Yoth *Studio*



Free mini-pack · Free

The AI Animation Fix-It Checklist

What went wrong, why, and the fastest fix for images and video

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The AI Animation Fix-It Checklist



By the end of this checklist you will have diagnosed one render that went wrong, fixed it with a single prompt change, and a two-minute pre-flight routine that stops most faults before you pay for them.

Most problems in AI animation repeat. The same faces drift, the same hands melt, the same clips slide into slow motion. Once you know the cause, the fix is usually one line in a prompt. This checklist puts the common ones on a single page, then gives you a short pre-flight routine that prevents most of them in the first place.

One principle runs through all of it: fix problems at the cheapest stage. A still costs a fraction of a clip, so a still must pass before it becomes a clip.

Try this now · 5 min

Open the last image or clip that disappointed you. Find its symptom in the tables on the next page, read the cause, and write the fix as one line you will add or change in the prompt. Don't re-render yet. If not: the fault may be two rows at once; pick the one that shows first at thumbnail size.

Expected result: One faulty render matched to a row in the tables, with its fix written down

Three re-rolls of the same prompt is not bad luck. It is a row in this table.

Symptom, cause, fix



Images

Symptom	Likely cause	Fix
The character's face or hair changes between shots	Description reworded, or no reference image	Paste one fixed identity block word for word and attach the character's reference sheet to every shot.
The outfit changes colour or gains layers	Clothes mentioned in the action, or no outfit lock	Describe clothes in one outfit line only and append it unchanged to every shot.
Looks like a relative rather than the same person	Too many reference images, or image-to-image strength too high	Use four references at most, character sheets first, and a strength of roughly 0.35 to 0.5.
Random strangers or extra animals appear	The setting implies a crowd, or facts mention someone not in the shot	State the cast and add "they are the only people in the scene". Describe only what is true for the characters in frame.
Flat, plastic or video-game look	Style described too briefly, or a studio named	Use a full style line (shape, eyes, skin, light, depth of field, finish). Describe the look; never name a studio.
The image looks photographic	Realistic words in the prompt ("photo", "lens", "DSLR")	Remove them and add "photoreal, live-action" to the avoid list.
Characters stand stiff like mannequins	No weight or gesture described	Give each body a natural pose: weight on one leg, a head tilt, hands doing something.
Characters stare straight out of the frame	No gaze direction given	Say where each character looks and add "not looking at the camera".
Extra, fused or missing fingers	Hands small in frame or doing a complex grip	Regenerate rather than edit. Simplify the hand action or make the hands larger in frame.
Text or watermarks appear	Signs, posters or labels implied by the setting	Add "no text, no logos, no watermark" and add any titles later in your editor.
A gentle scene is refused	Distress words such as crying or grief	Read the refusal, then use calmer words ("tired after a long day", "quietly content"). Add stronger emotion at the video stage if needed.
Repeated "internal error" with no reason given	Usually the service, often at the highest resolution	Draft at the lower resolution, wait 15 to 30 minutes, and resubmit unchanged. Upscale only approved frames.

Try this now · 10 min

Apply the single fix you wrote in the first challenge and render once. Compare the two side by side. Expect a partial improvement on the first pass; that tells you the row was right and the wording needs one more pass. If not: try the row above or below it before changing anything else in the prompt.

Expected result: The same render, re-done once with your one-line fix, and the fault gone or clearly smaller

Video

Symptom	Likely cause	Fix
Nothing much happens, or the clip drifts	The still already shows the action	Remake the still as the moment just before the action, and keep the action in the motion prompt only.
Everything moves in slow motion	"Slowly", "smoothly" or "gracefully" in the prompt, or the clip is too long for one action	Remove those words, use "quickly" or "briskly", and shorten the clip. Three seconds suits one beat.
Faces morph or bodies melt mid-clip	Too many actions or too long a duration	One subject and one action per short clip. Split bigger moments into separate shots.
A cut or transition appears inside the clip	No continuity instruction	End every motion prompt with "one continuous take, no cuts, no edits, no transitions, natural real-time speed".
The camera wanders or zooms at random	No camera instruction	Name one camera move with a direction and an end point, or write "camera locked".
Characters freeze while the main action happens	Only one character was given something to do	Give everyone in frame their own small action: a blink, a breath, a turn of the head.
Mouths flap as if talking	Speech implied, or no suppression line	Turn speech into gesture and add "no talking, no lip movement".
A prop appears from nowhere	A throwaway prop action in the prompt	Only mention objects visible in the start frame. Remove incidental prop actions.
The wrong character moves, or identities swap	Character names in the motion prompt	Refer to each character by a visual role ("the woman in the yellow raincoat", "the small dog"). Video models don't know your names.
Likeness slips in a clip with several characters	Too many or too few images per character slot	In Kling 3.0, give each character slot (element) 2 to 4 clear images, and use at most 3 slots per clip.
The clip costs more and looks worse	Duration longer than the action needs	Clips run 3 to 15 seconds and cost rises with length. Default to 3 seconds; go longer only for extra beats.
A transformation changes far too much	No end frame, or no scope given	Make an end frame image-to-image from the start still and add "only the [thing] changes; nothing else changes".
Small animals grow to human size	No scale cue	Add a scale clause such as "small, knee-high to an adult".

Checkpoint — tick what you can see in your own output

- [ ] Can you name the row your last faulty render belongs to, without re-reading the table?
- [ ] Did your one-line fix change the prompt, rather than re-rolling it unchanged?
- [ ] Is the still approved before the clip is submitted?

Nine of these thirteen video faults are fixed in the still, before any clip is paid for.

Pre-flight checklist



Run through this before you spend credits on any render. It takes two minutes and catches most of the problems above.

1. Identity block pasted unchanged for every character in frame.
2. Outfit lock appended, and no clothes mentioned anywhere else in the prompt.
3. Reference images attached: character sheets first, then key props, four at most.
4. Cast stated, with "only people in the scene" if no one else should appear.
5. Gaze given for every character.
6. A natural pose described: weight, tilt, hands.
7. One light effect only, and it fits the scene.
8. Avoid list included, with no distress words that could trigger a refusal.
9. The still shows the moment just before the action, not the action itself.
10. Motion prompt: one subject, one action, one camera move, and the continuous-take tail.
11. Duration chosen for the action, with a reason. Shortest that fits.
12. Still approved before you animate it. Retry once on a fault, then change the prompt rather than re-rolling.

Tip

Models change and results vary. When something new goes wrong, write the symptom, cause and fix on your own copy of this list. Your list will soon be more useful than any general one.

What you now know

- Most faults have one cause and a one-line fix; find the row before you re-roll.
- Fix at the cheapest stage: a still must pass before it becomes a clip.
- Retry once, then change the prompt. Repeated re-rolls mostly cost credits.

Before you move on: Run the twelve pre-flight lines against your next prompt before you press render, and note which line you nearly missed

Go further

The Studio Bundle ($49) collects The Character Bible, Still to Motion and Pet Movie Star, and adds three things this checklist does not cover:

- The full method behind each row, so you can prevent the fault instead of fixing it.
- Worked examples with real renders beside every prompt, including the ones that went wrong first.
- Complete workflows from reference sheet to finished clip for people, pets and groups.

Everything in this mini-pack works on its own.

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