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FREE AGENT GUIDE

The Cinematographer

Describe your video in one sentence and Claude hands back a real rendered MP4, with animation, captions and sound design, no editor and no API key.

What it does

The Cinematographer is a Claude skill that turns one written sentence into a finished, professionally animated video. You are not filling in a template. Claude writes the actual animation code, generates its own sound effects and music from scratch, renders the whole thing with Remotion, then pulls still frames out of the finished file and checks its own work before handing it back to you.

We tested this claim directly rather than trusting the README. We gave Claude a one sentence brief, "your pipeline, running on its own," and got back a real 2.5MB H.264 video, 1920x1080, 12.05 seconds long, with gradient glows, animated captions and a glowing button at the end. That is a genuine rendered motion graphic, not a placeholder or a blank clip. The claim in the video's marketing script holds up: this is the kind of output people used to pay a motion designer for.

The one honest caveat: this is not a point and click app. It works inside Claude Code (or Claude Desktop), and the quality of what comes back depends on the brief you give it. The skill supplies the animation craft, springs, staggered timing, color grading, film grain, and a mandatory render, inspect, fix, re-render loop, so Claude checks its own output instead of shipping something broken.

Who it is for

Anyone who currently pays a freelancer or agency for short promo clips, product explainers, animated captions, or social video intros, and would rather describe what they want in a sentence and get a real file back. It replaces the back and forth of briefing a motion designer for a simple clip.

Before you start

- Claude Code installed and working on your machine (this is a Claude Code skill, not a standalone app)
- Node.js installed (the skill's example project runs on Node and npm)
- Git installed, to pull the skill's code down
- No API key, no paid account, and no Remotion license needed, it is free and open source
- In our test, installing the skill took a couple of minutes; asking Claude to write and render a full video on top of that took about nine minutes, so budget about ten minutes for your first real result

Install

Step 1: Get the skill's code

This downloads the skill's files onto your computer.

```
git clone https://github.com/haidrrrry/claude-remotion-skill.git
```

Step 2: Add the skill to Claude Code

This copies the skill folder into the directory Claude Code reads skills from, so it is available in every project.

```
mkdir -p ~/.claude/skills  
cp -r claude-remotion-skill/remotion-motion-graphics ~/.claude/skills/
```

Run it

The exact sample input we used in the test, a single sentence brief typed into Claude Code with the skill installed:

```
your pipeline, running on its own
```

Claude scaffolded its own small Remotion project for that brief, wrote the animation code, then ran its own build and render steps. Abbreviated real output from that run:

```
> npm run audio
wrote sfx/whoosh.wav, sfx/click.wav, sfx/glow.wav
wrote music/track.wav

> npm run render
Rendering FocentraPromo...
Frame 361/361
out/focentra-promo.mp4 (2.5MB, 1920x1080, 12.05s)

Pulling frames to check the render, per the skill's own rule:
  focentra_10pct_1.2s.png
  focentra_50pct_6.0s.png
  focentra_90pct_10.8s.png
```

We pulled those three frames ourselves (10%, 50% and 90% through the clip) to confirm it was a genuine, polished motion graphic and not a blank or broken render. It was: animated captions, a gradient background, and a glowing call to action button, all present and correctly timed.

Troubleshooting

The render comes back blank or looks unfinished. The skill's own workflow is render, inspect frames, fix, re-render. Tell Claude to pull frames and check its own output again, that loop is built into the skill's rules, not an extra step you have to invent.

npm run render fails or Remotion throws an error. Confirm your Node.js version is reasonably current. Remotion needs a working Node install to render video at all.

The audio step produces silence or missing files. The sound is synthesized from scratch, not downloaded, so the audio step has to finish fully before you render. Re-run it and let it complete before moving on.

Claude renders without checking its own frames first. Per the project's own instructions, that means the skill was not actually loaded. Double check the folder sits at `~/ .claude/skills/remotion-motion-graphics` and try a simple test brief again.

Credit

Built by haidrrrry (<https://github.com/haidrrrry/claude-remotion-skill>), MIT license, 120 stars at test time. This slot in the lineup originally belonged to a different pick, The Deck Builder, which failed our install test outright because of a permanently broken pinned dependency and was dropped. The Cinematographer replaced it and is the only one of the ten agents in this batch where the actual rendered proof video doubles as the on camera demo footage.

The full write-up, with the PDF and every guide, lives free at learnaiwithdany.com. Comment CINEMA on the video to get this link sent to you directly.

RECAP

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