chaos Veras

My architectural prompt guide.





Contents:

- Introduction
- Basics of prompting
- Hero prompts
- Hero presets
- Swap list
- DIY sheet
- Resources

Step-by-step hacker:



The “brain dump” director:



Neither way is wrong.
It is all about how you want your digital assistant to vibe with your process.

The magic of pre-information.

Whichever workflow you choose, the quality of your results hinges entirely on pre-information. Setting the stage by feeding AI the right background, visual direction, and project goals before you ask it to generate anything is an absolute game-changer. The depth of the details you pack into your prompt directly dictates how epic and useful the final output will be.



Context & setting

Site character
Topography
Surroundings
Vegetation
Weather/Atmosphere
Time of day



Composition & framing

Viewpoint/Angle
Framing elements
Focus points
Depth & layering
Negative space
Scale & proportion



Materials & textures

Primary materials
Surface finishes
Texture feel
Reflections
Transparency
Material contrast



Lighting & mood

Light direction
Quality (soft / harsh)
Shadows
Contrast
Color temperature
Overall mood



Style & visual language

Architectural style
Aesthetic vibe
Color palette
Level of detail
Realism vs. stylized
Rendering feel

Ready to jump in?

Let's figure out how to write prompts using Veras AI, that absolutely **crush it** for your next design!

Basics
of prompting.



Prompt anatomy.



Task

This is the objective or the goal - what Veras AI is asked to do.

Attributes

Components, Style, Light & Color, Camera - equal-weight inputs.

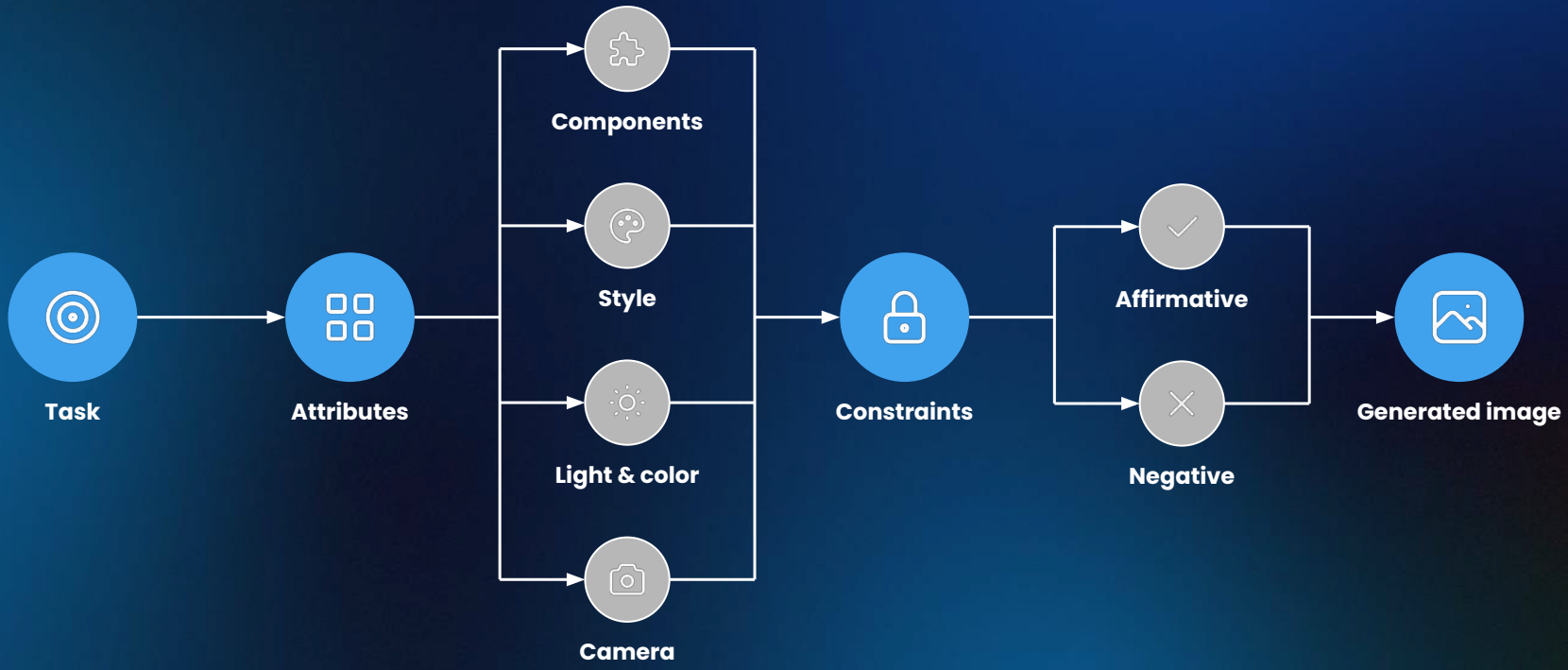
Constraints

This is where you define what must stay true - affirmative and negative rules.

Generated image

Your vision comes to life as a final visual.

Prompt anatomy.



The task.

The Task is the very first step in writing a Veras prompt. It simply tells the AI exactly what you want it to do.

Think of it as a clear, straightforward project title rather than a detailed description.



Key ingredients.

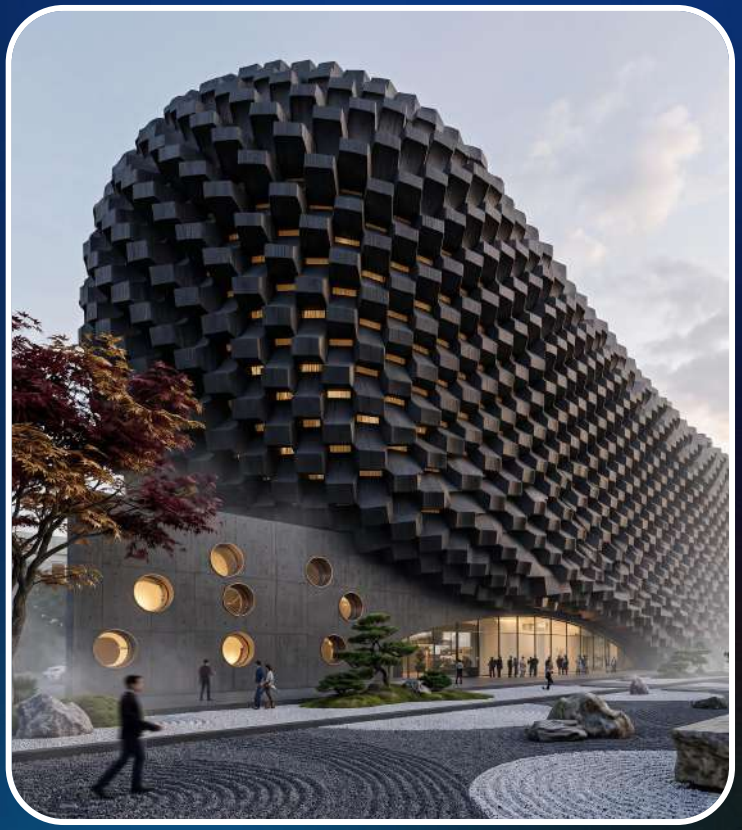
- **Start with an action:**
  Lead with a strong verb. Words like enhance, visualize, add or transform instantly tell the AI what operation it needs to perform.

- **Stick to one goal:**
  Focus on a single objective. Cramming multiple requests into the first step can confuse the AI and give you mixed results.

- **Keep the tone neutral:**
  Save the mood, style, and artistic flair for the later. Adding other details here will only water down your main instruction.

Quick tips:

- **Write it like a simple title:**
  Aim for less than one sentence.



Scene attributes.

Scene Attributes is the umbrella stage that defines everything about the scene itself — what's in it, how it looks, how it's lit, and how it's framed. It sits between Task (the objective) and Constraints (the guardrails), holding four equal-weight parts:





- **Parallel, not sequential:**
  Unlike a traditional render pipeline, these four attributes don't depend on one another — they can be written and adjusted independently without breaking the prompt.

- **Equal weight:**
  No single attribute dominates: A prompt that over-specifies one (e.g., Style) while neglecting another (e.g., Components) tends to produce imbalanced results.

- **Collective scene definition:**
  Together, the four parts answer "what does this image actually contain and look like?" — as distinct from what the AI is doing (Task) or what must remain true (Constraints).



Constraints.

Constraints are your safety net. While every other part focuses on creative freedom and building your scene, this part is all about protection.

It tells the AI exactly what must remain true, locking down the crucial elements that cannot change, regardless of the style or lighting you chose earlier.



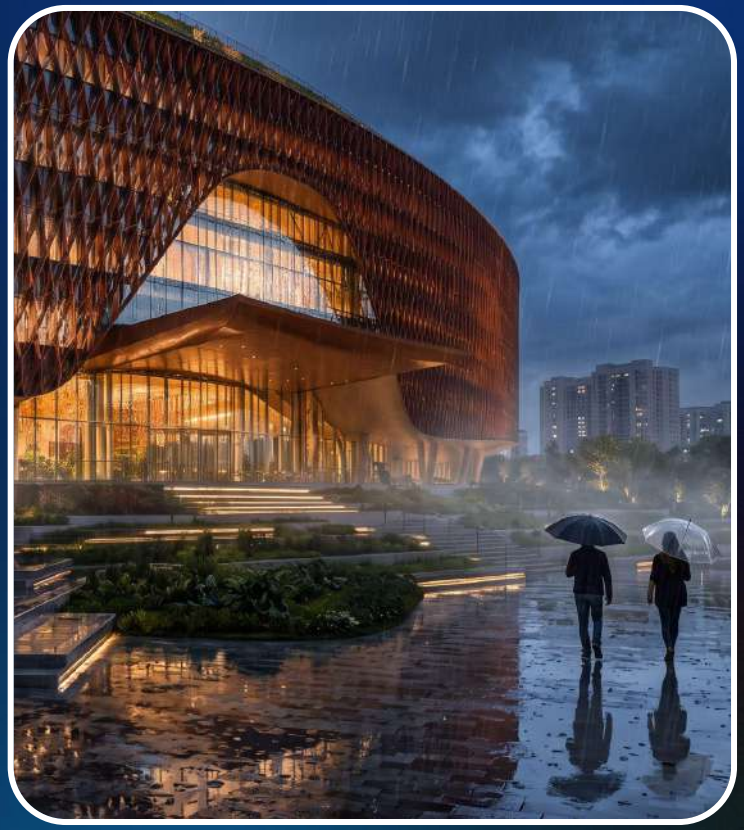
What to protect.

- **Structural integrity:**
  Ensure the AI doesn't "creatively reinterpret" your design.
  The goal is to show this specific building, exactly as intended.

- **Material authenticity:**
  Block those fake, plastic-looking textures that
  immediately scream "AI-generated."

- **Geometric accuracy:**
  Enforce straight lines, proper proportions,
  and zero architectural warping.

- **Artifact prevention:**
  Eliminate common AI glitches, like melting geometry,
  nonsensical background objects, or people with extra limbs.





Quick Tips

- **Positive before negative:** Always state your affirmative rules before your negative ones so the AI has a target before it hits a roadblock.
- **Always use them for client work:** Think of this stage as essential risk management, not an optional polish.
- **Be the boss:** Phrase these as firm, non-negotiable rules, not polite preferences. Take off your creative director hat and put on your inspector hat.

Constraints are a two-part formula: Do's and don'ts.

Because AI reads text much like a human, telling it only what to avoid can sometimes backfire (if I say "don't think of warped windows," the AI still has to think about warped windows). To fix this, split your constraints into two parts:

- **The affirmative (The "do's"):** Tell the AI what it **must** actively preserve. This gives it a concrete, positive target to hold onto.
- **The negative (The "don'ts"):** Tell the AI what it **must not** include to act as an exclusionary guardrail.



Sample prompt.

Task:
What you want the AI to do.

Enhance this building design into a photorealistic architectural image,

Attributes:
Key aspects of the image.

set on a lush hillside, with wood grain and glass reflections visible,

rendered in a high-end, ArchDaily-style editorial photography look,

lit at golden hour, with warm interior light spilling through windows,

shot on a 35mm wide-angle lens, from a low, scale-emphasizing angle.

Components:
The elements and details to include.

Style: The look and visual tone.

Light & color:
Lighting, mood and color feel.

Camera: Viewpoint and
lens setup.

Constraints:
Boundaries to preserve quality and accuracy.

Maintain the exact structural silhouette and geometric accuracy;

avoid plastic-looking materials, warped geometry, or lens distortion.

Affirmative: What must be preserved.

Negative: What must be avoided.

Hero prompts.





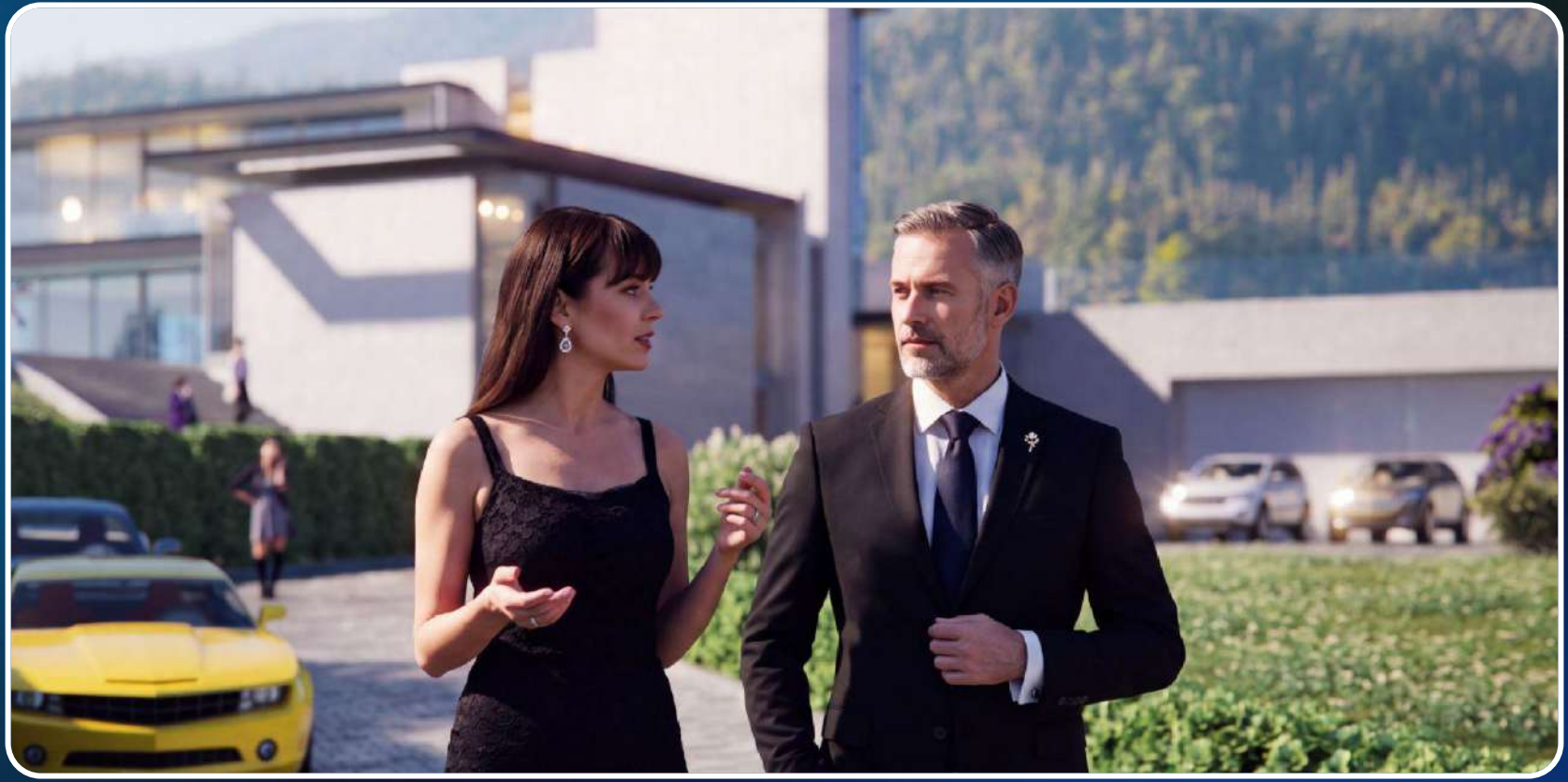


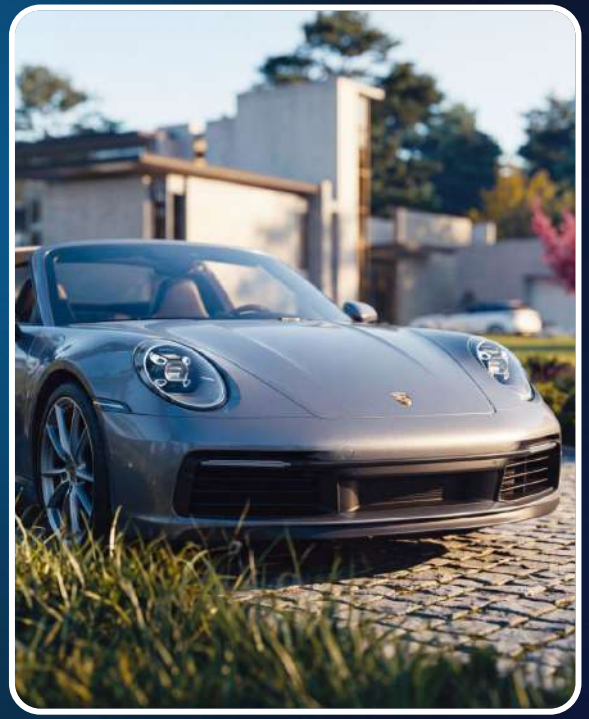
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Foreground | Close-up.

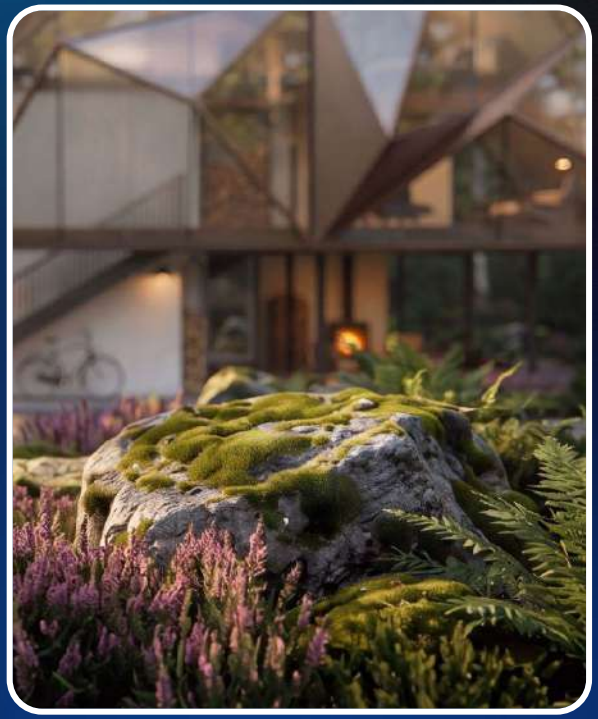
“Intricate foreground figures, house serving as a background. Rich tactile detail.

Close up, beautiful, creamy bokeh. Ensuring crystal-clear focus, the house should be softly out of focus.”









Replace the keywords.

*"Intricate foreground **figures**, house serving as a background. Rich tactile detail. Close up, beautiful, creamy bokeh. Ensuring crystal-clear focus, the house should be softly out of focus."*



Figures

Car





Vegetation

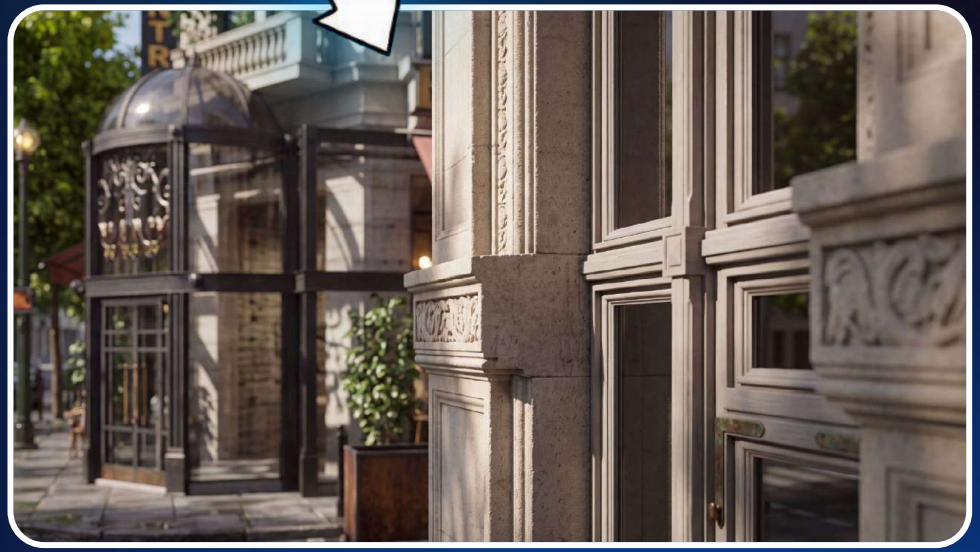


chaos Veras

Close-up architectural details.

“Architectural photography of the building facade, showing intricate joinery. Highly detailed, tactile material focus.

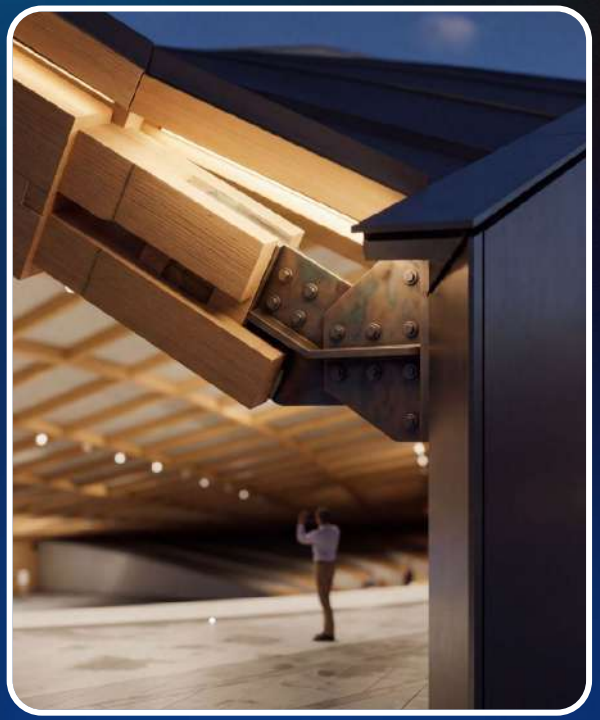
Natural afternoon lighting. Macro close-up shot, shallow depth of field, softly blurred background. Ensure a clear visual contrast between the exterior glass entrance and the interior concrete walls.”








CNTRAL



Replace the keywords.

*"Architectural photography of the building **facade**, showing intricate joinery. Highly detailed, tactile material focus.*

*Natural afternoon lighting. Macro close-up shot, shallow depth of field, softly blurred background. Ensure a clear visual contrast between the **exterior glass entrance** and the **interior concrete walls**."*



Facade

Window

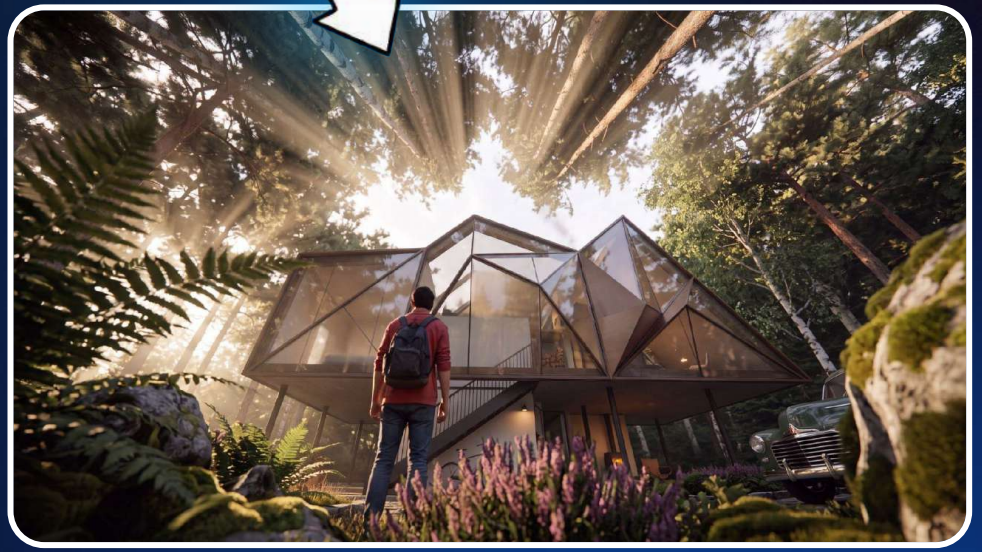




Fabric shade

chaos Veras



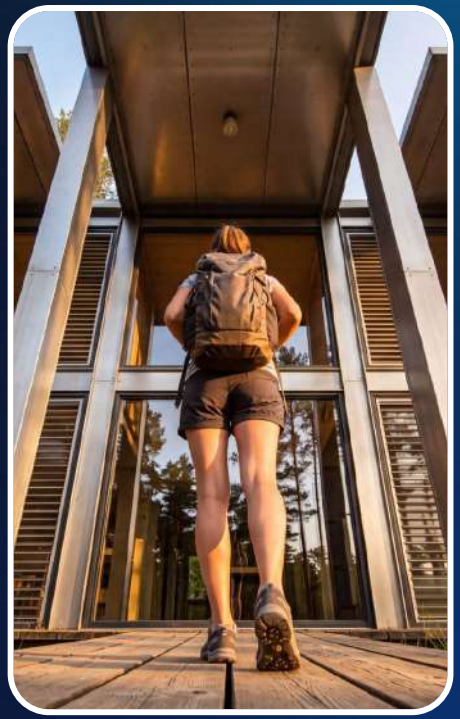


Camera worm's-eye perspective.

"Shift to a dramatically low worms-eye perspective using a wide-angle lens, looking up, framing the person prominently in the foreground while the architecture towers impressively directly behind them."









Replace the keywords.

*"Shift to a dramatically **low worms-eye** perspective using a **wide-angle lens, looking up**, framing the person prominently in the foreground while the architecture towers impressively directly behind them."*



Worm

Fish





Bird



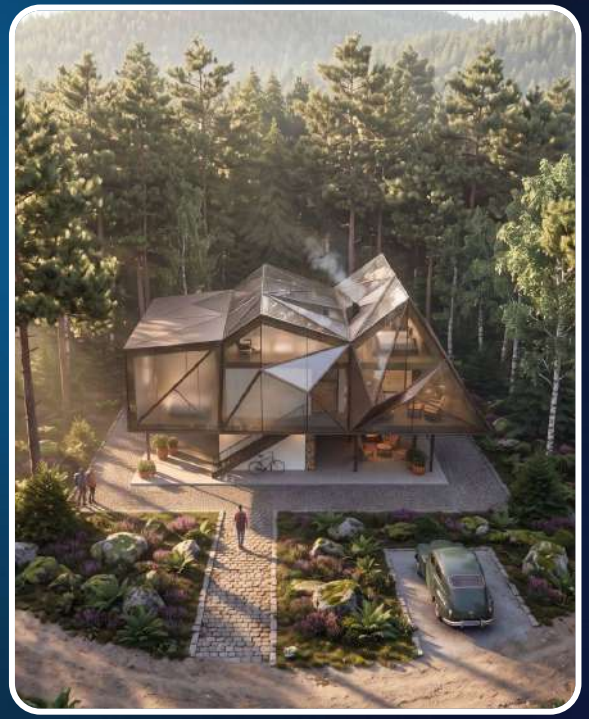


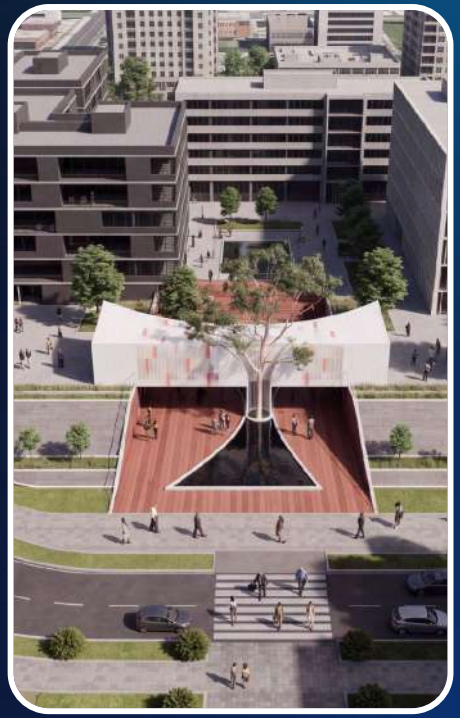
chaos Veras

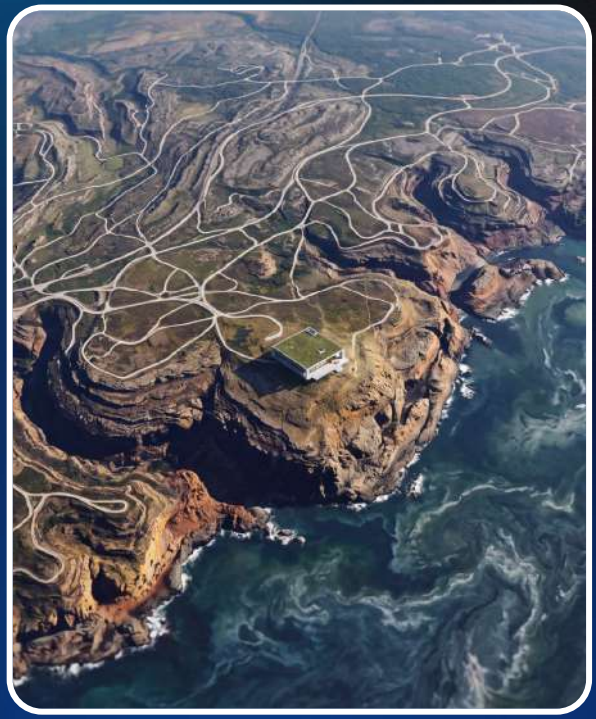
Camera drone view.

"Move the shot to a high drone view above the property, revealing the surrounding site and access road while keeping the house in sharp focus. Photorealistic, cinematic, natural light."









Replace the keywords.

*"Move the shot to a high **drone** view above the property, revealing the surrounding site and access road while keeping the house in sharp focus. Photorealistic, cinematic, natural light."*



Drone

Miniatur e-scale





Satellite





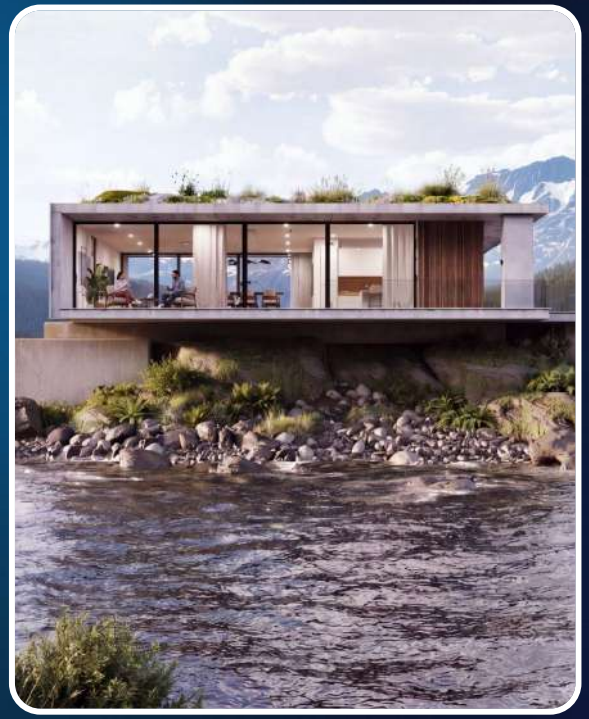
chaos Veras

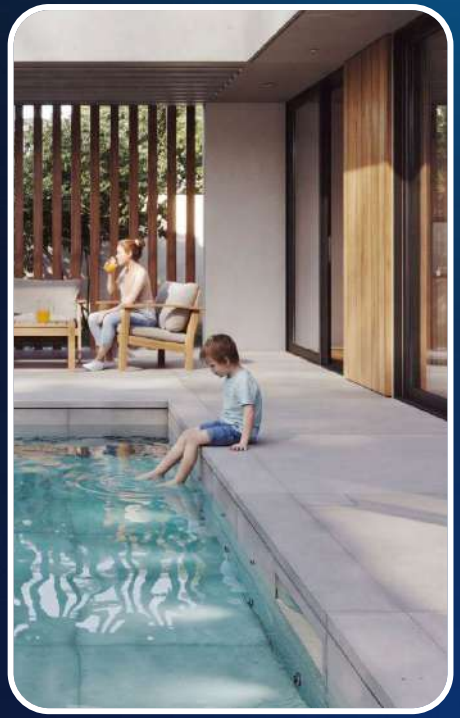
Populate scenes.

"Populate the scene with human figures walking outdoors. Photorealistic, subtle integration.

Ambient natural lighting matching the environment. Eye-level perspective, clear depth. Maintain perfectly accurate photographic scale and proportion throughout."









Replace the keywords.

*"Populate the scene with **human figures walking outdoors**. Photorealistic, subtle integration. Ambient natural lighting matching the environment.*

Eye-level perspective, clear depth. Maintain perfectly accurate photographic scale and proportion throughout."



Human

Blurred Motion





Vegetation





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Seasons.

"Spring environment transformation."
(Short version)

"Spring environment transformation. Fresh vibrant green foliage and delicate pastel blossoms, lush green grass dotted with wildflowers on the ground, bright morning sunlight, fresh and dewy atmospheric feel."
(Detailed version)









Replace the keywords.

*"**Spring** environment transformation."*



Spring

Autumn





Winter



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Atmosphere.

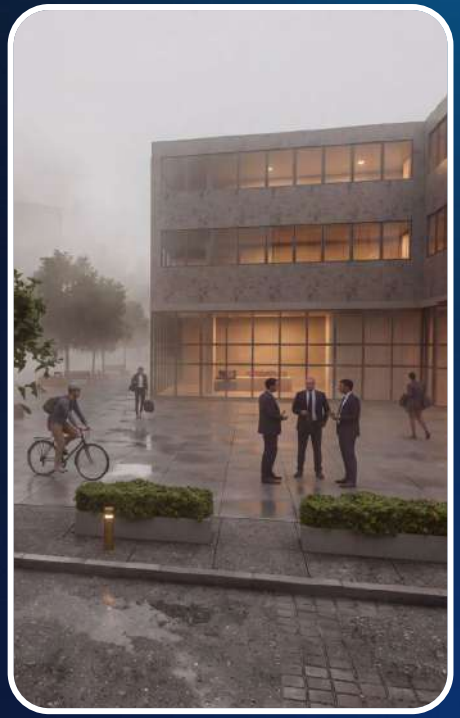
"Atmospheric, detailed rendering of the building enveloped in thick rolling morning fog. The surrounding is heavily obscured by the dense mist.

The lighting is soft and diffused, creating a palette of monochromatic earthy greens and dark browns, contrasted sharply by a warm, inviting amber glow emitting from the large windows. The background, sun and clear sky are not visible."











Replace the keywords.

*''Atmospheric, detailed rendering of the building enveloped in **thick rolling morning fog**. The surrounding is heavily obscured by the dense **mist**.*

*The lighting is soft and diffused, creating a palette of monochromatic earthy greens and dark browns, contrasted sharply by a warm, inviting amber glow emitting from the large windows. **The background, sun and clear sky are not visible**.''*



Fog

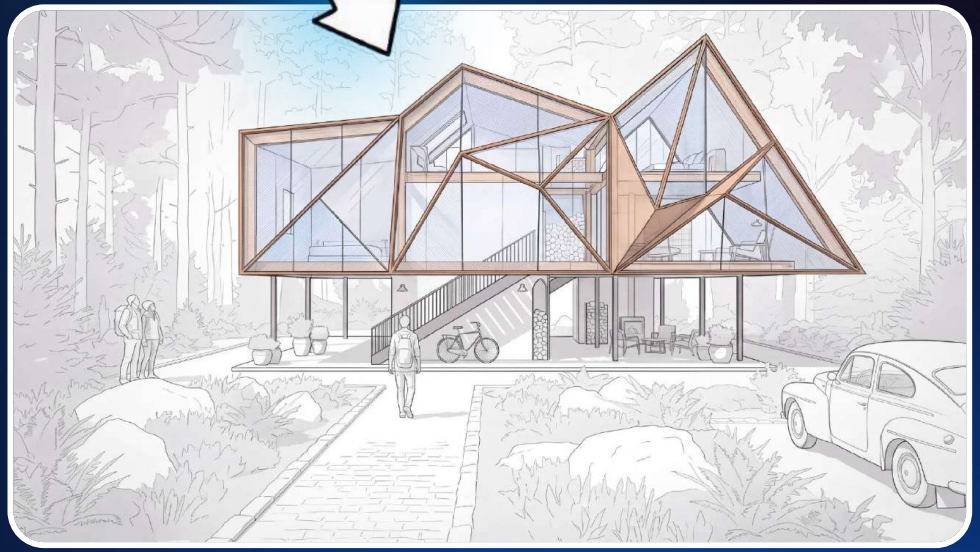
Rain





Snowstorm





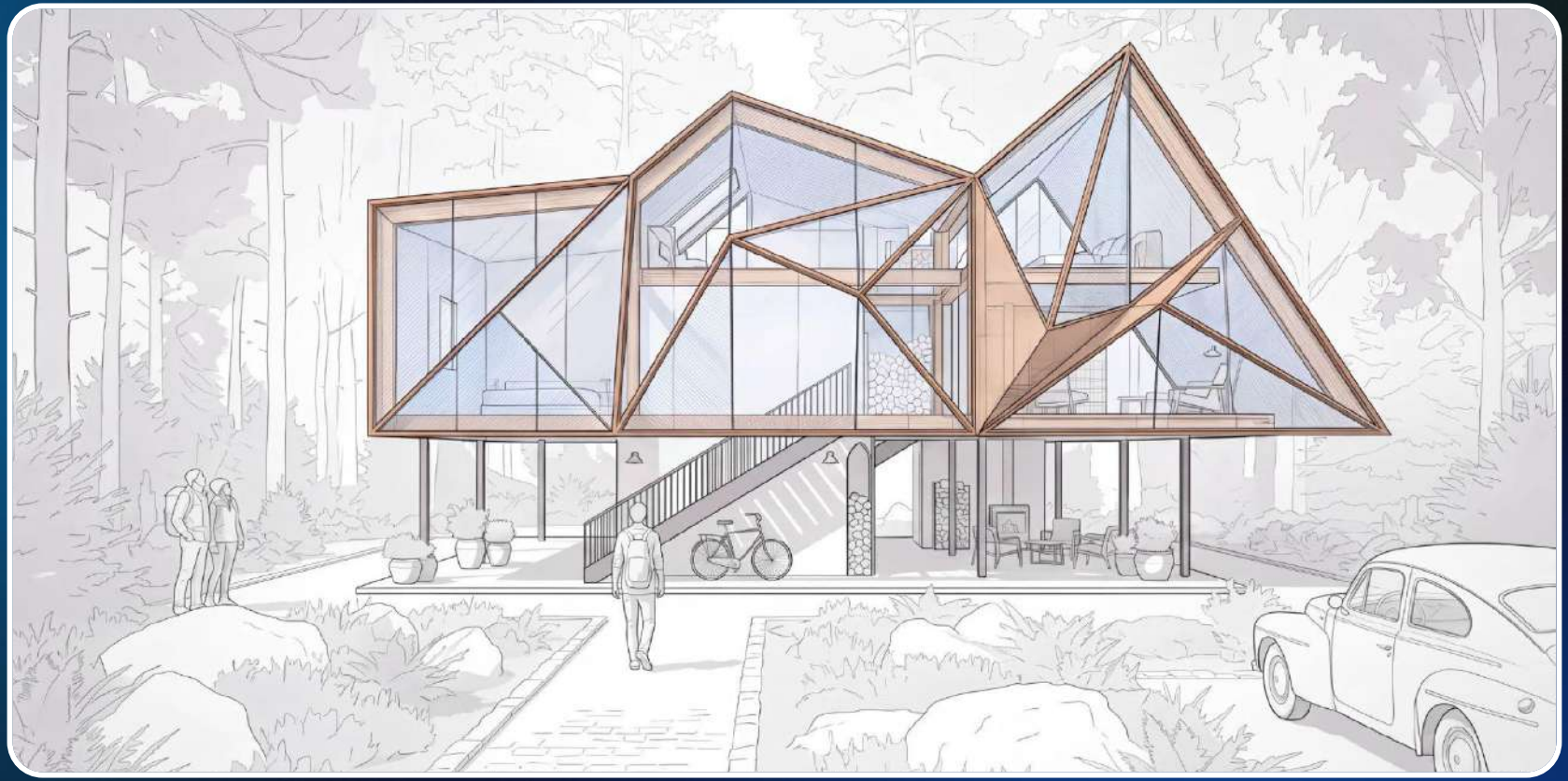
chaos Veras

Highlight elements technically.

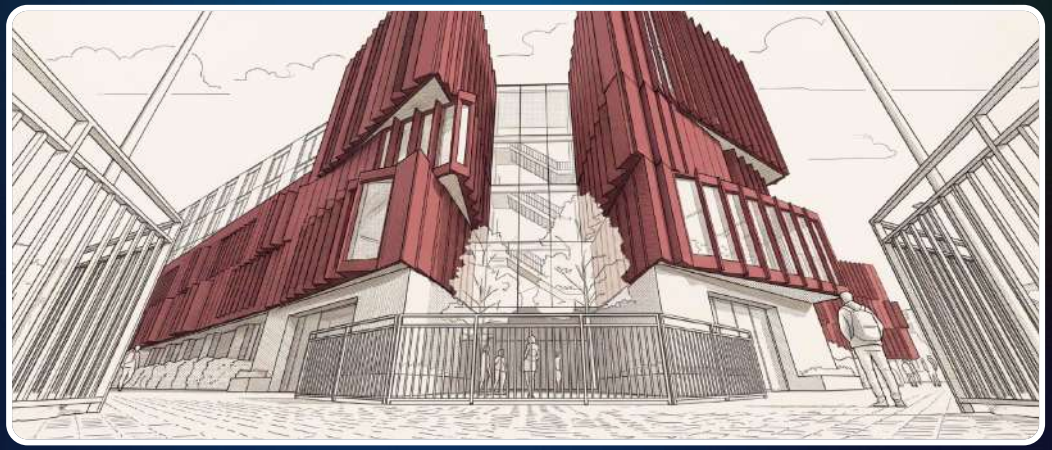
“Rendered technical drawing style, architectural diagram of the facade.

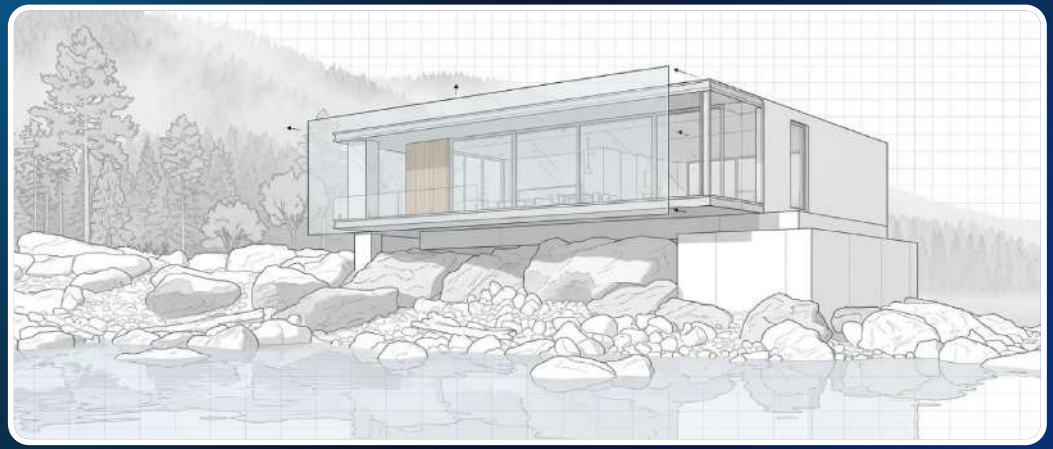
The image visually separates the facade layer from the rest of the image.

Don't label or dimension anything.”











Replace the keywords.

*"Rendered technical drawing style, architectural diagram of the **facade**.*

*The image visually separates the **facade** layer from the rest of the image.*

Don't label or dimension anything."



Facade

Columns





Entourage



chaos Veras

Architectural physical model.

"Transform this building into a tabletop architectural maquette, strictly preserving the exact massing. Use layered cardboard with visible cut edges for the model, and paper cutouts for people and entourage. Clear background, neutral colors with soft lighting."











Replace the keywords.

'Transform this building into a tabletop architectural maquette, strictly preserving the exact massing.

*Use **layered cardboard** with visible cut edges for the model, and **paper** cutouts for people and entourage. Clear background, neutral colors with soft lighting."*



Cardboard

Foam





Plastic

Hero presets.



Add hero prompts to your Veras presets.



Click on the 3 dots next to any preset in Veras and click **'Import.'**



Copy and Paste the **Hero Presets Link** in the attached file, to the import field.



Now click **Import.** You are now ready to use these Hero Presets.

Hero presets link

Swap list.



Task.

Commands, core actions, outputs, and drawing types.

Verbs & actions:

Accentuate, Adapt, Amplify, Apply, Capture, Compose, Conceptualize, Contextualize, Convert, Craft, Create, Change, Depict, Detail, Elevate, Enhance, Enrich, Emphasize, Extrapolate, Extract, Extrude, Finalize, Generate, Harmonize, Illustrate, Infill, Map, Materialize, Model, Modernize, Overlay, Polish, Reconfigure, Reconstruct, Recolor, Redesign, Reframe, Reimagine, Realize, Refine, Render, Restructure, Revitalize, Restyle, Scale, Sharpen, Simulate, Simplify, Stylize, Synthesize, Transform, Translate, Unify, Upgrade, Visualize.

Outputs & mediums:

3D Render style, Animation style (Miyazaki), Architectural sketch, Axonometric diagram, Bubble diagram, Clay render, Concept art (Syd Mead), Conceptual massing, Elevation view, Exploded view, Hand Sketch, Impressionist landscape (Monet), Isometric diagram, Japanese woodblock print (Ukiyo-e), Material board visualization, Mood board study, Photorealistic render, Sci-fi illustration (Moebius), Section view, Site plan, White model render, Wireframe overlay, 360 panorama.

Create a Japanese woodblock print (Ukiyo-e)





White model render

Exploded view



Components.

Settings, architectural features, materials, and entourage.



Settings & environments:

Alpine peak, Cobblestone path, Coastal cliffside, Courtyard garden, Dense forest, Desert landscape, Gravel driveway, Green roof, Historic city center, Industrial harbor, Industrial warehouse, Landscaped garden, Mature trees, Mountain valley, Nordic forest, Outdoor seating, Rooftop terrace, Suburban neighborhood, Tech-noir environment, Tropical oasis, Urban skyline, Waterfront promenade.



Architectural elements:

Atrium, Brise-soleil, Cantilevered volume, Clerestory windows, Concrete monolith, Curtain wall, Double-skin facade, Exposed brick, Floor-to-ceiling glazing, Floating staircase, Fluid futuristic architecture (Zaha Hadid), Glass façade, Green wall, Ivy-covered wall, Louvers, Minimalist façade, Open-plan interior, Pergola, Reflective pool, Sculptural contemporary forms (Ingels), Skylight, Steel frame, Timber cladding, Water feature.



Materials & surfaces:

Board-formed concrete, Brushed steel, Burnt timber (shou sugi ban), Ceramic tiles, Corten steel, Italian Plaster, Fluted glass, Frosted glass, Glossy surfaces, Limestone, Matte surfaces, Mosaic tile, Marmorino, Natural stone, Oxidized copper, Perforated metal, Polished concrete, Polished marble, Rammed earth, Raw concrete (Brutalism), Raw timber, Reclaimed materials, Reflective surfaces, Smooth glass, Soft velvet, Stucco veneziano, Tactile fabric, Terrazzo, Textured plaster, Translucent resin, Travertine, Weathered stone, Worn wood, Zinc cladding.

Green roof





Raw concrete
(Brutalism)

Raw concrete



Style.

Aesthetics, architectural eras, rendering styles, and artistic influences.

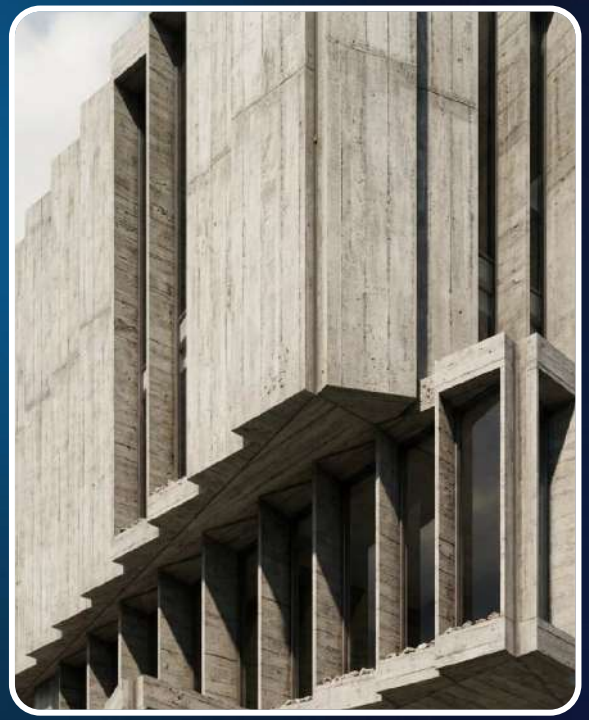
Design eras & visual languages:

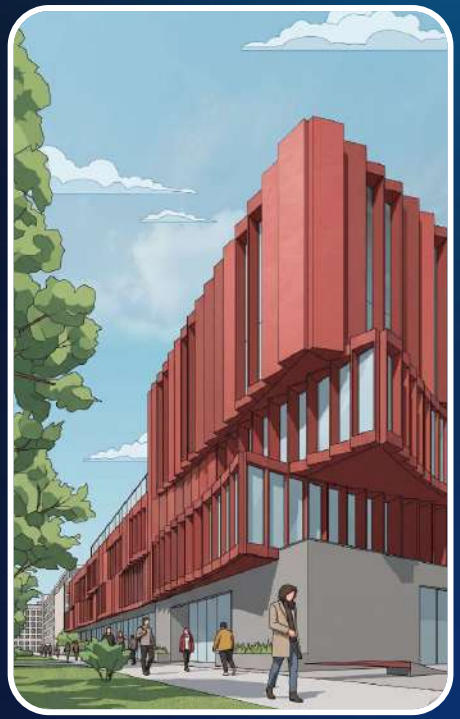
Art Deco, Baroque, Bauhaus, Biophilic, Brutalist, Cel-shaded, Contemporary, Cyberpunk, Deconstructivism, Digital painting, Dystopian, Editorial, Expressionist, Fantasy illustration, Fine-art, Flat illustration, Futurism, Gallery-grade, Glitch art, Gothic, High-tech architecture, Hyperrealistic, Impressionist, Industrial style, Ink drawing, Isometric illustration, Japandi, Low poly, Luxury, Magazine-ready, Maximalist, Matte painting, Mediterranean, Mid-century modern, Minimalist, Monochrome, Neoclassical, Neo-futurist, Organic architecture, Organic Modern, Painterly, Parametricism, Pencil sketch, Photorealistic, Postmodernism, Premium, Quiet luxury, Refined, Retro-futuristic, Romanesque, Scandinavian, Steampunk, Stylized, Surrealist, Timeless, Tropical Modernism, Ultra-detailed, Vaporwave, Vector art, Vintage, Wabi-Sabi, Watercolor.

Aesthetics & moods:

ArchDaily style, Architectural Digest style, Dezeen style, Awe-inspiring, Biomechanical aesthetic (Giger), Cinematic, Cozy, Documentary, Dramatic, Dreamlike, Elegant, Energetic, Enigmatic, Ethereal, Foreboding, Gritty, Inviting, Majestic, Melancholic, Mysterious, Nostalgic, Otherworldly, Peaceful, Playful, Sacred, Soft dreamlike world (Studio Ghibli), Somber, Tense, Tranquil, Uplifting, Whimsical.

Brutalist style





Isometric illustration

Ink drawing



Light & color.

Atmospheric lighting, time of day, illuminants, and color palettes.

Lighting Conditions:

Accent spotlighting, Ambient glow, Ambient occlusion, Atmospheric lighting, Aurora borealis, Backlit, Bioluminescent glow, Blue hour, Candlelight, Chiaroscuro, Cinematic lighting, Dappled light filtering, Diffused light, Diffuse natural light, Direct sunlight, Dramatic lighting, Dramatic shadows, Dusk, Dawn, Floor-lamp glow, Golden hour, High-contrast lighting, High-key lighting, Indirect cove lighting, Interior ambient light, Low-key lighting, Luminous panels, Midday sun, Misty light, Moonlit, Moody lighting, Natural light, Neon lighting, Overcast, Perimeter lighting, Recessed LED strip lighting, Reflective lighting, Rim light, Skylight illumination, Soft ambient lighting, Soft light, Spotlight illumination, Studio lighting, Subsurface scattering, Sunbeams streaming through windows, Sunset, Sunrise, Twilight, Underlit, Volumetric lighting, Warm architectural uplighting.

Color Palettes:

Cool industrial palette, Cool slate gray tones, Cool tones, Cream and ivory tones, Desaturated palette, Deep tonal palette, Earthy tones, High-contrast pop, Interior design color palette, Japandi palette, Monochromatic palette, Muted pastel tones, Muted tones, Pastel palette, Rich warm wood tones, Saturated colors, Vivid colors (Van Gogh), Quiet luxury palette, Warm neutral palette, Warm tones, Warm beige tones.

Volumetric lighting





Moonlight

Sunset



Camera.

Angles, composition, lens choices, and camera settings.



Angles & Framing:

14mm ultra-wide, 18mm wide, 24mm architectural standard, 35mm street view, 50mm natural eye-level, 85mm portrait detail, Aerial view, Anamorphic view, Bird's-eye view, Background blur, Close-up, Corner perspective, Drone shot, Dutch angle, Elevation view, Establishing shot, Eye-level, Floor-plan perspective, Frontal, Foreground blur, Ground-level angle, Hero shot, Human-scale perspective, Interior wide shot, Isometric angle, Low-angle, Low-slung angle, Macro detail shot, Medium shot, Motion-blurred entourage, Oblique, One-point perspective, Orthographic view, Overhead, Over-the-shoulder, Panoramic, Perspective-corrected, Shallow depth of field, Straight-on, Street-level view, Symmetrical, Telephoto, Three-quarter, Tilt-shift, Two-point perspective, Vignette framing, Wide shot, Wide-angle, Worm's-eye.



Lens, Focus & Effects:

Atmospheric haze, Aerial perspective, Bokeh effect, Chromatic aberration control, Cinematic focus separation, Crystal-clear focus, Deep depth of field, Filmic tone mapping, Focus falloff, High dynamic range (HDR), High micro-contrast, Glare Blades, Lens flare, Lens Scratches, Lens Dust, Light scattering, Motion blur, Optical clarity, Sharp focus, Soft bloom, Subtle lens flare, Volumetric lens mist.

Bird's-eye view





Worm's-eye

Elevation view



Constraints – Affirmative.

Positive locking commands, architectural preservation rules, and fidelity controls.

Verbs & core directives:

Accentuate, Adhere strictly to, Align, Align with BIM model, Anchor, Conform to, Confirm, Coordinate, Enforce, Ensure, Exact, Fit, Fix, Follow, Ground, Guarantee, Honor, Keep, Lock, Match, Maintain, Preserve, Protect, Reinforce, Respect, Replicate, Reproduce, Retain, Safeguard, Scale accurately, Secure, Spacing, Stabilize, Sustain, "True-to-scale", Uphold.

Specific architectural holds:

Enforce physical realism, Enforce vertical line correction, Ground building firmly, Keep structural columns intact, Lock architectural volume, Lock camera view angle, Lock horizon line, Lock original window placement, Maintain facade proportions, Maintain material boundaries, Maintain roofline silhouette, Maintain scale integrity, Maintain structural grid, Match surrounding context, Preserve edge sharpness, Preserve geometry accuracy, Preserve glazing transparency, Preserve interior floor plan, Preserve original site topography, Preserve spatial depth, Retain exact massing, Retain model scale, Retain structural layout, Sustain source lines.

Constraints – Negative.

Negative prompts, exclusion parameters, and rendering error suppressions.

Exclusions & verbs:

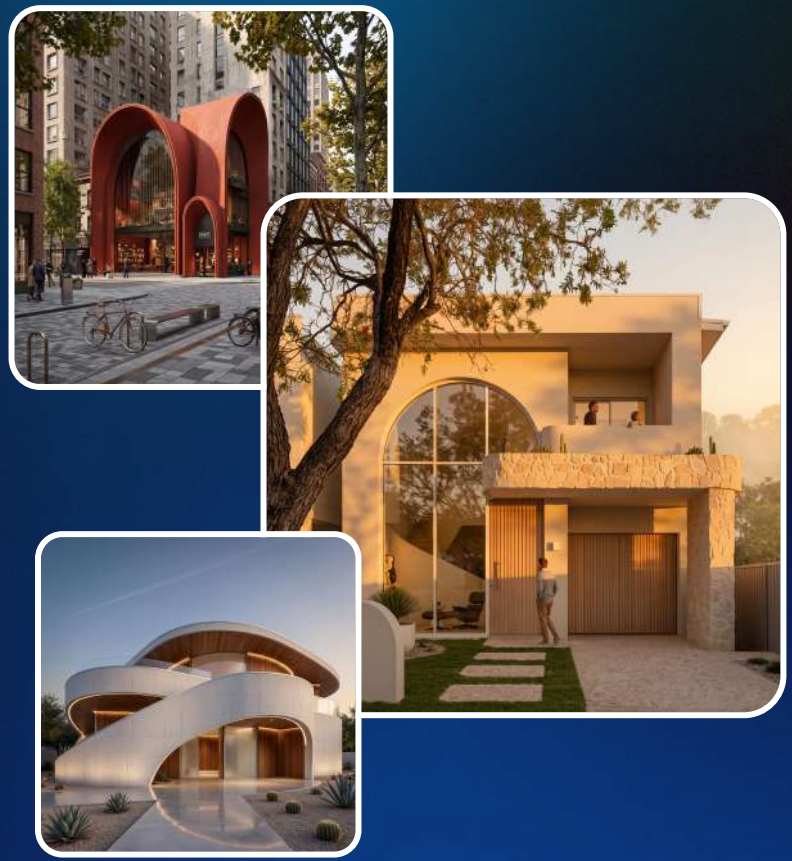
Avoid, Don’t, Eliminate, Exclude, Leave it, Limit, Never alter, Prevent, Remove, Restrict, Suppress.

Specific negative keywords:

No AI hallucinations, No altered proportions, No artificial glow, No blurry textures, No cartoonish look, No chromatic aberration, No color bleed, No crushed shadows, No distorted perspective, No distortion, No duplicated elements, No extra elements, No extra windows, No fisheye distortion, No flattening, No floating objects, No floating vegetation, No generic assets, No ghosting effects, No inconsistency, No lens distortion, No low-resolution textures, No melted details, No misaligned seams, No misalignment, No missing details, No missing walls, No motion blur on architecture, No muddy colors, No noise, No noisy artifacts, No over-smoothing, No overexposure, No oversaturation, No pixelation, No plastic look, No random structural additions, No smoothing, No unnatural lighting, No unrealistic reflections, No unwanted cars, No unwanted people, No warped lines, No warping.

Resources

- chaos.com
- cgconnect.chaos.com
- academy.chaos.com




chaos
Veras
chaos.com/veras