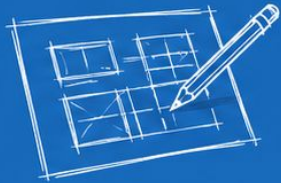




idea
sketch
refine.



explore.
iterate.
elevate.



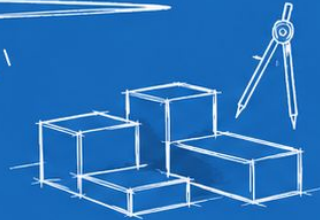
My Architectural Prompt Guide.



form follows
intention.



test.
tweak.
repeat.





every
prompt
is a
possibility.



structure
the idea.
shape
the output.

Contents

1. Introduction
2. Basics of Prompting
3. Hero Prompts
4. Hero Presets
5. Swap List
6. DIY Sheet
7. Resources.



clarify
the vision.
create
with intent.



iterate.
improve.
elevate.



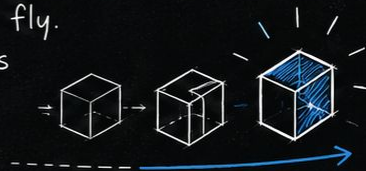
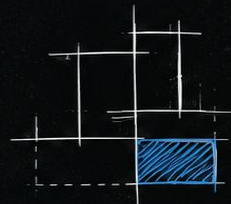
My Architectural Prompt Guide.



Welcome to the ultimate guide
for prompting with Veras AI!

→ Let's get one thing straight: architecture is all about your vision. It is a brilliant, complex balancing act of spatial problem-solving, environmental context, materiality, and the human vibe. AI doesn't know your client, it hasn't walked the physical site, and it definitely doesn't possess your unique design philosophy. Because of this, AI should never take the wheel or make your core creative decisions.

→ Instead, think of AI as your ultimate digital wingman—a powerhouse companion to speed up your workflow, test out rapid iterations, and visualize your wildest ideas on the fly. You are the mastermind architect; AI is simply your super-fast assistant.

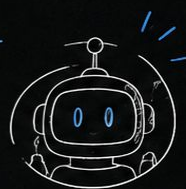




My Architectural Prompt Guide.



Meet Your New Studio Sidekick: Veras AI



→ The absolute best way to approach writing a prompt is to imagine you just hired a brand-new assistant for your studio. They are ridiculously fast, super eager to please, and hold a massive library of architectural history in their brain. But there is a catch: they walked into the office exactly five minutes ago and know absolutely nothing about your current project.



→ If you turn to this newbie and simply say, "Give me a cool modern house," you are going to get something completely generic and uninspired. But, if you sit down and hype them up with the real context—the crazy steep topography of the site, your obsession with board-formed concrete and warm timber, and the client's absolute need for morning light in the kitchen—your assistant can actually crush the assignment.



The golden rule of prompting is simple:

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





My Architectural Prompt Guide.



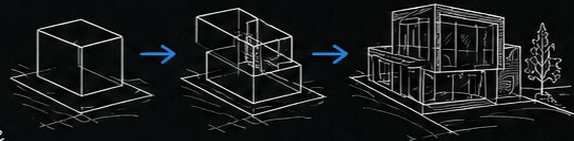
Finding Your Workflow Groove

Just like running a real design crew, there are a million ways to collaborate with AI. Your prompting style will totally depend on how you like to work:



⇒ The Step-by-Step Hacker:

You might like breaking the design down into bite-sized micro-tasks. Ask for a basic conceptual massing first, tweak it, and then prompt Veras AI to dial in a specific roofline or cool facade detail.



→ The "Brain Dump" Director:

Alternatively, you might prefer to drop one massive, highly detailed brief that unloads all your constraints, stylistic vibes, and spatial needs at once, letting AI cook up a comprehensive first pass in its own space.



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



My Architectural Prompt Guide.



The Step-by-Step Hacker:

This workflow builds complexity through a progression of specific, manageable instructions.

Prompt 1 (Initial Massing):

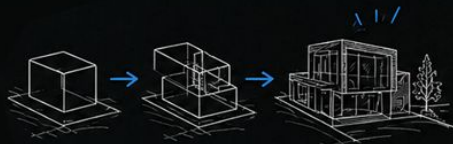
Generate a basic schematic massing of a rectilinear modern house exterior. Focus on the core volumes & overall geometry, with rectangular proportion, flat roof, and a clear cantilevered block on the upper level. Use a clean, monochrome style, wireframe style against a simple white background with neutral lighting.

Prompt 2 (Facade and Site - Based on P1):

Using the generated massing, add a facade pattern of floor-to-ceiling vertical cedar planks cladding. Define the windows on the upper cantilevered block as large, frameless glass sheets. Introduce basic site context with a concrete path & steps slab, surround the base and a set of simple, monolithic stairs. Retain the desaturated, diagrammatic style.

Prompt 3 (Refining Details - Based on P2):

Now, apply highly specific details. Add a specific, angular, custom zinc roofline pattern, incorporate delicate, integrated linear LED strip lighting recessed beneath the overhang of the upper cantilever. Place a single architectural olive tree in a large concrete planter on the patio and add textured, dark metal finishes to the window frames.



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

The "Brain Dump" Director:

This single instruction unleashes all stylistic, material, and spatial requirements into one highly detailed description.

Single Comprehensive Prompt:

Generate a single, comprehensive architectural presentation of a complex, minimalist modern house exterior viewed from an elevation perspective. The style must be highly defined, emphasizing the specific textures: rough, board-formed concrete juxtaposed with vertical dark-stained cedar siding and expansive, reflective frameless glass panels. The structure features a dramatic, box-foot cantilevered upper volume hovering over a recessed ground level patio. Key details include a multi-tiered, cascading water feature integrated into a series of poured concrete terrace steps, a detailed landscape planted with native, architectural plant species like feixes, grasses, and a single multi-stemmed Japanese Maple. Lighting is crucial: specify a system of multiple layered, recessed and step-lights highlighting the concrete, hidden LED strips in the wooden overhang, and in-slab scene designer pendant. Interior through the glass. The background must be de-saturated, blurred forest canopy at dusk. Constraints: The overall composition must be complete and synthesized, do not include any text labels, dimensions, or annotations.





My Architectural Prompt Guide.



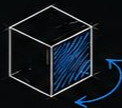
The Magic of Pre-Information

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!





every
prompt
is a
possibility.



structure
the idea.
shape
the output.



clarify
the vision.
create
with intent.

Basics of Prompting



iterate.
improve.
elevate.

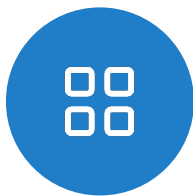
Prompt Anatomy



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.*

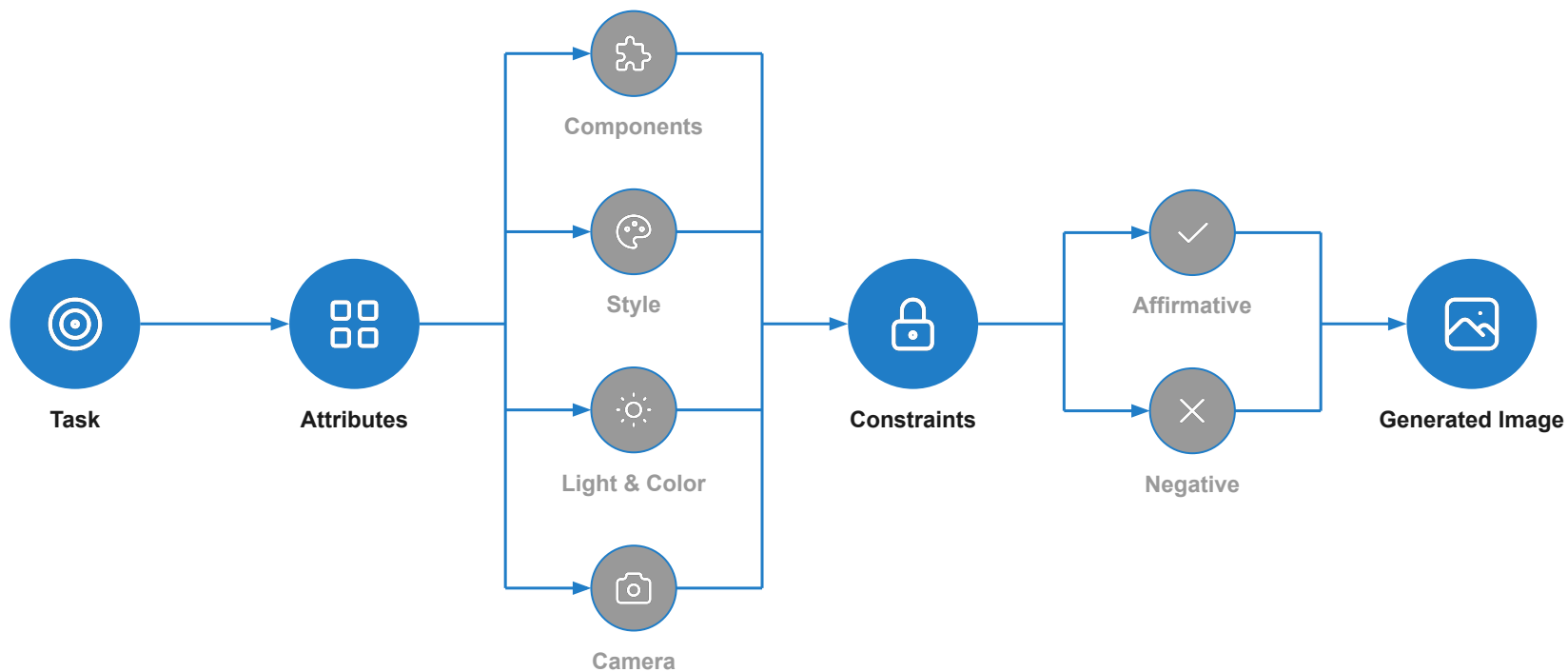
=



Generated Image

*Your vision comes
to life as a final
visual.*

Prompt Anatomy



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.



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.

Quick Tips

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



The Task : Examples

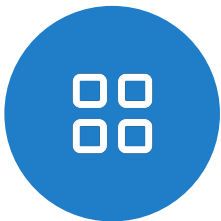
*"**Enhance** this residential building design into a photorealistic architectural image."*

*"**Visualize** this concept sketch as a fully rendered contemporary office building."*

*"**Transform** this massing model into a lifelike exterior render."*

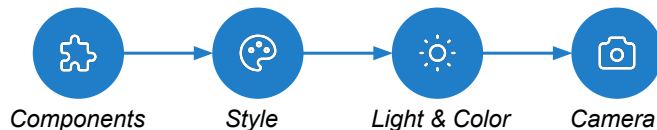
*"**Change** this interior layout into a photorealistic living space."*

*"**Render** this landscape design as a realistic aerial view."*

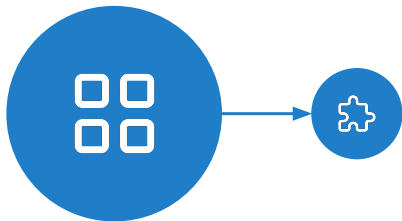


Scene Attributes

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).



Scene Attributes | Components

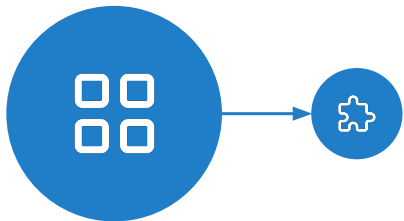
The **Components** stage is where you describe exactly what exists in your image, where you actually build the scene—defining both the star of the show and everything surrounding it.

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.

Quick Tips

- **Organize logically:** Work from big to small. Describe your main subject, then the environment, and finish with the details.
- **Be specific, not poetic:** Give the AI concrete things to build. "*A structure that whispers to nature*" will just confuse the model.
- **Think like a camera:** Describe physical, visible elements rather than abstract concepts, moods, or metaphors.
- **Describe one cohesive scene:** Don't over-describe your main subject while neglecting the background. If you drop a hyper-detailed architectural masterpiece into a generic "forest," the background will look like cheap stock photography. Make sure your subject and your environment have a similar level of detail.



Scene Attributes | Components : Examples

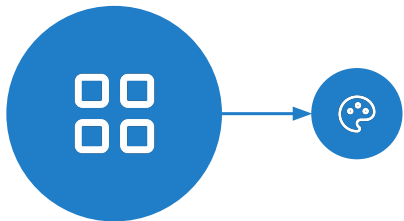
*"A minimalist concrete **house** set on a rocky coastal **cliffside**."*

*"A mixed-use **tower** surrounded by dense **high-rises** and street-level **greenery**."*

*"A timber **pavilion** nestled within a **bamboo grove**, with a **koi pond** in the foreground."*

*"An open-plan **interior** with exposed steel **beams**, a poured concrete **floor**, and floor-to-ceiling **glazing**."*

*"A courtyard **house** wrapped around a central **garden** with mature olive **trees**."*



Scene Attributes | Style

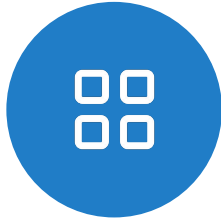
The **Style** is the part where you tell the AI exactly *how* the image should look and feel. While the Components cover *what* is physically in the frame, the style dictates the overarching mood, aesthetic, and visual quality.

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.

Quick Tips

- **Name-drop real sources:** Reference actual magazines, websites, or photography genres instead of inventing your own abstract style descriptions.
- **Pick one lane:** Choose a single dominant style. Stacking multiple different references will confuse the AI.



Scene Attributes | Style : Examples

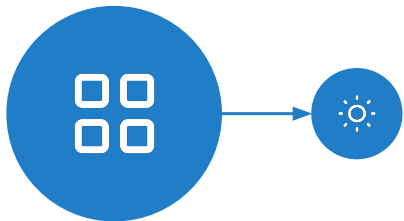
*"High-end architectural photography in a **Dezeen editorial** style."*

*"Premium, minimalist visualization with a **magazine-ready** look, similar to **Architectural Digest**."*

*"Documentary-style real estate photography, **natural** and **unretouched**."*

*"Cinematic architectural still, in the style of a **high-budget property film**."*

*"Scandinavian design photography — **clean, bright, and understated**."*



Scene Attributes | Light & Color

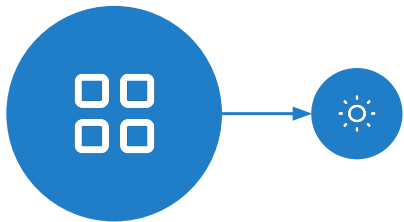
The **Light & Color** dictates exactly how light interacts with your scene, both physically and emotionally. If the Components establish "what is there" and the Style sets the "visual language," this part answers: *what is the light doing to everything?*

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.
- **Color Temperature:** Guide the AI to balance warm and cool tones naturally so your image doesn't look like a single flat color or artificially filtered.

Quick Tips

- **Highlight your materials:** Remember that light reveals texture. Raking, low-angle light will show off the grooves in wood or concrete much better than flat, overcast light. Think about this alongside your Components details!
- **Match your style:** Avoid overly moody or dramatic lighting unless it's intentional. Heavy, high-contrast shadows can accidentally clash with a clean, "*editorial*" look you set up in the previous stage.



Scene Attributes | Light & Color : Examples

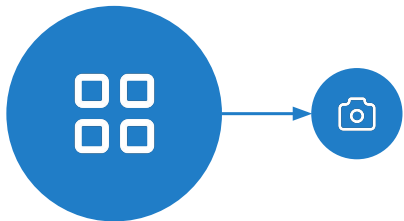
*"Golden Hour lighting with long, **warm shadows** stretching across the facade."*

*"Overcast, **diffused** daylight for even, **shadow-free** material representation."*

*"Blue hour twilight, with **warm interior lights glowing** through the windows."*

*"Midday sun with **crisp, high-contrast shadows** and a **cool color palette**."*

*"Soft morning light with a **gentle mist** rolling through the surrounding trees."*



Scene Attributes | Camera

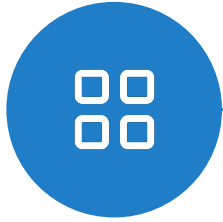
The **Camera** translates your photographic vision into AI-friendly instructions. If the **Components** define *what* is in the scene, and **Light & Color** defines *how* it is lit, the **Camera** defines exactly *how* it is seen—the literal viewpoint from which your image is captured.

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.

Quick Tips

- **Keep angles natural:** Avoid extreme camera angles unless you have a specific reason for them. An overdramatic view can easily ruin a clean, professional aesthetic.
- **Prioritize clarity:** For client-facing or professional work, your goal is usually to show the design clearly and accurately, not to create a hyper-dramatic movie shot.



Scene Attributes | Camera : Examples

*"Shot with a **24mm** wide-angle lens, **eye-level** perspective."*

*"**Low-angle** perspective from ground level to emphasize the building's height."*

*"**Aerial drone** shot, **45-degree** angle, capturing the **full site** context."*

*"Shot with a **50mm** lens for a **natural, undistorted** perspective."*

*"**Corrected verticals**, straight-on **elevation view**, no lens distortion."*



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

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:

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.



Constraints | Affirmative : Examples

*"**Maintain** the exact **structural silhouette and proportions** of the original design."*

*"**Preserve** all **window and door placements** exactly as shown in the reference."*

*"**Keep** all structural lines perfectly **vertical and parallel**."*

*"**Retain** the original **roofline and massing** exactly as designed."*

*"**Ensure** all materials read as **physically accurate and true to scale**."*



Constraints | Negative : Examples

"No over-smoothed or plastic-looking materials."

"No warped geometry or distorted structural lines."

"No added or removed windows, doors, or structural elements."

"No unrealistic reflections or oversaturated colors."

"No lens distortion or fisheye warping at the edges of the frame."

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.



every
prompt
is a
possibility.



structure
the idea.
shape
the output.

Hero Prompts



clarify
the vision.
create
with intent.



iterate.
improve.
elevate.



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."









Replace the Keywords



"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."



Human



Animal



Robot



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



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."









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

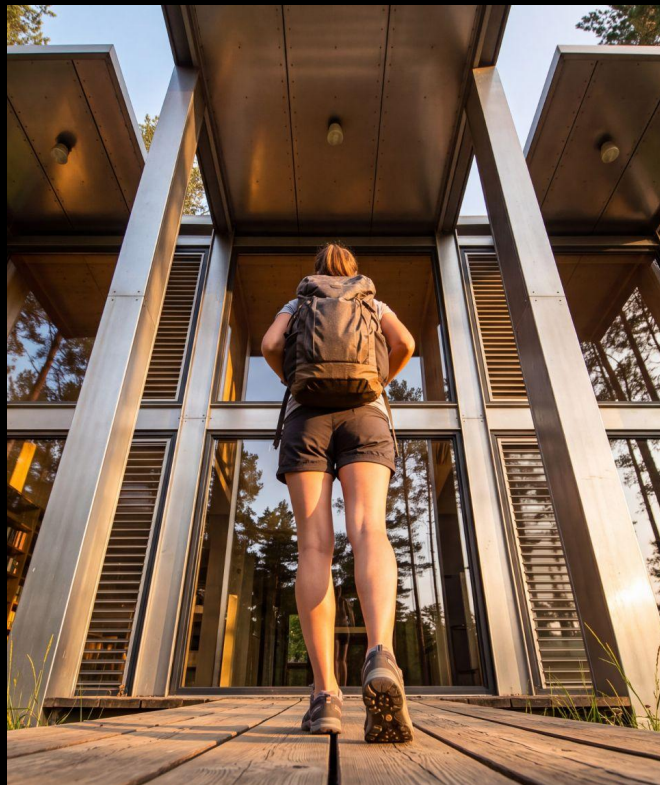


Camera Worm's-eye Perspective

"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



**miniature-
scale**



Satellite



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



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



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

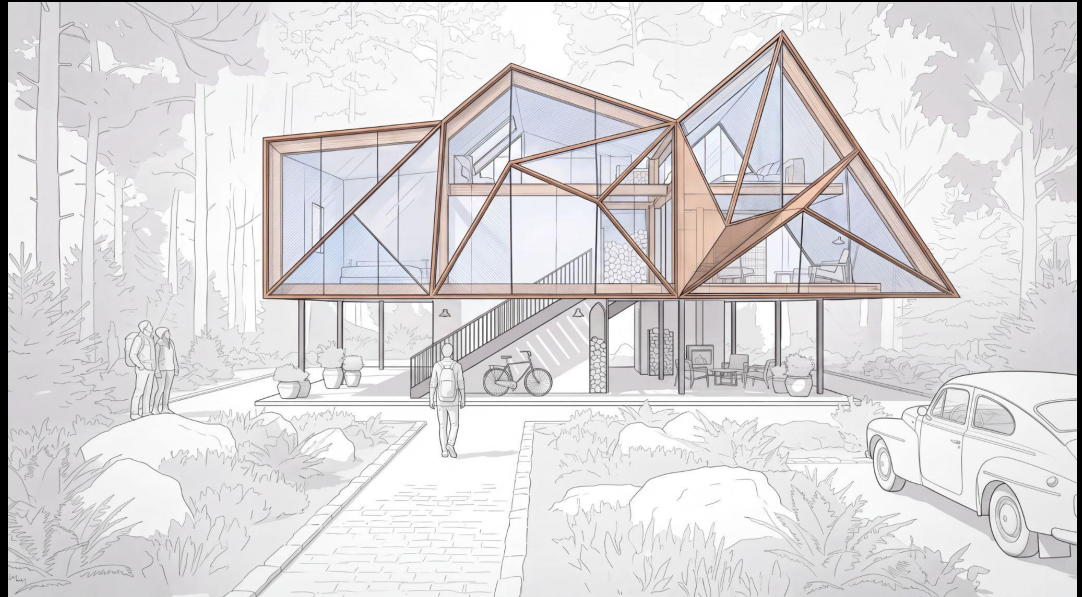


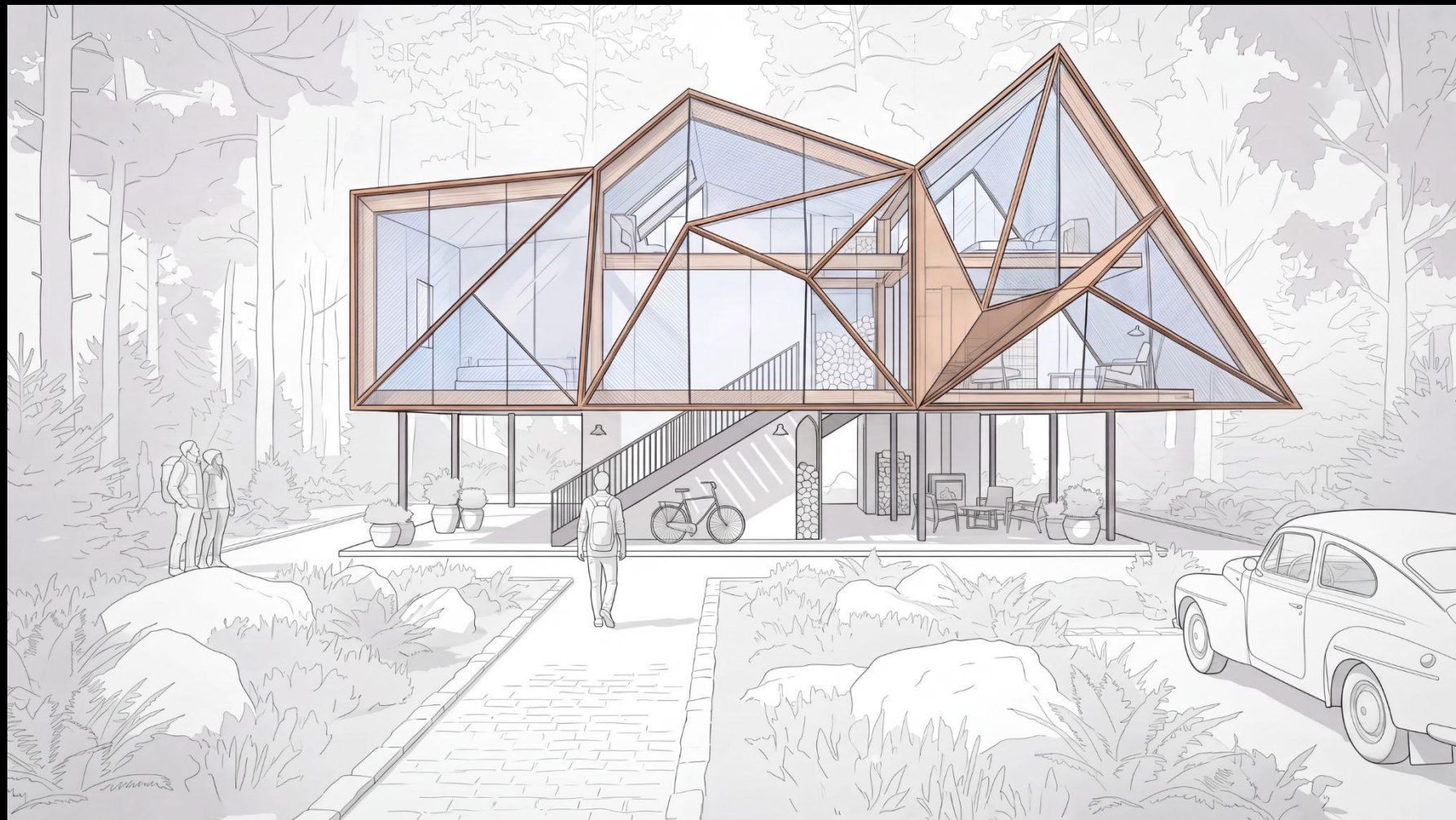
Highlight Elements Technically

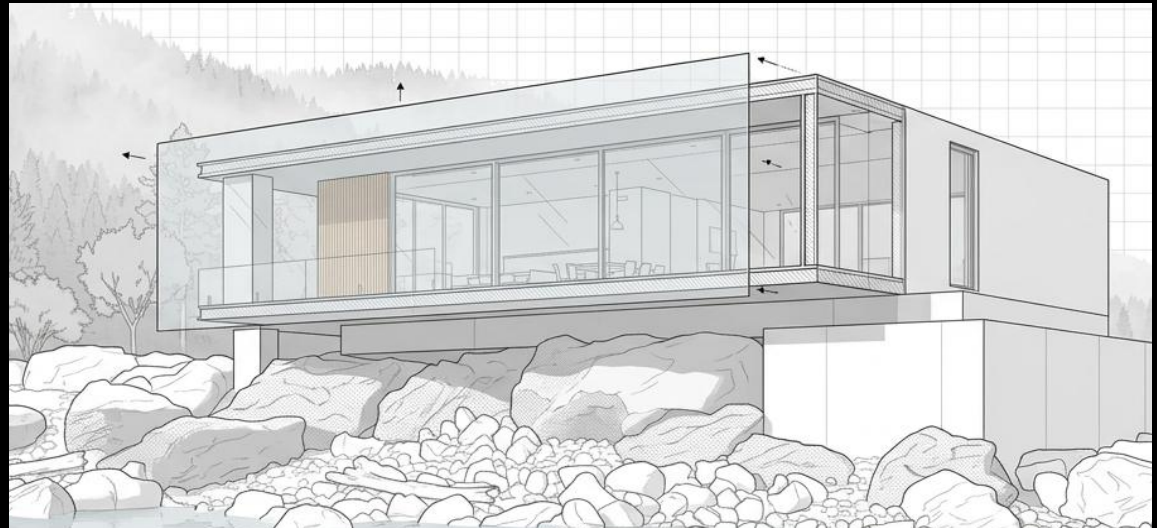
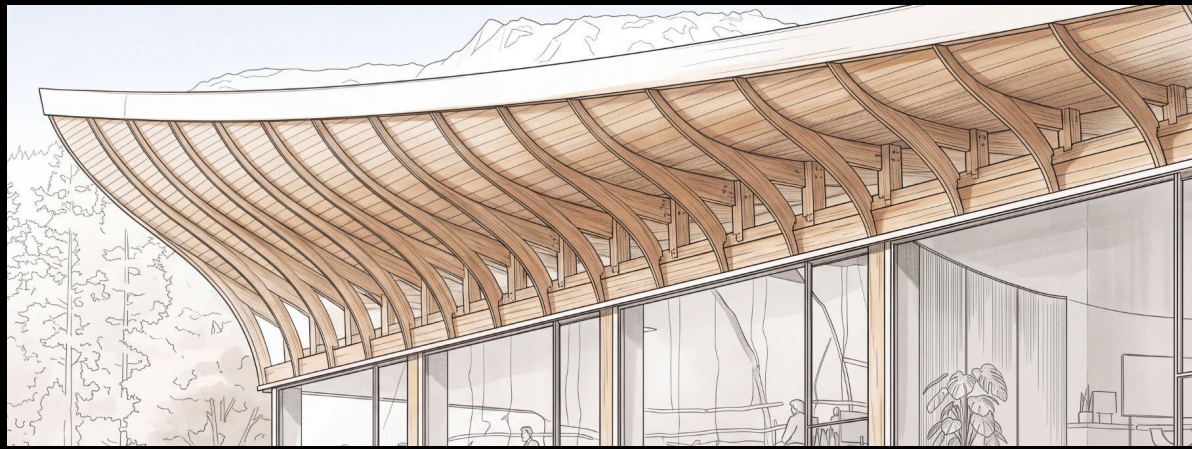
"Rendered technical drawing style, architectural diagram of the facade.

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

Don't label or dimension anything."









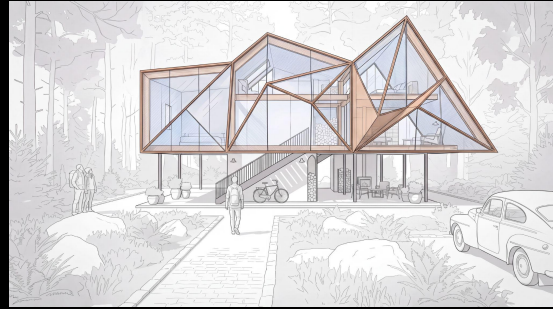
Replace the Keywords



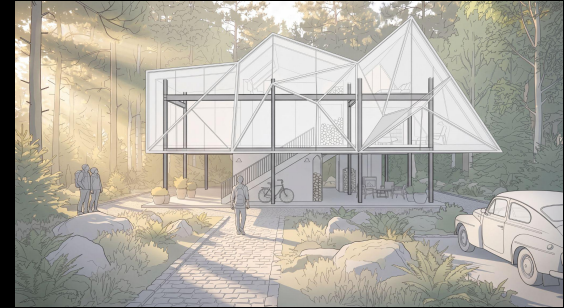
*"Rendered technical drawing style,
architectural diagram of the **facade**."*

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

Don't label or dimension anything."



Facade



Columns



Entourage



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"









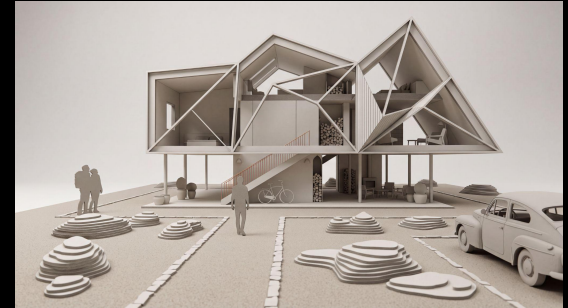
Replace the Keywords



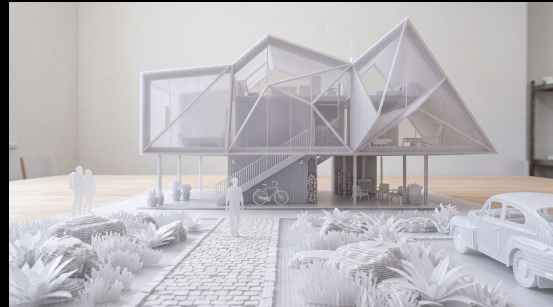
*'Transform this building into a tabletop architectural maquette, strictly preserving the exact massing. Use **layered cardboard** with visible cut edges for the model, and **paper** cutouts for people and entourage. Clear background, neutral colors with soft lighting''*



Cardboard



Foam



Plastic



every
prompt
is a
possibility.



structure
the idea.
shape
the output.



clarify
the vision.
create
with intent.

Hero Presets



iterate.
improve.
elevate.



Add Hero Prompts to your Veras Presets

1

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

2

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

3

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

Hero Presets Link



every
prompt
is a
possibility.



structure
the idea.
shape
the output.

Swap List



clarify
the vision.
create
with intent.



iterate.
improve.
elevate.

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.*

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.*

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.*

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.*

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.

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.*

Write your own Prompt

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.



Resources



youtube channel (farhanrz)



instagram (farhanrz.ig)



linkedin (farhanrz)



chaos.com



cgconnect.chaos.com



academy.chaos.com

