5 commands · Claude Code

The POWERFUL Claude commands that edit my videos.

The five slash commands behind my video effects, written out in full, plus the one-time setup that makes them work.

Describe the effect once. Type one line every time after.

Fadé Adeniyi

THE PREMISE

How do slash commands edit a video?

They aren't built into Claude. Each one is a custom slash command: a short Markdown file in your project's **.claude/commands** folder that tells Claude Code what to build. Claude Code then writes the effect in Remotion, a React video framework that's free for individuals. When an effect needs it, rembg cuts you out of the frame.

Type **/tier-list S: Claude, A: ChatGPT** and Claude Code reads **tier-list.md**, puts whatever you typed after the command where the file says **$ARGUMENTS** and does the job (**Claude Code docs**).

1. **Get Claude Code.** It's the **Code** tab in the Claude desktop app on Pro and above (**quickstart**).
2. **Make a Remotion project** and add Remotion's own skills for Claude Code (**Remotion docs**). You need Node.js. Put your video in the project's **public** folder.
3. **Install rembg and ffmpeg** for the three cut-out effects (**rembg on GitHub**). The ffmpeg line is for a Mac with Homebrew.
4. **Save each command file** on the next pages as **.claude/commands/tier-list.md** and so on inside the project, open the project in Claude Code and type the command.

```
npx create-video@latest

npx -y skills@latest add remotion-dev/skills

pip install "rembg[cpu,cli]"

brew install ffmpeg

mkdir -p .claude/commands
```

THE TRAP

The trap is asking Claude for a cool effect every time. You'll get a different one each time and spend the session describing it again. Write the layout, timing and layers down once and Claude starts from the same brief every time.

COMMANDS 1 AND 2

How do you add a tier list and a stat card?

1. /tier-list puts a frosted-glass S, A, B and C board above your head and drops real logos into each row. Example: **/tier-list S: Claude, A: ChatGPT, B: Canva, C: Notion**.

```
---
description: Add a frosted-glass tier list of tool logos above my head
argument-hint: [S: tool, A: tool, B: tool, C: tool]
---

Add a tier list to my talking-head video in this Remotion project. The tiers and tools are:
$ARGUMENTS

LAYOUT: one frosted-glass card across the top of the 1080x1920 frame, above my head, with a
title line such as "Ranking AI tools". Four rows: a square letter tile for S, A, B and C
(crimson, orange, yellow and grey) and a strip beside it for the logos.

GLASS: dark see-through fill, backdrop blur of about 22px, a thin white border at about 40%
opacity and a soft shadow.

LOGOS: the real logo for each tool on a white rounded tile, from simple-icons or the tool's
official SVG. Never draw a logo yourself.

TIMING: the card springs down into place in about half a second. Then the logos drop into
their rows one after another, about 0.4 seconds apart, each with a small spin and scale-up
as it lands.

Keep my face clear. Render a still for me to check before you render the video.
```

2. /glass-graph shows a stat on a glass card with the number counting up and a line rising under it. In my reel, with **RevenueCat**'s figures: **/glass-graph 10.7% charge upfront, 2.1% freemium, RevenueCat, 115,000+ apps**.

```
---
description: Add a frosted-glass stat card with a number counting up and a rising line
argument-hint: [main stat and label] [comparison stat and label] [source]
---

Add a glass stat card to my talking-head video in this Remotion project. The numbers and
the source are: $ARGUMENTS

LAYOUT: a frosted-glass card across the top of the 1080x1920 frame, above my head. A short
title, the source in small text under it, the main number very large with its label
underneath, the comparison number smaller and dimmer to its right and a line chart under
both.

ANIMATION: the card springs in. The main number counts up from 0 over about a second while
its line draws left to right, rising, in my accent colour with a soft glow. Then the
comparison number counts up and its flatter line draws in white.

Use only the numbers I gave you and put the source on the card. Render a still for me to
check before you render the video.
```

How do you freeze yourself as a sticker?

3. /freeze-frame stops on one frame and turns you into a white-outlined sticker with a name tag. The outline is 16 white copies of your cut-out in a ring, with the real cut-out on top. Example: **/freeze-frame 17 Fadé Adeniyi MADE WITH CLAUDE**.

```
---
description: Freeze me as a white-outlined sticker cut-out with a name tag
argument-hint: [second to freeze] [name] [line under the name]
---

Add a freeze-frame sticker moment to my talking-head video in this Remotion project. The
details are: $ARGUMENTS

CUT-OUT: take the frame at the second I gave you and cut me out of it with rembg using the
u2net_human_seg model. Save it as a transparent PNG in public/. If rembg isn't installed,
give me the install command and stop.

THE FREEZE: keep the video playing underneath, darkened and blurred. On top, show the
frozen cut-out as a sticker. Make the white outline by placing 16 copies of the cut-out,
turned solid white, in a ring about 16px out from the original, then draw the real cut-out
on top with a soft drop shadow. As it lifts, shrink it slightly and tilt it about 3
degrees.

NAME TAG: a white label with a dark border near my chest, tilted a few degrees, popping in
just after the freeze. My name in bold, with one small line under it in my accent colour.

Hold it for about two seconds, then render a still for me to check.
```

4. /over-the-shoulder pops glass panels in beside you, one side then the other. Example: **/over-the-shoulder USED TO TAKE: Hours, NOW TAKES: One command**.

```
---
description: Pop frosted-glass text panels in beside me
argument-hint: [label 1: words 1] [label 2: words 2]
---

Add two frosted-glass text panels beside me in my talking-head video in this Remotion
project. The text is: $ARGUMENTS

LAYOUT: the panels sit at shoulder height, about 60% of the way down the 1080x1920 frame.
Panel one on the left edge, panel two on the right. Each has a small uppercase label in
pink and the main words large and bold in white.

GLASS: the same frosted glass as my other cards: dark see-through fill, backdrop blur of
about 22px, a thin white border and a soft shadow.

TIMING: panel one slides in from the left and scales up in about a quarter of a second.
About 1.2 seconds later, panel two slides in from the right and panel one fades out. Never
cover my face.

Render a still with both panels on screen for me to check.
```

COMMAND 5

How do you put text behind your head?

5. /text-behind puts a giant word behind you. It's three layers: your video, the word, then a cut-out of you for every single frame drawn on top. The cut-out is what makes your hair sit in front of the letters. Example: **/text-behind FADÉ 8 11**.

```
---
description: Put a giant word behind my head
argument-hint: [word] [start second] [end second]
---

Put a giant word behind me in my talking-head video in this Remotion project. The word and
timing are: $ARGUMENTS

CUT-OUTS: extract every frame of that part of the video with ffmpeg, then cut me out of
each frame with rembg using the u2net_human_seg model. Save them as numbered transparent
PNGs in public/matte/. If rembg isn't installed, give me the install command and stop.

LAYERS, from the bottom up:
1. My video.
2. The word, huge, bold and white, centred at head height, with a small line above it in my
accent colour (for example "HI, I'M").
3. The cut-out PNG for the current frame, drawn exactly over the video, so my head and hair
sit in front of the word.

ANIMATION: the word rises and scales down into place in about half a second.

Check each cut-out lines up with its frame, then render a still for me to check.
```

COMMAND OR SKILL?

Anthropic's docs say custom commands are now part of skills. A file at **.claude/commands/text-behind.md** and one at **.claude/skills/text-behind/SKILL.md** both give you **/text-behind** and your command files keep working. Skills add extras, such as a folder for supporting files (**Extend Claude with skills**).

THE TAKEAWAY

Write one command tonight and use it on your next video.

Start with /over-the-shoulder, because it needs no cut-outs. Once that works, install rembg and try /text-behind on a short clip. Every command renders a still first, so check it before you spend time on a full render.

How I use it. I edit my reels with Claude Code, Remotion and rembg. Every effect in this reel was built that way on my own talking-head take, from the tier list above my head to my name behind it. Writing each one up as a command means the next time a reel needs it, I type one line instead of explaining the effect from scratch.

What this won't do: Claude writes different code each time, so expect to nudge a position or a timing. Cut-outs take a while on a long clip and rembg can miss stray hair. Claude Code needs a paid Claude plan and Remotion is free for individuals and small companies, while bigger companies need a licence (**Remotion licence**).

Describe the effect once. Type one line every time after.

Sources, opened 3 November 2026: Claude Code Docs, **Extend Claude with skills** and **Desktop quickstart**; **Remotion docs** and **licence**; **rembg** (MIT licence); RevenueCat, **State of Subscription Apps 2026 benchmarks**. RevenueCat's article calls the 10.7% and 2.1% figures trial-to-paid in its text and download-to-paid on its chart.

Building something of your own? **The Audacity to Build** is my community for people building alongside me, with the systems I actually run. It is opening soon. Join the waitlist at fadeadeniyi.com/waitlist.

Fadé Adeniyi

Fadé & The Machines