded-view animation. Separate the motor into many individual mechanical components along the motor axis. Include: outer housing front cover rear cover bearings shaft rotor core rotor magnets stator core copper windings cooling components seals electrical connectors fasteners Keep every component perfectly aligned. The viewer must clearly understand where every piece belongs. Move the camera slightly through the exploded assembly while highlighting the major components. Near the end of this section, smoothly begin reassembling the motor. 19-28 seconds – Electromagnetic operation Finish reassembling the motor. Explain how electricity creates rotation. Visualize three-phase AC current flowing through the stator windings. Use animated electrical pulses inside the copper coils. Visualize the rotating magnetic field around the stator using elegant semi-transparent magnetic field lines, arrows, or vector effects. Show how the rotating magnetic field interacts with the permanent magnets inside the rotor. Clearly visualize magnetic attraction and repulsion. The rotor should begin rotating slowly and gradually accelerate. Display these short explanations: "Three-phase current creates a rotating magnetic field." "The magnetic field interacts with the rotor." "This interaction generates torque." 28-34 seconds – Technical close-up and power flow Show a close-up cross-section of the stator and rotor. Visualize: magnetic north and south poles rotating stator magnetic field rotor magnetic field electric current direction torque direction rotor rotation direction Optionally show three small animated sine waves representing phases A, B, and C, separated by 120 degrees. Then visualize the complete energy conversion process: Electrical energy → stator current → rotating magnetic field → electromagnetic torque → rotor rotation → mechanical output through the shaft. Use clean animated arrows to show the energy flow. 34-38 seconds – High-speed operation Show the motor operating at high RPM. The rotor should spin smoothly while the stator remains stationary. Add subtle motion blur. Show cooling flow through the housing using translucent fluid paths. Visualize heat being removed from the stator and copper windings. 38-40 seconds – Final hero shot Transition back to the fully assembled motor. Show a slow cinematic rotation. Briefly use a transparent cutaway so the spinning rotor can still be seen inside. Finish with the text: "Electrical energy → Electromagnetic torque → Mechanical rotation" The animation must end exactly at 40.0 seconds. VISUAL QUALITY The animation should be: photorealistic cinematic technically believable futuristic premium educational clean and uncluttered Avoid cartoon styling. Use realistic: machining details bolts screws copper winding geometry segmented magnets bearing geometry cooling channels metallic surfaces manufacturing details Use physically based materials with: metallic properties roughness variation normal maps realistic reflections subtle surface imperfections CAMERA Use only smooth cinematic camera movement: slow orbit shots macro close-ups controlled dolly-ins exploded-view fly-throughs cross-section shots internal motor views Avoid: shaky camera movement sudden cuts excessive zooming unrealistic camera acceleration ANIMATION REQUIREMENTS All transitions must be smooth and deliberate. The exploded-view sequence should be one of the main visual highlights. All mechanical components must separate and reassemble with precise motion. Electrical currents, magnetic fields, torque indicators, and rotor rotation must remain

synchronized. The entire animation must use the same fixed 40-second timeline on every execution so the prompt can be used as a repeatable benchmark between different AI coding and 3D generation systems.



09

Island Jelly: surfing rooster

A three.js diorama with a wobbling jelly sea and a plush rooster that surfs it.

Prompt by @maxt3chno · built by @Adidotdev

x.com/maxt3chno/status/2107817905169555508

PROMPT

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Task: Build "Island Jelly", an interactive 3D diorama with a plush surfing rooster

Build a single self-contained `index.html` (no build step) using **three.js r165** via an importmap from jsDelivr (`three` + `three/addons/`). Use OrbitControls, RoomEnvironment and BufferGeometryUtils (`mergeGeometries`). It must run from any static server (e.g. `npx http-server`). It must look like a premium "material study": soft, tactile, toy-like, with cohesive materials. No cheap low-poly look.

1. Page & UI

- Background is warm paper `#E8E5DC`. Fonts are **Instrument Serif** italic for headings and **Inter** for UI, from Google Fonts.
- Top-left title block: tiny eyebrow "MATERIAL STUDIES", a big italic "Island Jelly.", a short rule, then a one-line subtitle: "A sandbar, three palms and a sea that wobbles back. Joe the rooster rides whatever you stir up."
- Top-right: a small pill showing the WebGL version and three.js revision.
- Right panel (frosted, 200px wide) contains:
 - **The sea:** buttons "Drop a pebble" and "Drop a coconut", plus counters for Afloat / Sunk / Ashore.
 - **Flavour:** three swatches that recolor the water: Lagoon `#35C8CC`, Raspberry `#F0457E`, Lime `#B4E03A`. Each has a matching deep and highlight color.
 - **Sliders:** Firmness (wave speed and stiffness), Wave damping, and Tide (raises or lowers the sea level and recomputes which cells are land).
 - **Buttons:** Reset, Pause, Reset view.
- Bottom-left "How to play" text. Hide the secondary text on mobile (<700px) and move the panel to the bottom-right.

2. Scene & rendering

- Renderer: antialias, alpha, pixel ratio capped at 2, PCFS soft shadows (2048 map), NeutralToneMapping.
- Environment: PMREM from RoomEnvironment at intensity ~0.55.
- Camera: perspective with a narrow 28° FOV, near-isometric view from (15.5, 14.5, 19).
- OrbitControls: damped, no pan, distance 12-50, max polar ~1.42. Left/right drag orbits, scroll zooms.
- Lights: a warm hemisphere light, plus a warm directional sun from the upper left that casts soft shadows.
- A large ShadowMaterial ground plane under the block.

3. The diorama block (10×10 units, everything in a `diorama` group that can tilt)

- **Sediment sides:** four planes whose UVs wrap around the block, textured with a procedural canvas showing strata. Layers from top to bottom: cream sand, a thin pink band, ochre, then dark brown. The band edges are wavy. Add soft grain and pale mineral inclusions in the lower bands. Close the block with a dark underside.
- **Terrain:** a 160×160 heightfield shared by seabed and island. The island is an irregular ellipse (perturbed with sin terms on its angle) that rises gently above sea level and falls off

exponentially into the seabed. Add subtle ripple noise. Use sand vertex colors with slight variation.

- ****Terrain shader**** (onBeforeCompile):
- Wet darkening near the waterline and a thin dark line exactly at the waterline.
- Underwater tint from the water color to the deep color, by depth.
- Animated procedural ****caustics****, modulated by a texture built from the water heightfield's Laplacian, so caustics focus under wave crests and fade with depth.
- ****Palms:**** 3 curved trunks (CatmullRom tube) with ring-banded vertex colors and taper. Each crown has 8-9 droopy procedural fronds: a rib plus triangular leaflets in several greens. Add 3 coconuts in each crown. The crowns sway gently.
- ****Pebbles:**** a few squashed icosahedron pebbles in pastel greys and pinks around the island rim.

4. Water (the "jelly sea")

- A 100×100 heightfield wave simulation with a fixed step of 1/120 s:
- Laplacian wave equation, plus a restoring spring and damping, all controlled by the sliders.
- Land cells are masked out. Clamp the height range.
- ****Tilt:**** the block can be tilted by dragging its sides. Tilt is a damped spring. The equilibrium surface of the water tilts with it, so water sloshes from the walls. Local gravity is rotated into diorama space.
- ****Surface mesh:**** a 100×100 grid updated every frame with normals. Use MeshPhysicalMaterial with transmission 1, IOR 1.33, attenuation, and a tiling procedural ripple normal map that scrolls slowly.
- ****Skirt:**** a transmissive wall around the perimeter that follows the water edge height, plus thin bright highlight lines along the exposed water edges.
- ****Interaction:****
- Dragging on the water stirs waves, with strength based on drag speed.
- Pebbles and coconuts can be grabbed and thrown.
- Random drips make small ripples.
- ****Objects:****
- Pebbles sink. Coconuts float (they are plush spheres).
- Both splash on entry, get buoyancy and drag, and are pushed by the wave gradient.
- They collide with the terrain and walls, roll visually, and keep a state (air / afloat / sunk / ashore) that drives the counters.

5. Plush fur shader (used by the character and the coconuts)

Use shell fur: the base mesh plus N shells (10-12), each a copy of the mesh pushed out along its normal by ``shell * len``. Implement it in ``onBeforeCompile`` on a MeshPhysicalMaterial (roughness ~0.92, sheen ~0.9, sheen color = base color lerp toward cream). Cache one material per (color, shell, len, rep, grav).

- ****Vertex:**** ``transformed = position + normal*shell*len; transformed.y -= grav*shell2*len;``. This makes longer fur droop.
- ****Fragment:****
- Split the UVs into cells: ``uv * vec2(rep, rep*0.5)``.
- Each cell gets one ****round strand**** with a random height (0.4-1.0) and a jittered center.
- Taper the radius toward the tip, and discard pixels outside the strand or above its height.
- Shade darker at the roots and brighter at the tips: ``mix(0.58, 1.07, pow(shell, 0.7))``. Add per-strand brightness variation.
- Only the base mesh casts shadows.
- Use a high strand density (rep ~200-250 on the main parts). Coarse strands look like needles up close.

6. The character: "Joe", a plush tribute to Chicken Joe from *Surf's Up*

****The goal is personality, not "a rooster".**** He must be instantly recognisable as that laid-back, sleepy surfer chicken: lanky, slouched, half-asleep eyes, a lazy open-beak grin, a floppy red mohawk comb, a long scraggly neck, a pot belly and skinny legs. Render him as a high-quality plush toy (fur shader everywhere, felt for beak, legs and lids). Do not use flat feather cards.

Hierarchy: ``surfer`` (scale 1.35) → ``boardTilt`` → surfboard + ``rooster`` (scale ~0.56, rotated ~0.5 rad on the board) → ``body`` group (sways). All units below are rooster-local, with feet at y=0 and the character facing +z.

Palette:

```

| Name | Hex |
|---|---|
| Orange | `#EE9532` |
| Gold | `#F5B140` |
| Belly yellow | `#F8C653` |
| Rust | `#D9692A` |
| Comb red | `#DF2A2C` |
| Wing tips | `#26322A` |
| Beak | `#F7C433` |
| Legs | `#F4B43A` |

- **Surfboard:** a flattened sphere (0.34 × 0.045 × 0.82) in clearcoated cream, with a coral center stripe and a fin.
- **Legs:**
  - Thin felt tubes along a curve: foot (±0.16, 0.03) → bent knee (±0.155, 0.25, +0.08 forward) → hip (±0.1, 0.5).
  - Knobbly knee spheres.
  - Big feet: three long front toes splayed ±0.5 rad plus one back toe, as capsules.
  - A wide, relaxed stance.
- **Body (the slouch):**
  - Fuzzy rust "shorts" on the thighs.
  - An orange body ellipsoid, plus a yellow **pot belly pushed forward**, plus an upper chest/back leaning **backward**.
- **Neck:** a long fur tube along a curve from (0, 0.9, -0.05) to (0, 1.33, 0.13), curving forward. Use long drooping fur (len 0.06, grav 1.4). Wrap it in a **scraggly mane**:
  - About 6 rings of thin fuzzy cones pointing down and out, longer toward the bottom, plus a shaggy bib onto the chest.
  - Merge all the cones into two geometries (gold and orange) and plush each once, which saves draw calls.
  - Bury the cone roots inside the neck so no seams show.
- **Head:**
  - A fur sphere r=0.15 at (0, 1.38, 0.14).
  - A small tuft of fuzzy spikes at the back of the head.
- **Comb:**
  - A red base blade along the top of the head.
  - 5 fat rounded capsule lobes fanned from the forehead to the back (angles ~0.85 to -0.85 rad), with the middle lobes tallest and a slight alternating sideways flop.
  - Short velvet fur.
- **Eyes (the most important part):**
  - Big glossy white bulging eyes (r 0.075), close together and set high on the face. They must sit **outside** the head surface (eye center ≈ (±0.07, 0.085, 0.13), slightly turned outward). If they are buried, the lower white disappears.
  - Heavy **upper lids:** felt spherical caps covering ~56% of the sphere, tilted so the edge sits just at or below the eye's center. One lid is slightly droopier than the other. Add a thin darker rim torus on the lid edge.
  - A small **lower lid** cap pushed up from below, like cheeks from smiling.
  - Small dark pupils with a tiny highlight, peeking in the visible white band between the lids.
  - The resulting look is sleepy, stoned and content.
- **Beak (the grin):**
  - Upper beak: a long, wide, slightly flattened cone that curves gently downward at the tip (deform a ConeGeometry: widen x, flatten, bend by `hook * t^2.4`, and clamp t ≥ 0 to avoid NaN).
  - Lower beak: shorter, hinged open ~0.42 rad.
  - Dark red mouth interior and a pink tongue.
  - Orange-red cheek puffs at the corners of the mouth.
  - Two red wattles hanging under the beak.
- **Wings, held like loose arms:**
  - Shoulder pivots with rotation order ZYX.
  - A flattened orange fur forearm, a rust mid-section, and 5 dark fuzzy "finger" feathers fanned at the tip.
- **Tail:** a short, dark, scruffy spiky tuft angled up and back, on an orange fluffy base.

## 7. Animation & personality

- Ease everything. Nothing snaps and **nothing flaps**.
- Smoothed wave energy: `enS += (en - enS) * min(1, dt*2.5)`.
- Calm weight: `calm` eases to 1 when `enS < 0.3`, over ~1 s.
- **The groove** (beat = t·2.4):

```

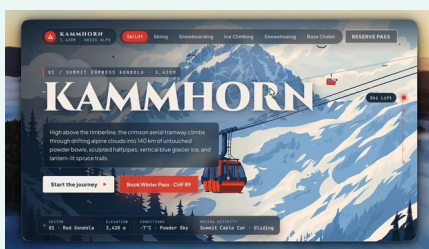
- Hips sway on the half-beat.
- The head nods slightly behind the beat. The nod is stronger when calm.
- The head is always cocked ~0.14 rad to the side and slowly looks around.
- Comb lobes and wattles flop with a phase lag after the head.
- The jaw breathes a little. The tail sways.
- **Wings:**
- On rough water: both arms held out, slightly down, for balance. They lift a bit with energy and counter the board lean. They stay steady, with no flapping.
- On calm water: the right wing blends into a lazy forward **shaka**, with a slow wrist-twist wiggle around the arm axis.
- **Blink:** slow and sleepy, every ~4.2 s. The lids close over ~0.5 s with a sine curve.

8. Surfing physics (he must surf, not fly)

- **Horizontal:**
- He loosely circles the island at a target radius and is pushed by the water gradient.
- Speed is capped. He is repelled from the island and bounces softly off the walls.
- He leaves a wake (small negative disturbances behind him).
- **Vertical:**
- Ride the surface **averaged over the board footprint**: center $\times 2$, ± 0.55 along the heading, ± 0.22 across, divided by 6. This keeps single splash spikes from launching him.
- Track the surface's vertical speed ``svy``.
- Below the surface: a firm spring, with velocity eased toward ``svy``.
- Slightly above it and not airborne: glue him to a dropping face.
- Cap upward velocity at 2.2. In the air, use gravity $\times 1.8$.
- Hard clamps: never more than 0.04 below the surface and never more than **0.16** above it**. Airborne means more than 0.08 above.
- A small splash on hard landings.
- **Board orientation:** follows the smoothed surface normal and yaws toward the direction of travel. Lean comes from lateral acceleration.
- **Target:** under extremely aggressive stirring, the median height above the surface stays ~0.01 and the maximum ≤ 0.16 .

9. Verification

- Inspect the character in close-ups from front 3/4 (like the reference) and from the side.
- Check that the eyes show white under the lids and the grin reads clearly.
- Check for no visible cone-base seams on the mane and no NaN geometry warnings.
- Stress-test the waves and log the gap between the board and the averaged surface.
- Check the console for errors and keep draw calls reasonable (merge spike geometries).



10

KAMMHORN: ski resort website

A scroll-scrubbed ski resort site that flies you through six scenes.

Master prompt by @exploraX_

x.com/exploraX_/status/2110286011531948176

Build a complete, scroll-scrubbed animated winter ski resort website called **KAMMHORN – Swiss Alpine Ski & Expedition Sanctuary** using the ``scroll-world`` continuous camera-flight architecture and Higgsfield image/video generation.

1. Brand, Art Direction & Color Palette

- **Brand Name:** KAMMHORN (3,420m · Valais Canton · Swiss Alps)
- **Visual Style:** Mid-century Swiss alpine travel poster illustration (inspired by Emil Cardinaux, Martin Peikert, and classic 1950s Swissair/Zermatt lithographs). Crisp geometric rock facets, warm cream sunlit snow planes, cool glacier-blue shadows, deep navy spruce silhouettes, and bold crimson-red focal accents. Zero text or watermarks baked into any generated image or video.
- **Color Palette:**

- Alpenglow Cream (`#F4EFE6`) - primary display typography & sunlit snow highlights
- Powder Sky (`#9EC1D9`) - upper atmosphere & secondary labels
- Glacier Slate (`#5B84A8`) - mountain shadow facets & ice walls
- Deep Pine Navy (`#1B2D42` / `#0F1B29`) - background, frosted glass cards, & foreground pine silhouettes
- Gondola Crimson (`#D93829`) - primary CTA buttons, active states, cabin & jacket accents
- Lantern Amber (`#E89B3C`) - twilight lanterns & chalet hearth glow
- **Typography**:
- Monumental Hero Display: `Cinzel` / `Fraunces` (900 weight, uppercase, tight tracking)
- Section Titles: `Fraunces` (serif display)
- Body Copy & Controls: `Plus Jakarta Sans`
- Telemetry & Coordinates: `JetBrains Mono`

2. Six-Chapter Continuous Camera Journey (Story Beats)

Build 6 connected scenes where the camera descends from the 3,420m summit down to the 1,620m timber base lodge, with continuous active motion inside every scene:

1. ****01 · Express Aerial Ski Lift (`lift` - 3,420m)****
 - ***Scene***: Iconic crimson-red aerial cable car suspended on steel cables high above snow-covered spruce ridges, ascending toward a jagged sunlit alpine peak.
 - ***Motion***: The red gondola glides steadily upward-right along the cable; cables sway subtly; clouds and snow crystals drift past.
 - ***Copy***: "Rise Above the Timberline."
2. ****02 · Alpine Downhill Skiing (`skiing` - 2,980m)****
 - ***Scene***: Wide sun-drenched glacier bowl and groomed corduroy pistes beneath the same faceted alpine peak.
 - ***Motion***: Three skiers in crimson jackets and dark navy pants carve rhythmic S-turns down the slope, kicking up backlit plumes of dry powder snow.
 - ***Copy***: "Carve the Morning Corduroy."
3. ****03 · Freestyle Snowboarding (`snowboard` - 2,640m)****
 - ***Scene***: Sculpted 22-foot alpine superpipe and terrain park kickers framed by jagged blue mountain ridges.
 - ***Motion***: A snowboarder in a burnt-crimson jacket launches high off the lip of the halfpipe in a grab trick with an arc of glittering snow spray trailing the board.
 - ***Copy***: "Built for Airtime & Flow."
4. ****04 · Glacier Ice Climbing (`iceclimb` - 2,310m)****
 - ***Scene***: Towering vertical frozen waterfall and crystalline blue glacier seracs in Eisfall Gorge.
 - ***Motion***: Two mountaineers in crimson shells on belay swing technical ice axes and kick crampons up the vertical blue ice column, sending glittering ice shards downward.
 - ***Copy***: "Vertical Blue Ice."
5. ****05 · Lantern Snowshoeing (`snowshoe` - 1,940m)****
 - ***Scene***: Arched timber footbridge crossing a frozen creek inside a hushed spruce forest at golden-hour twilight.
 - ***Motion***: A small group of snowshoers carrying warm glowing amber lanterns walks steadily across the snowy wooden bridge while gentle snowflakes drift through the pines.
 - ***Copy***: "Into the Quiet Woods."
6. ****06 · Base Chalet & Après-Ski (`chalet` - 1,620m)****
 - ***Scene***: Warm glowing timber alpine ski lodge at dusk with snow-laden roofs, a roaring outdoor stone firepit, and the crimson gondola gliding home overhead.
 - ***Motion***: Golden flames and embers dance in the stone firepit, silver woodsmoke curls from the stone chimney into the alpenglow sky, and warm lodge windows shimmer.
 - ***Copy***: "Your Mountain Table Is Waiting." (Includes primary CTA to open the Winter Pass Booking Modal).

3. Dual Aspect-Ratio Higgsfield Pipeline & Seam Verification

Generate two native video chains - ****Desktop (`16:9`, `1280x720`)**** and ****Native Mobile (`9:16` portrait, `720x1280`)****:

1. ****Anchor Reference****: Use the hero gondola illustration (`assets/hero-ref.jpg`) as `--image` reference when generating all 6 scene stills (`gpt_image_2`` or `nano_banana_pro``) so every scene shares identical brushwork, palette, and mountain geometry.
2. ****Exact-Match Seamless Chaining****:
 - Each clip ``i`` is generated with `seedance_2_0_mini`` (``5s``) using scene ``i``'s start plate (`--image``) and scene ``i+1``'s start plate (`--end-image``) so the camera continuously flies from

```

scene `i` into scene `i+1` while subjects move dynamically inside the frame.
- Extract the final frame of clip `i` and compare it numerically against the first frame of clip
`i+1` (`ffmpeg -lavfi "blend=all_mode=difference,showinfo"). Every seam on both Desktop
(`16:9`) and Mobile (`9:16`) must have a mean pixel difference `< 8`.
3. **Scrub-Ready Encoding**:
- Desktop clips (`assets/vid/<name>.mp4`): `-vf "scale=1280:720,fps=24" -c:v libx264 -profile:v
high -pix_fmt yuv420p -crf 20 -g 8 -keyint_min 1 -sc_threshold 0 -bf 0 -an -movflags +faststart`
- Mobile portrait clips (`assets/vid/<name>-m.mp4`): `-vf "scale=720:1280,fps=24" -c:v libx264
-profile:v main -pix_fmt yuv420p -crf 22 -g 4 -keyint_min 1 -sc_threshold 0 -bf 0 -an -movflags
+faststart`
- Extract first-frame WebP posters (`assets/<name>.webp` and `assets/<name>-m.webp`) and 6
service card thumbnails (`assets/gallery-<name>.webp`).

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### 4. Multi-Plane "Moving Objects" Canvas System & Editorial UI
Inspired by classic layered travel posters ("VISITE" / Notosan layout):
1. **Monumental Layered Hero (`#heroEditorial`)**:
- Full-width display title `KAMMHORN` with kicker `01 / SUMMIT EXPRESS GONDOLA · 3,420M`,
frosted glass description card, `Start the journey >` button (smooth-jumps to Scene 2), and
`Book Winter Pass · CHF 89` CTA.
2. **Two Real-Time 2D Canvases Around the Typography**:
- `#sceneObjectsCanvas` (`z-index: 15`, behind typography):
- Flocking alpine chough birds with sinusoidal wingbeats gliding across the peaks.
- Soft mid-century illustrated cloud banks drifting horizontally with scroll-linked parallax.
- An auxiliary miniature crimson gondola gliding along an upper cable in Scene 1.
- Swaying deep-navy foreground pine silhouettes framing the bottom left/right corners.
- Rising golden firepit embers in Scene 6 (`chalet`).
- `#cloudOverlapCanvas` (`z-index: 29`, in front of `#heroEditorial` typography):
- Translucent mist ribbons and foreground birds that pass directly *over* the giant `KAMMHORN`
letters for true multi-plane depth.
- Scroll-velocity-reactive snow & spindrift particles.
3. **Interactive Resort Chrome & Below-the-Fold Guide**:
- **Top Bar**: Brand badge (`KAMMHORN · 3,420M`), 6-button pill nav (`Ski Lift`, `Skiing`,
`Snowboarding`, `Ice Climbing`, `Snowshoeing`, `Base Chalet`) synced to active scroll section,
and `RESERVE PASS` button.
- **Right Route Rail**: Vertical progress dots + active section badge.
- **Bottom-Left Live Telemetry HUD**: Pulsing green live dot + real-time `SECTOR`, `ELEVATION`,
`CONDITIONS`, and `MOVING ACTIVITY` updated per chapter.
- **Below-the-Fold Resort Guide**: 6-card responsive grid showcasing all six mountain services
with operating hours, elevation badges, and direct booking triggers.
- **Interactive Winter Pass Booking Modal**: Allows guests to select their service/pass tier,
date, and party size with instant reservation confirmation.

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### 5. Responsive & Accessibility Requirements
- Automatically serve `16:9` clips/posters on Desktop (`> 860px`) and native `9:16` portrait
clips/posters on Mobile (`<= 860px`), including live switching on viewport resize.
- Preload all video clips into in-memory `blob:` URLs before assigning `video.src` so
scroll-scrubbing via `requestAnimationFrame` (`currentTime` LERP `0.22`) has zero network
stalls.
- Respect `prefers-reduced-motion: reduce` by disabling video scrubbing and canvas particle
loops and displaying the crisp illustrated WebP stills.

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