

Bratz — Full Glam Just To Take Out The Trash

Production & Prompt Guide

A complete, repeatable workflow for a premium 15-second Bratz-style 3D glow-up short — a doll does a full makeup-and-fashion transformation just to take the trash out... then removes every bit of it the second she's back inside.

15 sec · 9:16 vertical · Bratz-style 3D CGI · No dialogue · SFX + score · Seedance 2.0

THE IDEA

Full face, full fit, full runway — for one bag of trash.

A glossy Bratz doll stares at herself in the mirror: bare face, messy bun, worn white tee — and a black trash bag waiting. Instead of just... taking it out, she launches into a hurried full glow-up: foundation, brows, liner, lashes, contour, gloss, hair down, the whole black fashion fit, gold jewellery and sunglasses. Then she struts out the door like a runway, drops the bag in the bin, and walks straight back in — only to immediately remove everything and end exactly where she started: bare face, messy bun, tired unimpressed eyes. The hook: maximum glam effort for the most mundane task, undone in seconds.

WORKFLOW AT A GLANCE

01. Generate the sheet — Build the Bratz Character Sheet (3 looks) — the identity & wardrobe reference.
02. Lock the rules — Bratz doll, not realistic · same face throughout · real physical makeup, no magic.
03. Animate in Seedance 2.0 — Paste the video prompt below (as-is) using the sheet as reference.
04. Polish & post — Sync the glow-up beats, export 9:16, publish.

THE BRATZ CHARACTER SHEET — THE DOLL & HER THREE LOOKS

First generate the Character Sheet (16:9, GPT Image / Nano Banana) — one Bratz-style doll shown across the three evolution looks and multiple turnaround views. This sheet is your exact identity, wardrobe, makeup and environment reference for the video; the full character-sheet prompt is in the next step.

Look 1 — Before glow-up (Bare face) — Messy bun, bare face, natural brows + slight freckles, annoyed expression, oversized worn white tee, no jewellery or accessories.

Look 2 — Makeup transformation (The glow-up) — Hair down, long & straight; foundation, soft contour, blush, brown shadow, winged liner, lashes, nude glossy lip; freckles still faint; still in the white tee.

Look 3 — Final fashion look (Runway main-character) — Black tank + high-waist denim shorts + belt, long black trench coat, white chunky sneakers, gold hoops, layered necklaces, bracelet, black designer sunglasses — holding a black trash bag.

THE CHARACTER-SHEET PROMPT & THE RULES

[BARE FACE (START)] Close-up mirror shot: worn white tee, messy bun, fully bare face; she eyes the black trash bag, then herself, annoyed.

[GLAM RUNWAY WALK] Fully made-up and dressed, she picks up the bag, struts out the door with runway confidence, drops it in the bin, walks back in.

[BARE FACE (END)] Reverse montage removes everything — jewellery, trench, makeup, lashes — hair back to the messy bun; tired, unimpressed close-up.

CHARACTER SHEET PROMPT · PASTE AS-IS

BRATZ CHARACTER SHEET — the doll & her three looks

[PREMIUM BRATZ DOLL 3D CHARACTER SHEET] Do NOT generate a realistic human. Generate ONE premium Bratz-style 3D character sheet showing the same character from multiple cinematic angles — a production reference sheet, not a final render. Aspect ratio 16:9, Ultra HD 4K. Style: official Bratz-inspired fashion doll · premium CGI · high-end toy materials · glossy vinyl skin · large expressive Bratz eyes · stylized proportions · luxury fashion aesthetic · soft cinematic lighting · clean white studio background · character turnaround sheet.

[CHARACTER PROFILE] Female, early-20s appearance, Bratz fashion-doll proportions — slim, elegant, long legs, tiny waist, slightly oversized Bratz head. Warm golden-tan skin with a glossy vinyl finish, soft heart-shaped face, very large almond brown Bratz eyes with glossy reflections, thick perfectly shaped dark brows, tiny rounded Bratz nose, large full glossy nude lips. Deep jet-black hair — long silky straight with a perfect center part, reaching below the waist with luxurious shine.

[LOOK 1 — BEFORE GLOW-UP] Hair in a messy bun, completely bare face, natural brows, slight freckles, serious slightly-annoyed expression, oversized dirty white T-shirt with torn sleeves and a worn collar, no jewelry, no accessories.

[LOOK 2 — MAKEUP TRANSFORMATION] Same character, hair released into long silky straight hair, makeup applied: natural matte foundation, soft contour, warm blush, brown eyeshadow, thin winged eyeliner, long lashes, nude glossy lipstick; natural freckles still faintly visible; calm confident expression; still in the oversized white T-shirt.

[LOOK 3 — FINAL FASHION LOOK] Same exact face, skin tone and hairstyle, now fully dressed: black fitted tank top, black high-waisted denim shorts, black belt with silver buckle, long black trench coat, white chunky sneakers, gold hoop earrings, layered gold necklaces, gold bracelet, black designer sunglasses, holding a black trash bag in one hand, confident "main character" expression.

[STYLE LOCK] Official Bratz-inspired proportions only, large expressive eyes, glossy vinyl skin, luxury CGI rendering — do NOT make the character look realistic. Maintain the exact same facial identity across all three stages; no changes to facial structure, eye color, skin tone or body proportions — only hairstyle, makeup, clothing and accessories evolve. Layout: front (before), close-up (no makeup), close-up (makeup), front (final), three-quarter, side, back and full-body hero views.

TIMELINE

0:00–0:02 Completely bare face — close-up mirror shot: worn white tee, messy bun, fully bare face; she looks at the trash bag, then herself, annoyed.

0:02–0:06 Hurried makeup & glow-up — fast but readable beauty montage: foundation -> brows -> liner & lashes -> blush & contour -> lip liner -> gloss -> hair released -> full black outfit -> hoops, necklaces, bracelet, sunglasses (physically applied, no magic).

0:06–0:10 Runway trash walk — fully glam, she physically picks up the bag, struts outside with runway confidence, drops it in the bin, turns and walks back inside.

0:10–0:15 Fast removal back to bare face — reverse montage: sunglasses -> jewellery -> trench -> wipe lip -> eye makeup & lashes -> blush/contour/foundation -> hair back to the messy bun. End on the tired, unimpressed bare-face beat.

THE 15-SECOND MASTER PROMPT

This is the whole thing — copy it, keep the Character Sheet as your reference, and you have your own symmetrical glow-up -> reverse-glow-up short. Swap the mundane task (trash) for any relatable errand.

VIDEO PROMPT · FULL GLAM TO TAKE OUT THE TRASH

PREMIUM BRATZ 3D VIDEO PROMPT — FULL GLAM JUST TO TAKE OUT THE TRASH

[STYLE] Premium Bratz-style 3D CGI · high-end fashion-doll animation · glossy vinyl materials · smooth cinematic movement · beauty-commercial quality. 9:16 vertical, 15 seconds, 720p+. IMPORTANT: do NOT generate a realistic human. Use the previously generated Bratz Character Sheet as the exact identity, transformation, wardrobe, makeup and environment reference.

[CRITICAL STORY ORDER] The transformation must happen clearly in this exact order: completely bare face -> hurried full makeup and dressing -> takes out trash -> returns home -> hurriedly removes everything -> completely bare face again. No dialogue at any point. No narration, lip-sync, subtitles, captions or text overlays.

[0-2s · COMPLETELY BARE FACE] Close-up mirror shot of the Bratz girl. She wears the worn oversized white T-shirt, hair in the messy bun from the sheet's Look 1. Her face is completely bare — no foundation, eyeliner, lashes, eyeshadow, lip liner, gloss, contour or blush; natural eyebrows, slight natural freckles. She looks at the black trash bag, then back at herself in the mirror, annoyed.

[2-6s · HURRIED MAKEUP & GLOW-UP] A very fast but understandable beauty montage. She hurriedly applies foundation with a brush and blends it, shapes and darkens her brows, applies eyeliner and lashes, adds blush and contour, applies dark lip liner then glossy lipstick, releases her long straight black hair, quickly puts on her final black outfit, and adds hoop earrings, layered necklaces, bracelet and sunglasses. Rapid match cuts and whip transitions — but clearly show the makeup being physically applied. Do NOT transform her face or outfit instantly by magic.

[6-10s · RUNWAY TRASH WALK] Now fully made up and dressed in the final look, she physically bends down and picks up the black trash bag with her hand (the bag must not appear, float or levitate). She opens the front door and walks outside with exaggerated runway confidence — the long trench coat and hair moving naturally — drops the bag in the outdoor bin, turns immediately and walks back inside.

[10-15s · FAST REMOVAL BACK TO BARE FACE] Same bathroom, same mirror — a fast reverse-glow-up montage: removes sunglasses -> earrings -> necklaces & bracelet -> trench coat -> wipes the gloss & lip liner -> removes eye makeup & lashes -> wipes blush, contour & foundation -> ties her hair back into the original messy bun. End on a clear close-up of her completely bare face again in the original worn white tee, natural brows and freckles visible; she exhales silently and stares at herself with tired, unimpressed eyes.

[CONTINUITY LOCK] The opening and final frames must match exactly: same bare face, same messy bun, same worn white T-shirt, same bathroom, same mirror position, same lighting, same character identity. Her final face must contain absolutely no remaining makeup.

[NEGATIVE] No dialogue, lip-sync, narration or subtitles. No instant magical transformation, no makeup appearing by itself, no clothing appearing on her body, no floating makeup tools, no levitating trash bag, no duplicated character, no facial identity changes, no disappearing jewelry, no teleportation, no wardrobe glitches, no distorted hands, no clipping through objects, no unfinished makeup remaining in the final frame, no camera shake or flickering.

QUALITY CHECKLIST

- [] Bratz doll aesthetic throughout — glossy vinyl, big eyes, not realistic
- [] Exact same facial identity across bare / makeup / final looks — only styling evolves
- [] Makeup & outfit are physically applied then physically removed — no magic, no floating tools
- [] The trash bag is physically picked up — never floats or appears
- [] Story order is exact: bare -> glam -> trash -> back -> remove -> bare
- [] First & last frames match (face, bun, tee, bathroom, mirror, lighting); no leftover makeup

[] No dialogue / subtitles / text; SFX + score carry it

Made with AI Toon Studio · Full guide: aitoonstudio.com/guides/bratz-trash-glam