

200+ SECRET CODES FOR CHATGPT

A practical visual codebook for turning one uploaded image into a diagram, reveal, explanation, comparison, or transformation.

DAILY AI NEWSLETTER

DON'T FALL BEHIND ON AI

Delivered in a few focused minutes.

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01

UPLOAD

a photo, sketch, screenshot, product, person, or animal

02

TYPE ONLY

one codeword such as /cutaway or /blueprint

03

GET THE RESULT

a new view, explanation, diagram, or transformation

/cutaway

These are custom prompt labels, not official ChatGPT commands.

Codeword directory

001 - 048 / 279

Type only the codeword after uploading an image.

001 /internalmap Expose major internal components in their...

002 /shelloff Remove the exterior shell while keeping...

003 /halfsection Show one half normal and one half cut open.

004 /crossection Show a clean sliced-through view of...

005 /componenttree Map object -> assemblies ->...

006 /assemblyorder Arrange parts in the order they are...

007 /fastenermap Highlight screws, bolts, clips, welds,...

008 /materialmap Label steel, aluminum, plastic, rubber, glas...

009 /stressmap Visualize high, medium, and low structural...

010 /loadpath Show how forces travel through the object.

011 /mechanismflow Use arrows to show exactly how...

012 /powerflow Show the energy path from power source to...

013 /signalflow Map sensors -> processor -> actuator or...

014 /fluidflow Show fuel, oil, coolant, water, air, or other fluid...

015 /airflow Visualize intake, exhaust, cooling, ventilation, or...

016 /motionpath Show movement ranges, rotations, and...

017 /cycleview Break one full operating cycle into stages.

018 /causeeffect Connect each input or action to its resulting...

019 /rawtofinal Show raw materials -> intermediate parts ->...

020 /manufacturingsteps Show a simplified factory proces...

021 /toolingview Show molds, dies, cutting tools, and...

022 /moldview Show how the object sits inside its manufacturin...

023 /qualitycheck Show visual inspection points and commo...

024 /supplychain Map source materials -> factories ->...

025 /scalecompare Place the object beside familiar objects or...

026 /sizelevels Show object -> component -> microscopic...

027 /thenandnow Compare an older generation with the curren...

028 /goodvsbad Compare correct construction or use with a...

029 /failuremode Show where and how the object commonly...

030 /designlogic Label features and explain why each desig...

031 /360view Show the subject from every side.

032 /anatomy Label body systems or structural regions.

033 /cutaway Remove part of the exterior to reveal the inside.

034 /layers Separate the subject into stacked layers.

035 /xray Reveal internal structures through the surface.

036 /explodedview Spread components apart while keeping...

037 /insideview Show the interior without fully destroying the...

038 /hiddenparts Reveal concealed components or structures.

039 /seethrough Make selected surfaces transparent.

040 /ghosted Show hidden structures as faint outlines.

041 /peelback Pull the outer surface aside like a flap.

042 /blueprint Create a technical blue line drawing.

043 /schematic Simplify the subject into a functional diagram.

044 /technicaldrawing Show accurate front, side, and top...

045 /wireframe Show the geometric framework beneath the...

046 /isometric Create an angled engineering-style view.

047 /cadview Present the subject like a CAD model.

048 /dimensionview Add clear measurements around the...

Codeword directory

049 - 096 / 279

Type only the codeword after uploading an image.

049 **/dimensionlines** Draw technical measurement lines...

050 **/scalegrid** Use a grid to communicate size and proportion.

051 **/vanishingpoint** Show the construction of perspective...

052 **/contourmap** Show height, depth, or surface levels with...

053 **/howitworks** Explain the basic function visually.

054 **/mechanism** Focus on gears, hinges, levers, or moving parts.

055 **/energyflow** Show how power moves through the subject.

056 **/motionflow** Show how parts move during operation.

057 **/inputoutput** Show what enters the system and what...

058 **/forceanalysis** Show pressure, force, weight, or stress.

059 **/flowdiagram** Show the movement of air, water, blood, or...

060 **/rangeofmotion** Show how far joints or parts can move.

061 **/controlmap** Connect each control to its function.

062 **/buttonmap** Label buttons and explain what they do.

063 **/portmap** Identify ports, sockets, and connection points.

064 **/assembly** Show how separate parts become one object.

065 **/assemblysequence** Show assembly in numbered stages.

066 **/disassembly** Show how to take the subject apart.

067 **/installation** Show where and how to install the item.

068 **/stepsequence** Present a task frame by frame.

069 **/instructioncard** Create a compact visual instruction...

070 **/manualpage** Turn the subject into a manual-style page.

071 **/quickreference** Create a fast visual reference guide.

072 **/checklist** Create a checklist of actions or parts.

073 **/decisiontree** Show what to do next at each choice.

074 **/repairguide** Show the problem and the repair path.

075 **/problemresolution** Compare problem, diagnosis, and...

076 **/maintenanceguide** Show regular service tasks.

077 **/cleaningpoints** Mark where and how to clean.

078 **/filterreplacement** Explain how a filter is removed an...

079 **/lubricationpoints** Mark hinges, gears, or parts...

080 **/inspectionpoints** Highlight areas that should be...

081 **/faultfinder** Highlight likely sources of failure.

082 **/repairroute** Show the safest route through a repair.

083 **/replaceablepart** Identify the component that can be...

084 **/hazardmap** Highlight dangerous areas or actions.

085 **/safezones** Show where it is safe to touch or work.

086 **/warningpoints** Mark warnings directly on the image.

087 **/protectivegear** Show the safety equipment required.

088 **/controlpanel** Explain the control panel or interface.

089 **/screenlabels** Label important screen elements.

090 **/indicatorlights** Explain lights, symbols, and status...

091 **/modechart** Compare different operating modes.

092 **/statuscomparison** Show idle, active, paused, and...

093 **/onandoff** Compare powered and unpowered states.

094 **/errorstates** Show common error conditions.

095 **/errorcodes** Explain visible error codes or warning...

096 **/powerroute** Show where power enters and travels.

Codeword directory

097 - 144 / 279

Type only the codeword after uploading an image.

097 **/chargingports** Identify charging connections and...

098 **/batteryaccess** Show how to reach the battery...

099 **/batteryplacement** Show battery position and orientation.

100 **/portlabels** Label every input and output port.

101 **/cablerouting** Show the cleanest cable paths.

102 **/wiringpath** Visualize electrical wires and their...

103 **/connectionmap** Map how parts connect to one another.

104 **/compatibilitycheck** Show which parts or devices wor...

105 **/accessoryfit** Demonstrate how an accessory attaches.

106 **/adaptermatch** Show the correct adapter or connector.

107 **/mountingoptions** Compare available mounting methods.

108 **/cableorganization** Arrange cables in a clean,...

109 **/storagefit** Show how the item fits into storage.

110 **/carrycase** Place the item into a practical travel case.

111 **/spaceplan** Optimize the available space around the...

112 **/scalecomparison** Compare size with a hand, person, o...

113 **/sizecomparison** Place several items beside each other...

114 **/proportionmap** Show ratios between important...

115 **/fitcheck** Show whether two parts or objects fit together.

116 **/clearancecheck** Show the free space required around...

117 **/sidebyside** Compare two versions in matching views.

118 **/featurematrix** Compare features in a visual grid.

119 **/proscons** Show advantages and disadvantages clearly.

120 **/whichone** Present a visual recommendation between...

121 **/beforeafter** Show a change, repair, or transformation.

122 **/oldnew** Compare an older and newer version.

123 **/roomplacement** Show where the object fits in a room.

124 **/skeletonview** Show the supporting bones or framework.

125 **/cellularview** Zoom into cells or microscopic structure.

126 **/molecularview** Show the subject at molecular scale.

127 **/musclemap** Label major muscles and their positions.

128 **/organmap** Label internal organs or internal systems.

129 **/posturemap** Explain posture, balance, and body alignment.

130 **/gestureguide** Show a gesture or body position clearly.

131 **/behaviorsequence** Show actions or behavior in order.

132 **/habitatview** Place a person or animal in its environment.

133 **/interactionmap** Show relationships between the subje...

134 **/firstperson** Show the scene from the subject's...

135 **/handsinframe** Show hands using or demonstrating the...

136 **/cinematic** Create a dramatic movie-frame composition.

137 **/filmnoir** Use a high-contrast black-and-white look.

138 **/vintagefilm** Create an aged analog film photograph.

139 **/polaroid** Use an instant-camera print aesthetic.

140 **/35mm** Create a classic 35mm photograph.

141 **/fisheye** Use an extreme wide-angle perspective.

142 **/tiltshift** Make the scene look miniature.

143 **/overhead** Show the subject directly from above.

144 **/lowangle** Make the subject look powerful from below.

Codeword directory

145 - 192 / 279

Type only the codeword after uploading an image.

145 **/topdown** Create a flat bird's-eye view.

146 **/panorama** Expand the scene into a wide view.

147 **/wormseye** Use an extreme ground-level perspective.

148 **/goldenhour** Use warm sunrise or sunset light.

149 **/bluehour** Use cool twilight lighting.

150 **/neonlight** Use colorful neon illumination.

151 **/rimlight** Create a glowing outline around the subject.

152 **/chiaroscuro** Use strong light and shadow contrast.

153 **/volumetric** Show visible rays through the air.

154 **/softbox** Use clean, even studio lighting.

155 **/hardflash** Use sharp direct flash lighting.

156 **/silhouette** Show the subject as a dark outline.

157 **/bokeh** Turn background lights into soft circles.

158 **/lensflare** Add bright camera flare and streaks.

159 **/prismatic** Create rainbow refraction through light or glass.

160 **/oilpaint** Use rich, layered oil-paint texture.

161 **/watercolor** Use soft transparent watercolor washes.

162 **/gouache** Use bold matte painted colors.

163 **/inkwash** Use expressive brushwork and ink tones.

164 **/linocut** Use carved printmaking shapes.

165 **/woodcut** Use a vintage engraved texture.

166 **/stainedglass** Build the subject from colored glass panels.

167 **/paperquilling** Build the image from curled paper strips.

168 **/claymation** Use a handmade clay animation style.

169 **/clayrender** Make the subject look like a smooth clay...

170 **/papercraft** Turn the subject into a constructed paper...

171 **/origami** Use folded-paper geometry.

172 **/poster** Create a bold graphic poster.

173 **/editorial** Use a polished magazine editorial layout.

174 **/magazinecover** Turn the subject into a cover design.

175 **/albumcover** Create music artwork around the subject.

176 **/comicpanel** Use a comic-book frame and composition.

177 **/manga** Use a manga-inspired illustration style.

178 **/pixelart** Convert the subject into pixel graphics.

179 **/infographic** Explain the subject with visual information...

180 **/sticker** Create a clean sticker illustration.

181 **/packaging** Place the subject into product packaging.

182 **/labeldesign** Create a label with clear hierarchy.

183 **/educationalposter** Combine facts, labels, and...

184 **/glitch** Add controlled digital distortion.

185 **/hud** Add a futuristic heads-up display.

186 **/datastream** Show information flowing through the scene.

187 **/coderrain** Use falling code as the environment.

188 **/signalnoise** Create television or transmission...

189 **/surveillance** Use a security-monitor viewpoint.

190 **/scanlines** Add a digital scanning pattern.

191 **/falsecolor** Use scientific false-color mapping.

192 **/depthmap** Use color to show distance and depth.

Codeword directory

193 - 240 / 279

Type only the codeword after uploading an image.

193 **/heatmap** Highlight intensity or activity with color.

194 **/gridoverlay** Place a technical grid over the image.

195 **/mesh** Show the 3D mesh structure.

196 **/cyberpunk** Place the subject in a neon future.

197 **/steampunk** Use Victorian machinery and brass details.

198 **/solarpunk** Imagine an optimistic green future.

199 **/atompunk** Use 1950s nuclear-age futurism.

200 **/biopunk** Blend biology and advanced technology.

201 **/fantasyrealm** Place the subject in a magical world.

202 **/mythic** Give the subject an epic legendary setting.

203 **/western** Place the subject in a frontier setting.

204 **/spaceopera** Create a grand interstellar environment.

205 **/retrofutur** Show an old-fashioned vision of the future.

206 **/brutalist** Use raw concrete and monumental forms.

207 **/gothicrevival** Use dramatic historic architecture.

208 **/chrome** Give surfaces a reflective metal finish.

209 **/glass** Make the subject transparent glass.

210 **/holographic** Use a rainbow hologram finish.

211 **/lowpoly** Build the subject from faceted polygons.

212 **/voxel** Build the subject from block-like pixels.

213 **/emboss** Raise elements above a surface.

214 **/deboss** Press elements into a surface.

215 **/foilstamp** Add metallic foil printing.

216 **/diecut** Create a clean cut-out design.

217 **/stencil** Convert the subject into stencil shapes.

218 **/halftone** Use comic-book dot shading.

219 **/duotone** Limit the design to two colors.

220 **/longexposure** Show light trails and smooth movement.

221 **/lightpainting** Draw glowing paths through the scene.

222 **/motionblur** Emphasize movement with directional blur.

223 **/timelapse** Compress a long process into one image.

224 **/slowmotion** Make movement look suspended.

225 **/stopmotion** Use a handmade frame-by-frame appearance.

226 **/motiontrail** Leave trails behind moving elements.

227 **/speedlines** Add graphic action streaks.

228 **/freezeframe** Capture a dramatic instant in motion.

229 **/timeline** Show development across multiple stages.

230 **/transformation** Show one form becoming another.

231 **/lifecycle** Show creation, use, aging, and end of life.

232 **/homeuse** Show the item being used at home.

233 **/deskuse** Show a practical workstation setup.

234 **/kitchenuse** Show a realistic kitchen application.

235 **/traveluse** Show how the item works while traveling.

236 **/unboxing** Show the product and contents being unpacked.

237 **/inhandscale** Show the real size in a person's hand.

238 **/beginnerfriendly** Make the explanation simple and...

239 **/lefthanded** Show the item operated left-handed.

240 **/storageplan** Show a practical storage arrangement.

Codeword directory

241 - 279 / 279

Type only the codeword after uploading an image.

241 **/cablemanagement** Organize cables neatly around the...

242 **/drawerorganization** Arrange small items inside a...

243 **/accessorylayout** Arrange the main item with its...

244 **/stickynotes** Add colorful sticky-note labels.

245 **/postitwall** Create a wall of notes around the subject.

246 **/callouts** Add lines pointing to important details.

247 **/arrows** Use arrows to show direction or movement.

248 **/highlighter** Highlight the most important areas.

249 **/redpen** Add correction marks and expert notes.

250 **/markerwriting** Use bold marker-style annotations.

251 **/whiteboard** Turn the image into a whiteboard explanation.

252 **/annotatedphoto** Add clean labels directly to the photo.

253 **/labelmaker** Use tidy printed labels for each part.

254 **/captioncard** Add short explanatory captions beside the...

255 **/legendkey** Create a visual key for colors and symbols.

256 **/underwater** Place the subject below the water surface.

257 **/watersplash** Freeze a splash around the subject.

258 **/dropletmacro** Show suspended droplets in close detail.

259 **/inkcloud** Show ink spreading through liquid.

260 **/fogbank** Surround the subject with thick rolling fog.

261 **/rainstreaks** Show rain streaking across the view.

262 **/timeworn** Make the subject aged and heavily used.

263 **/archaeological** Present the subject like an excavation...

264 **/damagecheck** Highlight scratches, cracks, dents, or breaks.

265 **/wearpoints** Show the areas most likely to wear out.

266 **/authenticitycheck** Highlight details that indicate...

267 **/repairability** Show which parts can be repaired or...

268 **/thermalview** Show heat distribution across the subject.

269 **/thermalvision** Use a heat-camera perspective.

270 **/infrared** Use infrared-style imaging.

271 **/nightvision** Use a green night-vision view.

272 **/ultrasound** Use a medical ultrasound-style view.

273 **/radarview** Present the subject like a radar display.

274 **/sonar** Show distance and objects through sound.

275 **/magneticfield** Visualize magnetic field lines.

276 **/spectrogram** Represent sound as frequencies and color.

277 **/soundwave** Show an audio waveform around the subject.

278 **/smellmap** Visualize the spread or concentration of a smell.

279 **/electricalfield** Show electrical energy around the...

How to use the codes

Each entry is designed to work as a standalone visual trigger.

01 UPLOAD

Add a photo, screenshot, sketch, product image, person, animal, or scene.

02 TYPE ONLY

Send the codeword by itself, for example /cutaway or /mechanism.

03 REVIEW

The codeword tells the image model what view, explanation, or transformation to attempt.

04 PRESERVE

When needed, add a short instruction to keep the original face, pose, subject, and aspect ratio.

/explodedview one word is the prompt

Upload an image, type only the codeword, and ask for labels when you need an educational result.

Best practice: Use one code for a clean result, or combine two to four compatible codes for a richer transformation.

Visual codeword catalog

001 - 008

Upload an image, then type only one codeword.

/internalmap

STRUCTURE / ENGINEERING

Expose major internal components in their actual locations.

STANDALONE TRIGGER

/internalmap

/shelloff

STRUCTURE / ENGINEERING

Remove the exterior shell while keeping everything else assembled.

STANDALONE TRIGGER

/shelloff

/halfsection

STRUCTURE / ENGINEERING

Show one half normal and one half cut open.

STANDALONE TRIGGER

/halfsection

/crossection

STRUCTURE / ENGINEERING

Show a clean sliced-through view of internal construction.

STANDALONE TRIGGER

/crossection

/componenttree

STRUCTURE / ENGINEERING

Map object -> assemblies -> subassemblies -> components.

STANDALONE TRIGGER

/componenttree

/assemblyorder

STRUCTURE / ENGINEERING

Arrange parts in the order they are assembled.

STANDALONE TRIGGER

/assemblyorder

/fastenermap

STRUCTURE / ENGINEERING

Highlight screws, bolts, clips, welds, adhesives, and joints.

STANDALONE TRIGGER

/fastenermap

/materialmap

STRUCTURE / ENGINEERING

Label steel, aluminum, plastic, rubber, glass, composites, and more.

STANDALONE TRIGGER

/materialmap

Visual codeword catalog

009 - 016

Upload an image, then type only one codeword.

/stressmap

STRUCTURE / ENGINEERING

Visualize high, medium, and low structural stress areas.

STANDALONE TRIGGER

/stressmap

/loadpath

STRUCTURE / ENGINEERING

Show how forces travel through the object.

STANDALONE TRIGGER

/loadpath

/mechanismflow

HOW IT WORKS

Use arrows to show exactly how mechanical movement transfers.

STANDALONE TRIGGER

/mechanismflow

/powerflow

HOW IT WORKS

Show the energy path from power source to final output.

STANDALONE TRIGGER

/powerflow

/signalflow

HOW IT WORKS

Map sensors -> processor -> actuator or output.

STANDALONE TRIGGER

/signalflow

/fluidflow

HOW IT WORKS

Show fuel, oil, coolant, water, air, or other fluids moving through a system.

STANDALONE TRIGGER

/fluidflow

/airflow

HOW IT WORKS

Visualize intake, exhaust, cooling, ventilation, or aerodynamics.

STANDALONE TRIGGER

/airflow

/motionpath

HOW IT WORKS

Show movement ranges, rotations, and trajectories.

STANDALONE TRIGGER

/motionpath

Visual codeword catalog

017 - 024

Upload an image, then type only one codeword.

/cycleview

HOW IT WORKS

Break one full operating cycle into stages.

STANDALONE TRIGGER

/cycleview

/causeeffect

HOW IT WORKS

Connect each input or action to its resulting effect.

STANDALONE TRIGGER

/causeeffect

/rawtofinal

MANUFACTURING

Show raw materials -> intermediate parts -> finished product.

STANDALONE TRIGGER

/rawtofinal

/manufacturingsteps

MANUFACTURING

Show a simplified factory process in four to six major stages.

STANDALONE TRIGGER

/manufacturingsteps

/toolingview

MANUFACTURING

Show molds, dies, cutting tools, and machinery used to make the product.

STANDALONE TRIGGER

/toolingview

/moldview

MANUFACTURING

Show how the object sits inside its manufacturing mold.

STANDALONE TRIGGER

/moldview

/qualitycheck

MANUFACTURING

Show visual inspection points and common manufacturing defects.

STANDALONE TRIGGER

/qualitycheck

/supplychain

MANUFACTURING

Map source materials -> factories -> assembly -> logistics -> customer.

STANDALONE TRIGGER

/supplychain

Visual codeword catalog

025 - 032

Upload an image, then type only one codeword.

/scalecompare

VISUAL LEARNING / COMPARISON

Place the object beside familiar objects or humans for intuitive scale.

STANDALONE TRIGGER

/scalecompare

/sizelevels

VISUAL LEARNING / COMPARISON

Show object -> component -> microscopic structure -> molecular level.

STANDALONE TRIGGER

/sizelevels

/thenandnow

VISUAL LEARNING / COMPARISON

Compare an older generation with the current design.

STANDALONE TRIGGER

/thenandnow

/goodvsbad

VISUAL LEARNING / COMPARISON

Compare correct construction or use with a defective example.

STANDALONE TRIGGER

/goodvsbad

/failuremode

VISUAL LEARNING / COMPARISON

Show where and how the object commonly breaks or fails.

STANDALONE TRIGGER

/failuremode

/designlogic

VISUAL LEARNING / COMPARISON

Label features and explain why each design choice exists.

STANDALONE TRIGGER

/designlogic

/360view

CORE VISUAL REVEALS

Show the subject from every side.

STANDALONE TRIGGER

/360view

/anatomy

CORE VISUAL REVEALS

Label body systems or structural regions.

STANDALONE TRIGGER

/anatomy

Visual codeword catalog

033 - 040

Upload an image, then type only one codeword.

/cutaway

CORE VISUAL REVEALS

Remove part of the exterior to reveal the inside.

STANDALONE TRIGGER

/cutaway

/layers

CORE VISUAL REVEALS

Separate the subject into stacked layers.

STANDALONE TRIGGER

/layers

/xray

CORE VISUAL REVEALS

Reveal internal structures through the surface.

STANDALONE TRIGGER

/xray

/explodedview

CORE VISUAL REVEALS

Spread components apart while keeping their positions clear.

STANDALONE TRIGGER

/explodedview

/insideview

CORE VISUAL REVEALS

Show the interior without fully destroying the exterior.

STANDALONE TRIGGER

/insideview

/hiddenparts

CORE VISUAL REVEALS

Reveal concealed components or structures.

STANDALONE TRIGGER

/hiddenparts

/seethrough

CORE VISUAL REVEALS

Make selected surfaces transparent.

STANDALONE TRIGGER

/seethrough

/ghosted

CORE VISUAL REVEALS

Show hidden structures as faint outlines.

STANDALONE TRIGGER

/ghosted

Visual codeword catalog

041 - 048

Upload an image, then type only one codeword.

/peelback

CORE VISUAL REVEALS

Pull the outer surface aside like a flap.

STANDALONE TRIGGER

/peelback

/blueprint

TECHNICAL DRAFTING

Create a technical blue line drawing.

STANDALONE TRIGGER

/blueprint

/schematic

TECHNICAL DRAFTING

Simplify the subject into a functional diagram.

STANDALONE TRIGGER

/schematic

/technicaldrawing

TECHNICAL DRAFTING

Show accurate front, side, and top views.

STANDALONE TRIGGER

/technicaldrawing

/wireframe

TECHNICAL DRAFTING

Show the geometric framework beneath the surface.

STANDALONE TRIGGER

/wireframe

/isometric

TECHNICAL DRAFTING

Create an angled engineering-style view.

STANDALONE TRIGGER

/isometric

/cadview

TECHNICAL DRAFTING

Present the subject like a CAD model.

STANDALONE TRIGGER

/cadview

/dimensionview

TECHNICAL DRAFTING

Add clear measurements around the subject.

STANDALONE TRIGGER

/dimensionview

Visual codeword catalog

049 - 056

Upload an image, then type only one codeword.

/dimensionlines

TECHNICAL DRAFTING

Draw technical measurement lines between points.

STANDALONE TRIGGER

/dimensionlines

/scalegrid

TECHNICAL DRAFTING

Use a grid to communicate size and proportion.

STANDALONE TRIGGER

/scalegrid

/vanishingpoint

TECHNICAL DRAFTING

Show the construction of perspective lines.

STANDALONE TRIGGER

/vanishingpoint

/contourmap

TECHNICAL DRAFTING

Show height, depth, or surface levels with lines.

STANDALONE TRIGGER

/contourmap

/howitworks

MECHANISM AND FUNCTION

Explain the basic function visually.

STANDALONE TRIGGER

/howitworks

/mechanism

MECHANISM AND FUNCTION

Focus on gears, hinges, levers, or moving parts.

STANDALONE TRIGGER

/mechanism

/energyflow

MECHANISM AND FUNCTION

Show how power moves through the subject.

STANDALONE TRIGGER

/energyflow

/motionflow

MECHANISM AND FUNCTION

Show how parts move during operation.

STANDALONE TRIGGER

/motionflow

Visual codeword catalog

057 - 064

Upload an image, then type only one codeword.

/inputoutput

MECHANISM AND FUNCTION

Show what enters the system and what comes out.

STANDALONE TRIGGER

/inputoutput

/forceanalysis

MECHANISM AND FUNCTION

Show pressure, force, weight, or stress.

STANDALONE TRIGGER

/forceanalysis

/flowdiagram

MECHANISM AND FUNCTION

Show the movement of air, water, blood, or data.

STANDALONE TRIGGER

/flowdiagram

/rangeofmotion

MECHANISM AND FUNCTION

Show how far joints or parts can move.

STANDALONE TRIGGER

/rangeofmotion

/controlmap

MECHANISM AND FUNCTION

Connect each control to its function.

STANDALONE TRIGGER

/controlmap

/buttonmap

MECHANISM AND FUNCTION

Label buttons and explain what they do.

STANDALONE TRIGGER

/buttonmap

/portmap

MECHANISM AND FUNCTION

Identify ports, sockets, and connection points.

STANDALONE TRIGGER

/portmap

/assembly

PROCESS AND INSTRUCTION

Show how separate parts become one object.

STANDALONE TRIGGER

/assembly

Visual codeword catalog

065 - 072

Upload an image, then type only one codeword.

/assemblysequence

PROCESS AND INSTRUCTION

Show assembly in numbered stages.

STANDALONE TRIGGER

/assemblysequence

/disassembly

PROCESS AND INSTRUCTION

Show how to take the subject apart.

STANDALONE TRIGGER

/disassembly

/installation

PROCESS AND INSTRUCTION

Show where and how to install the item.

STANDALONE TRIGGER

/installation

/stepsequence

PROCESS AND INSTRUCTION

Present a task frame by frame.

STANDALONE TRIGGER

/stepsequence

/instructioncard

PROCESS AND INSTRUCTION

Create a compact visual instruction card.

STANDALONE TRIGGER

/instructioncard

/manualpage

PROCESS AND INSTRUCTION

Turn the subject into a manual-style page.

STANDALONE TRIGGER

/manualpage

/quickreference

PROCESS AND INSTRUCTION

Create a fast visual reference guide.

STANDALONE TRIGGER

/quickreference

/checklist

PROCESS AND INSTRUCTION

Create a checklist of actions or parts.

STANDALONE TRIGGER

/checklist

Visual codeword catalog

073 - 080

Upload an image, then type only one codeword.

/decisiontree

PROCESS AND INSTRUCTION

Show what to do next at each choice.

STANDALONE TRIGGER

/decisiontree

/repairguide

PROCESS AND INSTRUCTION

Show the problem and the repair path.

STANDALONE TRIGGER

/repairguide

/problemresolution

PROCESS AND INSTRUCTION

Compare problem, diagnosis, and solution.

STANDALONE TRIGGER

/problemresolution

/maintenanceguide

REPAIR, MAINTENANCE, AND SAFETY

Show regular service tasks.

STANDALONE TRIGGER

/maintenanceguide

/cleaningpoints

REPAIR, MAINTENANCE, AND SAFETY

Mark where and how to clean.

STANDALONE TRIGGER

/cleaningpoints

/filterreplacement

REPAIR, MAINTENANCE, AND SAFETY

Explain how a filter is removed and changed.

STANDALONE TRIGGER

/filterreplacement

/lubricationpoints

REPAIR, MAINTENANCE, AND SAFETY

Mark hinges, gears, or parts needing lubricant.

STANDALONE TRIGGER

/lubricationpoints

/inspectionpoints

REPAIR, MAINTENANCE, AND SAFETY

Highlight areas that should be checked.

STANDALONE TRIGGER

/inspectionpoints

Visual codeword catalog

081 - 088

Upload an image, then type only one codeword.

/faultfinder

REPAIR, MAINTENANCE, AND SAFETY

Highlight likely sources of failure.

STANDALONE TRIGGER

/faultfinder

/repairroute

REPAIR, MAINTENANCE, AND SAFETY

Show the safest route through a repair.

STANDALONE TRIGGER

/repairroute

/replaceablepart

REPAIR, MAINTENANCE, AND SAFETY

Identify the component that can be replaced.

STANDALONE TRIGGER

/replaceablepart

/hazardmap

REPAIR, MAINTENANCE, AND SAFETY

Highlight dangerous areas or actions.

STANDALONE TRIGGER

/hazardmap

/safezones

REPAIR, MAINTENANCE, AND SAFETY

Show where it is safe to touch or work.

STANDALONE TRIGGER

/safezones

/warningpoints

REPAIR, MAINTENANCE, AND SAFETY

Mark warnings directly on the image.

STANDALONE TRIGGER

/warningpoints

/protectivegear

REPAIR, MAINTENANCE, AND SAFETY

Show the safety equipment required.

STANDALONE TRIGGER

/protectivegear

/controlpanel

CONTROLS, STATUS, AND POWER

Explain the control panel or interface.

STANDALONE TRIGGER

/controlpanel

Visual codeword catalog

089 - 096

Upload an image, then type only one codeword.

/screenlabels

CONTROLS, STATUS, AND POWER

Label important screen elements.

STANDALONE TRIGGER

/screenlabels

/indicatorlights

CONTROLS, STATUS, AND POWER

Explain lights, symbols, and status indicators.

STANDALONE TRIGGER

/indicatorlights

/modechart

CONTROLS, STATUS, AND POWER

Compare different operating modes.

STANDALONE TRIGGER

/modechart

/statuscomparison

CONTROLS, STATUS, AND POWER

Show idle, active, paused, and finished states.

STANDALONE TRIGGER

/statuscomparison

/onandoff

CONTROLS, STATUS, AND POWER

Compare powered and unpowered states.

STANDALONE TRIGGER

/onandoff

/errorstates

CONTROLS, STATUS, AND POWER

Show common error conditions.

STANDALONE TRIGGER

/errorstates

/errorcodes

CONTROLS, STATUS, AND POWER

Explain visible error codes or warning symbols.

STANDALONE TRIGGER

/errorcodes

/powerroute

CONTROLS, STATUS, AND POWER

Show where power enters and travels.

STANDALONE TRIGGER

/powerroute

Visual codeword catalog

097 - 104

Upload an image, then type only one codeword.

/chargingports

CONTROLS, STATUS, AND POWER

Identify charging connections and direction.

STANDALONE TRIGGER

/chargingports

/batteryaccess

CONTROLS, STATUS, AND POWER

Show how to reach the battery compartment.

STANDALONE TRIGGER

/batteryaccess

/batteryplacement

CONTROLS, STATUS, AND POWER

Show battery position and orientation.

STANDALONE TRIGGER

/batteryplacement

/portlabels

CONNECTIVITY AND COMPATIBILITY

Label every input and output port.

STANDALONE TRIGGER

/portlabels

/cablerouting

CONNECTIVITY AND COMPATIBILITY

Show the cleanest cable paths.

STANDALONE TRIGGER

/cablerouting

/wiringpath

CONNECTIVITY AND COMPATIBILITY

Visualize electrical wires and their destinations.

STANDALONE TRIGGER

/wiringpath

/connectionmap

CONNECTIVITY AND COMPATIBILITY

Map how parts connect to one another.

STANDALONE TRIGGER

/connectionmap

/compatibilitycheck

CONNECTIVITY AND COMPATIBILITY

Show which parts or devices work together.

STANDALONE TRIGGER

/compatibilitycheck

Visual codeword catalog

105 - 112

Upload an image, then type only one codeword.

/accessoryfit

CONNECTIVITY AND COMPATIBILITY

Demonstrate how an accessory attaches.

STANDALONE TRIGGER

/accessoryfit

/adaptermatch

CONNECTIVITY AND COMPATIBILITY

Show the correct adapter or connector.

STANDALONE TRIGGER

/adaptermatch

/mountingoptions

CONNECTIVITY AND COMPATIBILITY

Compare available mounting methods.

STANDALONE TRIGGER

/mountingoptions

/cableorganization

CONNECTIVITY AND COMPATIBILITY

Arrange cables in a clean, understandable layout.

STANDALONE TRIGGER

/cableorganization

/storagefit

CONNECTIVITY AND COMPATIBILITY

Show how the item fits into storage.

STANDALONE TRIGGER

/storagefit

/carrycase

CONNECTIVITY AND COMPATIBILITY

Place the item into a practical travel case.

STANDALONE TRIGGER

/carrycase

/spaceplan

CONNECTIVITY AND COMPATIBILITY

Optimize the available space around the subject.

STANDALONE TRIGGER

/spaceplan

/scalecomparison

SCALE, COMPARISON, AND PLACEMENT

Compare size with a hand, person, or object.

STANDALONE TRIGGER

/scalecomparison

Visual codeword catalog

113 - 120

Upload an image, then type only one codeword.

/sizecomparison

SCALE, COMPARISON, AND PLACEMENT

Place several items beside each other by size.

STANDALONE TRIGGER

/sizecomparison

/proportionmap

SCALE, COMPARISON, AND PLACEMENT

Show ratios between important dimensions.

STANDALONE TRIGGER

/proportionmap

/fitcheck

SCALE, COMPARISON, AND PLACEMENT

Show whether two parts or objects fit together.

STANDALONE TRIGGER

/fitcheck

/clearancecheck

SCALE, COMPARISON, AND PLACEMENT

Show the free space required around the item.

STANDALONE TRIGGER

/clearancecheck

/sidebyside

SCALE, COMPARISON, AND PLACEMENT

Compare two versions in matching views.

STANDALONE TRIGGER

/sidebyside

/featurematrix

SCALE, COMPARISON, AND PLACEMENT

Compare features in a visual grid.

STANDALONE TRIGGER

/featurematrix

/proscons

SCALE, COMPARISON, AND PLACEMENT

Show advantages and disadvantages clearly.

STANDALONE TRIGGER

/proscons

/whichone

SCALE, COMPARISON, AND PLACEMENT

Present a visual recommendation between options.

STANDALONE TRIGGER

/whichone

Visual codeword catalog

121 - 128

Upload an image, then type only one codeword.

/beforeafter

SCALE, COMPARISON, AND PLACEMENT

Show a change, repair, or transformation.

STANDALONE TRIGGER

/beforeafter

/oldnew

SCALE, COMPARISON, AND PLACEMENT

Compare an older and newer version.

STANDALONE TRIGGER

/oldnew

/roomplacement

SCALE, COMPARISON, AND PLACEMENT

Show where the object fits in a room.

STANDALONE TRIGGER

/roomplacement

/skeletonview

HUMAN AND ANIMAL ANATOMY

Show the supporting bones or framework.

STANDALONE TRIGGER

/skeletonview

/cellularview

HUMAN AND ANIMAL ANATOMY

Zoom into cells or microscopic structure.

STANDALONE TRIGGER

/cellularview

/molecularview

HUMAN AND ANIMAL ANATOMY

Show the subject at molecular scale.

STANDALONE TRIGGER

/molecularview

/musclemap

HUMAN AND ANIMAL ANATOMY

Label major muscles and their positions.

STANDALONE TRIGGER

/musclemap

/organmap

HUMAN AND ANIMAL ANATOMY

Label internal organs or internal systems.

STANDALONE TRIGGER

/organmap

Visual codeword catalog

129 - 136

Upload an image, then type only one codeword.

/posturemap

HUMAN AND ANIMAL ANATOMY

Explain posture, balance, and body alignment.

STANDALONE TRIGGER

/posturemap

/gestureguide

HUMAN AND ANIMAL ANATOMY

Show a gesture or body position clearly.

STANDALONE TRIGGER

/gestureguide

/behaviorsequence

HUMAN AND ANIMAL ANATOMY

Show actions or behavior in order.

STANDALONE TRIGGER

/behaviorsequence

/habitatview

HUMAN AND ANIMAL ANATOMY

Place a person or animal in its environment.

STANDALONE TRIGGER

/habitatview

/interactionmap

HUMAN AND ANIMAL ANATOMY

Show relationships between the subject and surroundings.

STANDALONE TRIGGER

/interactionmap

/firstperson

HUMAN AND ANIMAL ANATOMY

Show the scene from the subject's perspective.

STANDALONE TRIGGER

/firstperson

/handsinframe

HUMAN AND ANIMAL ANATOMY

Show hands using or demonstrating the item.

STANDALONE TRIGGER

/handsinframe

/cinematic

CAMERA AND PERSPECTIVE

Create a dramatic movie-frame composition.

STANDALONE TRIGGER

/cinematic

Visual codeword catalog

137 - 144

Upload an image, then type only one codeword.

/filmnoir

CAMERA AND PERSPECTIVE

Use a high-contrast black-and-white look.

STANDALONE TRIGGER

/filmnoir

/vintagefilm

CAMERA AND PERSPECTIVE

Create an aged analog film photograph.

STANDALONE TRIGGER

/vintagefilm

/polaroid

CAMERA AND PERSPECTIVE

Use an instant-camera print aesthetic.

STANDALONE TRIGGER

/polaroid

/35mm

CAMERA AND PERSPECTIVE

Create a classic 35mm photograph.

STANDALONE TRIGGER

/35mm

/fisheye

CAMERA AND PERSPECTIVE

Use an extreme wide-angle perspective.

STANDALONE TRIGGER

/fisheye

/tiltshift

CAMERA AND PERSPECTIVE

Make the scene look miniature.

STANDALONE TRIGGER

/tiltshift

/overhead

CAMERA AND PERSPECTIVE

Show the subject directly from above.

STANDALONE TRIGGER

/overhead

/lowangle

CAMERA AND PERSPECTIVE

Make the subject look powerful from below.

STANDALONE TRIGGER

/lowangle

Visual codeword catalog

145 - 152

Upload an image, then type only one codeword.

/topdown

CAMERA AND PERSPECTIVE

Create a flat bird's-eye view.

STANDALONE TRIGGER

/topdown

/panorama

CAMERA AND PERSPECTIVE

Expand the scene into a wide view.

STANDALONE TRIGGER

/panorama

/wormseye

CAMERA AND PERSPECTIVE

Use an extreme ground-level perspective.

STANDALONE TRIGGER

/wormseye

/goldenhour

LIGHT AND OPTICAL BEHAVIOR

Use warm sunrise or sunset light.

STANDALONE TRIGGER

/goldenhour

/bluehour

LIGHT AND OPTICAL BEHAVIOR

Use cool twilight lighting.

STANDALONE TRIGGER

/bluehour

/neonlight

LIGHT AND OPTICAL BEHAVIOR

Use colorful neon illumination.

STANDALONE TRIGGER

/neonlight

/rimlight

LIGHT AND OPTICAL BEHAVIOR

Create a glowing outline around the subject.

STANDALONE TRIGGER

/rimlight

/chiaroscuro

LIGHT AND OPTICAL BEHAVIOR

Use strong light and shadow contrast.

STANDALONE TRIGGER

/chiaroscuro

Visual codeword catalog

153 - 160

Upload an image, then type only one codeword.

/volumetric

LIGHT AND OPTICAL BEHAVIOR

Show visible rays through the air.

STANDALONE TRIGGER

/volumetric

/softbox

LIGHT AND OPTICAL BEHAVIOR

Use clean, even studio lighting.

STANDALONE TRIGGER

/softbox

/hardflash

LIGHT AND OPTICAL BEHAVIOR

Use sharp direct flash lighting.

STANDALONE TRIGGER

/hardflash

/silhouette

LIGHT AND OPTICAL BEHAVIOR

Show the subject as a dark outline.

STANDALONE TRIGGER

/silhouette

/bokeh

LIGHT AND OPTICAL BEHAVIOR

Turn background lights into soft circles.

STANDALONE TRIGGER

/bokeh

/lensflare

LIGHT AND OPTICAL BEHAVIOR

Add bright camera flare and streaks.

STANDALONE TRIGGER

/lensflare

/prismatic

LIGHT AND OPTICAL BEHAVIOR

Create rainbow refraction through light or glass.

STANDALONE TRIGGER

/prismatic

/oilpaint

TRADITIONAL AND CRAFT STYLES

Use rich, layered oil-paint texture.

STANDALONE TRIGGER

/oilpaint

Visual codeword catalog

161 - 168

Upload an image, then type only one codeword.

/watercolor

TRADITIONAL AND CRAFT STYLES

Use soft transparent watercolor washes.

STANDALONE TRIGGER

/watercolor

/gouache

TRADITIONAL AND CRAFT STYLES

Use bold matte painted colors.

STANDALONE TRIGGER

/gouache

/inkwash

TRADITIONAL AND CRAFT STYLES

Use expressive brushwork and ink tones.

STANDALONE TRIGGER

/inkwash

/linocut

TRADITIONAL AND CRAFT STYLES

Use carved printmaking shapes.

STANDALONE TRIGGER

/linocut

/woodcut

TRADITIONAL AND CRAFT STYLES

Use a vintage engraved texture.

STANDALONE TRIGGER

/woodcut

/stainedglass

TRADITIONAL AND CRAFT STYLES

Build the subject from colored glass panels.

STANDALONE TRIGGER

/stainedglass

/paperquilling

TRADITIONAL AND CRAFT STYLES

Build the image from curled paper strips.

STANDALONE TRIGGER

/paperquilling

/claymation

TRADITIONAL AND CRAFT STYLES

Use a handmade clay animation style.

STANDALONE TRIGGER

/claymation

Visual codeword catalog

169 - 176

Upload an image, then type only one codeword.

/clayrender

TRADITIONAL AND CRAFT STYLES

Make the subject look like a smooth clay model.

STANDALONE TRIGGER

/clayrender

/papercraft

TRADITIONAL AND CRAFT STYLES

Turn the subject into a constructed paper model.

STANDALONE TRIGGER

/papercraft

/origami

TRADITIONAL AND CRAFT STYLES

Use folded-paper geometry.

STANDALONE TRIGGER

/origami

/poster

DESIGN AND PUBLISHING

Create a bold graphic poster.

STANDALONE TRIGGER

/poster

/editorial

DESIGN AND PUBLISHING

Use a polished magazine editorial layout.

STANDALONE TRIGGER

/editorial

/magazinecover

DESIGN AND PUBLISHING

Turn the subject into a cover design.

STANDALONE TRIGGER

/magazinecover

/albumcover

DESIGN AND PUBLISHING

Create music artwork around the subject.

STANDALONE TRIGGER

/albumcover

/comicpanel

DESIGN AND PUBLISHING

Use a comic-book frame and composition.

STANDALONE TRIGGER

/comicpanel

Visual codeword catalog

177 - 184

Upload an image, then type only one codeword.

/manga

DESIGN AND PUBLISHING

Use a manga-inspired illustration style.

STANDALONE TRIGGER

/manga

/pixelart

DESIGN AND PUBLISHING

Convert the subject into pixel graphics.

STANDALONE TRIGGER

/pixelart

/infographic

DESIGN AND PUBLISHING

Explain the subject with visual information blocks.

STANDALONE TRIGGER

/infographic

/sticker

DESIGN AND PUBLISHING

Create a clean sticker illustration.

STANDALONE TRIGGER

/sticker

/packaging

DESIGN AND PUBLISHING

Place the subject into product packaging.

STANDALONE TRIGGER

/packaging

/labeldesign

DESIGN AND PUBLISHING

Create a label with clear hierarchy.

STANDALONE TRIGGER

/labeldesign

/educationalposter

DESIGN AND PUBLISHING

Combine facts, labels, and diagrams.

STANDALONE TRIGGER

/educationalposter

/glitch

DIGITAL AND DATA VIEWS

Add controlled digital distortion.

STANDALONE TRIGGER

/glitch

Visual codeword catalog

185 - 192

Upload an image, then type only one codeword.

/hud

DIGITAL AND DATA VIEWS

Add a futuristic heads-up display.

STANDALONE TRIGGER

/hud

/datastream

DIGITAL AND DATA VIEWS

Show information flowing through the scene.

STANDALONE TRIGGER

/datastream

/coderain

DIGITAL AND DATA VIEWS

Use falling code as the environment.

STANDALONE TRIGGER

/coderain

/signalnoise

DIGITAL AND DATA VIEWS

Create television or transmission interference.

STANDALONE TRIGGER

/signalnoise

/surveillance

DIGITAL AND DATA VIEWS

Use a security-monitor viewpoint.

STANDALONE TRIGGER

/surveillance

/scanlines

DIGITAL AND DATA VIEWS

Add a digital scanning pattern.

STANDALONE TRIGGER

/scanlines

/falsecolor

DIGITAL AND DATA VIEWS

Use scientific false-color mapping.

STANDALONE TRIGGER

/falsecolor

/depthmap

DIGITAL AND DATA VIEWS

Use color to show distance and depth.

STANDALONE TRIGGER

/depthmap

Visual codeword catalog

193 - 200

Upload an image, then type only one codeword.

/heatmap

DIGITAL AND DATA VIEWS

Highlight intensity or activity with color.

STANDALONE TRIGGER

/heatmap

/gridoverlay

DIGITAL AND DATA VIEWS

Place a technical grid over the image.

STANDALONE TRIGGER

/gridoverlay

/mesh

DIGITAL AND DATA VIEWS

Show the 3D mesh structure.

STANDALONE TRIGGER

/mesh

/cyberpunk

ENVIRONMENT AND WORLDBUILDING

Place the subject in a neon future.

STANDALONE TRIGGER

/cyberpunk

/steampunk

ENVIRONMENT AND WORLDBUILDING

Use Victorian machinery and brass details.

STANDALONE TRIGGER

/steampunk

/solarpunk

ENVIRONMENT AND WORLDBUILDING

Imagine an optimistic green future.

STANDALONE TRIGGER

/solarpunk

/atompunk

ENVIRONMENT AND WORLDBUILDING

Use 1950s nuclear-age futurism.

STANDALONE TRIGGER

/atompunk

/biopunk

ENVIRONMENT AND WORLDBUILDING

Blend biology and advanced technology.

STANDALONE TRIGGER

/biopunk

Visual codeword catalog

201 - 208

Upload an image, then type only one codeword.

/fantasyrealm

ENVIRONMENT AND WORLDBUILDING

Place the subject in a magical world.

STANDALONE TRIGGER

/fantasyrealm

/mythic

ENVIRONMENT AND WORLDBUILDING

Give the subject an epic legendary setting.

STANDALONE TRIGGER

/mythic

/western

ENVIRONMENT AND WORLDBUILDING

Place the subject in a frontier setting.

STANDALONE TRIGGER

/western

/spaceopera

ENVIRONMENT AND WORLDBUILDING

Create a grand interstellar environment.

STANDALONE TRIGGER

/spaceopera

/retrofuture

ENVIRONMENT AND WORLDBUILDING

Show an old-fashioned vision of the future.

STANDALONE TRIGGER

/retrofuture

/brutalist

ENVIRONMENT AND WORLDBUILDING

Use raw concrete and monumental forms.

STANDALONE TRIGGER

/brutalist

/gothicrevival

ENVIRONMENT AND WORLDBUILDING

Use dramatic historic architecture.

STANDALONE TRIGGER

/gothicrevival

/chrome

MATERIAL AND SURFACE TRANSFORMATION

Give surfaces a reflective metal finish.

STANDALONE TRIGGER

/chrome

Visual codeword catalog

209 - 216

Upload an image, then type only one codeword.

/glass

MATERIAL AND SURFACE TRANSFORMATION

Make the subject transparent glass.

STANDALONE TRIGGER

/glass

/holographic

MATERIAL AND SURFACE TRANSFORMATION

Use a rainbow hologram finish.

STANDALONE TRIGGER

/holographic

/lowpoly

MATERIAL AND SURFACE TRANSFORMATION

Build the subject from faceted polygons.

STANDALONE TRIGGER

/lowpoly

/voxel

MATERIAL AND SURFACE TRANSFORMATION

Build the subject from block-like pixels.

STANDALONE TRIGGER

/voxel

/emboss

MATERIAL AND SURFACE TRANSFORMATION

Raise elements above a surface.

STANDALONE TRIGGER

/emboss

/deboss

MATERIAL AND SURFACE TRANSFORMATION

Press elements into a surface.

STANDALONE TRIGGER

/deboss

/foilstamp

MATERIAL AND SURFACE TRANSFORMATION

Add metallic foil printing.

STANDALONE TRIGGER

/foilstamp

/diecut

MATERIAL AND SURFACE TRANSFORMATION

Create a clean cut-out design.

STANDALONE TRIGGER

/diecut

Visual codeword catalog

217 - 224

Upload an image, then type only one codeword.

/stencil

MATERIAL AND SURFACE TRANSFORMATION

Convert the subject into stencil shapes.

STANDALONE TRIGGER

/stencil

/halftone

MATERIAL AND SURFACE TRANSFORMATION

Use comic-book dot shading.

STANDALONE TRIGGER

/halftone

/duotone

MATERIAL AND SURFACE TRANSFORMATION

Limit the design to two colors.

STANDALONE TRIGGER

/duotone

/longexposure

MOTION, TIME, AND CHANGE

Show light trails and smooth movement.

STANDALONE TRIGGER

/longexposure

/lightpainting

MOTION, TIME, AND CHANGE

Draw glowing paths through the scene.

STANDALONE TRIGGER

/lightpainting

/motionblur

MOTION, TIME, AND CHANGE

Emphasize movement with directional blur.

STANDALONE TRIGGER

/motionblur

/timelapse

MOTION, TIME, AND CHANGE

Compress a long process into one image.

STANDALONE TRIGGER

/timelapse

/slowmotion

MOTION, TIME, AND CHANGE

Make movement look suspended.

STANDALONE TRIGGER

/slowmotion

Visual codeword catalog

225 - 232

Upload an image, then type only one codeword.

/stopmotion

MOTION, TIME, AND CHANGE

Use a handmade frame-by-frame appearance.

STANDALONE TRIGGER

/stopmotion

/motiontrail

MOTION, TIME, AND CHANGE

Leave trails behind moving elements.

STANDALONE TRIGGER

/motiontrail

/speedlines

MOTION, TIME, AND CHANGE

Add graphic action streaks.

STANDALONE TRIGGER

/speedlines

/freezeframe

MOTION, TIME, AND CHANGE

Capture a dramatic instant in motion.

STANDALONE TRIGGER

/freezeframe

/timeline

MOTION, TIME, AND CHANGE

Show development across multiple stages.

STANDALONE TRIGGER

/timeline

/transformation

MOTION, TIME, AND CHANGE

Show one form becoming another.

STANDALONE TRIGGER

/transformation

/lifecycle

MOTION, TIME, AND CHANGE

Show creation, use, aging, and end of life.

STANDALONE TRIGGER

/lifecycle

/homeuse

EVERYDAY CONTEXT AND PRODUCT USE

Show the item being used at home.

STANDALONE TRIGGER

/homeuse

Visual codeword catalog

233 - 240

Upload an image, then type only one codeword.

/deskuse

EVERYDAY CONTEXT AND PRODUCT USE

Show a practical workstation setup.

STANDALONE TRIGGER

/deskuse

/kitchenuse

EVERYDAY CONTEXT AND PRODUCT USE

Show a realistic kitchen application.

STANDALONE TRIGGER

/kitchenuse

/traveluse

EVERYDAY CONTEXT AND PRODUCT USE

Show how the item works while traveling.

STANDALONE TRIGGER

/traveluse

/unboxing

EVERYDAY CONTEXT AND PRODUCT USE

Show the product and contents being unpacked.

STANDALONE TRIGGER

/unboxing

/inhandscale

EVERYDAY CONTEXT AND PRODUCT USE

Show the real size in a person's hand.

STANDALONE TRIGGER

/inhandscale

/beginnerfriendly

EVERYDAY CONTEXT AND PRODUCT USE

Make the explanation simple and approachable.

STANDALONE TRIGGER

/beginnerfriendly

/lefthanded

EVERYDAY CONTEXT AND PRODUCT USE

Show the item operated left-handed.

STANDALONE TRIGGER

/lefthanded

/storageplan

EVERYDAY CONTEXT AND PRODUCT USE

Show a practical storage arrangement.

STANDALONE TRIGGER

/storageplan

Visual codeword catalog

241 - 248

Upload an image, then type only one codeword.

/cablemanagement

EVERYDAY CONTEXT AND PRODUCT USE

Organize cables neatly around the item.

STANDALONE TRIGGER

/cablemanagement

/drawerorganization

EVERYDAY CONTEXT AND PRODUCT USE

Arrange small items inside a drawer.

STANDALONE TRIGGER

/drawerorganization

/accessorylayout

EVERYDAY CONTEXT AND PRODUCT USE

Arrange the main item with its accessories.

STANDALONE TRIGGER

/accessorylayout

/stickynotes

ANNOTATION AND EXPLANATION

Add colorful sticky-note labels.

STANDALONE TRIGGER

/stickynotes

/postitwall

ANNOTATION AND EXPLANATION

Create a wall of notes around the subject.

STANDALONE TRIGGER

/postitwall

/callouts

ANNOTATION AND EXPLANATION

Add lines pointing to important details.

STANDALONE TRIGGER

/callouts

/arrows

ANNOTATION AND EXPLANATION

Use arrows to show direction or movement.

STANDALONE TRIGGER

/arrows

/highlighter

ANNOTATION AND EXPLANATION

Highlight the most important areas.

STANDALONE TRIGGER

/highlighter

Visual codeword catalog

249 - 256

Upload an image, then type only one codeword.

/redpen

ANNOTATION AND EXPLANATION

Add correction marks and expert notes.

STANDALONE TRIGGER

/redpen

/markerwriting

ANNOTATION AND EXPLANATION

Use bold marker-style annotations.

STANDALONE TRIGGER

/markerwriting

/whiteboard

ANNOTATION AND EXPLANATION

Turn the image into a whiteboard explanation.

STANDALONE TRIGGER

/whiteboard

/annotatedphoto

ANNOTATION AND EXPLANATION

Add clean labels directly to the photo.

STANDALONE TRIGGER

/annotatedphoto

/labelmaker

ANNOTATION AND EXPLANATION

Use tidy printed labels for each part.

STANDALONE TRIGGER

/labelmaker

/captioncard

ANNOTATION AND EXPLANATION

Add short explanatory captions beside the subject.

STANDALONE TRIGGER

/captioncard

/legendkey

ANNOTATION AND EXPLANATION

Create a visual key for colors and symbols.

STANDALONE TRIGGER

/legendkey

/underwater

ENVIRONMENT, CONDITION, AND INSPECTION

Place the subject below the water surface.

STANDALONE TRIGGER

/underwater

Visual codeword catalog

257 - 264

Upload an image, then type only one codeword.

/watersplash

ENVIRONMENT, CONDITION, AND INSPECTION

Freeze a splash around the subject.

STANDALONE TRIGGER

/watersplash

/dropletmacro

ENVIRONMENT, CONDITION, AND INSPECTION

Show suspended droplets in close detail.

STANDALONE TRIGGER

/dropletmacro

/inkcloud

ENVIRONMENT, CONDITION, AND INSPECTION

Show ink spreading through liquid.

STANDALONE TRIGGER

/inkcloud

/fogbank

ENVIRONMENT, CONDITION, AND INSPECTION

Surround the subject with thick rolling fog.

STANDALONE TRIGGER

/fogbank

/rainstreaks

ENVIRONMENT, CONDITION, AND INSPECTION

Show rain streaking across the view.

STANDALONE TRIGGER

/rainstreaks

/timeworn

ENVIRONMENT, CONDITION, AND INSPECTION

Make the subject aged and heavily used.

STANDALONE TRIGGER

/timeworn

/archaeological

ENVIRONMENT, CONDITION, AND INSPECTION

Present the subject like an excavation find.

STANDALONE TRIGGER

/archaeological

/damagecheck

ENVIRONMENT, CONDITION, AND INSPECTION

Highlight scratches, cracks, dents, or breaks.

STANDALONE TRIGGER

/damagecheck

Visual codeword catalog

265 - 272

Upload an image, then type only one codeword.

/wearpoints

ENVIRONMENT, CONDITION, AND INSPECTION

Show the areas most likely to wear out.

STANDALONE TRIGGER

/wearpoints

/authenticitycheck

ENVIRONMENT, CONDITION, AND INSPECTION

Highlight details that indicate authenticity.

STANDALONE TRIGGER

/authenticitycheck

/repairability

ENVIRONMENT, CONDITION, AND INSPECTION

Show which parts can be repaired or replaced.

STANDALONE TRIGGER

/repairability

/thermalview

SCIENTIFIC AND SENSORY VIEWS

Show heat distribution across the subject.

STANDALONE TRIGGER

/thermalview

/thermalvision

SCIENTIFIC AND SENSORY VIEWS

Use a heat-camera perspective.

STANDALONE TRIGGER

/thermalvision

/infrared

SCIENTIFIC AND SENSORY VIEWS

Use infrared-style imaging.

STANDALONE TRIGGER

/infrared

/nightvision

SCIENTIFIC AND SENSORY VIEWS

Use a green night-vision view.

STANDALONE TRIGGER

/nightvision

/ultrasound

SCIENTIFIC AND SENSORY VIEWS

Use a medical ultrasound-style view.

STANDALONE TRIGGER

/ultrasound

Visual codeword catalog

273 - 279

Upload an image, then type only one codeword.

/radarview

SCIENTIFIC AND SENSORY VIEWS

Present the subject like a radar display.

STANDALONE TRIGGER

/radarview

/sonar

SCIENTIFIC AND SENSORY VIEWS

Show distance and objects through sound.

STANDALONE TRIGGER

/sonar

/magneticfield

SCIENTIFIC AND SENSORY VIEWS

Visualize magnetic field lines.

STANDALONE TRIGGER

/magneticfield

/spectrogram

SCIENTIFIC AND SENSORY VIEWS

Represent sound as frequencies and color.

STANDALONE TRIGGER

/spectrogram

/soundwave

SCIENTIFIC AND SENSORY VIEWS

Show an audio waveform around the subject.

STANDALONE TRIGGER

/soundwave

/smellmap

SCIENTIFIC AND SENSORY VIEWS

Visualize the spread or concentration of a smell.

STANDALONE TRIGGER

/smellmap

/electricalfield

SCIENTIFIC AND SENSORY VIEWS

Show electrical energy around the subject.

STANDALONE TRIGGER

/electricalfield