

Making Sense of AI in Architecture

An Introduction to Prompting with Veras

Agenda

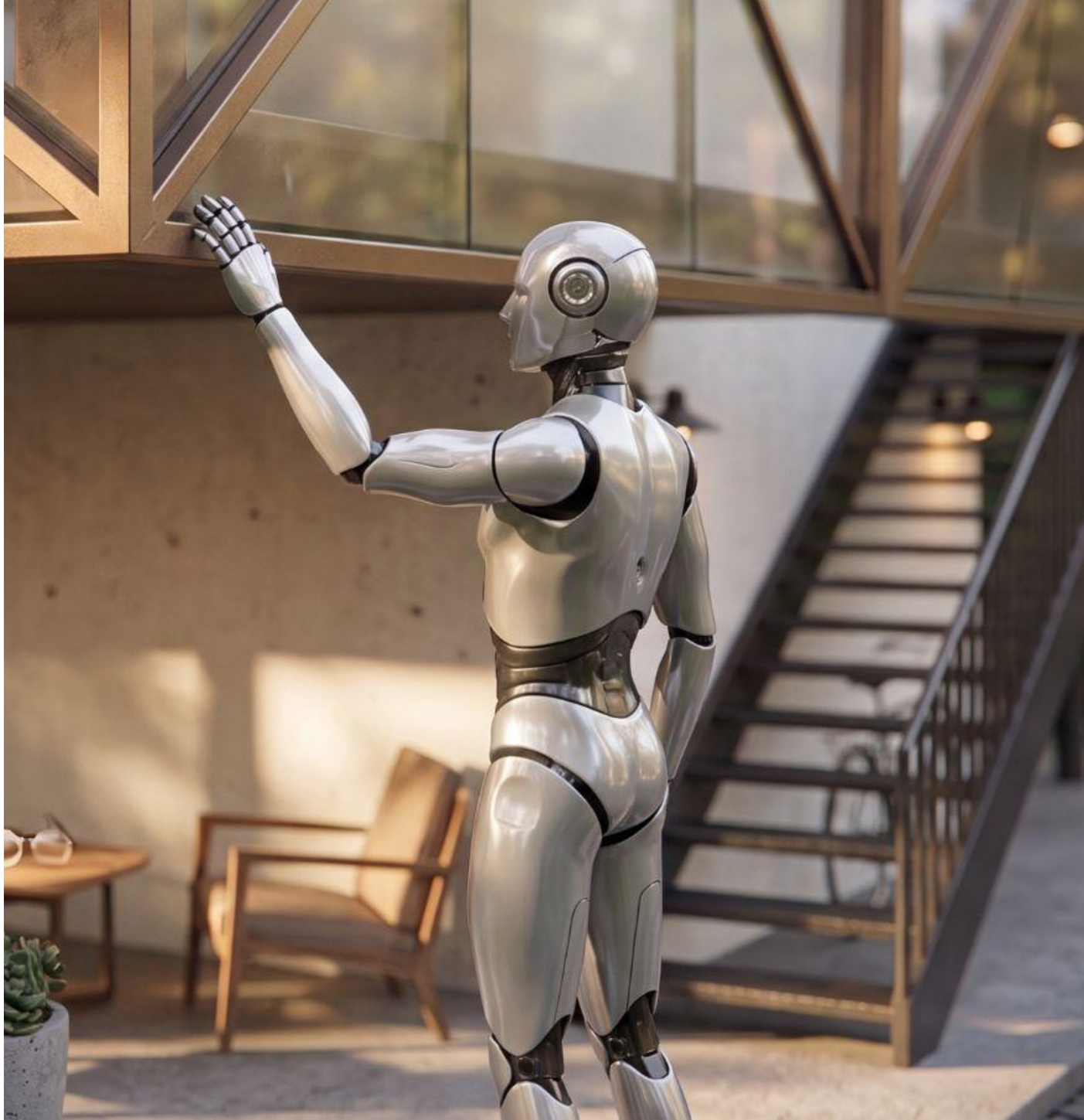
01 AI in Enscape

02 First Steps with Prompting

03 The 3-Part Prompt Anatomy

04 Hands-on Exercise

05 Q & A + Resources





Farhan Riaz

Architect | Senior AEC Solutions Engineer

farhan.riaz@chaos.com

01 AI in Enscape

AI in Enscape

Enhancer

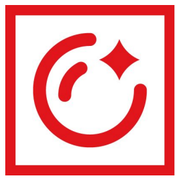




Veras



Material Generator



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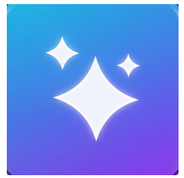




AI Enhancer


Original Enscape render


AI Enhanced



Enscape render



AI Enhanced



AI Upscaler

From good to great in seconds

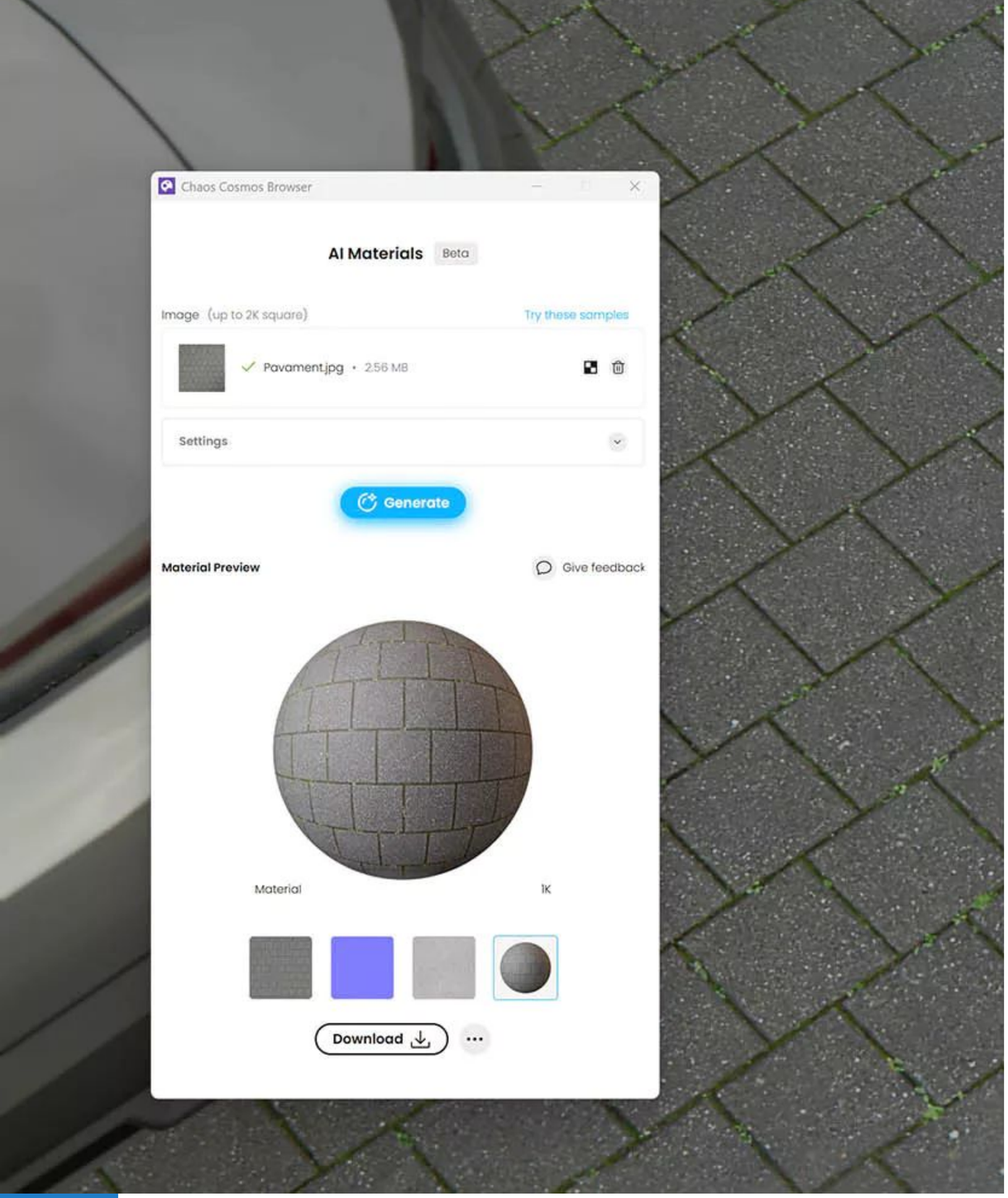


AI Upscaler

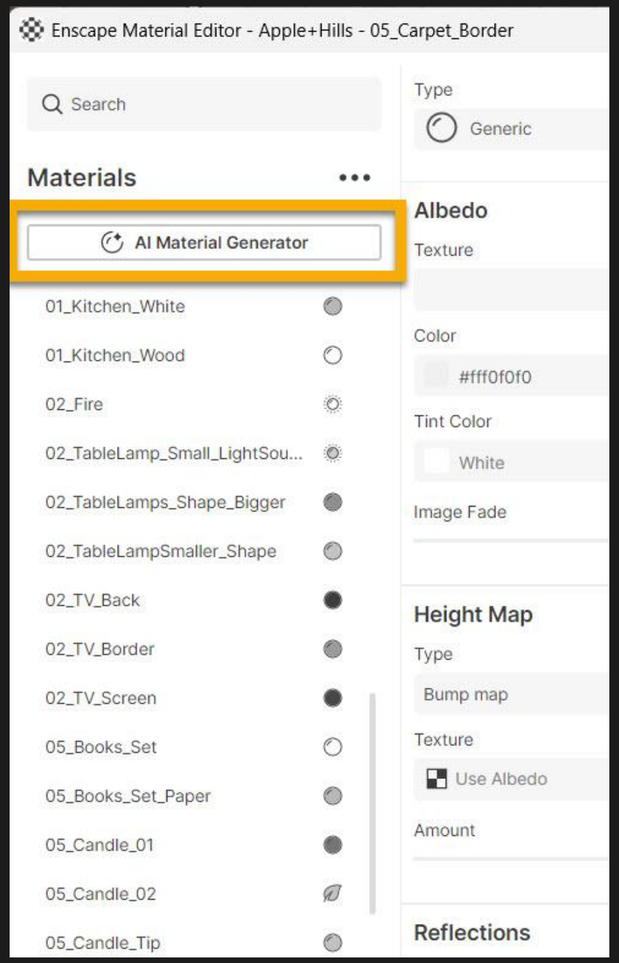
From good to great in seconds



chaos



AI Material Generator


Enscape Material Editor - Apple+Hills - 05_Carpet_Border
Search
Materials
AI Material Generator
01_Kitchen_White
01_Kitchen_Wood
02_Fire
02_TableLamp_Small_LightSou...
02_TableLamps_Shape_Bigger
02_TableLampSmaller_Shape
02_TV_Back
02_TV_Border
02_TV_Screen
05_Books_Set
05_Books_Set_Paper
05_Candle_01
05_Candle_02
05_Candle_Tip
Type
Generic
Albedo
Texture
Color
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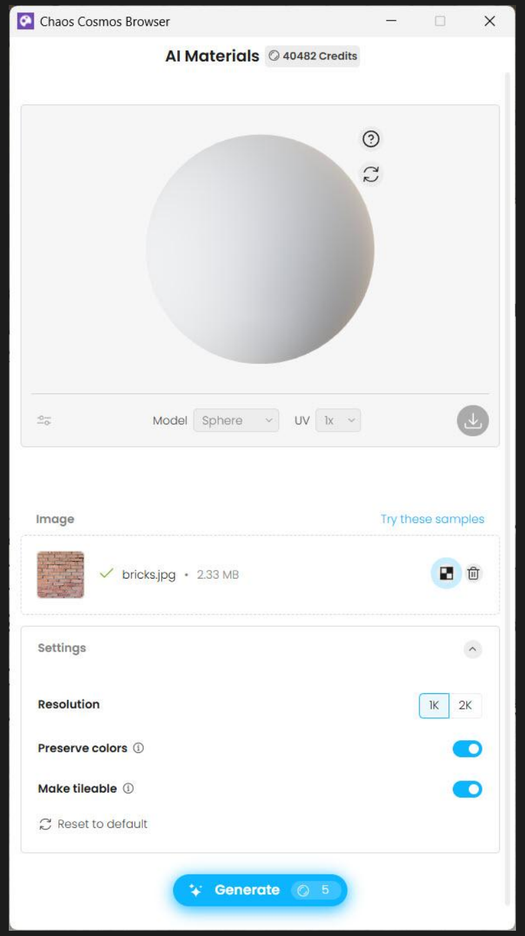
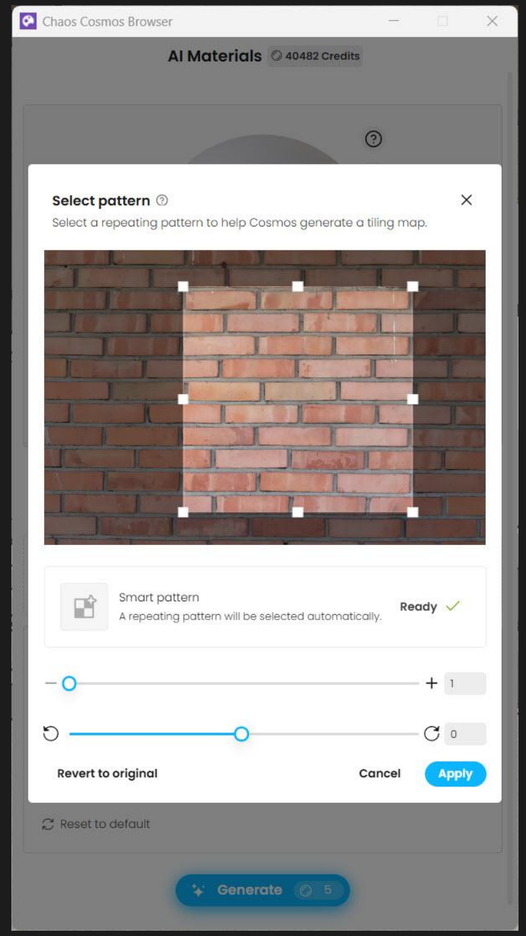
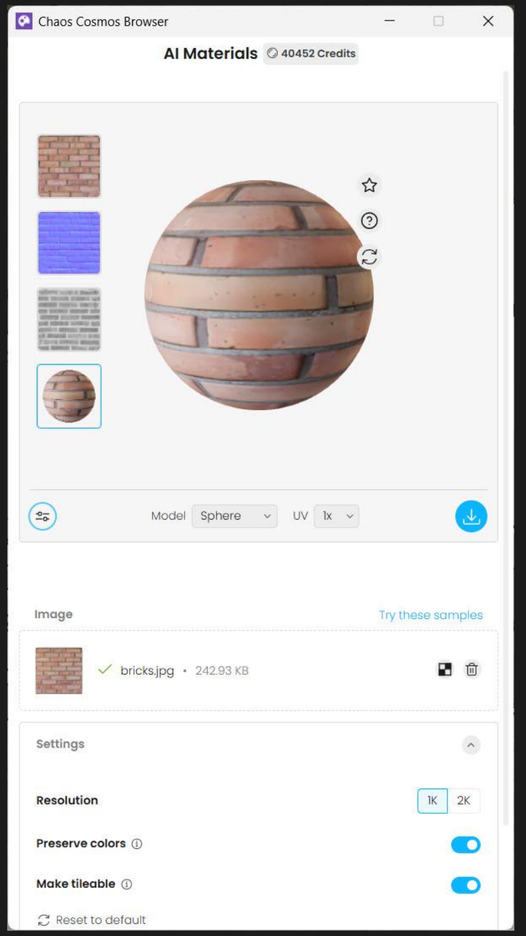
Tint Color
White
Image Fade
Height Map
Type
Bump map
Texture
Use Albedo
Amount
Reflections

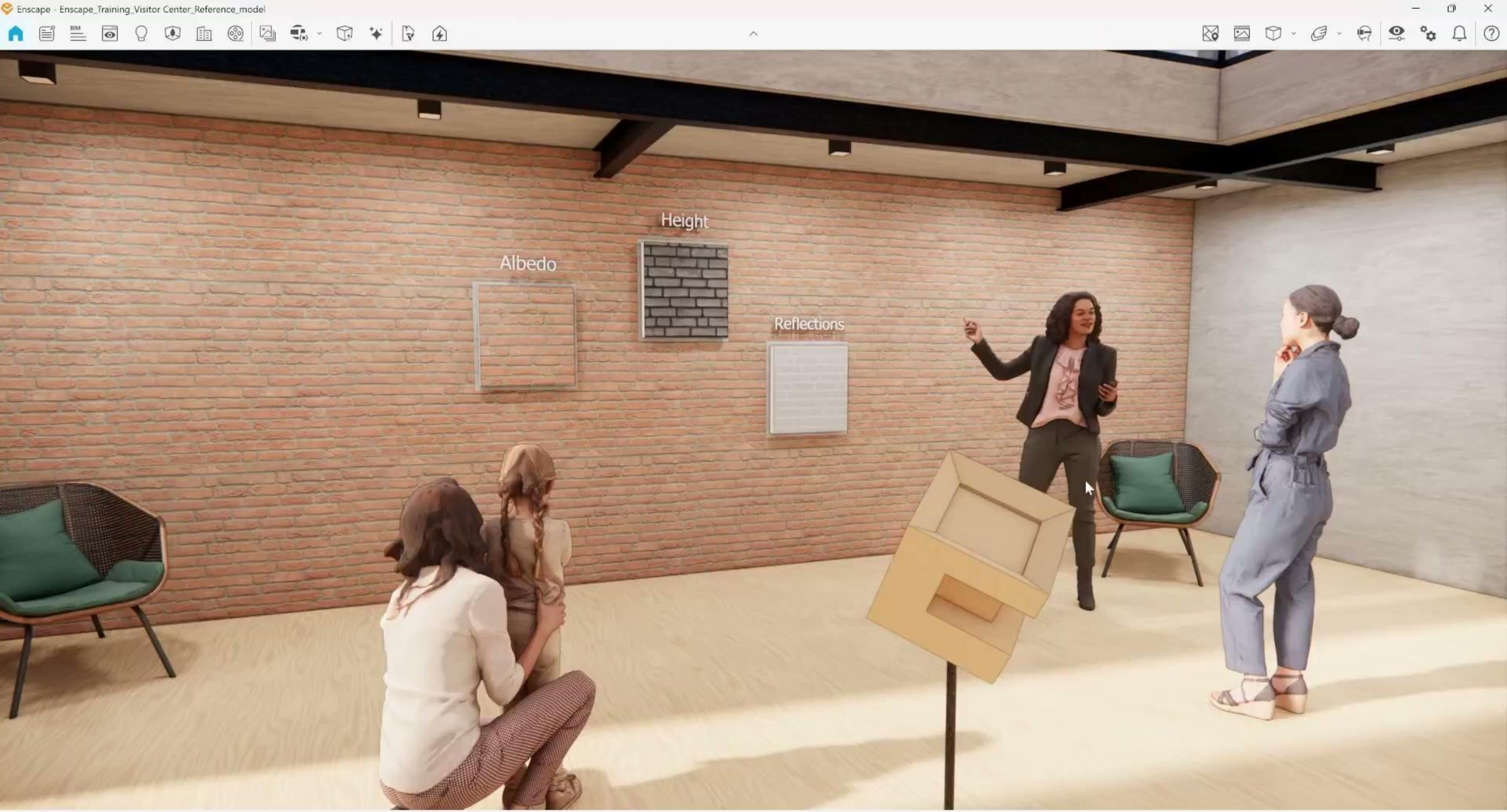

Chaos Cosmos Browser
AI Materials
40482 Credits
Model
Sphere
UV
1x
Image
Try these samples
bricks.jpg • 2.33 MB
Settings
Resolution
1K
2K
Preserve colors
Make tileable
Reset to default
Generate
5


Chaos Cosmos Browser
AI Materials
40482 Credits
Select pattern
Select a repeating pattern to help Cosmos generate a tiling map.
Smart pattern
A repeating pattern will be selected automatically.
Ready
Revert to original
Cancel
Apply
Reset to default
Generate
5


Chaos Cosmos Browser
AI Materials
40452 Credits
Model
Sphere
UV
1x
Image
Try these samples
bricks.jpg • 242.93 KB
Settings
Resolution
1K
2K
Preserve colors
Make tileable
Reset to default



AI Assistant


Enscape - Enscape_Training_Visitor Center_Reference_model
Albedo
Height
Reflections

File Edit Create View Tools Render Help

untitled

Easy Advanced

50.0 % 52 FPS

Chaos AI Assistant BETA

Critique this render.

SCORES - URBAN RESIDENTIAL BLOCK WITH STRONG CANTILEVERED CORNER **7.4/10**

Photorealism & Materiality	7.7/10
Lighting & Atmosphere	7.2/10
Geometric Composition	7.1/10
Entourage & Life	7/10
Perspective & Scale	7.8/10
Technical Basics	7.4/10

Insights

- The cantilevered corner reads clearly as the hero, and the low street-level viewpoint gives the building a confident urban presence.
- The soft daylight and broken cloud cover keep the facade readable, though the large foreground road area pulls a little attention away from the entry and ground-floor experience.
- This render is already in good shape and the tips below are optional refinements.

Tips

- Add a mid-height shrub or flowering planting layer near the corner tree and along the base of the building so the streetscape has a richer sense of life and depth.
- Move the camera slightly upward and rotate it a touch to the right to reduce the amount of empty road in the foreground and give the cantilevered corner more visual priority.
- Increase the warmth slightly in the camera

What's something you'd like to learn or create?

Var General
Env General
Cam Perspective View

Rendering resolution
597 × 476

Search materials...

Environment Details

General

Weather effects

Lighting

Sun HDRI

Sunlight

General properties

Sunlight intensity 0.03

Sun disk size 4.00

Sun positioning

Positioning mode

Azimuth/Altitude

Azimuth

N W 135.00 ° E S

Altitude

90° 35.00 ° 0° -90°

Ground & horizon

Ground color

Blend angle 0.50 °

Horizon offset 0.00 m

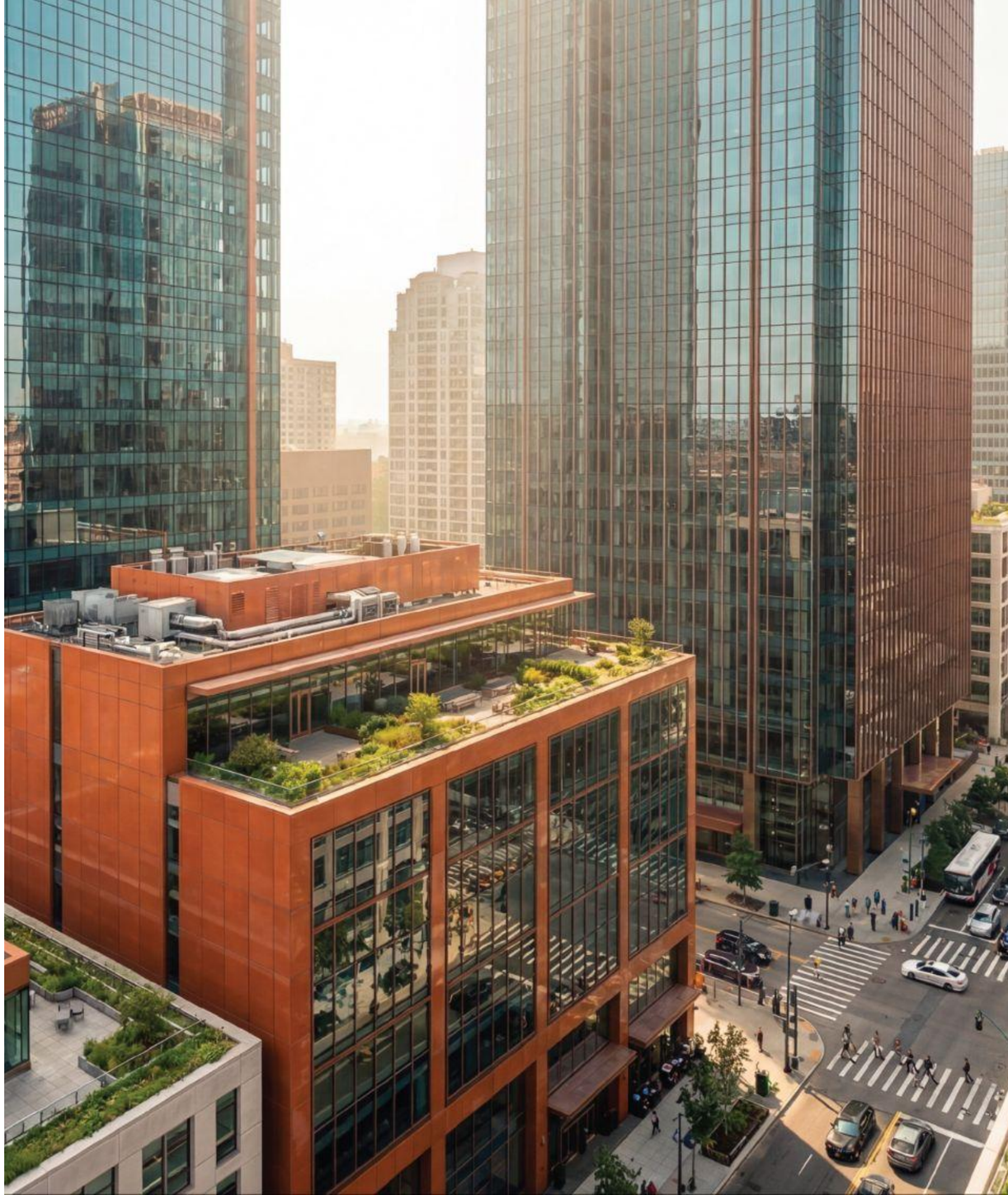


Veras

chaos Veras

AI-powered ideation & visualization for architects.

Chaos Veras is an AI-powered visualization tool that helps architects and designers quickly generate and refine visual concepts directly within design software like Revit, Rhino, SketchUp and others. Using generative AI it transforms sketches, 2D images and 3D models into realistic renderings enabling rapid style, material, and design exploration.



Chaos Veras
Workflows - Web





AI Visuals straight from AutoCAD LT & Revit LT
Workflows



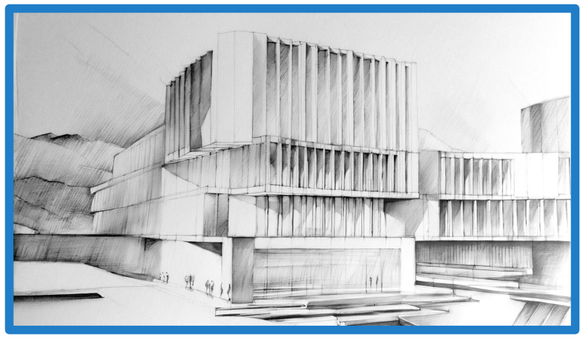
chaos

AI Visuals straight from AutoCAD LT & Revit LT
Workflows



chaos

Chaos Veras
Presets







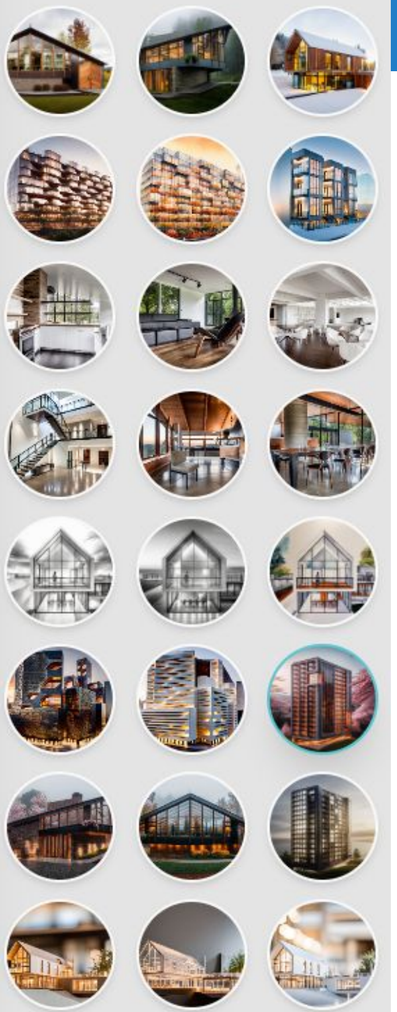




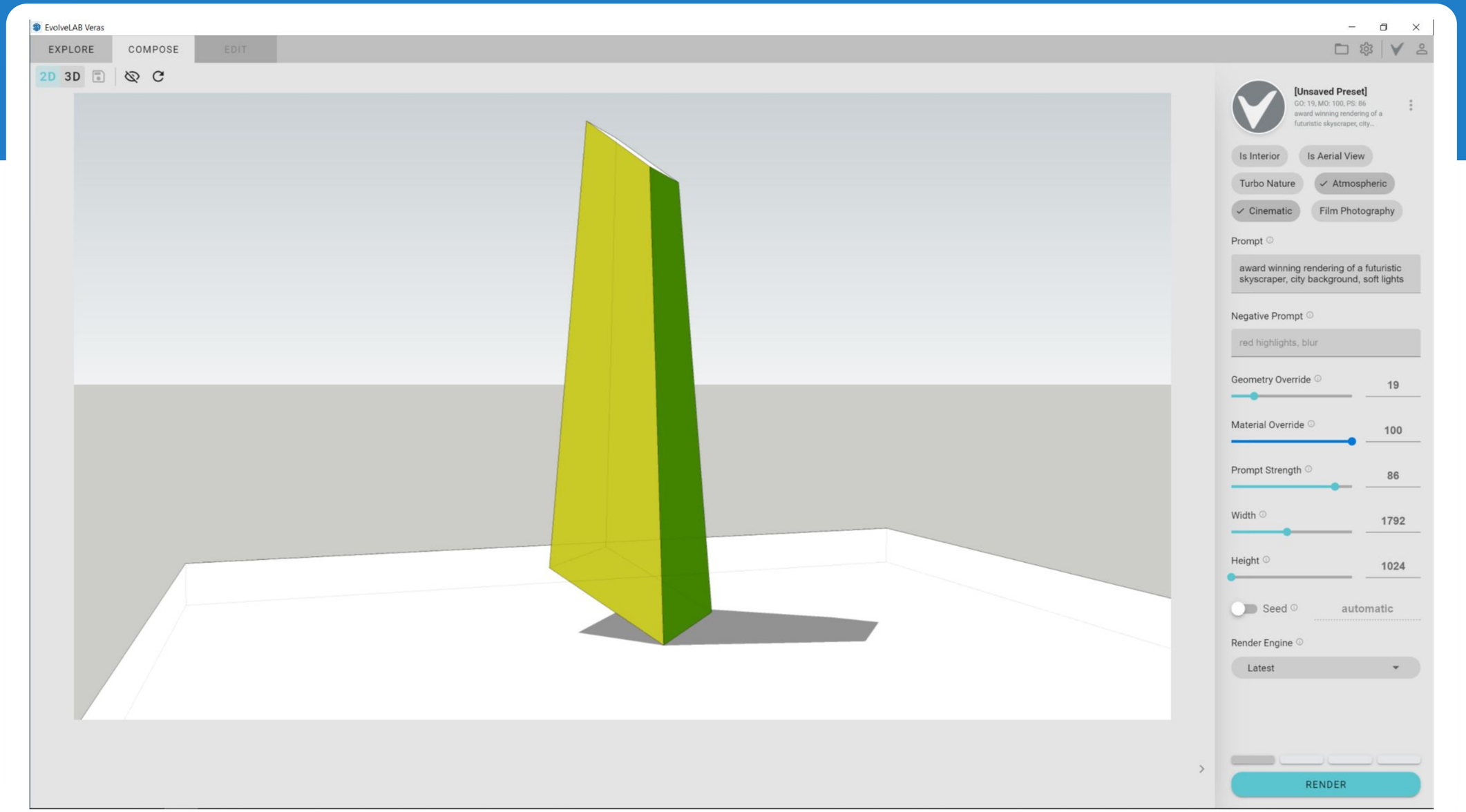
My Presets



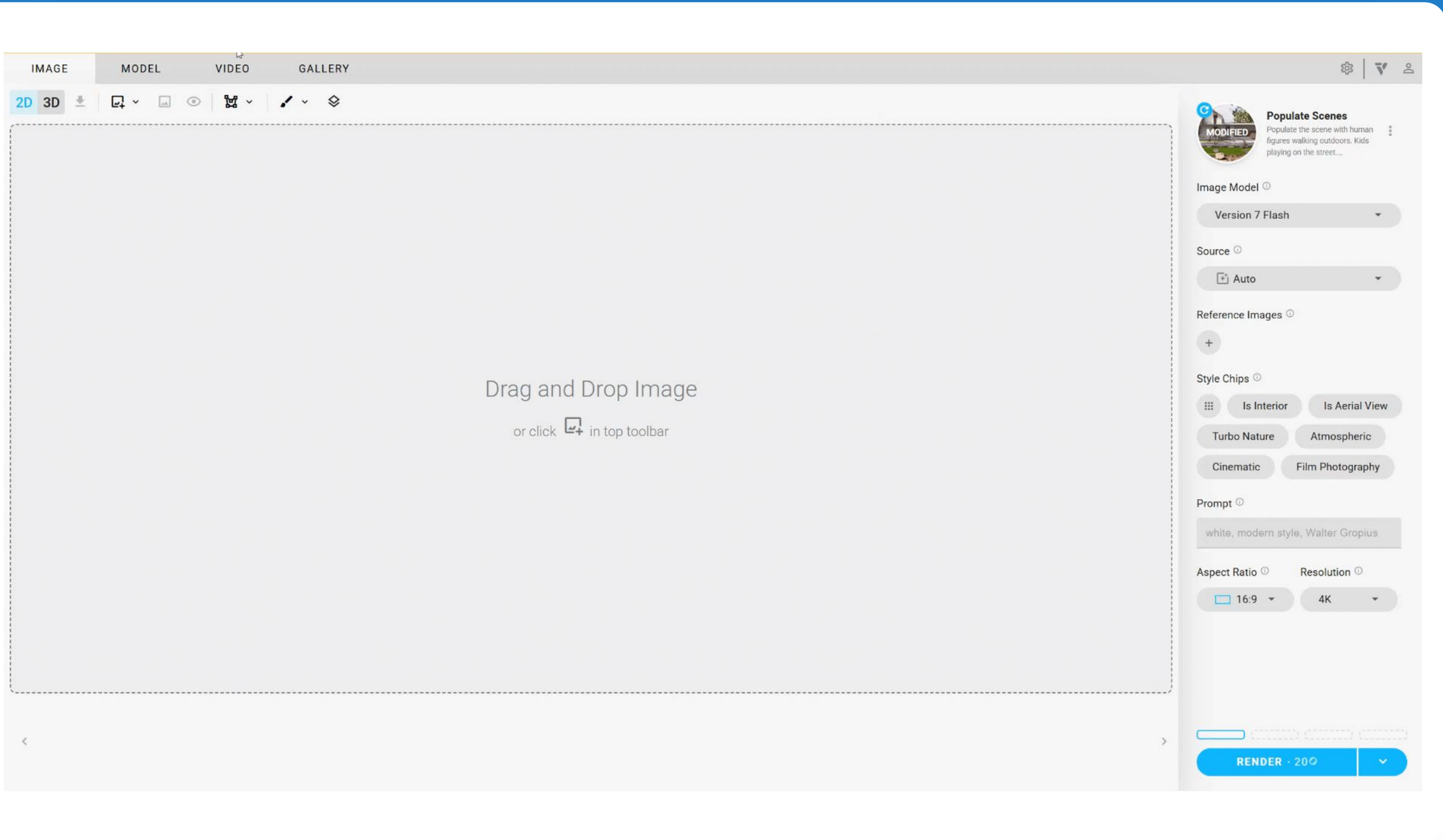
Veras Presets



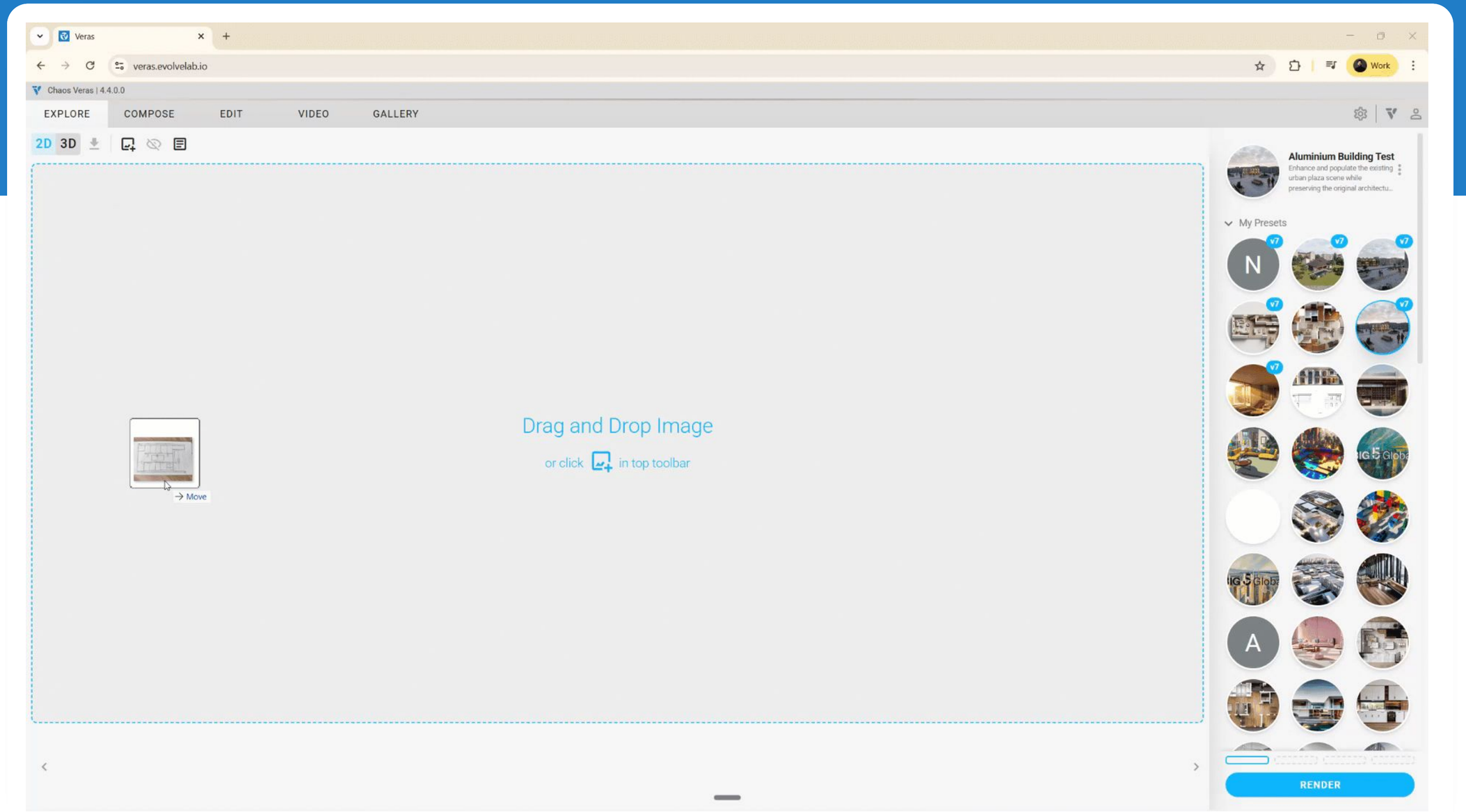
Chaos Veras
Version History



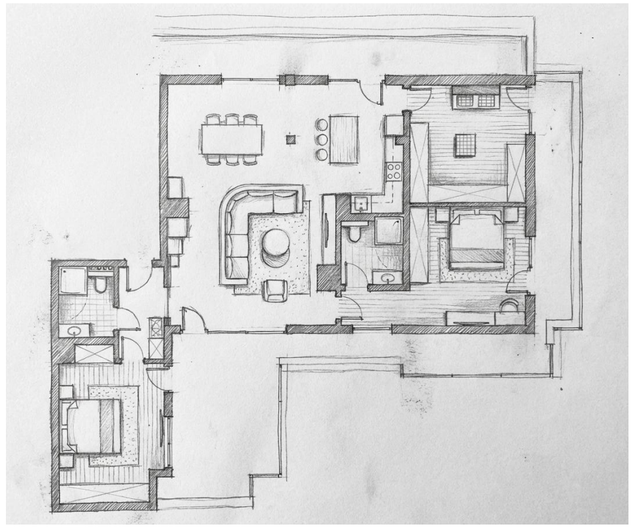
Chaos Veras
Latest Version



Chaos Veras
Use case



Chaos Veras
Workflows - Web

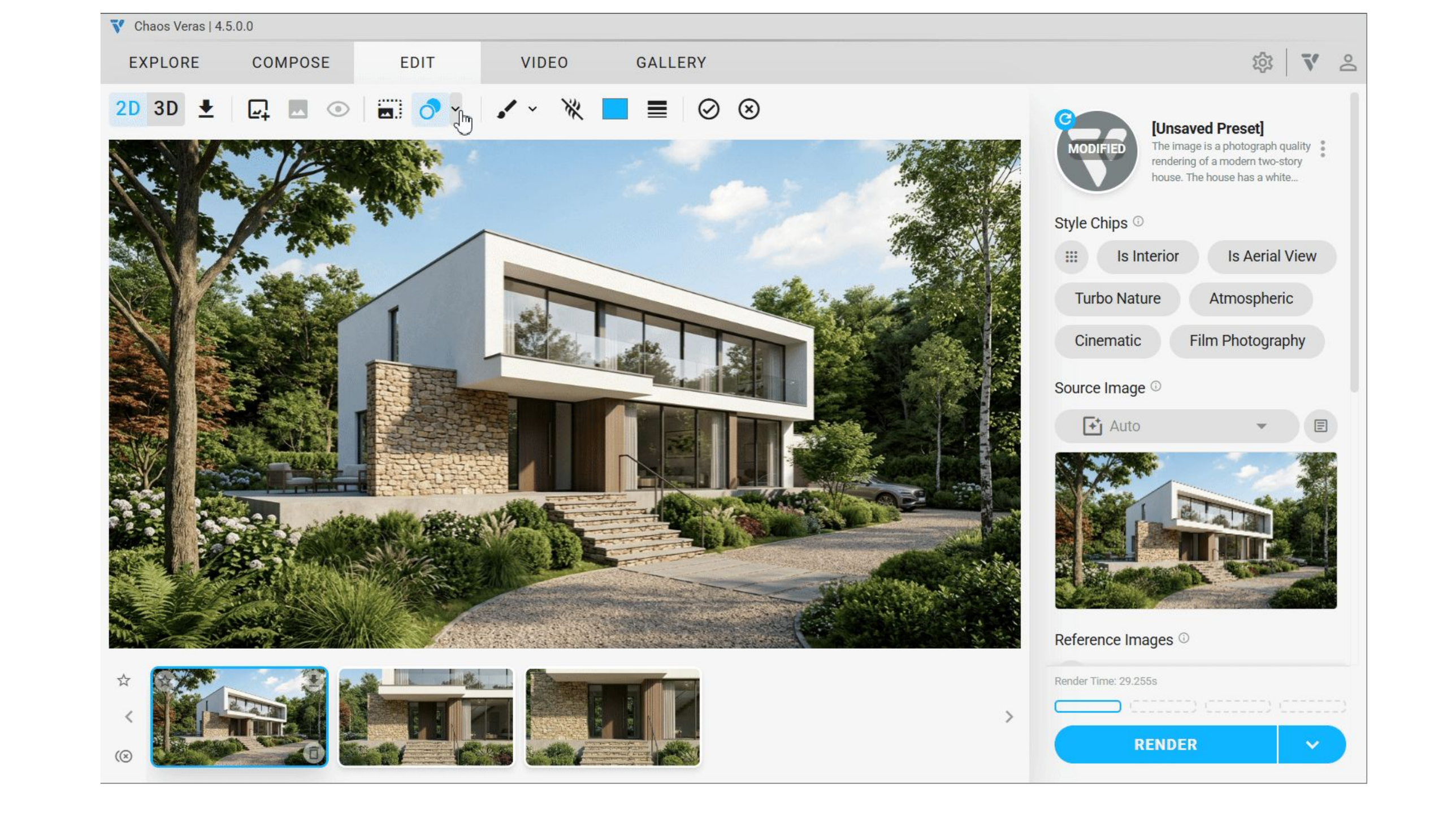








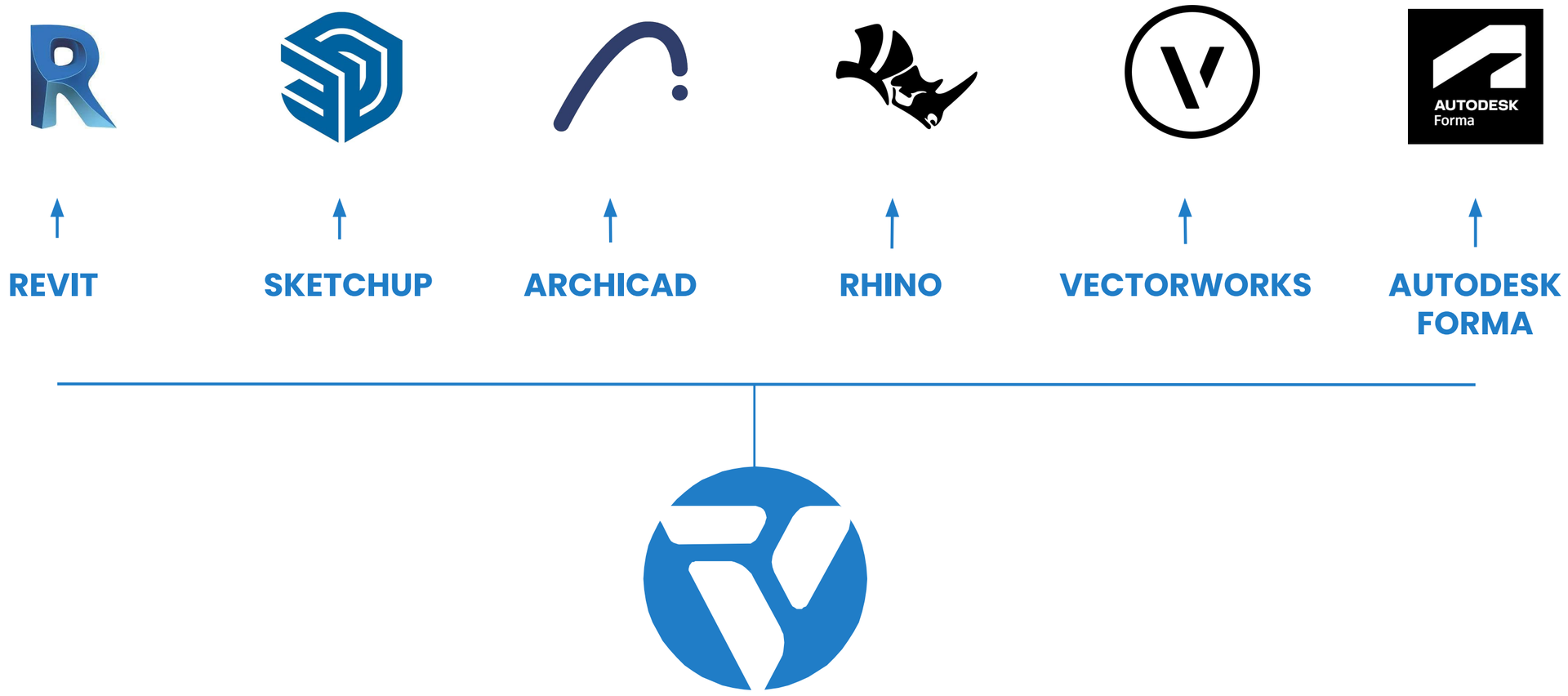



Chaos Veras | 4.5.0.0
EXPLORE
COMPOSE
EDIT
VIDEO
GALLERY
2D
3D
MODIFIED
[Unsaved Preset]
The image is a photograph quality rendering of a modern two-story house. The house has a white...
Style Chips
Is Interior
Is Aerial View
Turbo Nature
Atmospheric
Cinematic
Film Photography
Source Image
Auto
Reference Images
Render Time: 29.255s
RENDER

CAD Version

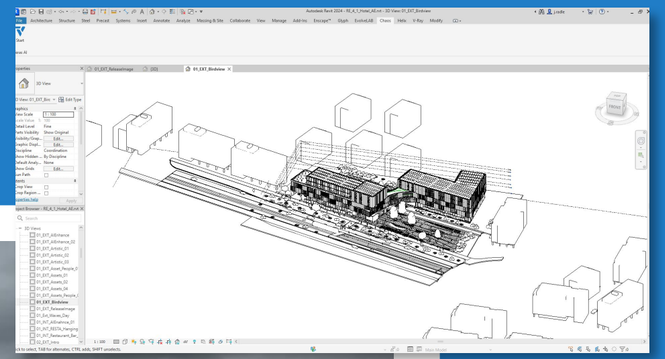
chaos

Chaos Veras
Integration



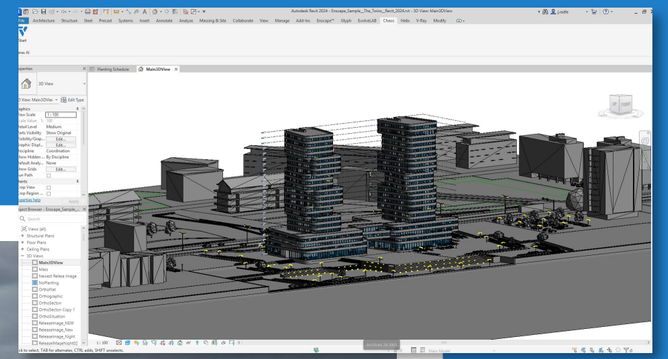
Veras in CAD
Workflows





Veras in CAD
Workflows






Enscape

chaos Enscape

Real-time design companion.

Chaos Enscape is a real-time design companion directly integrated into your BIM/CAD software. Enscape empowers architects and designers to instantly visualize and explore ideas, communicate clearly with clients, collaborate in real time, quickly spot design issues, and seamlessly experience projects in virtual reality—supporting every stage of the design process.

Enscape works with:

Windows: Archicad, Revit, Rhino, SketchUp, Vectorworks

Mac: Archicad, SketchUp, Rhino, Vectorworks



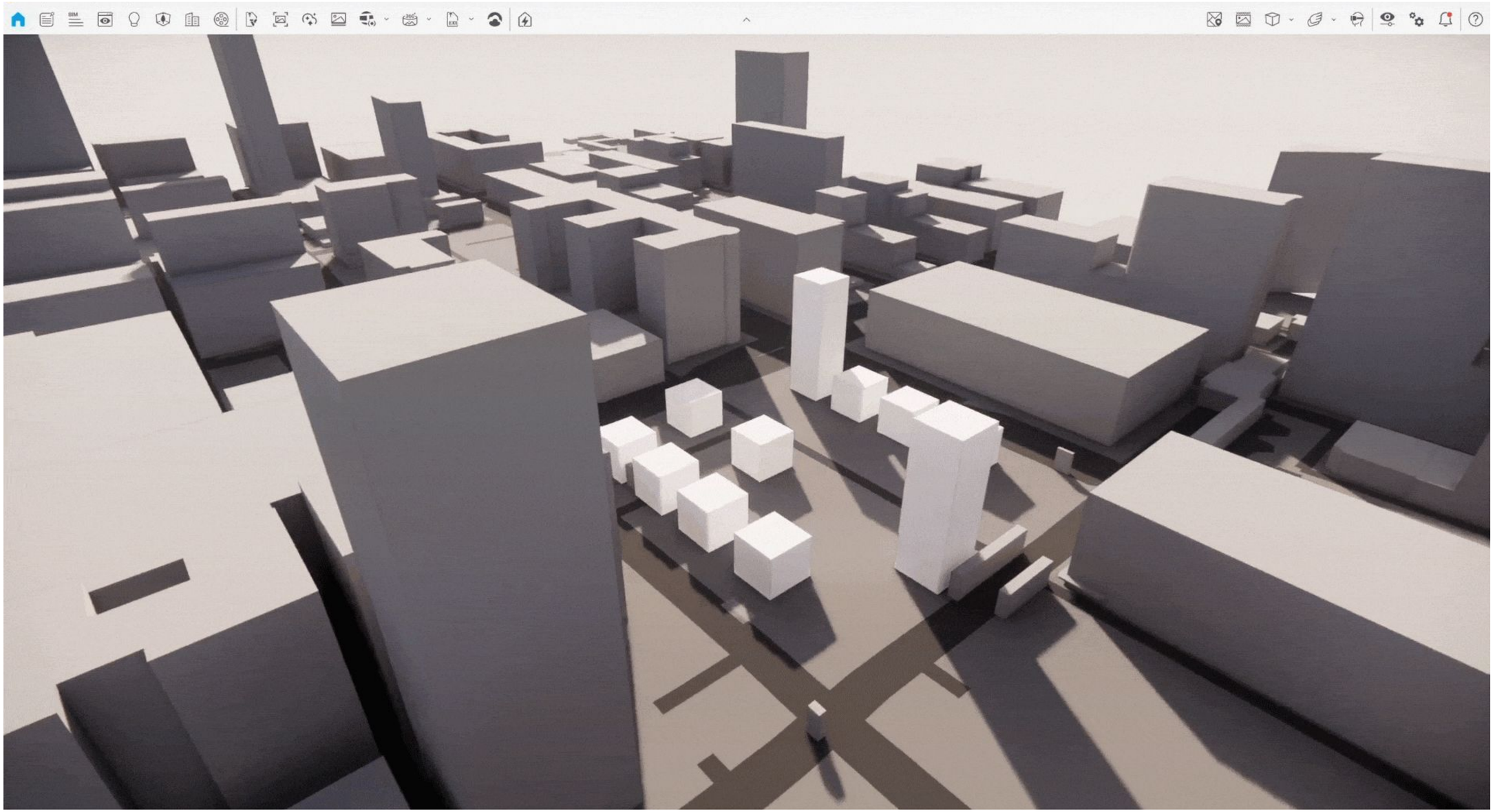
Value of Veras inside Enscape

Much more information is received by Veras through Enscape.

- Fast & easy navigation
- High-quality viewport
- Live sync with Enscape
- More accurate results



Chaos Veras
In Enscape



Veras

EXPLORE COMPOSE EDIT VIDEO GALLERY



MODIFIED

Public Square

Enhance and populate the existing urban building scene while preserving the original architectu...

Style Chips

Is Interior | Is Aerial View | Turbo Nature | Atmospheric | Cinematic | Film Photography

Source Image

Preview Image



Reference Images

Prompt

white, modern style, Walter Gropius

Render Engine

RENDER

Veras

EXPLORE COMPOSE EDIT VIDEO GALLERY



[Unsaved Preset]
replace with black ceramic tiles

MODIFIED

Style Chips

Is Interior | Is Aerial View | Turbo Nature | Atmospheric | Cinematic | Film Photography

Source Image

Preview Image



Reference Images

Prompt

white, modern style, Walter Gropius



Render Time: 74.651s

RENDER

Referencing with AI

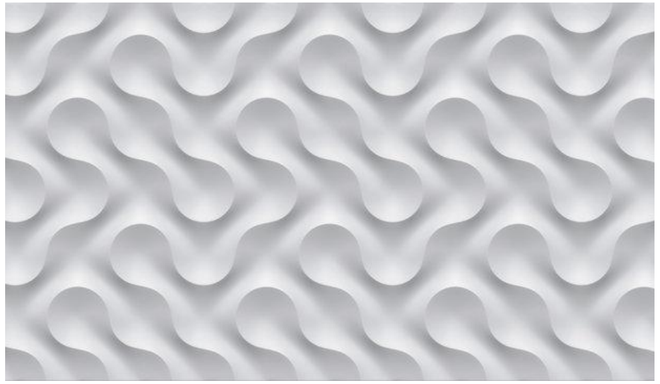
Generated result with Veras

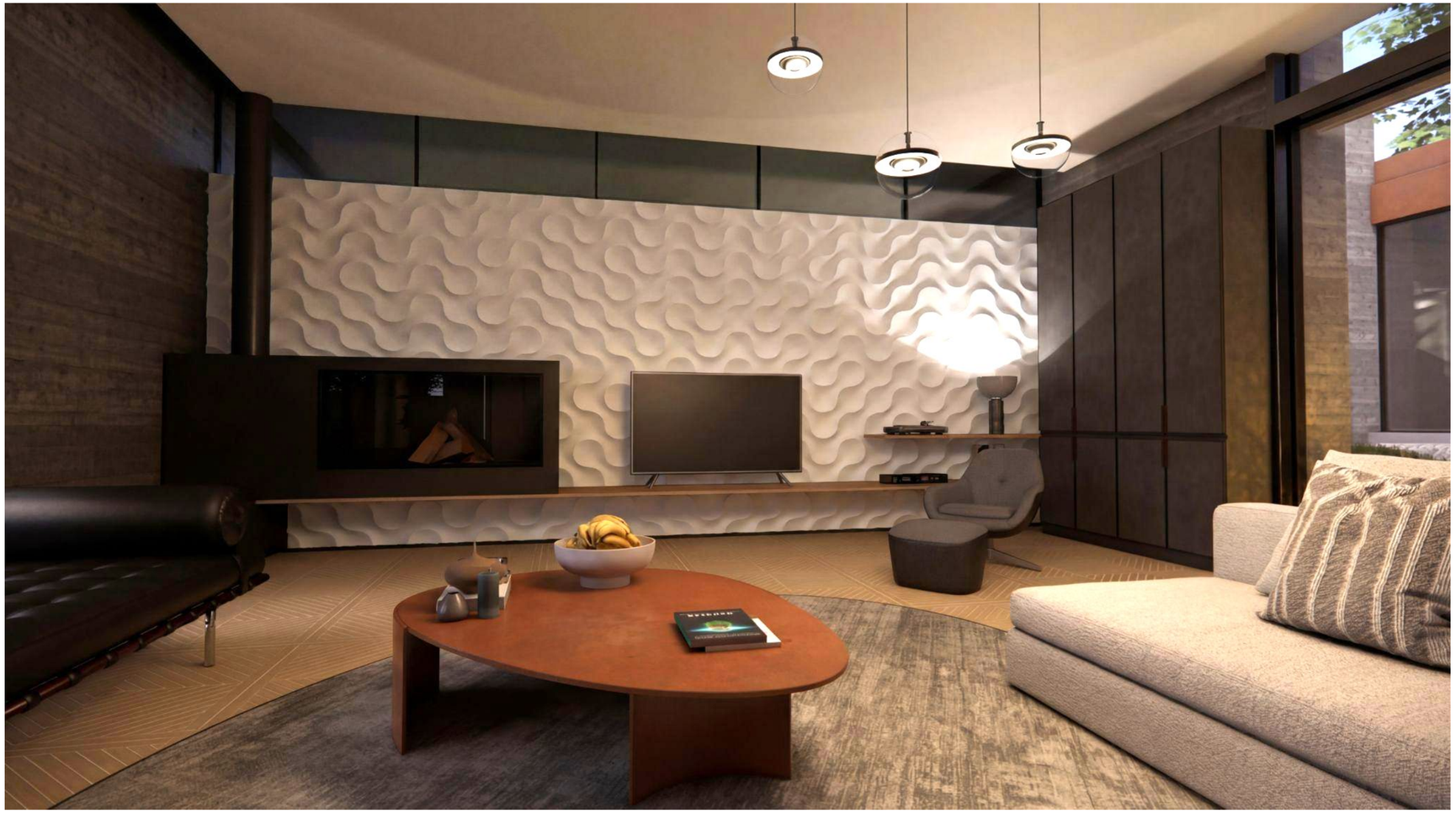


Enscape

+

Material Reference





Generated result with Veras



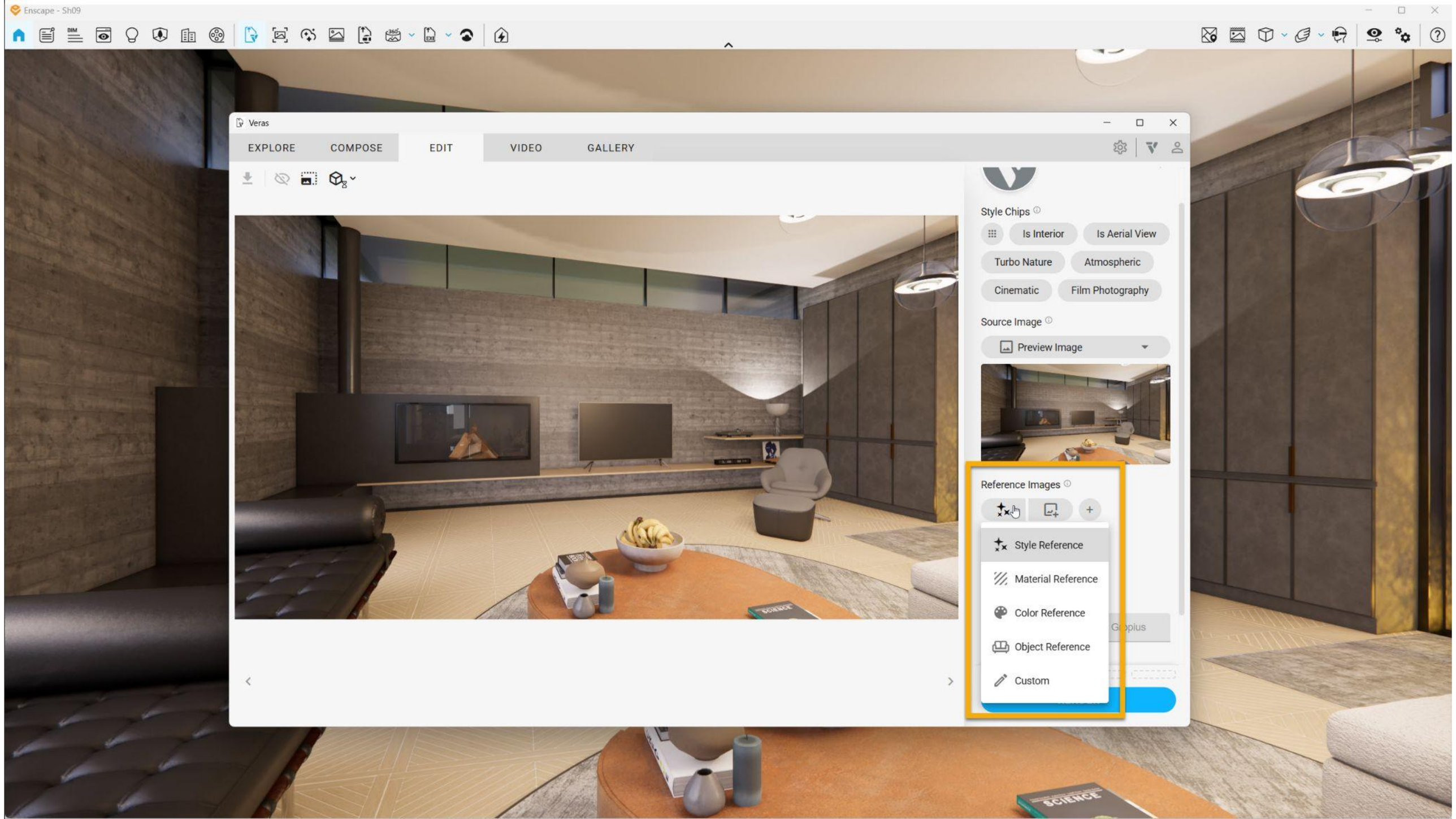
Enscape

+

Object Reference






Enscape - Sh09
Veras
EXPLORE
COMPOSE
EDIT
VIDEO
GALLERY
Style Chips
Is Interior
Is Aerial View
Turbo Nature
Atmospheric
Cinematic
Film Photography
Source Image
Preview Image
Reference Images
Style Reference
Material Reference
Color Reference
Object Reference
Custom
SCIENCE

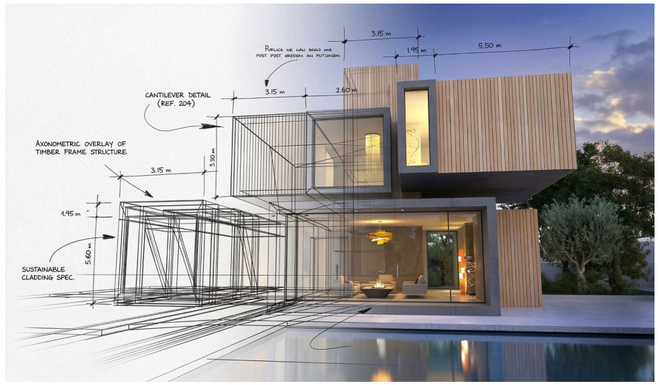
Generated result with Veras

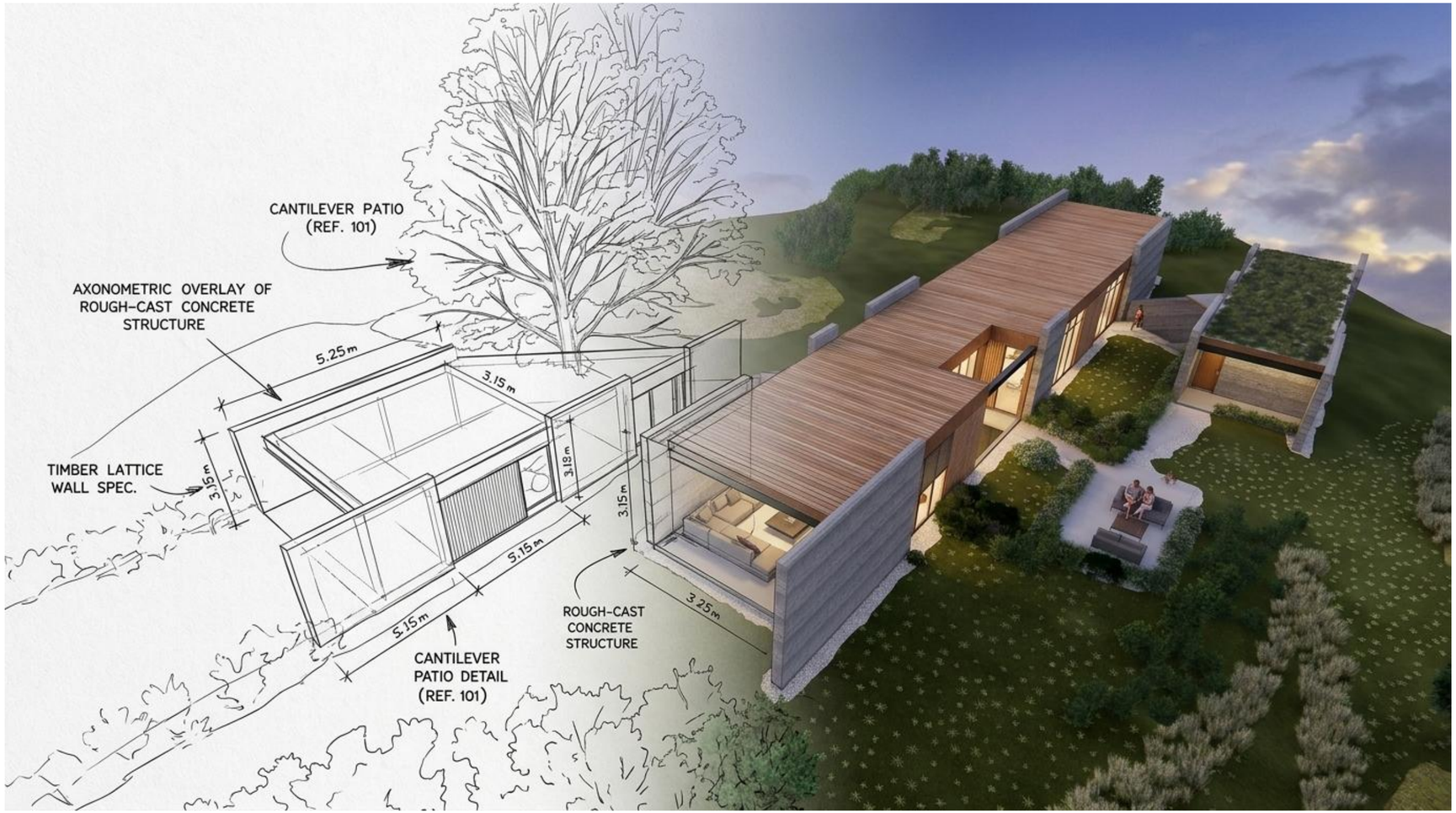


Enscape

+

Style Reference





Generated result with Veras



Enscape

+

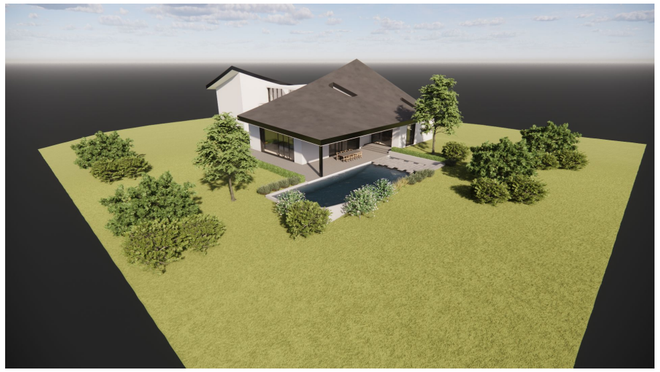
Color Reference





Custom References

Generated result with Veras



Enscape

+

Custom Reference





LIVING ROOM MOODBOARD: TEXTURES & PALETTE



WALLS:
Limewash Finish (Warm Oatmeal), Linen Wallpaper

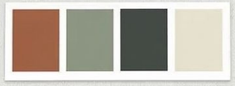


CEILINGS:
Exposed Wood Beams
Rough Plaster (Chalk)



WINDOWS:
Reeded Glass
Bronze Frames
Sheer Linen Curtains







FLOORS:
Oiled White Oak,
Textured Wool & Jute Rug

MODERN ICON



Jacobsen Swan Chair
(light cream leather)



L-Shaped Sectional: Low Profile Bouclé



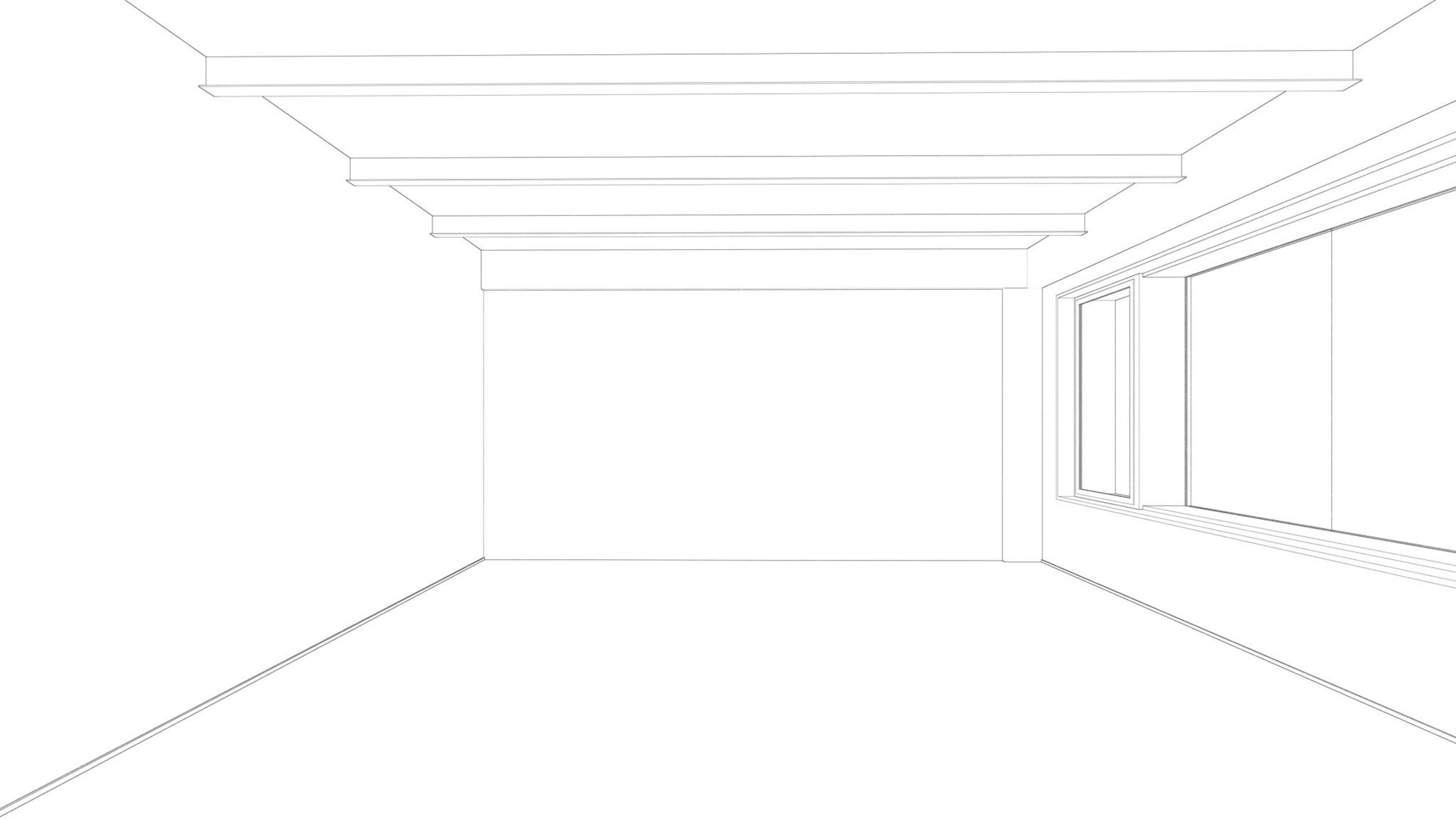
Coffee Table:
Organic Sculptural



Structured Beanbag
(cream linen)



Ottoman: Simple
Textured Pouf







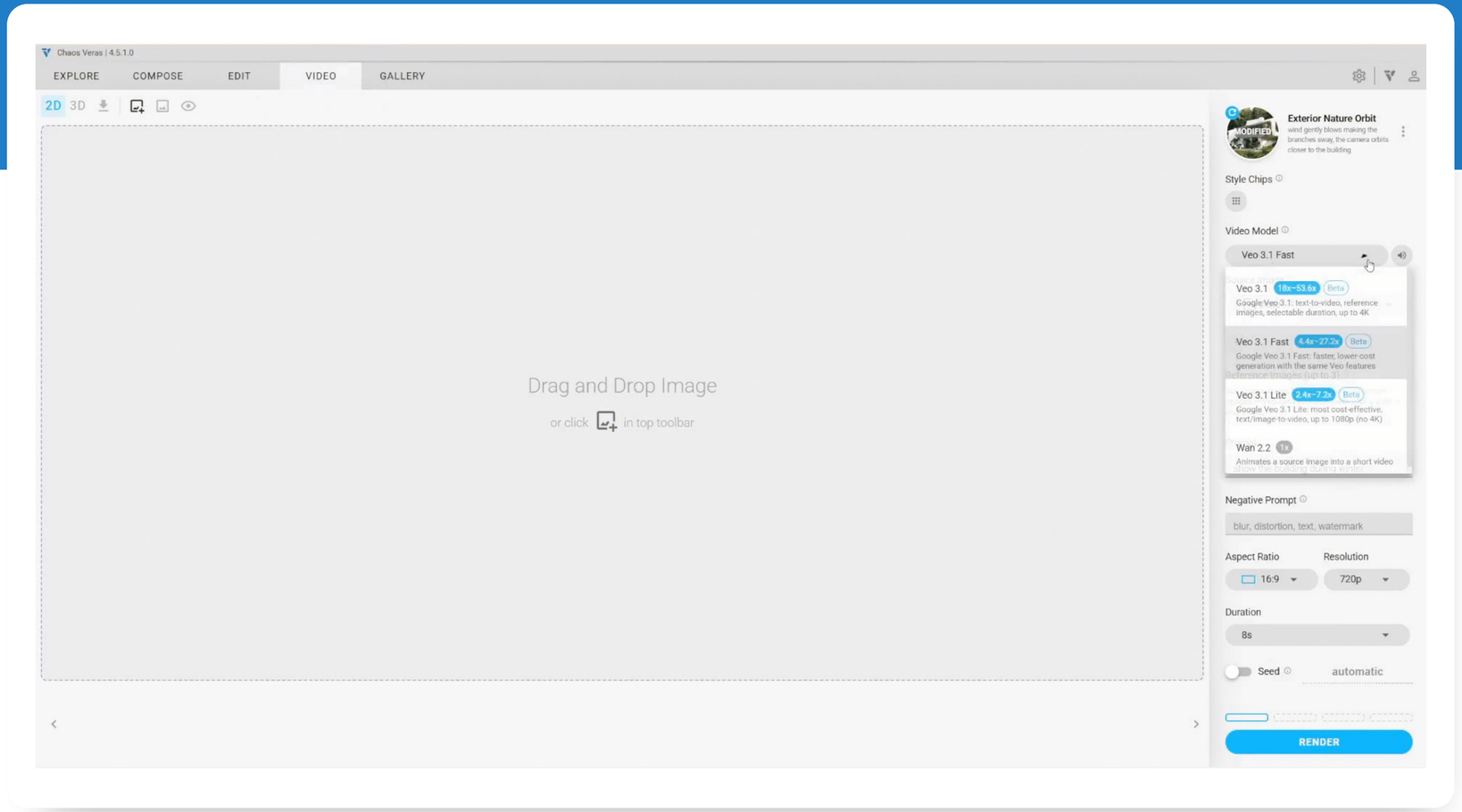
Veras Video

chaos





Veras AI & Enscape
Video Models



Video Model

Veo 3.1

Veo 3.1 16x–52x Beta
Google Veo 3.1: text-to-video, reference images, selectable duration, up to 4K

Veo 3.1 Fast 4x–28x Beta
Google Veo 3.1 Fast: faster, lower-cost generation with the same Veo features

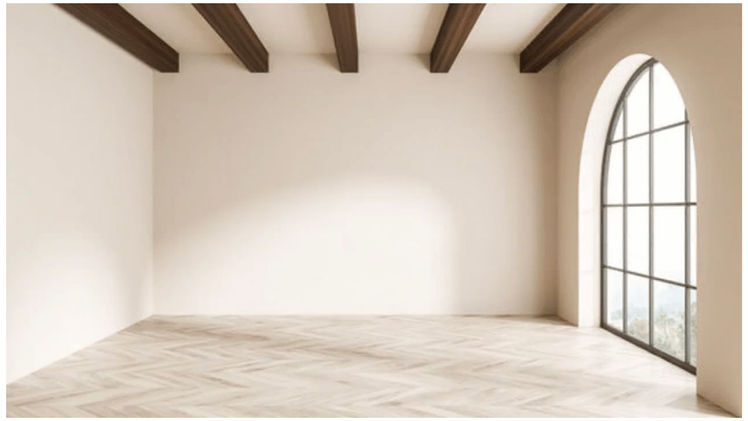
Veo 3.1 Lite 2x–8x Beta
Google Veo 3.1 Lite: most cost-effective, text/image-to-video, up to 1080p (no 4K)

Grok Imagine 1.5 4x–15x
xAI Grok Imagine 1.5 (preview): animates a still image into video with native audio (1-15s, 480p/720p; image-to-video only)

Grok Imagine 1 2x–7.5x
xAI Grok Imagine: generates from text, a still, or reference images, or edits a source video, with native audio (up to 15s, 480p/720p)

Wan 2.2 1x
Animates a source image into a short video

Gemini Omni 10x Beta
Google Gemini Omni: generates from text or a still, or edits a source video, with reference images and multi-turn consistency (fixed 10s, 720p, landscape or portrait)





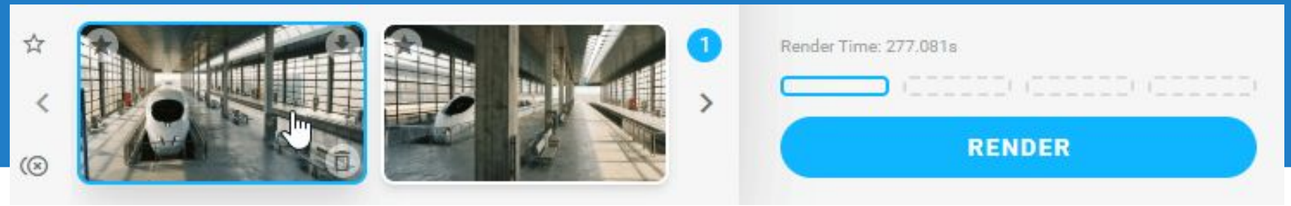






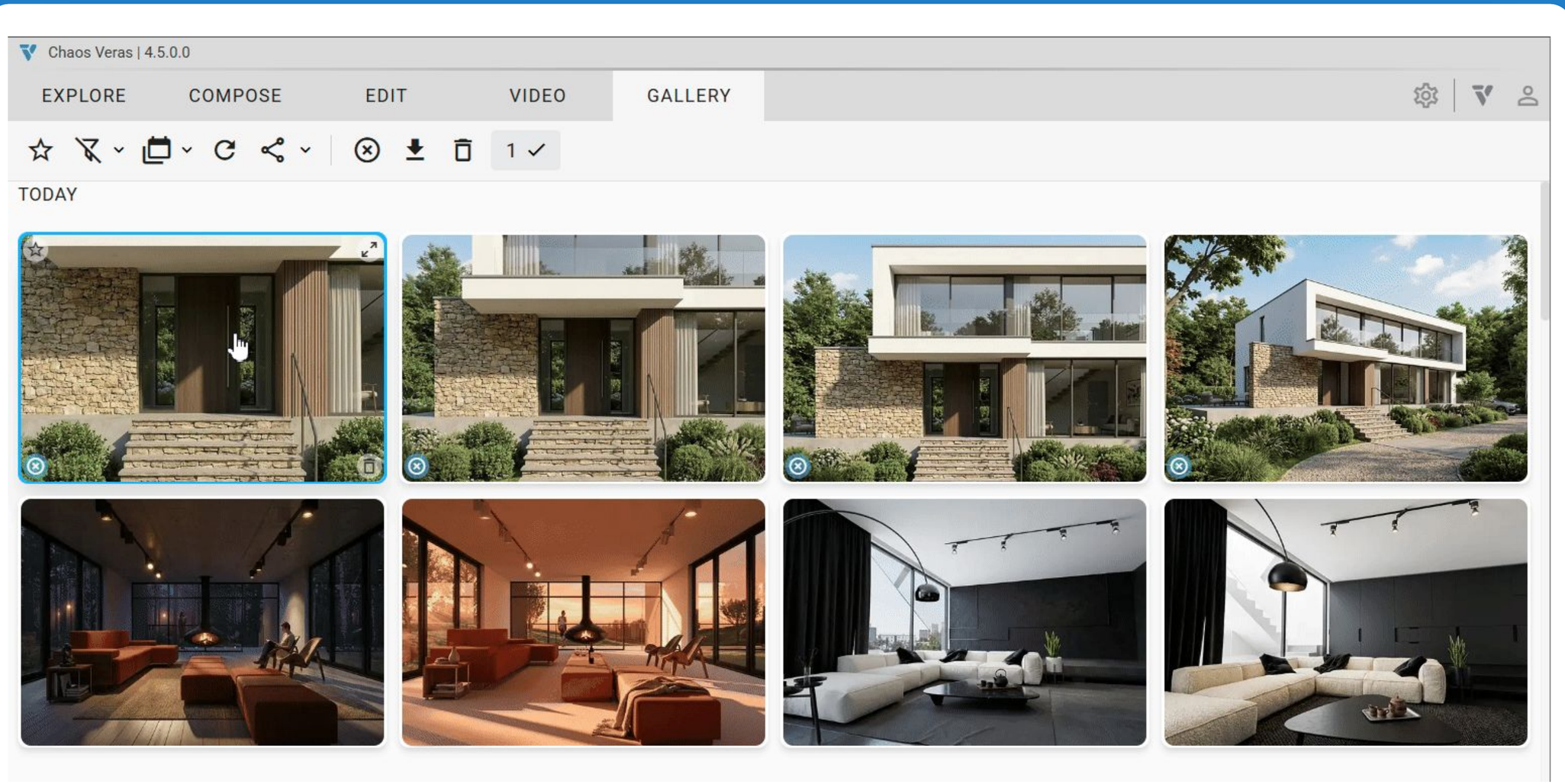


Veras AI & Enscape
Combine Videos





Veras AI & Enscape
Share Gallery Items



02 First steps with Prompting

How do you currently write prompts?

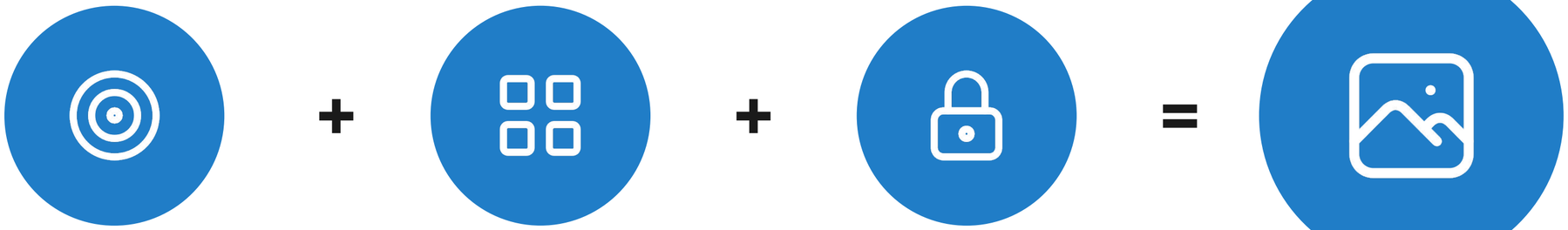
Leave a comment in the chat

- *Your brand new* **Studio Assistant**
- *It needs your* **Project details**
- *It needs to understand the* **Context**
- *Aligning with your* **Design Vision**

The better you explain and the more context you drop,
the more mind-blowing the output will be.

03 The 3-Part Prompt Anatomy

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.

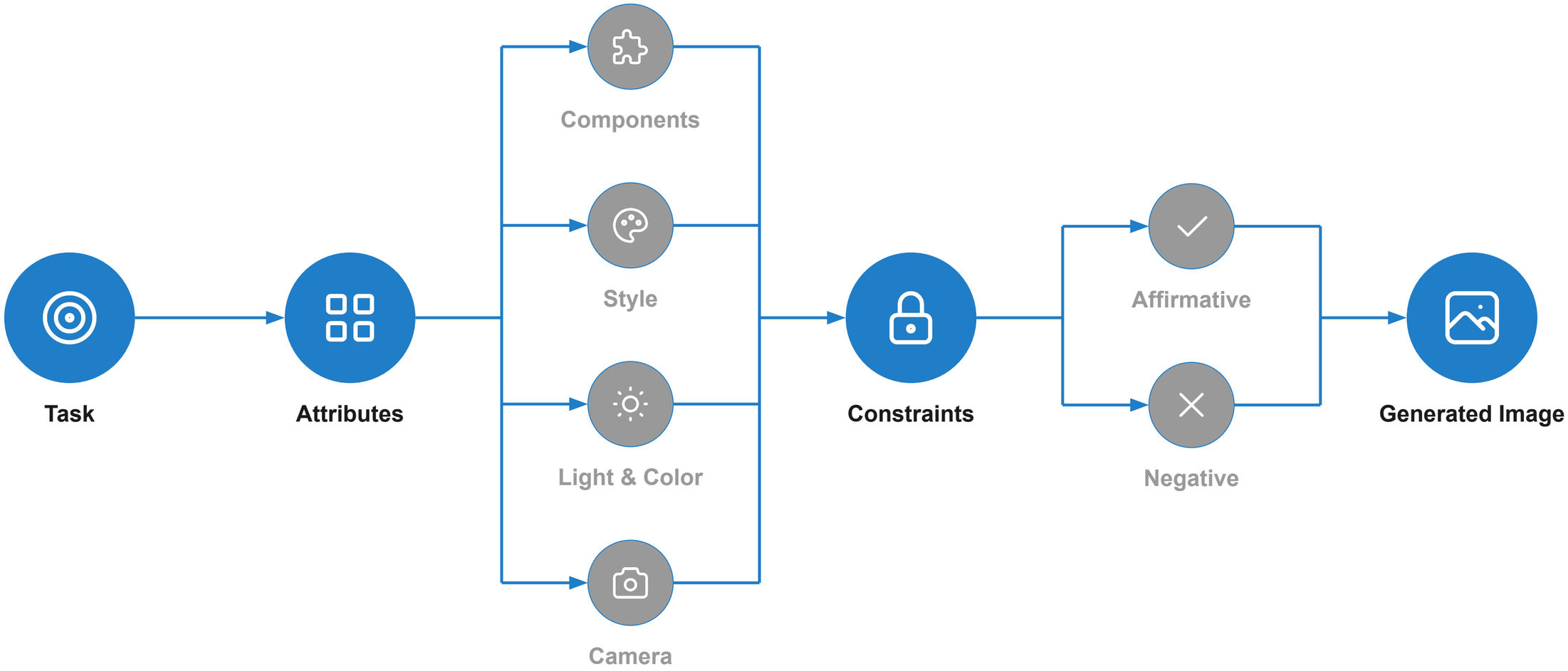
Constraints

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***, 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.

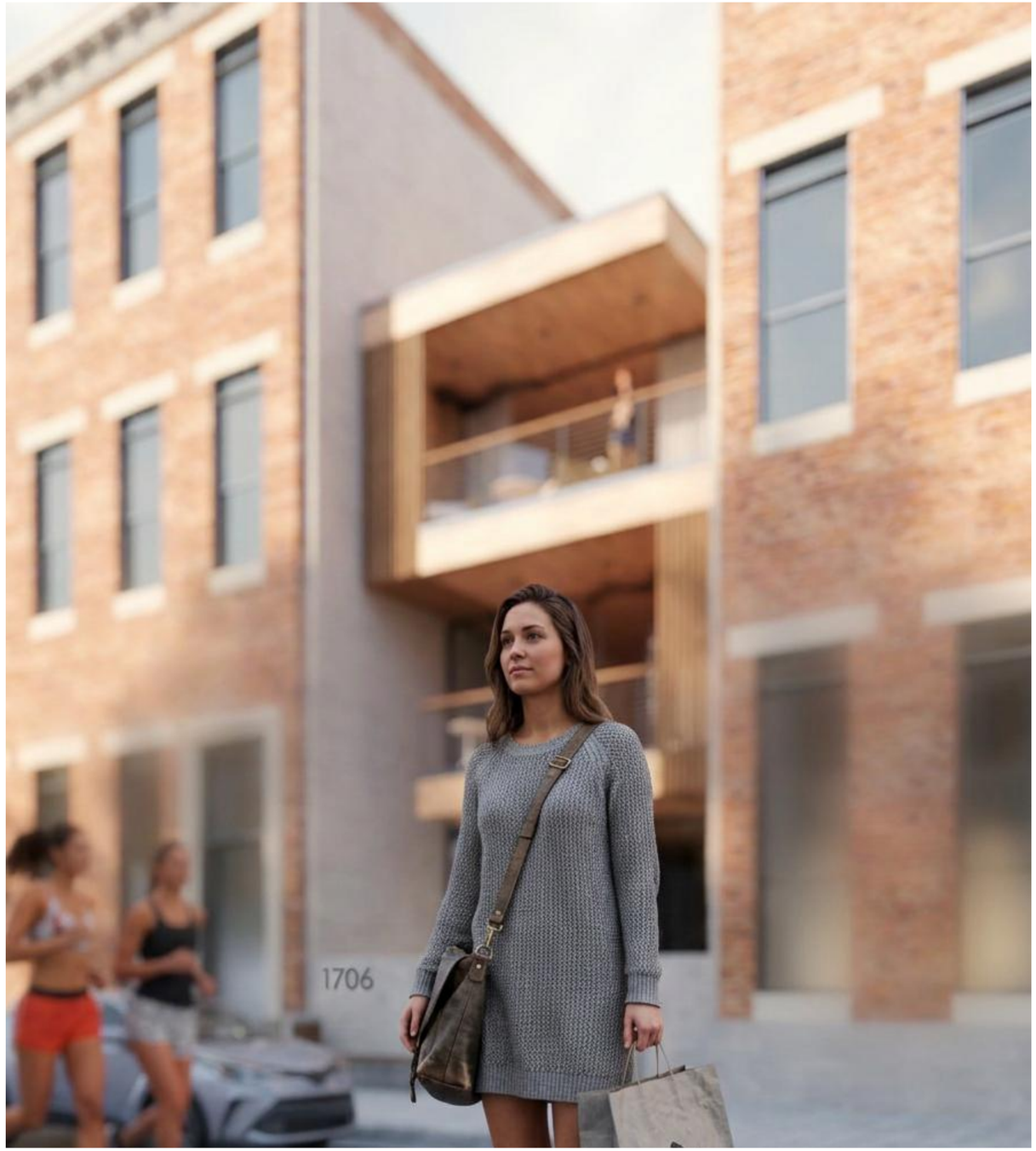
- **Keep the tone neutral:** Save the mood, style, and artistic flair for the later. Adding other details here will only water down your main instruction.

*‘’**Emphasize the intricate foreground figure**,*

house serving as a background. Rich tactile detail,

close-up, creamy bokeh. Ensuring crystal-clear

focus, the house should be softly out of focus”



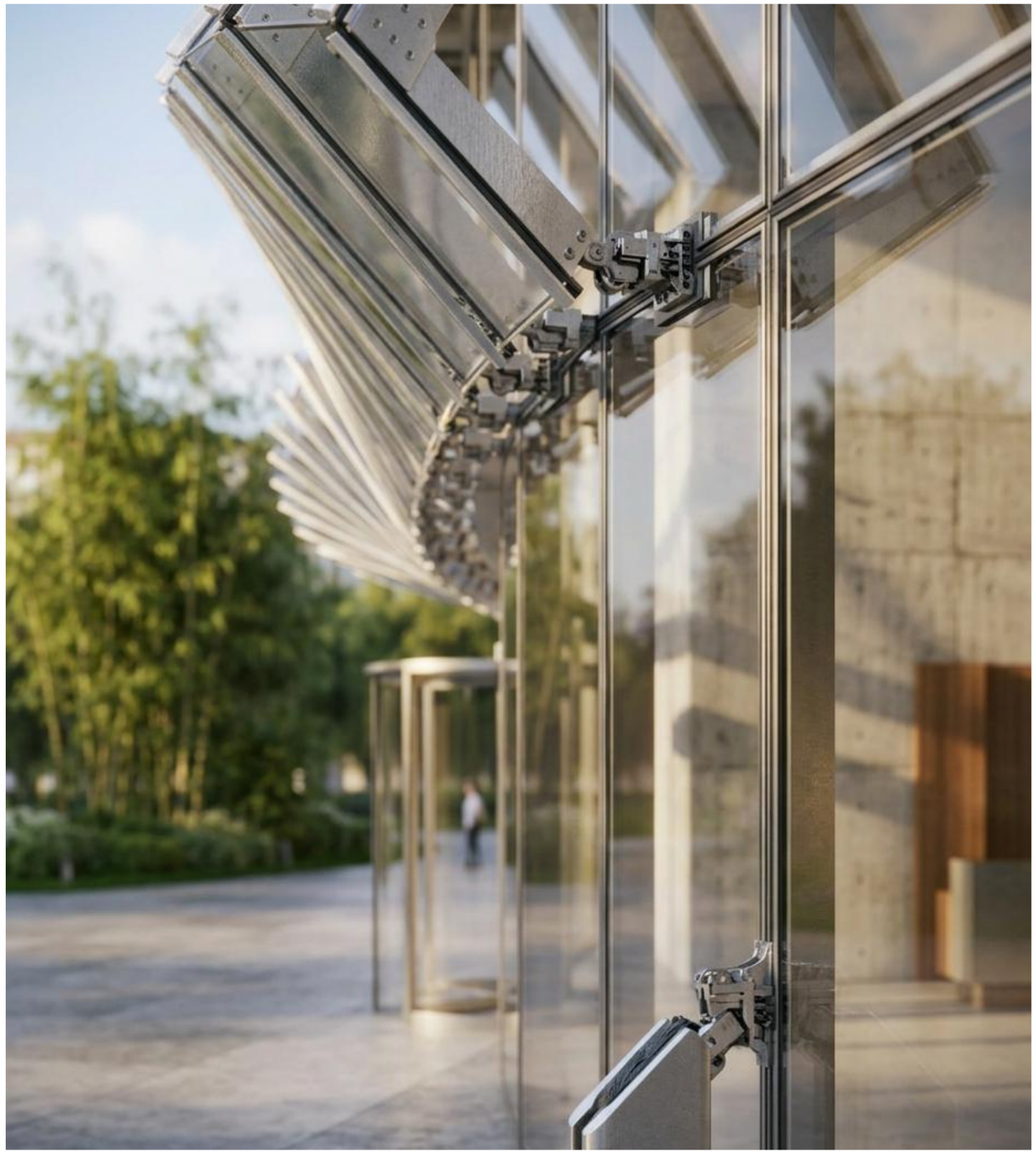
Scene Attributes | Components

The Components stage is where you describe exactly what exists in your image, where you actually build the scene—defining both the star of the show and everything surrounding it.

What to Include

- **The Main Subject:** Clearly identify the "*hero*" of your image. The AI needs one unambiguous focal point to organize the composition around.
- **The Environment:** Give your subject a believable home—context brings realism.
- **Material Details:** Describe physical textures (e.g., wood grain, concrete pores, glass reflections). This is the secret sauce that turns an "AI" render into something real.
- **A Sense of Scale:** Add things like people, cars, or furniture. Visual cues help the viewer (and the AI) understand the true size and proportions of your space.

''Architecture photography of the building facade, showing intricate joinery. ***Highly detailed, tactile material focus.*** *Natural afternoon lighting.''*



Scene Attributes | Style

The Style is the part where you tell the AI exactly *how* the image should look and feel. While the Components cover *what* is physically in the frame, the style dictates the overarching mood, aesthetic, and visual quality.

What to Include

- **Editorial References:** Anchor your prompt to a known visual culture. Referencing a real publication (like ***ArchDaily***, ***Dezeen***, or ***Architectural Digest***) or a specific photography genre gives the AI a concrete benchmark to aim for, rather than guessing what a vague word like "*nice*" means.

- **Quality Benchmarks:** Tell the AI what level of production you expect. Words like "*ultra-detailed*," "*hyper-realistic*" or "*implementation-feasible*" signal the level of realism and refinement you need.

- **Stylistic Consistency:** Make sure the whole image plays by the same visual rules. If left unguided, AI models might blend conflicting styles—like part illustration, part cinematic, and part documentary—resulting in a messy, confused image.

*‘‘Transform the image to **ArchDaily style.***

***Photorealistic, hyper-detailed**, with realistic light bounce and shadows’’*



Scene Attributes | Light & Color

The Light & Color dictates exactly how light interacts with your scene, both physically and emotionally. If the Components establish "what is there" and the Style sets the "visual language," this part answers: *what is the light doing to everything?*

What to Include

- **Time of Day:** This single choice dictates the sun's position and how shadows behave. "***Golden hour***" provides long, warm shadows, while midday gives you short, harsh ones. Getting this right is crucial for physical realism.

- **Quality of Light:** Define the softness, direction, and volume of the light (such as "***volumetric sunlight filtering through trees***"). This separates a beautifully lit render from one that is merely bright.

- **Interior vs. Exterior Balance:** For buildings with windows, contrast a warm interior glow against a cooler exterior. This adds depth and makes the architecture feel occupied and alive rather than staged.

‘’Enhance the provided render. ***Natural afternoon lighting. Volumetric sunlight filtering through trees****, softly blurred background. Ensure a clear visual contrast”*



Scene Attributes | Camera

The Camera translates your photographic vision into AI-friendly instructions. If the Components define *what* is in the scene, and Light & Color defines *how* it is lit, the Camera defines exactly *how* it is seen—the literal viewpoint from which your image is captured.

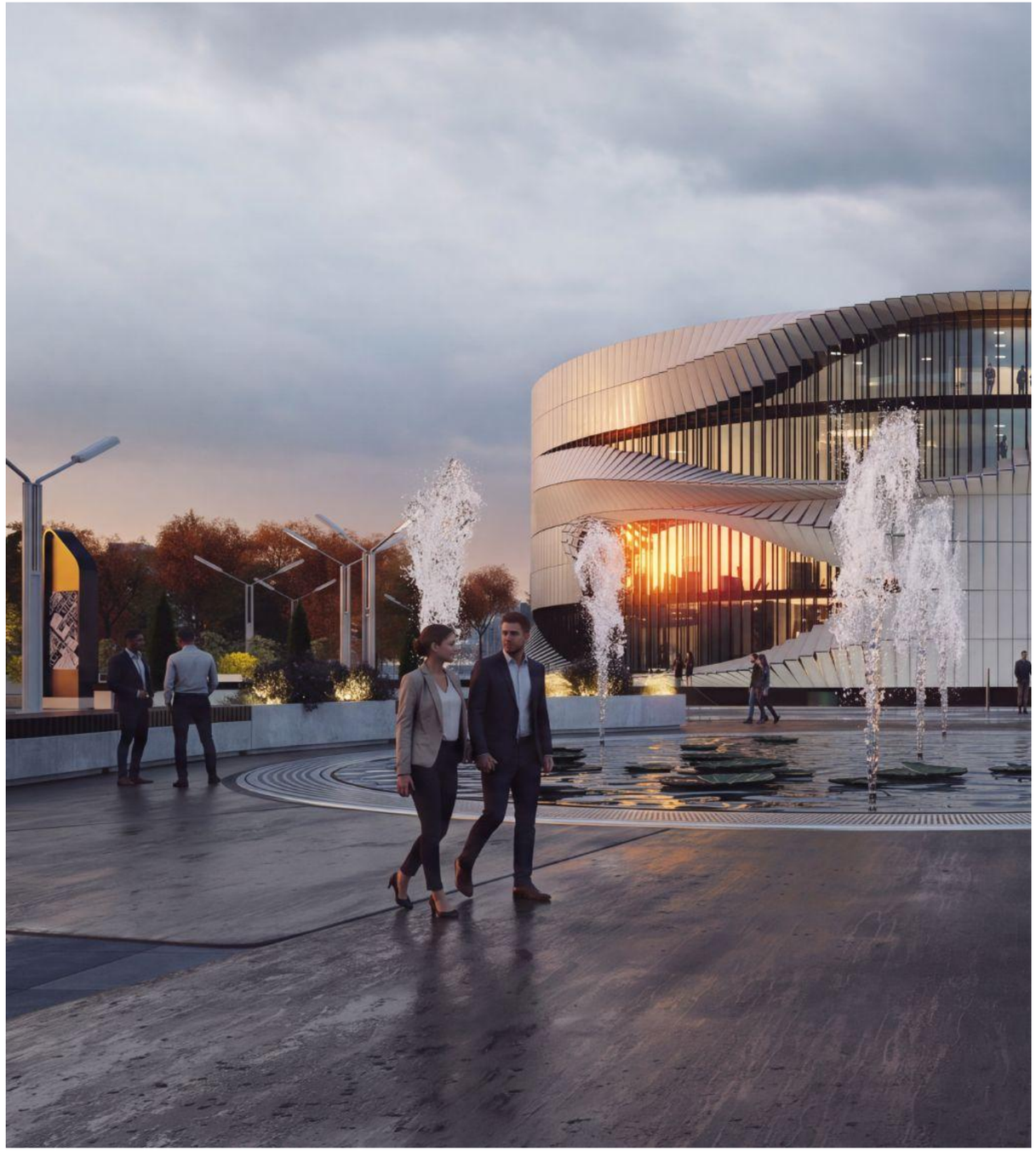
What to Include

- **Lens Specifications:** This determines your field of view. A wide-angle lens stretches depth and makes spaces feel larger and more dramatic, while a longer lens compresses distance and flattens the perspective. This single choice dictates whether a space feels vast or intimate. Instead of vague terms like "*wide shot*," name an actual focal length (e.g., **24mm**, **35mm**, or **50mm**). This gives the AI a concrete physical reference.

- **Camera Position:** Define the height and angle of the camera. An eye-level shot feels neutral and documentary; a low angle makes buildings look monumental and imposing; an aerial view emphasizes the layout and surrounding site.

- **Perspective Control:** Tell the AI to keep architectural lines correct. AI models frequently struggle with converging or "*keystoning*" vertical lines, so explicitly asking for perfectly straight verticals is crucial here.

‘’Populate the scene with human figures walking outdoors. ***Eye-level perspective, clear depth. Shot on 50mm lens.*** *Strictly preserve original architectural design geometry”*





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.

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:

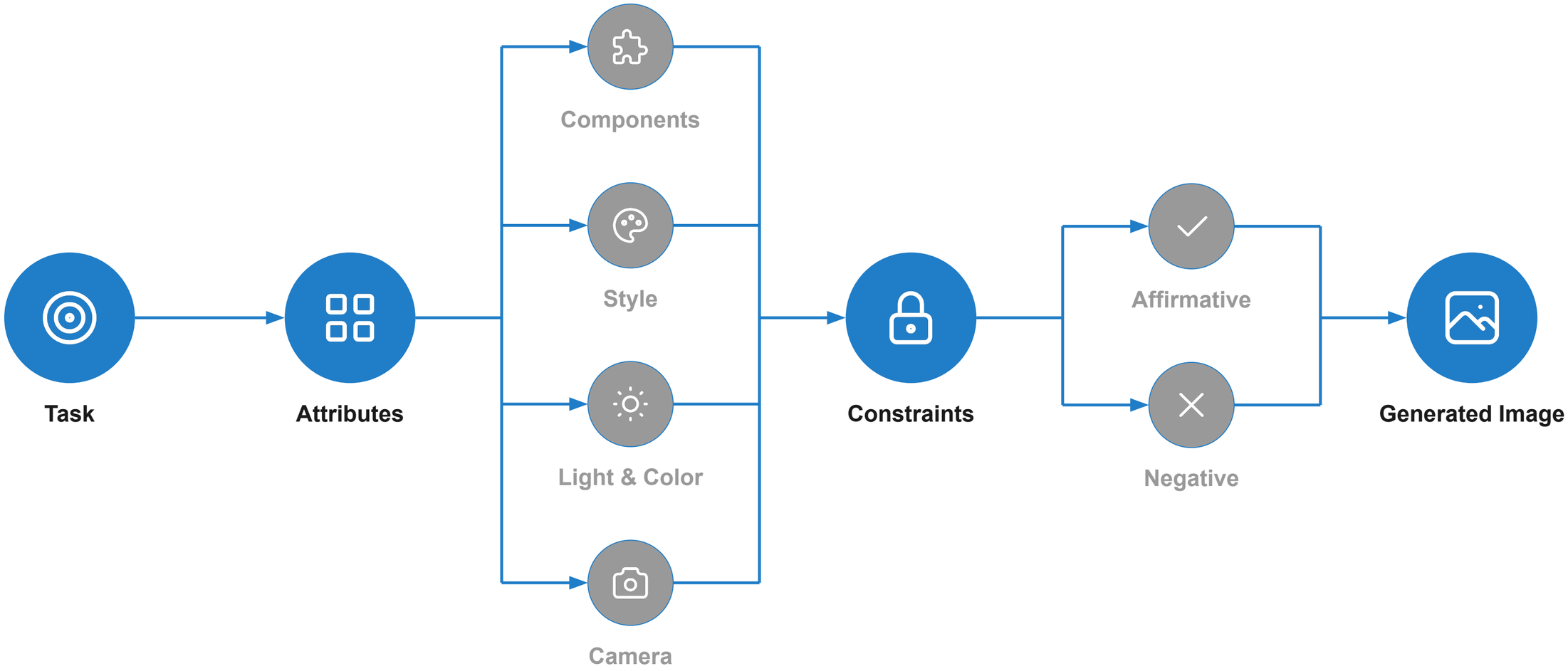
1. **The Affirmative (The "Do's"):** Tell the AI what it ***must*** actively preserve. This gives it a concrete, positive target to hold onto.
2. **The Negative (The "Don'ts"):** Tell the AI what it ***must not*** include to act as an exclusionary guardrail.

‘’A blurred person walking in the space, clear human scale. Photorealistic, tactile material textures, realistic light bounce and shadows.

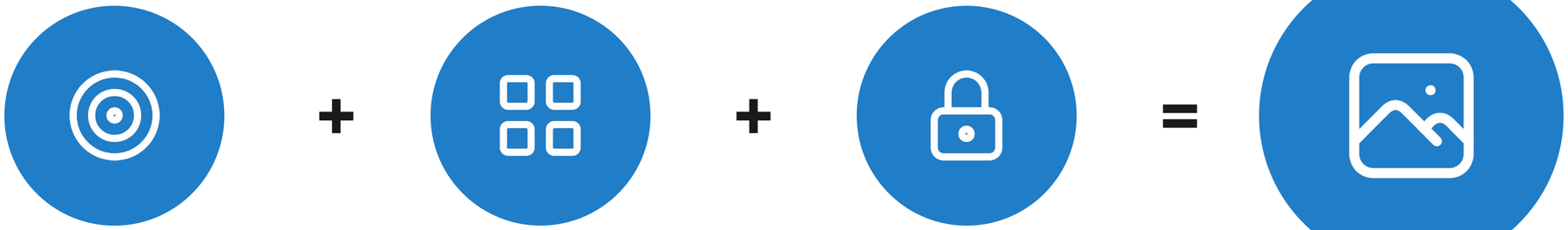
Strictly preserve the original design geometry and all interior elements. Don't add any extra elements to the project.”



Prompt Anatomy



Prompt Anatomy



Task

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

Attributes

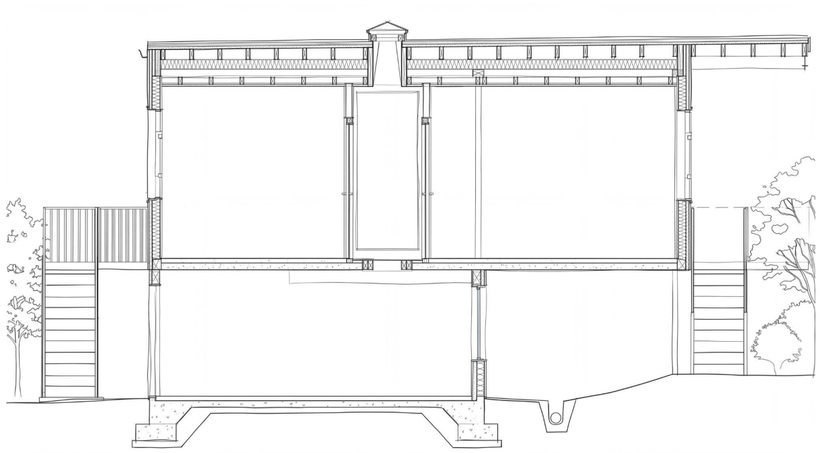
Components, Style, Light & Color, Camera - equal-weight inputs.

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.



"Create an architectural section presentation, in a strict black and white grayscale palette. Keep all outlines perfectly sharp and fine."

Prompt Anatomy

Task: Create an architectural section presentation

Components:

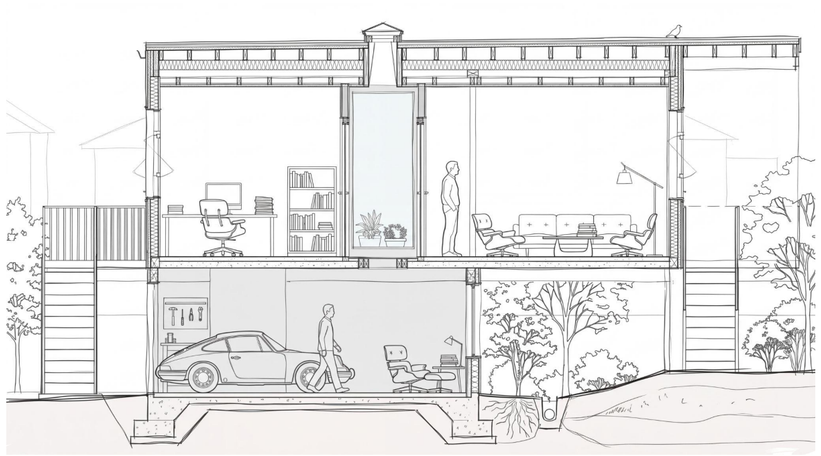
Style:

Light & Color: in a strict black and white grayscale palette

Camera:

Constraints (Affirmative): Keep all outlines perfectly sharp and fine

Constraints (Negative):



"Create an architectural section presentation, showing interior spaces, furniture, human figures, and landscape context, in a minimalist contemporary architectural graphic style using a clean halftone or dotted pattern for the sky and background trees, and soft hatching for materials and ground textures, in a strict black and white grayscale palette, set to a flat, orthographic section view. Keep all outlines perfectly sharp and fine; avoid colors, photorealism, and distorted or warped lines."

Prompt Anatomy

Task: Create an architectural section presentation

Components: showing interior spaces, furniture, human figures, and landscape context

Style: in a minimalist contemporary architectural graphic style, using a clean halftone or dotted pattern for the sky and background trees, and soft hatching for materials and ground textures

Light & Color: in a strict black and white grayscale palette

Camera: set to a flat, orthographic section view

Constraints (Affirmative): Keep all outlines perfectly sharp and fine

Constraints (Negative): Avoid colors, photorealism, and distorted or warped lines



"Create an architectural section presentation, showing interior spaces, furniture, human figures, and landscape context, in a minimalist contemporary photorealistic style, using clean detailed textures., in a strict black and white grayscale palette, set to a flat, orthographic section view. Keep all outlines perfectly sharp and fine; avoid colors, photorealism, and distorted or warped lines."

Prompt Anatomy

Task: Create an architectural section presentation

Components: showing interior spaces, furniture, human figures, and landscape context

Style: in a minimalist contemporary photorealistic style, using clean detailed textures.

Light & Color: in a strict black and white grayscale palette

Camera: set to a flat, orthographic section view

Constraints (Affirmative): Keep all outlines perfectly sharp and fine

Constraints (Negative): Avoid colors, photorealism, and distorted or warped lines

04 Hands-on Fun Exercise

Exercise 1

Unscramble the Prompt

The architectural AI prompt on the right is jumbled up. The anatomy structure we learnt needs to be applied here.

Unscramble the prompt using the DIY Sheet in the next slide.

"Shot on a 35mm wide-angle lens, from a low, scale-emphasizing angle. Avoid plastic-looking materials, warped geometry, or lens distortion. Enhance this building design into a photorealistic architectural image, lit at golden hour, with warm interior light spilling through windows, rendered in a high-end, ArchDaily-style editorial photography look. Maintain the exact structural silhouette and geometric accuracy; set on a lush hillside, with wood grain and glass reflections visible. "

DIY Sheet

Task

What you want the AI to do.

Attributes

Key aspects of the image.

Constraints

Boundaries to preserve quality and accuracy.



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.

Affirmative

What must be preserved.

Negative

What must be avoided.

Sample Prompt

Task

What you want the AI to do.

Attributes

Key aspects of the image.

Constraints

Boundaries to preserve quality and accuracy.

"Enhance this building design into a photorealistic architectural 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.
Maintain the exact structural silhouette and geometric accuracy;
avoid plastic-looking materials, warped geometry, or lens distortion."

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.

Affirmative

What must be preserved.

Negative

What must be avoided.

Exercise 2

chaos
Veras



Human Scale | Close-up

"Close-up of a person interacting with the architecture, clear human scale. Photorealistic, tactile material textures. Cinematic lighting, realistic light bounce and shadows. Shot on 85mm lens, shallow depth of field, bokeh, hyper-detailed. Strictly preserve original architectural design geometry."











Practice Exercise # 2

Replace the Keywords



Use the Base Image above in Veras. Copy the following prompt in the prompt field. Replace the highlighted keywords to change the output and compare the results with the images on the right.

*"Close-up of a **person** interacting with the architecture, clear **human** scale. Photorealistic, tactile material textures. Cinematic lighting, realistic light bounce and shadows. Shot on 85mm lens, shallow depth of field, bokeh, hyper-detailed. Strictly preserve original architectural design geometry."*



Person

Human

Dog

Animal





Robot

Humanoid

What’s Next in Veras?

The future of AI

Traditional workflow



Modern workflow (AI)



Veras AI



Veras AI & Enscape
Workflows



Design



AI Rendering

Veras AI & Enscape
Workflows



Design



AI Rendering





MODIFIED

Atmosphere - Fog

Atmospheric, detailed rendering of the building enveloped in thick rolling morning fog. The...

Image Model

Version 7 Flash

Source

Auto



Reference Images

+

Style Chips

Is Interior | Is Aerial View | Turbo Nature | Atmospheric | Cinematic | Film Photography

Prompt

white, modern style, Walter Gropius

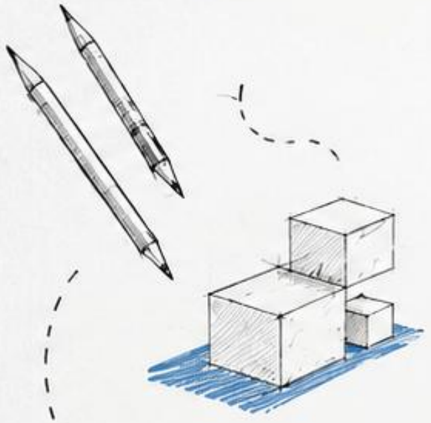
Aspect Ratio | Resolution

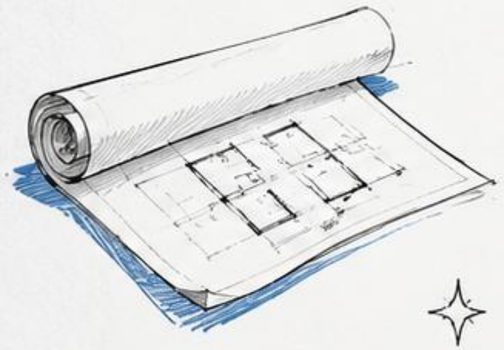
34s

RENDER - 20

Questions ?







Resources

- youtube channel (farhanrz)
- instagram (farhanrz.ig)
- linkedin (farhanrz)
- chaos.com
- cgconnect.chaos.com
- academy.chaos.com

Upcoming Webinar

Mastering Veras Prompts: A Deep Dive

7th October, 2026 at 4pm CET



Thank you.