

IMAGE-TO-IMAGE WORKFLOW

TURN ANY PHOTO INTO A 1990S CEL-SHADED ANIME FRAME



COPY-AND-PASTE MASTER PROMPT

Edit the uploaded reference image into a cel-shaded anime-style illustration inspired by late-1980s to 1990s Japanese television animation. Use the uploaded image as the direct edit target and preserve the same person, facial structure, hairstyle, expression, body proportions, pose, hand gesture, clothing, microphone position, camera angle, crop, room layout and cinematic 16:9 framing. Restyle the entire scene with bold clean outlines, expressive hand-drawn linework, warm muted colors, strong two-tone contrast between light and shadow, flat layered cel shading, subtle paper and film texture, and soft gradient backgrounds with restrained detail. Keep the moody blue studio lighting, vertical tube light, bookshelf and wall frames recognizable but simplified. Render clothing, skin, hair, microphone and important environmental objects with deliberate animation-cel detail. Avoid modern glossy anime rendering, 3D CGI, painterly brushwork, photorealism, excessive background detail, altered identity, altered pose, distorted hands, extra fingers, text or logos. The final image should look like a polished frame from a high-quality 1980s-1990s hand-drawn animated series.

PRESERVE THE SHOT. REPLACE THE VISUAL LANGUAGE.

The goal is not to generate a random anime portrait. It is to keep the original photo structurally recognizable while replacing the rendering style with a hand-drawn animation cel.

ORIGINAL REFERENCE



GENERATED RESULT



Identity

Preserves the same face shape, hairstyle, expression and overall likeness instead of inventing a new character.

Composition

Locks the camera angle, crop, microphone placement, hand gesture and cinematic 16:9 framing.

Environment

Keeps the recognizable studio layout while simplifying the room into readable animation background shapes.

Period-correct style

Pushes clean outlines, flat cel shadows, restrained gradients and a warm, muted late-20th-century palette.