

290+ SECRET CODES FOR CHATGPT

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

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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

Custom prompt labels - not official ChatGPT commands.

Codeword directory

001 - 048 / 359

Type only the codeword after uploading an image.

001 /360view Show the subject from every side in one clear...

002 /anatomy Reveal and label the subject's major internal...

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

004 /layers Separate the subject into stacked construction...

005 /xray See internal parts through the exterior surface.

006 /explodedview Spread components apart while preservin...

007 /microscopic Zoom into a convincing microscopic level of...

008 /blueprint Convert the subject into a technical blueprint...

009 /handwritten Explain the subject with natural handwritten...

010 /tinyplanet Wrap the scene into a spherical tiny-planet...

011 /3dbillboard Turn the subject into an illusion-breaking 3...

012 /metaad Create a polished Meta-style social advertisement.

013 /magazinecover Turn the subject into a premium magazi...

014 /floating3d Present the subject as a clean floating 3D...

015 /mechanismview Reveal the mechanism and how its...

016 /factoryline Show how the subject moves through a...

017 /qualitycheck Mark inspection points and common quali...

018 /dimensions Add clear, practical dimensions around the...

019 /redesign Reimagine the subject with a smarter updated...

020 /futuristic Transform the subject into a believable futur...

021 /premiumshowcase Stage the subject like a premium...

022 /zoom ladder Move from the full subject through...

023 /shell removal Remove the outer shell while keeping th...

024 /working principle Explain the core operating principl...

025 /house skeleton Reveal a building's frame, structure, a...

026 /body systems Map the body's major systems and how...

027 /nutrition map Map nutrients, benefits, and their source...

028 /studio reconstruction Reconstruct the scene as a...

029 /world inside Reveal an imaginative miniature world...

030 /visual dissection Dissect the subject into labeled...

031 /scroll stopper Create a bold, high-contrast social visu...

032 /elite object Elevate the subject into an exclusive luxur...

033 /rich visual Add depth, detail, and premium visual...

034 /visual learning whiteboard Teach the subject wi...

035 /ingredient explosion Separate ingredients around...

036 /compositionmap Map the main compositional zones,...

037 /timelineboard Arrange key moments as a visual timelin...

038 /shotsetup Diagram the camera, lighting, subject, and...

039 /labeled piecebypiece Separate and label every...

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

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

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

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

044 /componenttree Map object to assemblies, subassembli...

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

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

047 /materialmap Label every material used in the subject.

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

Codeword directory

049 - 096 / 359

Type only the codeword after uploading an image.

049 **/loadpath** Show how forces travel through the object.

050 **/mechanismflow** Use arrows to show how mechanical...

051 **/powerflow** Show the energy path from power source to...

052 **/signalflow** Map sensors to processor to actuator or...

053 **/fluidflow** Show liquids moving through the system.

054 **/airflow** Visualize intake, exhaust, cooling, ventilation, or...

055 **/motionpath** Show movement ranges, rotations, and...

056 **/cycleview** Break one full operating cycle into stages.

057 **/causeeffect** Connect each input or action to its resulting...

058 **/rawtofinal** Show raw materials through to the finished...

059 **/manufacturingsteps** Show the factory process in four...

060 **/toolingview** Show the tools and machinery used to mak...

061 **/moldview** Show how the object sits inside its manufacturin...

062 **/supplychain** Map materials, factories, assembly, logistic...

063 **/scalecompare** Place the subject beside familiar objects f...

064 **/sizelevels** Show subject, component, microscopic...

065 **/thenandnow** Compare an older generation with the curren...

066 **/goodvsbad** Compare correct use or construction with a...

067 **/failuremode** Show where and how the object commonly...

068 **/designlogic** Label features and explain why each desig...

069 **/hero** Create a clean hero image with the subject as the foc...

070 **/macro** Show extreme close-up texture and fine detail.

071 **/materials** Identify and showcase the subject's key...

072 **/texture** Emphasize surface texture, grain, and tactile detail.

073 **/scale** Communicate the subject's real-world size clearly.

074 **/silhouette** Reduce the subject to a bold recognizable...

075 **/outline** Trace the subject with a clean explanatory outline.

076 **/wireframe** Reveal the underlying geometric wireframe.

077 **/transparent** Make the exterior transparent while...

078 **/ghosted** Show hidden parts as faint ghosted structures.

079 **/sectioned** Divide the subject into clearly labeled sections.

080 **/unwrapped** Lay surfaces or packaging out as an unwrapp...

081 **/packaging** Place the subject into polished retail packaging.

082 **/boxed** Present the subject neatly inside its box.

083 **/unboxing** Arrange the product and contents as an unboxi...

084 **/contents** Show everything included with the main item.

085 **/accessories** Arrange compatible accessories around the...

086 **/variants** Compare multiple product or design variants.

087 **/colorways** Show the subject in several coordinated color...

088 **/finish** Compare surface finishes such as matte, gloss,...

089 **/premium** Elevate the subject with restrained premium styling.

090 **/minimal** Simplify the composition into a clean minimal...

091 **/industrial** Give the subject a robust industrial design...

092 **/retro** Restyle the subject with a coherent retro design...

093 **/prototype** Present the subject as a believable working...

094 **/concept** Turn the subject into a polished concept...

095 **/upgrade** Show a clear improved version of the subject.

096 **/ergonomics** Explain how the subject fits the body and...

Codeword directory

097 - 144 / 359

Type only the codeword after uploading an image.

097 /grip Focus on hand placement, grip surfaces, and comfort.

098 /controls Label controls and connect each one to its...

099 /interface Explain the interface and its main interaction...

100 /workflow Map the practical workflow from start to finish.

101 /usage Demonstrate how the subject is used in context.

102 /setup Show the correct setup and placement.

103 /installation Show where and how the subject is...

104 /maintenance Mark routine maintenance tasks and acces...

105 /cleaning Show the correct cleaning zones and method.

106 /repair Reveal the fault and the repair path.

107 /replaceable Identify parts designed to be replaced.

108 /wearpoints Highlight areas most likely to wear out.

109 /weakpoints Identify likely weak points and failure risks.

110 /durability Visualize ruggedness, protection, and...

111 /weatherproof Show protection from rain, dust, heat, and...

112 /thermal Map heat generation, transfer, and hot zones.

113 /cooling Explain airflow, cooling paths, and heat removal.

114 /acoustic Visualize sound sources, direction, and damping.

115 /pressure Map high- and low-pressure areas.

116 /friction Show contact points and friction zones.

117 /tolerance Visualize fit, clearance, and manufacturing...

118 /joints Reveal the subject's joints and connection methods.

119 /gears Expose gears and show how they transfer motion.

120 /electronics Reveal the main electronic modules and...

121 /sensors Map sensors, detection zones, and signals.

122 /battery Show battery location, access, and power path.

123 /connectivity Map wireless and wired connections.

124 /comparison Compare subjects or versions in matching...

125 /benchmark Compare performance against a clear referen...

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

127 /hiddenparts Reveal concealed components or structures.

128 /seethrough Make selected surfaces transparent.

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

130 /schematic Simplify the subject into a functional diagram.

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

132 /isometric Create an angled engineering-style view.

133 /cadview Present the subject like a CAD model.

134 /dimensionview Add clear measurements around the...

135 /dimensionlines Draw technical measurement lines...

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

137 /vanishingpoint Show the construction of perspective...

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

139 /howitworks Explain the basic function visually.

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

141 /energyflow Show how power moves through the subject.

142 /motionflow Show how parts move during operation.

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

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

Codeword directory

145 - 192 / 359

Type only the codeword after uploading an image.

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

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

147 /controlmap Connect each control to its function.

148 /buttonmap Label buttons and explain what they do.

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

150 /assembly Show how separate parts become one object.

151 /assemblysequence Show assembly in numbered stages.

152 /disassembly Show how to take the subject apart.

153 /stepsequence Present a task frame by frame.

154 /instructioncard Create a compact visual instruction...

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

156 /quickreference Create a fast visual reference guide.

157 /checklist Create a checklist of actions or parts.

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

159 /repairguide Show the problem and the repair path.

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

161 /maintenanceguide Show regular service tasks.

162 /cleaningpoints Mark where and how to clean.

163 /filterreplacement Explain how a filter is removed an...

164 /lubricationpoints Mark hinges, gears, or parts...

165 /inspectionpoints Highlight areas that should be...

166 /faultfinder Highlight likely sources of failure.

167 /repairroute Show the safest route through a repair.

168 /replaceablepart Identify the component that can be...

169 /hazardmap Highlight dangerous areas or actions.

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

171 /warningpoints Mark warnings directly on the image.

172 /protectivegear Show the safety equipment required.

173 /controlpanel Explain the control panel or interface.

174 /screenlabels Label important screen elements.

175 /indicatorlights Explain lights, symbols, and status...

176 /modechart Compare different operating modes.

177 /statuscomparison Show idle, active, paused, and...

178 /onandoff Compare powered and unpowered states.

179 /errorstates Show common error conditions.

180 /errorcodes Explain visible error codes or warning...

181 /powerroute Show where power enters and travels.

182 /chargingports Identify charging connections and...

183 /batteryaccess Show how to reach the battery...

184 /batteryplacement Show battery position and orientation.

185 /portlabels Label every input and output port.

186 /cablerouting Show the cleanest cable paths.

187 /wiringpath Visualize electrical wires and their...

188 /connectionmap Map how parts connect to one another.

189 /compatibilitycheck Show which parts or devices wor...

190 /accessoryfit Demonstrate how an accessory attaches.

191 /adaptermatch Show the correct adapter or connector.

192 /mountingoptions Compare available mounting methods.

Codeword directory

193 - 240 / 359

Type only the codeword after uploading an image.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

225 /**35mm** Create a classic 35mm photograph.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Codeword directory

241 - 288 / 359

Type only the codeword after uploading an image.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Codeword directory

289 - 336 / 359

Type only the codeword after uploading an image.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Codeword directory

337 - 359 / 359

Type only the codeword after uploading an image.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

359 **/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

CODES TESTED AND USED

Show the subject from every side in one clear visual.

STANDALONE TRIGGER

/360view

/cutaway

CODES TESTED AND USED

Remove part of the exterior to reveal what is inside.

STANDALONE TRIGGER

/cutaway

/xray

CODES TESTED AND USED

See internal parts through the exterior surface.

STANDALONE TRIGGER

/xray

/microscopic

CODES TESTED AND USED

Zoom into a convincing microscopic level of detail.

STANDALONE TRIGGER

/microscopic

/anatomy

CODES TESTED AND USED

Reveal and label the subject's major internal structures.

STANDALONE TRIGGER

/anatomy

/layers

CODES TESTED AND USED

Separate the subject into stacked construction layers.

STANDALONE TRIGGER

/layers

/explodedview

CODES TESTED AND USED

Spread components apart while preserving their positions.

STANDALONE TRIGGER

/explodedview

/blueprint

CODES TESTED AND USED

Convert the subject into a technical blueprint drawing.

STANDALONE TRIGGER

/blueprint

Visual codeword catalog

009 - 016

Upload an image, then type only one codeword.

/handwritten

CODES TESTED AND USED

Explain the subject with natural handwritten notes.

STANDALONE TRIGGER

/handwritten

/tinyplanet

CODES TESTED AND USED

Wrap the scene into a spherical tiny-planet view.

STANDALONE TRIGGER

/tinyplanet

/3dbillboard

CODES TESTED AND USED

Turn the subject into an illusion-breaking 3D billboard.

STANDALONE TRIGGER

/3dbillboard

/metaad

CODES TESTED AND USED

Create a polished Meta-style social advertisement.

STANDALONE TRIGGER

/metaad

/magazinecover

CODES TESTED AND USED

Turn the subject into a premium magazine cover.

STANDALONE TRIGGER

/magazinecover

/floating3d

CODES TESTED AND USED

Present the subject as a clean floating 3D object.

STANDALONE TRIGGER

/floating3d

/mechanismview

CODES TESTED AND USED

Reveal the mechanism and how its moving parts connect.

STANDALONE TRIGGER

/mechanismview

/factoryline

CODES TESTED AND USED

Show how the subject moves through a factory line.

STANDALONE TRIGGER

/factoryline

Visual codeword catalog

017 - 024

Upload an image, then type only one codeword.

/qualitycheck

CODES TESTED AND USED

Mark inspection points and common quality defects.

STANDALONE TRIGGER

/qualitycheck

/dimensions

CODES TESTED AND USED

Add clear, practical dimensions around the subject.

STANDALONE TRIGGER

/dimensions

/redesign

CODES TESTED AND USED

Reimagine the subject with a smarter updated design.

STANDALONE TRIGGER

/redesign

/futuristic

CODES TESTED AND USED

Transform the subject into a believable future version.

STANDALONE TRIGGER

/futuristic

/premiumshowcase

CODES TESTED AND USED

Stage the subject like a premium product launch.

STANDALONE TRIGGER

/premiumshowcase

/zoom ladder

CODES TESTED AND USED

Move from the full subject through progressively closer detail levels.

STANDALONE TRIGGER

/zoom ladder

/shell removal

CODES TESTED AND USED

Remove the outer shell while keeping the internals assembled.

STANDALONE TRIGGER

/shell removal

/working principle

CODES TESTED AND USED

Explain the core operating principle in one visual.

STANDALONE TRIGGER

/working principle

Visual codeword catalog

025 - 032

Upload an image, then type only one codeword.

/house skeleton

CODES TESTED AND USED

Reveal a building's frame, structure, and hidden systems.

STANDALONE TRIGGER

/house skeleton

/body systems

CODES TESTED AND USED

Map the body's major systems and how they connect.

STANDALONE TRIGGER

/body systems

/nutrition map

CODES TESTED AND USED

Map nutrients, benefits, and their sources visually.

STANDALONE TRIGGER

/nutrition map

/studio reconstruction

CODES TESTED AND USED

Reconstruct the scene as a polished studio setup.

STANDALONE TRIGGER

/studio reconstruction

/world inside

CODES TESTED AND USED

Reveal an imaginative miniature world inside the subject.

STANDALONE TRIGGER

/world inside

/visual dissection

CODES TESTED AND USED

Dissect the subject into labeled visual sections.

STANDALONE TRIGGER

/visual dissection

/scroll stopper

CODES TESTED AND USED

Create a bold, high-contrast social visual that stops scrolling.

STANDALONE TRIGGER

/scroll stopper

/elite object

CODES TESTED AND USED

Elevate the subject into an exclusive luxury object.

STANDALONE TRIGGER

/elite object

Visual codeword catalog

033 - 040

Upload an image, then type only one codeword.

/rich visual CODES TESTED AND USED Add depth, detail, and premium visual richness. STANDALONE TRIGGER /rich visual	/visual learning whiteboard CODES TESTED AND USED Teach the subject with a clear whiteboard-style breakdown. STANDALONE TRIGGER /visual learning whiteboard
/ingredient explosion CODES TESTED AND USED Separate ingredients around the finished result. STANDALONE TRIGGER /ingredient explosion	/compositionmap CODES TESTED AND USED Map the main compositional zones, balance, and focal points. STANDALONE TRIGGER /compositionmap
/timelineboard CODES TESTED AND USED Arrange key moments as a visual timeline board. STANDALONE TRIGGER /timelineboard	/shotsetup CODES TESTED AND USED Diagram the camera, lighting, subject, and background setup. STANDALONE TRIGGER /shotsetup
/labeled piecebypiece CODES TESTED AND USED Separate and label every important piece one by one. STANDALONE TRIGGER /labeled piecebypiece	/internalmap ENGINEERING AND MECHANISM Expose major internal components in their actual locations. STANDALONE TRIGGER /internalmap

Visual codeword catalog

041 - 048

Upload an image, then type only one codeword.

/shelloff

ENGINEERING AND MECHANISM

Remove the exterior shell while keeping everything else assembled.

STANDALONE TRIGGER

/shelloff

/halfsection

ENGINEERING AND MECHANISM

Show one half normal and one half cut open.

STANDALONE TRIGGER

/halfsection

/crossection

ENGINEERING AND MECHANISM

Show a clean sliced-through view of internal construction.

STANDALONE TRIGGER

/crossection

/componenttree

ENGINEERING AND MECHANISM

Map object to assemblies, subassemblies, and components.

STANDALONE TRIGGER

/componenttree

/assemblyorder

ENGINEERING AND MECHANISM

Arrange parts in the order they are assembled.

STANDALONE TRIGGER

/assemblyorder

/fastenermap

ENGINEERING AND MECHANISM

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

STANDALONE TRIGGER

/fastenermap

/materialmap

ENGINEERING AND MECHANISM

Label every material used in the subject.

STANDALONE TRIGGER

/materialmap

/stressmap

ENGINEERING AND MECHANISM

Visualize high, medium, and low structural stress areas.

STANDALONE TRIGGER

/stressmap

Visual codeword catalog

049 - 056

Upload an image, then type only one codeword.

/loadpath

ENGINEERING AND MECHANISM

Show how forces travel through the object.

STANDALONE TRIGGER

/loadpath

/mechanismflow

ENGINEERING AND MECHANISM

Use arrows to show how mechanical movement transfers.

STANDALONE TRIGGER

/mechanismflow

/powerflow

ENGINEERING AND MECHANISM

Show the energy path from power source to final output.

STANDALONE TRIGGER

/powerflow

/signalflow

ENGINEERING AND MECHANISM

Map sensors to processor to actuator or output.

STANDALONE TRIGGER

/signalflow

/fluidflow

ENGINEERING AND MECHANISM

Show liquids moving through the system.

STANDALONE TRIGGER

/fluidflow

/airflow

ENGINEERING AND MECHANISM

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

STANDALONE TRIGGER

/airflow

/motionpath

ENGINEERING AND MECHANISM

Show movement ranges, rotations, and trajectories.

STANDALONE TRIGGER

/motionpath

/cycleview

ENGINEERING AND MECHANISM

Break one full operating cycle into stages.

STANDALONE TRIGGER

/cycleview

Visual codeword catalog

057 - 064

Upload an image, then type only one codeword.

/causeeffect

ENGINEERING AND MECHANISM

Connect each input or action to its resulting effect.

STANDALONE TRIGGER

/causeeffect

/rawtofinal

ENGINEERING AND MECHANISM

Show raw materials through to the finished product.

STANDALONE TRIGGER

/rawtofinal

/manufacturingsteps

ENGINEERING AND MECHANISM

Show the factory process in four to six major stages.

STANDALONE TRIGGER

/manufacturingsteps

/toolingview

ENGINEERING AND MECHANISM

Show the tools and machinery used to make the product.

STANDALONE TRIGGER

/toolingview

/moldview

ENGINEERING AND MECHANISM

Show how the object sits inside its manufacturing mold.

STANDALONE TRIGGER

/moldview

/supplychain

ENGINEERING AND MECHANISM

Map materials, factories, assembly, logistics, and customer.

STANDALONE TRIGGER

/supplychain

/scalecompare

ENGINEERING AND MECHANISM

Place the subject beside familiar objects for intuitive scale.

STANDALONE TRIGGER

/scalecompare

/sizelevels

ENGINEERING AND MECHANISM

Show subject, component, microscopic structure, and molecular level.

STANDALONE TRIGGER

/sizelevels

Visual codeword catalog

065 - 072

Upload an image, then type only one codeword.

/thenandnow

ENGINEERING AND MECHANISM

Compare an older generation with the current design.

STANDALONE TRIGGER

/thenandnow

/goodvsbad

ENGINEERING AND MECHANISM

Compare correct use or construction with a defective example.

STANDALONE TRIGGER

/goodvsbad

/failuremode

ENGINEERING AND MECHANISM

Show where and how the object commonly fails.

STANDALONE TRIGGER

/failuremode

/designlogic

ENGINEERING AND MECHANISM

Label features and explain why each design choice exists.

STANDALONE TRIGGER

/designlogic

/hero

CREATIVE AND PRODUCT DIRECTIONS

Create a clean hero image with the subject as the focal point.

STANDALONE TRIGGER

/hero

/macro

CREATIVE AND PRODUCT DIRECTIONS

Show extreme close-up texture and fine detail.

STANDALONE TRIGGER

/macro

/materials

CREATIVE AND PRODUCT DIRECTIONS

Identify and showcase the subject's key materials.

STANDALONE TRIGGER

/materials

/texture

CREATIVE AND PRODUCT DIRECTIONS

Emphasize surface texture, grain, and tactile detail.

STANDALONE TRIGGER

/texture

Visual codeword catalog

073 - 080

Upload an image, then type only one codeword.

/scale

CREATIVE AND PRODUCT DIRECTIONS

Communicate the subject's real-world size clearly.

STANDALONE TRIGGER

/scale

/silhouette

CREATIVE AND PRODUCT DIRECTIONS

Reduce the subject to a bold recognizable silhouette.

STANDALONE TRIGGER

/silhouette

/outline

CREATIVE AND PRODUCT DIRECTIONS

Trace the subject with a clean explanatory outline.

STANDALONE TRIGGER

/outline

/wireframe

CREATIVE AND PRODUCT DIRECTIONS

Reveal the underlying geometric wireframe.

STANDALONE TRIGGER

/wireframe

/transparent

CREATIVE AND PRODUCT DIRECTIONS

Make the exterior transparent while preserving form.

STANDALONE TRIGGER

/transparent

/ghosted

CREATIVE AND PRODUCT DIRECTIONS

Show hidden parts as faint ghosted structures.

STANDALONE TRIGGER

/ghosted

/sectioned

CREATIVE AND PRODUCT DIRECTIONS

Divide the subject into clearly labeled sections.

STANDALONE TRIGGER

/sectioned

/unwrapped

CREATIVE AND PRODUCT DIRECTIONS

Lay surfaces or packaging out as an unwrapped flat view.

STANDALONE TRIGGER

/unwrapped

Visual codeword catalog

081 - 088

Upload an image, then type only one codeword.

/packaging

CREATIVE AND PRODUCT DIRECTIONS

Place the subject into polished retail packaging.

STANDALONE TRIGGER

/packaging

/boxed

CREATIVE AND PRODUCT DIRECTIONS

Present the subject neatly inside its box.

STANDALONE TRIGGER

/boxed

/unboxing

CREATIVE AND PRODUCT DIRECTIONS

Arrange the product and contents as an unboxing scene.

STANDALONE TRIGGER

/unboxing

/contents

CREATIVE AND PRODUCT DIRECTIONS

Show everything included with the main item.

STANDALONE TRIGGER

/contents

/accessories

CREATIVE AND PRODUCT DIRECTIONS

Arrange compatible accessories around the subject.

STANDALONE TRIGGER

/accessories

/variants

CREATIVE AND PRODUCT DIRECTIONS

Compare multiple product or design variants.

STANDALONE TRIGGER

/variants

/colorways

CREATIVE AND PRODUCT DIRECTIONS

Show the subject in several coordinated color options.

STANDALONE TRIGGER

/colorways

/finish

CREATIVE AND PRODUCT DIRECTIONS

Compare surface finishes such as matte, gloss, metal, or soft-touch.

STANDALONE TRIGGER

/finish

Visual codeword catalog

089 - 096

Upload an image, then type only one codeword.

/premium

CREATIVE AND PRODUCT DIRECTIONS

Elevate the subject with restrained premium styling.

STANDALONE TRIGGER

/premium

/minimal

CREATIVE AND PRODUCT DIRECTIONS

Simplify the composition into a clean minimal presentation.

STANDALONE TRIGGER

/minimal

/industrial

CREATIVE AND PRODUCT DIRECTIONS

Give the subject a robust industrial design language.

STANDALONE TRIGGER

/industrial

/retro

CREATIVE AND PRODUCT DIRECTIONS

Restyle the subject with a coherent retro design language.

STANDALONE TRIGGER

/retro

/prototype

CREATIVE AND PRODUCT DIRECTIONS

Present the subject as a believable working prototype.

STANDALONE TRIGGER

/prototype

/concept

CREATIVE AND PRODUCT DIRECTIONS

Turn the subject into a polished concept visualization.

STANDALONE TRIGGER

/concept

/upgrade

CREATIVE AND PRODUCT DIRECTIONS

Show a clear improved version of the subject.

STANDALONE TRIGGER

/upgrade

/ergonomics

CREATIVE AND PRODUCT DIRECTIONS

Explain how the subject fits the body and supports use.

STANDALONE TRIGGER

/ergonomics

Visual codeword catalog

097 - 104

Upload an image, then type only one codeword.

/grip

CREATIVE AND PRODUCT DIRECTIONS

Focus on hand placement, grip surfaces, and comfort.

STANDALONE TRIGGER

/grip

/controls

CREATIVE AND PRODUCT DIRECTIONS

Label controls and connect each one to its function.

STANDALONE TRIGGER

/controls

/interface

CREATIVE AND PRODUCT DIRECTIONS

Explain the interface and its main interaction zones.

STANDALONE TRIGGER

/interface

/workflow

CREATIVE AND PRODUCT DIRECTIONS

Map the practical workflow from start to finish.

STANDALONE TRIGGER

/workflow

/usage

CREATIVE AND PRODUCT DIRECTIONS

Demonstrate how the subject is used in context.

STANDALONE TRIGGER

/usage

/setup

CREATIVE AND PRODUCT DIRECTIONS

Show the correct setup and placement.

STANDALONE TRIGGER

/setup

/installation

CREATIVE AND PRODUCT DIRECTIONS

Show where and how the subject is installed.

STANDALONE TRIGGER

/installation

/maintenance

CREATIVE AND PRODUCT DIRECTIONS

Mark routine maintenance tasks and access points.

STANDALONE TRIGGER

/maintenance

Visual codeword catalog

105 - 112

Upload an image, then type only one codeword.

/cleaning

CREATIVE AND PRODUCT DIRECTIONS

Show the correct cleaning zones and method.

STANDALONE TRIGGER

/cleaning

/repair

CREATIVE AND PRODUCT DIRECTIONS

Reveal the fault and the repair path.

STANDALONE TRIGGER

/repair

/replaceable

CREATIVE AND PRODUCT DIRECTIONS

Identify parts designed to be replaced.

STANDALONE TRIGGER

/replaceable

/wearpoints

CREATIVE AND PRODUCT DIRECTIONS

Highlight areas most likely to wear out.

STANDALONE TRIGGER

/wearpoints

/weakpoints

CREATIVE AND PRODUCT DIRECTIONS

Identify likely weak points and failure risks.

STANDALONE TRIGGER

/weakpoints

/durability

CREATIVE AND PRODUCT DIRECTIONS

Visualize ruggedness, protection, and expected wear.

STANDALONE TRIGGER

/durability

/weatherproof

CREATIVE AND PRODUCT DIRECTIONS

Show protection from rain, dust, heat, and cold.

STANDALONE TRIGGER

/weatherproof

/thermal

CREATIVE AND PRODUCT DIRECTIONS

Map heat generation, transfer, and hot zones.

STANDALONE TRIGGER

/thermal

Visual codeword catalog

113 - 120

Upload an image, then type only one codeword.

/cooling

CREATIVE AND PRODUCT DIRECTIONS

Explain airflow, cooling paths, and heat removal.

STANDALONE TRIGGER

/cooling

/acoustic

CREATIVE AND PRODUCT DIRECTIONS

Visualize sound sources, direction, and damping.

STANDALONE TRIGGER

/acoustic

/pressure

CREATIVE AND PRODUCT DIRECTIONS

Map high- and low-pressure areas.

STANDALONE TRIGGER

/pressure

/friction

CREATIVE AND PRODUCT DIRECTIONS

Show contact points and friction zones.

STANDALONE TRIGGER

/friction

/tolerance

CREATIVE AND PRODUCT DIRECTIONS

Visualize fit, clearance, and manufacturing tolerances.

STANDALONE TRIGGER

/tolerance

/joints

CREATIVE AND PRODUCT DIRECTIONS

Reveal the subject's joints and connection methods.

STANDALONE TRIGGER

/joints

/gears

CREATIVE AND PRODUCT DIRECTIONS

Expose gears and show how they transfer motion.

STANDALONE TRIGGER

/gears

/electronics

CREATIVE AND PRODUCT DIRECTIONS

Reveal the main electronic modules and wiring.

STANDALONE TRIGGER

/electronics

Visual codeword catalog

121 - 128

Upload an image, then type only one codeword.

/sensors

CREATIVE AND PRODUCT DIRECTIONS

Map sensors, detection zones, and signals.

STANDALONE TRIGGER

/sensors

/battery

CREATIVE AND PRODUCT DIRECTIONS

Show battery location, access, and power path.

STANDALONE TRIGGER

/battery

/connectivity

CREATIVE AND PRODUCT DIRECTIONS

Map wireless and wired connections.

STANDALONE TRIGGER

/connectivity

/comparison

CREATIVE AND PRODUCT DIRECTIONS

Compare subjects or versions in matching views.

STANDALONE TRIGGER

/comparison

/benchmark

CREATIVE AND PRODUCT DIRECTIONS

Compare performance against a clear reference or competitor.

STANDALONE TRIGGER

/benchmark

/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

Visual codeword catalog

129 - 136

Upload an image, then type only one codeword.

/peelback

CORE VISUAL REVEALS

Pull the outer surface aside like a flap.

STANDALONE TRIGGER

/peelback

/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

/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

Visual codeword catalog

137 - 144

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

145 - 152

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

153 - 160

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

161 - 168

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

169 - 176

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

177 - 184

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

185 - 192

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

193 - 200

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

201 - 208

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

209 - 216

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

217 - 224

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

225 - 232

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

233 - 240

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

241 - 248

Upload an image, then type only one codeword.

/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

/linocut

TRADITIONAL AND CRAFT STYLES

Use carved printmaking shapes.

STANDALONE TRIGGER

/linocut

Visual codeword catalog

249 - 256

Upload an image, then type only one codeword.

/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

/poster

DESIGN AND PUBLISHING

Create a bold graphic poster.

STANDALONE TRIGGER

/poster

Visual codeword catalog

257 - 264

Upload an image, then type only one codeword.

/editorial

DESIGN AND PUBLISHING

Use a polished magazine editorial layout.

STANDALONE TRIGGER

/editorial

/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

/sticker

DESIGN AND PUBLISHING

Create a clean sticker illustration.

STANDALONE TRIGGER

/sticker

/labeldesign

DESIGN AND PUBLISHING

Create a label with clear hierarchy.

STANDALONE TRIGGER

/labeldesign

Visual codeword catalog

265 - 272

Upload an image, then type only one codeword.

/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

/coderrain

DIGITAL AND DATA VIEWS

Use falling code as the environment.

STANDALONE TRIGGER

/coderrain

/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

Visual codeword catalog

273 - 280

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

281 - 288

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

289 - 296

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

297 - 304

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

305 - 312

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

313 - 320

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

321 - 328

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

329 - 336

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

337 - 344

Upload an image, then type only one codeword.

/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

/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

Visual codeword catalog

345 - 352

Upload an image, then type only one codeword.

/damagecheck

ENVIRONMENT, CONDITION, AND INSPECTION

Highlight scratches, cracks, dents, or breaks.

STANDALONE TRIGGER

/damagecheck

/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

353 - 359

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