

200+ SECRET CODES FOR CHATGPT

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

DAILY AI NEWS BRIEFING

DON'T GET LEFT BEHIND ON AI

The AI news that matters, 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 / 252

Type only the codeword after uploading an image.

001 /360view Show the subject from every side.

002 /anatomy Label body systems or structural regions.

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

004 /layers Separate the subject into stacked layers.

005 /xray Reveal internal structures through the surface.

006 /explodedview Spread components apart while keeping...

007 /crossection Show a precise sliced side profile.

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

009 /hiddenparts Reveal concealed components or structures.

010 /seethrough Make selected surfaces transparent.

011 /ghosted Show hidden structures as faint outlines.

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

013 /blueprint Create a technical blue line drawing.

014 /schematic Simplify the subject into a functional diagram.

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

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

017 /isometric Create an angled engineering-style view.

018 /cadview Present the subject like a CAD model.

019 /dimensionview Add clear measurements around the...

020 /dimensionlines Draw technical measurement lines...

021 /scalegrid Use a grid to communicate size and proportion.

022 /vanishingpoint Show the construction of perspective...

023 /contourmap Show height, depth, or surface levels with...

024 /materialmap Identify which material is used in each...

025 /howitworks Explain the basic function visually.

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

027 /energyflow Show how power moves through the subject.

028 /motionflow Show how parts move during operation.

029 /inputoutput Show what enters the system and what...

030 /forceanalysis Show pressure, force, weight, or stress.

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

032 /motionpath Draw the path followed by a moving part or...

033 /rangeofmotion Show how far joints or parts can move.

034 /controlmap Connect each control to its function.

035 /buttonmap Label buttons and explain what they do.

036 /portmap Identify ports, sockets, and connection points.

037 /assembly Show how separate parts become one object.

038 /assemblysequence Show assembly in numbered stages.

039 /disassembly Show how to take the subject apart.

040 /installation Show where and how to install the item.

041 /stepsequence Present a task frame by frame.

042 /instructioncard Create a compact visual instruction...

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

044 /quickreference Create a fast visual reference guide.

045 /checklist Create a checklist of actions or parts.

046 /decisiontree Show what to do next at each choice.

047 /repairguide Show the problem and the repair path.

048 /problemresolution Compare problem, diagnosis, and...

Codeword directory

049 - 096 / 252

Type only the codeword after uploading an image.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Codeword directory

097 - 144 / 252

Type only the codeword after uploading an image.

097 /skeletonview Show the supporting bones or framework.

098 /cellularview Zoom into cells or microscopic structure.

099 /molecularview Show the subject at molecular scale.

100 /musclemap Label major muscles and their positions.

101 /organmap Label internal organs or internal systems.

102 /posturemap Explain posture, balance, and body alignment.

103 /gestureguide Show a gesture or body position clearly.

104 /behaviorsequence Show actions or behavior in order.

105 /habitatview Place a person or animal in its environment.

106 /interactionmap Show relationships between the subje...

107 /firstperson Show the scene from the subject's...

108 /handsinframe Show hands using or demonstrating the...

109 /cinematic Create a dramatic movie-frame composition.

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

111 /vintagefilm Create an aged analog film photograph.

112 /polaroid Use an instant-camera print aesthetic.

113 /35mm Create a classic 35mm photograph.

114 /fisheye Use an extreme wide-angle perspective.

115 /tiltshift Make the scene look miniature.

116 /overhead Show the subject directly from above.

117 /lowangle Make the subject look powerful from below.

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

119 /panorama Expand the scene into a wide view.

120 /wormseye Use an extreme ground-level perspective.

121 /goldenhour Use warm sunrise or sunset light.

122 /bluehour Use cool twilight lighting.

123 /neonlight Use colorful neon illumination.

124 /rimlight Create a glowing outline around the subject.

125 /chiaroscuro Use strong light and shadow contrast.

126 /volumetric Show visible rays through the air.

127 /softbox Use clean, even studio lighting.

128 /hardflash Use sharp direct flash lighting.

129 /silhouette Show the subject as a dark outline.

130 /bokeh Turn background lights into soft circles.

131 /lensflare Add bright camera flare and streaks.

132 /prismatic Create rainbow refraction through light or glass.

133 /oilpaint Use rich, layered oil-paint texture.

134 /watercolor Use soft transparent watercolor washes.

135 /gouache Use bold matte painted colors.

136 /inkwash Use expressive brushwork and ink tones.

137 /linocut Use carved printmaking shapes.

138 /woodcut Use a vintage engraved texture.

139 /stainedglass Build the subject from colored glass panels.

140 /paperquilling Build the image from curled paper strips.

141 /claymation Use a handmade clay animation style.

142 /clayrender Make the subject look like a smooth clay...

143 /papercraft Turn the subject into a constructed paper...

144 /origami Use folded-paper geometry.

Codeword directory

145 - 192 / 252

Type only the codeword after uploading an image.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Codeword directory

193 - 240 / 252

Type only the codeword after uploading an image.

193 /longexposure Show light trails and smooth movement.

194 /lightpainting Draw glowing paths through the scene.

195 /motionblur Emphasize movement with directional blur.

196 /timelapse Compress a long process into one image.

197 /slowmotion Make movement look suspended.

198 /stopmotion Use a handmade frame-by-frame appearance.

199 /motiontrail Leave trails behind moving elements.

200 /speedlines Add graphic action streaks.

201 /freezeframe Capture a dramatic instant in motion.

202 /timeline Show development across multiple stages.

203 /transformation Show one form becoming another.

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

205 /homeuse Show the item being used at home.

206 /deskuse Show a practical workstation setup.

207 /kitchenuse Show a realistic kitchen application.

208 /traveluse Show how the item works while traveling.

209 /unboxing Show the product and contents being unpacked.

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

211 /beginnerfriendly Make the explanation simple and...

212 /lefthanded Show the item operated left-handed.

213 /storageplan Show a practical storage arrangement.

214 /cablemanagement Organize cables neatly around the...

215 /drawerorganization Arrange small items inside a...

216 /accessorylayout Arrange the main item with its...

217 /stickynotes Add colorful sticky-note labels.

218 /postitwall Create a wall of notes around the subject.

219 /callouts Add lines pointing to important details.

220 /arrows Use arrows to show direction or movement.

221 /highlighter Highlight the most important areas.

222 /redpen Add correction marks and expert notes.

223 /markerwriting Use bold marker-style annotations.

224 /whiteboard Turn the image into a whiteboard explanation.

225 /annotatedphoto Add clean labels directly to the photo.

226 /labelmaker Use tidy printed labels for each part.

227 /captioncard Add short explanatory captions beside the...

228 /legendkey Create a visual key for colors and symbols.

229 /underwater Place the subject below the water surface.

230 /watersplash Freeze a splash around the subject.

231 /dropletmacro Show suspended droplets in close detail.

232 /inkcloud Show ink spreading through liquid.

233 /fogbank Surround the subject with thick rolling fog.

234 /rainstreaks Show rain streaking across the view.

235 /timeworn Make the subject aged and heavily used.

236 /archaeological Present the subject like an excavation...

237 /damagecheck Highlight scratches, cracks, dents, or breaks.

238 /wearpoints Show the areas most likely to wear out.

239 /authenticitycheck Highlight details that indicate...

240 /repairability Show which parts can be repaired or...

Codeword directory

241 - 252 / 252

Type only the codeword after uploading an image.

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

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

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

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

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

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

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

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

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

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

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

252 **/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.

/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

/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

/crossection

CORE VISUAL REVEALS

Show a precise sliced side profile.

STANDALONE TRIGGER

/crossection

/insideview

CORE VISUAL REVEALS

Show the interior without fully destroying the exterior.

STANDALONE TRIGGER

/insideview

Visual codeword catalog

009 - 016

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

017 - 024

Upload an image, then type only one codeword.

/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

/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

/materialmap

TECHNICAL DRAFTING

Identify which material is used in each region.

STANDALONE TRIGGER

/materialmap

Visual codeword catalog

025 - 032

Upload an image, then type only one codeword.

/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

/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

/motionpath

MECHANISM AND FUNCTION

Draw the path followed by a moving part or subject.

STANDALONE TRIGGER

/motionpath

Visual codeword catalog

033 - 040

Upload an image, then type only one codeword.

/rangeofmotion

MECHANISM AND FUNCTION

Show how far joints or parts can move.

STANDALONE TRIGGER

/rangeofmotion

/buttonmap

MECHANISM AND FUNCTION

Label buttons and explain what they do.

STANDALONE TRIGGER

/buttonmap

/assembly

PROCESS AND INSTRUCTION

Show how separate parts become one object.

STANDALONE TRIGGER

/assembly

/disassembly

PROCESS AND INSTRUCTION

Show how to take the subject apart.

STANDALONE TRIGGER

/disassembly

/controlmap

MECHANISM AND FUNCTION

Connect each control to its function.

STANDALONE TRIGGER

/controlmap

/portmap

MECHANISM AND FUNCTION

Identify ports, sockets, and connection points.

STANDALONE TRIGGER

/portmap

/assemblysequence

PROCESS AND INSTRUCTION

Show assembly in numbered stages.

STANDALONE TRIGGER

/assemblysequence

/installation

PROCESS AND INSTRUCTION

Show where and how to install the item.

STANDALONE TRIGGER

/installation

Visual codeword catalog

041 - 048

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

049 - 056

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

057 - 064

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

065 - 072

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

073 - 080

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

081 - 088

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

089 - 096

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

097 - 104

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

105 - 112

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

113 - 120

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

121 - 128

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

129 - 136

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

137 - 144

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

145 - 152

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

153 - 160

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

161 - 168

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

169 - 176

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

177 - 184

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

185 - 192

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

193 - 200

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

201 - 208

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

209 - 216

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

217 - 224

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

225 - 232

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

233 - 240

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

241 - 248

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

249 - 252

Upload an image, then type only one codeword.

/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