Step-by-step: your first code-drawn animation with Claude

1. **Set up once.** Install Node 20+ and ffmpeg. Create a Remotion project: `npx create-video@latest` (pick the blank template). Copy this folder to `~/.claude/skills/claude-animation-styles/`.

2. **Write a short script.** 40-70 seconds, one idea per sentence. Record it (or use any TTS you own the rights to) as `voice.wav`.

3. **Get word timings.** `pip install faster-whisper`, transcribe `voice.wav` to `words.json` ([{w, s, e}] in seconds). `examples/build-reel.py` turns those into scene starts.

4. **Ask Claude Code.** In the Remotion project: "Use the claude-animation-styles skill. Style: comic art. Hero: a paper plane. Script: (paste). Read styles/05-comic-art.md, write the scene like examples/worlds.tsx, and show me a still of frame 60 first."

5. **Check a still.** `npx remotion still src/index.tsx <Composition> still.png --frame=60`. Ask for changes in plain words ("bigger plane", "slower clouds").

6. **Add the other styles.** One component per world, same hero, same screen position, an 8-frame whip between worlds.

7. **Render.** `npx remotion render src/index.tsx <Composition> out.mp4 --crf 18`.

8. **Mix the sound.** Voice at about -16 LUFS, music 12-13 dB under it, final loudness about -14 LUFS with true peak at -1.5 dBTP or lower (ffmpeg `loudnorm`).

9. **Check before posting.** 1-frame-a-second contact sheet; text out of the top 220 px and below y 1500; every caption on screen long enough to read.

Licence notes: the pack's code is yours to use in your own and client projects. Remotion has its own licence (free for individuals and small teams; companies above its threshold need a company licence). Style names are descriptive only; don't use brand logos.