

300+ 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 - 016 / 406

Every codeword includes its complete description.

001 /pourshot

Freeze a dramatic liquid pour around the subject.

009 /Hero Pedestal

Stage the product on a bold premium hero pedestal.

002 /liquidslice

Slice through a liquid-filled subject to reveal fluid layers.

010 /Obsidian Luxe

Create a dark obsidian luxury product environment.

003 /evolution

Show the subject transforming through clear evolutionary stages.

011 /Diamond Dust

Surround the subject with sparkling crystalline dust.

004 /tinyfactory

Turn the subject into a miniature working factory.

012 /Reality Tear

Reveal the subject through a dramatic tear in reality.

005 /tinycrew

Add a coordinated tiny crew working around the subject.

013 /Plaza Giant

Place a giant version of the subject in a public plaza.

006 /materialize

Show the subject assembling from particles, ingredients, or light.

014 /Particle Storm

Whip particles and fragments around the subject in a storm.

007 /dematerialize

Show the subject dissolving into particles, fragments, or light.

015 /Tiny Workers

Add miniature workers actively building or servicing the subject.

008 /motionfreeze

Freeze fast action, flying pieces, and particles in midair.

016 /Mini Factory

Turn the product scene into a compact miniature factory.

Codeword directory

017 - 032 / 406

Every codeword includes its complete description.

017 /Dream Physics

Apply surreal but polished dreamlike physical behavior.

025 /Mist Chamber

Place the subject inside a cinematic chamber of controlled mist.

018 /Portal Emergence + Reality Tear

Make the subject emerge through a portal and torn reality.

026 /manufacturing steps

Show the product manufacturing process in clear visual stages.

019 /Vortex Pull

Pull ingredients, pieces, or particles into a central vortex.

027 /busstopad

Turn the subject into a striking bus-stop advertising display.

020 /Attention Magnet

Build an exaggerated focal composition that commands attention.

028 /crunch explosion

Explode crunchy pieces and seasoning outward around the product.

021 /Luxury Vault

Display the product inside a secure high-end luxury vault.

029 /crunch storm

Create a turbulent storm of snack pieces and crunchy fragments.

022 /Billboard Bloom

Make a billboard scene burst outward with dimensional product elements.

030 /herb cloud

Surround the food with a fresh aromatic cloud of herbs.

023 /Retail Shrine

Elevate the product in a dramatic shrine-like retail display.

031 /salt crystals

Magnify sparkling salt crystals across the food and scene.

024 /Ember Glow

Light the subject with warm embers and glowing atmospheric particles.

032 /charred glow

Add smoky char, toasted edges, and a warm firelit glow.

Codeword directory

033 - 048 / 406

Every codeword includes its complete description.

033 /golden dunes

Turn golden snack texture into sweeping edible dunes.

041 /campaign glow

Create a polished luminous hero look for a campaign.

034 /shelf stopper

Create a retail visual engineered to stop shoppers at the shelf.

042 /deluxe campaign

Elevate the product into a premium deluxe advertising campaign.

035 /shock visual

Use surprising scale, contrast, or action for immediate impact.

043 /conversion ad

Compose a clear product-focused ad built to drive action.

036 /click magnet

Create a bold digital-ad visual designed to attract clicks.

044 /craving trigger

Use texture, color, and close-up detail to trigger appetite.

037 /feed breaker

Break the visual rhythm of a social feed with dramatic composition.

045 /must have

Frame the product as the irresistible item everyone wants.

038 /shelf dominance

Make the product visually dominate a competitive retail shelf.

046 /urge builder

Build visual anticipation and desire around the product.

039 /campaign punch

Give the product a decisive high-impact campaign treatment.

047 /crave appeal

Maximize mouthwatering texture, warmth, and snack appeal.

040 /brand thunder

Amplify brand presence with explosive cinematic energy.

048 /360view

Show the subject from every side in one clear visual.

Codeword directory

049 - 064 / 406

Every codeword includes its complete description.

049 /anatomy

Reveal and label the subject's major internal structures.

057 /tinyplanet

Wrap the scene into a spherical tiny-planet view.

050 /cutaway

Remove part of the exterior to reveal what is inside.

058 /3dbillboard

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

051 /layers

Separate the subject into stacked construction layers.

059 /metaad

Create a polished Meta-style social advertisement.

052 /xray

See internal parts through the exterior surface.

060 /magazinecover

Turn the subject into a premium magazine cover.

053 /explodedview

Spread components apart while preserving their positions.

061 /floating3d

Present the subject as a clean floating 3D object.

054 /microscopic

Zoom into a convincing microscopic level of detail.

062 /mechanismview

Reveal the mechanism and how its moving parts connect.

055 /blueprint

Convert the subject into a technical blueprint drawing.

063 /factoryline

Show how the subject moves through a factory line.

056 /handwritten

Explain the subject with natural handwritten notes.

064 /qualitycheck

Mark inspection points and common quality defects.

Codeword directory

065 - 080 / 406

Every codeword includes its complete description.

065 /dimensions

Add clear, practical dimensions around the subject.

073 /body systems

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

066 /redesign

Reimagine the subject with a smarter updated design.

074 /nutrition map

Map nutrients, benefits, and their sources visually.

067 /futuristic

Transform the subject into a believable future version.

075 /studio reconstruction

Reconstruct the scene as a polished studio setup.

068 /premiumshowcase

Stage the subject like a premium product launch.

076 /world inside

Reveal an imaginative miniature world inside the subject.

069 /zoom ladder

Move from the full subject through progressively closer detail levels.

077 /visual dissection

Dissect the subject into labeled visual sections.

070 /shell removal

Remove the outer shell while keeping the internals assembled.

078 /scroll stopper

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

071 /working principle

Explain the core operating principle in one visual.

079 /elite object

Elevate the subject into an exclusive luxury object.

072 /house skeleton

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

080 /rich visual

Add depth, detail, and premium visual richness.

Codeword directory

081 - 096 / 406

Every codeword includes its complete description.

081 /visual learning whiteboard

Teach the subject with a clear whiteboard-style breakdown.

089 /halfsection

Show one half normal and one half cut open.

082 /ingredient explosion

Separate ingredients around the finished result.

090 /crossection

Show a clean sliced-through view of internal construction.

083 /compositionmap

Map the main compositional zones, balance, and focal points.

091 /componenttree

Map object to assemblies, subassemblies, and components.

084 /timelineboard

Arrange key moments as a visual timeline board.

092 /assemblyorder

Arrange parts in the order they are assembled.

085 /shotsetup

Diagram the camera, lighting, subject, and background setup.

093 /fastenermap

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

086 /labeled piecebypiece

Separate and label every important piece one by one.

094 /materialmap

Label every material used in the subject.

087 /internalmap

Expose major internal components in their actual locations.

095 /stressmap

Visualize high, medium, and low structural stress areas.

088 /shelloff

Remove the exterior shell while keeping everything else assembled.

096 /loadpath

Show how forces travel through the object.

Codeword directory

097 - 112 / 406

Every codeword includes its complete description.

097 /mechanismflow

Use arrows to show how mechanical movement transfers.

105 /rawtofinal

Show raw materials through to the finished product.

098 /powerflow

Show the energy path from power source to final output.

106 /manufacturingsteps

Show the factory process in four to six major stages.

099 /signalflow

Map sensors to processor to actuator or output.

107 /toolingview

Show the tools and machinery used to make the product.

100 /fluidflow

Show liquids moving through the system.

108 /moldview

Show how the object sits inside its manufacturing mold.

101 /airflow

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

109 /supplychain

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

102 /motionpath

Show movement ranges, rotations, and trajectories.

110 /scalecompare

Place the subject beside familiar objects for intuitive scale.

103 /cycleview

Break one full operating cycle into stages.

111 /sizelevels

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

104 /causeeffect

Connect each input or action to its resulting effect.

112 /thenandnow

Compare an older generation with the current design.

Codeword directory

113 - 128 / 406

Every codeword includes its complete description.

113 /goodvsbad

Compare correct use or construction with a defective example.

114 /failuremode

Show where and how the object commonly fails.

115 /designlogic

Label features and explain why each design choice exists.

116 /hero

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

117 /macro

Show extreme close-up texture and fine detail.

118 /materials

Identify and showcase the subject's key materials.

119 /texture

Emphasize surface texture, grain, and tactile detail.

120 /scale

Communicate the subject's real-world size clearly.

121 /silhouette

Reduce the subject to a bold recognizable silhouette.

122 /outline

Trace the subject with a clean explanatory outline.

123 /wireframe

Reveal the underlying geometric wireframe.

124 /transparent

Make the exterior transparent while preserving form.

125 /ghosted

Show hidden parts as faint ghosted structures.

126 /sectioned

Divide the subject into clearly labeled sections.

127 /unwrapped

Lay surfaces or packaging out as an unwrapped flat view.

128 /packaging

Place the subject into polished retail packaging.

Codeword directory

129 - 144 / 406

Every codeword includes its complete description.

129 /boxed

Present the subject neatly inside its box.

137 /minimal

Simplify the composition into a clean minimal presentation.

130 /unboxing

Arrange the product and contents as an unboxing scene.

138 /industrial

Give the subject a robust industrial design language.

131 /contents

Show everything included with the main item.

139 /retro

Restyle the subject with a coherent retro design language.

132 /accessories

Arrange compatible accessories around the subject.

140 /prototype

Present the subject as a believable working prototype.

133 /variants

Compare multiple product or design variants.

141 /concept

Turn the subject into a polished concept visualization.

134 /colorways

Show the subject in several coordinated color options.

142 /upgrade

Show a clear improved version of the subject.

135 /finish

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

143 /ergonomics

Explain how the subject fits the body and supports use.

136 /premium

Elevate the subject with restrained premium styling.

144 /grip

Focus on hand placement, grip surfaces, and comfort.

Codeword directory

145 - 160 / 406

Every codeword includes its complete description.

145 /controls

Label controls and connect each one to its function.

153 /repair

Reveal the fault and the repair path.

146 /interface

Explain the interface and its main interaction zones.

154 /replaceable

Identify parts designed to be replaced.

147 /workflow

Map the practical workflow from start to finish.

155 /wearpoints

Highlight areas most likely to wear out.

148 /usage

Demonstrate how the subject is used in context.

156 /weakpoints

Identify likely weak points and failure risks.

149 /setup

Show the correct setup and placement.

157 /durability

Visualize ruggedness, protection, and expected wear.

150 /installation

Show where and how the subject is installed.

158 /weatherproof

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

151 /maintenance

Mark routine maintenance tasks and access points.

159 /thermal

Map heat generation, transfer, and hot zones.

152 /cleaning

Show the correct cleaning zones and method.

160 /cooling

Explain airflow, cooling paths, and heat removal.

Codeword directory

161 - 176 / 406

Every codeword includes its complete description.

161 /acoustic

Visualize sound sources, direction, and damping.

169 /battery

Show battery location, access, and power path.

162 /pressure

Map high- and low-pressure areas.

170 /connectivity

Map wireless and wired connections.

163 /friction

Show contact points and friction zones.

171 /comparison

Compare subjects or versions in matching views.

164 /tolerance

Visualize fit, clearance, and manufacturing tolerances.

172 /benchmark

Compare performance against a clear reference or competitor.

165 /joints

Reveal the subject's joints and connection methods.

173 /insideview

Show the interior without fully destroying the exterior.

166 /gears

Expose gears and show how they transfer motion.

174 /hiddenparts

Reveal concealed components or structures.

167 /electronics

Reveal the main electronic modules and wiring.

175 /seethrough

Make selected surfaces transparent.

168 /sensors

Map sensors, detection zones, and signals.

176 /peelback

Pull the outer surface aside like a flap.

Codeword directory

177 - 192 / 406

Every codeword includes its complete description.

177 /schematic

Simplify the subject into a functional diagram.

185 /contourmap

Show height, depth, or surface levels with lines.

178 /technicaldrawing

Show accurate front, side, and top views.

186 /howitworks

Explain the basic function visually.

179 /isometric

Create an angled engineering-style view.

187 /mechanism

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

180 /cadview

Present the subject like a CAD model.

188 /energyflow

Show how power moves through the subject.

181 /dimensionview

Add clear measurements around the subject.

189 /motionflow

Show how parts move during operation.

182 /dimensionlines

Draw technical measurement lines between points.

190 /inputoutput

Show what enters the system and what comes out.

183 /scalegrid

Use a grid to communicate size and proportion.

191 /forceanalysis

Show pressure, force, weight, or stress.

184 /vanishingpoint

Show the construction of perspective lines.

192 /flowdiagram

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

Codeword directory

193 - 208 / 406

Every codeword includes its complete description.

193 /rangeofmotion

Show how far joints or parts can move.

201 /instructioncard

Create a compact visual instruction card.

194 /controlmap

Connect each control to its function.

202 /manualpage

Turn the subject into a manual-style page.

195 /buttonmap

Label buttons and explain what they do.

203 /quickreference

Create a fast visual reference guide.

196 /portmap

Identify ports, sockets, and connection points.

204 /checklist

Create a checklist of actions or parts.

197 /assembly

Show how separate parts become one object.

205 /decisiontree

Show what to do next at each choice.

198 /assemblysequence

Show assembly in numbered stages.

206 /repairguide

Show the problem and the repair path.

199 /disassembly

Show how to take the subject apart.

207 /problemresolution

Compare problem, diagnosis, and solution.

200 /stepsequence

Present a task frame by frame.

208 /maintenanceguide

Show regular service tasks.

Codeword directory

209 - 224 / 406

Every codeword includes its complete description.

209 /cleaningpoints

Mark where and how to clean.

217 /safezones

Show where it is safe to touch or work.

210 /filterreplacement

Explain how a filter is removed and changed.

218 /warningpoints

Mark warnings directly on the image.

211 /lubricationpoints

Mark hinges, gears, or parts needing lubricant.

219 /protectivegear

Show the safety equipment required.

212 /inspectionpoints

Highlight areas that should be checked.

220 /controlpanel

Explain the control panel or interface.

213 /faultfinder

Highlight likely sources of failure.

221 /screenlabels

Label important screen elements.

214 /repairroute

Show the safest route through a repair.

222 /indicatorlights

Explain lights, symbols, and status indicators.

215 /replaceablepart

Identify the component that can be replaced.

223 /modechart

Compare different operating modes.

216 /hazardmap

Highlight dangerous areas or actions.

224 /statuscomparison

Show idle, active, paused, and finished states.

Codeword directory

225 - 240 / 406

Every codeword includes its complete description.

225 /onandoff

Compare powered and unpowered states.

233 /cablerouting

Show the cleanest cable paths.

226 /errorstates

Show common error conditions.

234 /wiringpath

Visualize electrical wires and their destinations.

227 /errorcodes

Explain visible error codes or warning symbols.

235 /connectionmap

Map how parts connect to one another.

228 /powerroute

Show where power enters and travels.

236 /compatibilitycheck

Show which parts or devices work together.

229 /chargingports

Identify charging connections and direction.

237 /accessoryfit

Demonstrate how an accessory attaches.

230 /batteryaccess

Show how to reach the battery compartment.

238 /adaptermatch

Show the correct adapter or connector.

231 /batteryplacement

Show battery position and orientation.

239 /mountingoptions

Compare available mounting methods.

232 /portlabels

Label every input and output port.

240 /cableorganization

Arrange cables in a clean, understandable layout.

Codeword directory

241 - 256 / 406

Every codeword includes its complete description.

241 /storagefit

Show how the item fits into storage.

249 /sidebyside

Compare two versions in matching views.

242 /carrycase

Place the item into a practical travel case.

250 /featurematrix

Compare features in a visual grid.

243 /spaceplan

Optimize the available space around the subject.

251 /proscons

Show advantages and disadvantages clearly.

244 /scalecomparison

Compare size with a hand, person, or object.

252 /whichone

Present a visual recommendation between options.

245 /sizecomparison

Place several items beside each other by size.

253 /beforeafter

Show a change, repair, or transformation.

246 /proportionmap

Show ratios between important dimensions.

254 /oldnew

Compare an older and newer version.

247 /fitcheck

Show whether two parts or objects fit together.

255 /roomplacement

Show where the object fits in a room.

248 /clearancecheck

Show the free space required around the item.

256 /skeletonview

Show the supporting bones or framework.

Codeword directory

257 - 272 / 406

Every codeword includes its complete description.

257 /cellularview

Zoom into cells or microscopic structure.

265 /interactionmap

Show relationships between the subject and surroundings.

258 /molecularview

Show the subject at molecular scale.

266 /firstperson

Show the scene from the subject's perspective.

259 /musclemap

Label major muscles and their positions.

267 /handsinframe

Show hands using or demonstrating the item.

260 /organmap

Label internal organs or internal systems.

268 /cinematic

Create a dramatic movie-frame composition.

261 /posturemap

Explain posture, balance, and body alignment.

269 /filmnoir

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

262 /gestureguide

Show a gesture or body position clearly.

270 /vintagefilm

Create an aged analog film photograph.

263 /behaviorsequence

Show actions or behavior in order.

271 /polaroid

Use an instant-camera print aesthetic.

264 /habitatview

Place a person or animal in its environment.

272 /35mm

Create a classic 35mm photograph.

Codeword directory

273 - 288 / 406

Every codeword includes its complete description.

273 /fisheye

Use an extreme wide-angle perspective.

281 /bluehour

Use cool twilight lighting.

274 /tiltshift

Make the scene look miniature.

282 /neonlight

Use colorful neon illumination.

275 /overhead

Show the subject directly from above.

283 /rimlight

Create a glowing outline around the subject.

276 /lowangle

Make the subject look powerful from below.

284 /chiaroscuro

Use strong light and shadow contrast.

277 /topdown

Create a flat bird's-eye view.

285 /volumetric

Show visible rays through the air.

278 /panorama

Expand the scene into a wide view.

286 /softbox

Use clean, even studio lighting.

279 /wormseye

Use an extreme ground-level perspective.

287 /hardflash

Use sharp direct flash lighting.

280 /goldenhour

Use warm sunrise or sunset light.

288 /bokeh

Turn background lights into soft circles.

Codeword directory

289 - 304 / 406

Every codeword includes its complete description.

289 /lensflare

Add bright camera flare and streaks.

297 /stainedglass

Build the subject from colored glass panels.

290 /prismatic

Create rainbow refraction through light or glass.

298 /paperquilling

Build the image from curled paper strips.

291 /oilpaint

Use rich, layered oil-paint texture.

299 /claymation

Use a handmade clay animation style.

292 /watercolor

Use soft transparent watercolor washes.

300 /clayrender

Make the subject look like a smooth clay model.

293 /gouache

Use bold matte painted colors.

301 /papercraft

Turn the subject into a constructed paper model.

294 /inkwash

Use expressive brushwork and ink tones.

302 /origami

Use folded-paper geometry.

295 /linocut

Use carved printmaking shapes.

303 /poster

Create a bold graphic poster.

296 /woodcut

Use a vintage engraved texture.

304 /editorial

Use a polished magazine editorial layout.

Codeword directory

305 - 320 / 406

Every codeword includes its complete description.

305 /albumcover

Create music artwork around the subject.

313 /glitch

Add controlled digital distortion.

306 /comicpanel

Use a comic-book frame and composition.

314 /hud

Add a futuristic heads-up display.

307 /manga

Use a manga-inspired illustration style.

315 /datastream

Show information flowing through the scene.

308 /pixelart

Convert the subject into pixel graphics.

316 /coderrain

Use falling code as the environment.

309 /infographic

Explain the subject with visual information blocks.

317 /signalnoise

Create television or transmission interference.

310 /sticker

Create a clean sticker illustration.

318 /surveillance

Use a security-monitor viewpoint.

311 /labeldesign

Create a label with clear hierarchy.

319 /scanlines

Add a digital scanning pattern.

312 /educationalposter

Combine facts, labels, and diagrams.

320 /falsecolor

Use scientific false-color mapping.

Codeword directory

321 - 336 / 406

Every codeword includes its complete description.

321 /depthmap

Use color to show distance and depth.

329 /biopunk

Blend biology and advanced technology.

322 /heatmap

Highlight intensity or activity with color.

330 /fantasyrealm

Place the subject in a magical world.

323 /gridoverlay

Place a technical grid over the image.

331 /mythic

Give the subject an epic legendary setting.

324 /mesh

Show the 3D mesh structure.

332 /western

Place the subject in a frontier setting.

325 /cyberpunk

Place the subject in a neon future.

333 /spaceopera

Create a grand interstellar environment.

326 /steampunk

Use Victorian machinery and brass details.

334 /retrofuture

Show an old-fashioned vision of the future.

327 /solarpunk

Imagine an optimistic green future.

335 /brutalist

Use raw concrete and monumental forms.

328 /atompunk

Use 1950s nuclear-age futurism.

336 /gothicrevival

Use dramatic historic architecture.

Codeword directory

337 - 352 / 406

Every codeword includes its complete description.

337 /chrome

Give surfaces a reflective metal finish.

345 /diecut

Create a clean cut-out design.

338 /glass

Make the subject transparent glass.

346 /stencil

Convert the subject into stencil shapes.

339 /holographic

Use a rainbow hologram finish.

347 /halftone

Use comic-book dot shading.

340 /lowpoly

Build the subject from faceted polygons.

348 /duotone

Limit the design to two colors.

341 /voxel

Build the subject from block-like pixels.

349 /longexposure

Show light trails and smooth movement.

342 /emboss

Raise elements above a surface.

350 /lightpainting

Draw glowing paths through the scene.

343 /deboss

Press elements into a surface.

351 /motionblur

Emphasize movement with directional blur.

344 /foilstamp

Add metallic foil printing.

352 /timelapse

Compress a long process into one image.

Codeword directory

353 - 368 / 406

Every codeword includes its complete description.

353 /slowmotion

Make movement look suspended.

361 /homeuse

Show the item being used at home.

354 /stopmotion

Use a handmade frame-by-frame appearance.

362 /deskuse

Show a practical workstation setup.

355 /motiontrail

Leave trails behind moving elements.

363 /kitchenuse

Show a realistic kitchen application.

356 /speedlines

Add graphic action streaks.

364 /traveluse

Show how the item works while traveling.

357 /freezeframe

Capture a dramatic instant in motion.

365 /inhandscale

Show the real size in a person's hand.

358 /timeline

Show development across multiple stages.

366 /beginnerfriendly

Make the explanation simple and approachable.

359 /transformation

Show one form becoming another.

367 /lefthanded

Show the item operated left-handed.

360 /lifecycle

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

368 /storageplan

Show a practical storage arrangement.

Codeword directory

369 - 384 / 406

Every codeword includes its complete description.

369 /cablemanagement

Organize cables neatly around the item.

377 /redpen

Add correction marks and expert notes.

370 /drawerorganization

Arrange small items inside a drawer.

378 /markerwriting

Use bold marker-style annotations.

371 /accessorylayout

Arrange the main item with its accessories.

379 /whiteboard

Turn the image into a whiteboard explanation.

372 /stickynotes

Add colorful sticky-note labels.

380 /annotatedphoto

Add clean labels directly to the photo.

373 /postitwall

Create a wall of notes around the subject.

381 /labelmaker

Use tidy printed labels for each part.

374 /callouts

Add lines pointing to important details.

382 /captioncard

Add short explanatory captions beside the subject.

375 /arrows

Use arrows to show direction or movement.

383 /legendkey

Create a visual key for colors and symbols.

376 /highlighter

Highlight the most important areas.

384 /underwater

Place the subject below the water surface.

Codeword directory

385 - 400 / 406

Every codeword includes its complete description.

385 /watersplash

Freeze a splash around the subject.

393 /authenticitycheck

Highlight details that indicate authenticity.

386 /dropletmacro

Show suspended droplets in close detail.

394 /repairability

Show which parts can be repaired or replaced.

387 /inkcloud

Show ink spreading through liquid.

395 /thermalview

Show heat distribution across the subject.

388 /fogbank

Surround the subject with thick rolling fog.

396 /thermalvision

Use a heat-camera perspective.

389 /rainstreaks

Show rain streaking across the view.

397 /infrared

Use infrared-style imaging.

390 /timeworn

Make the subject aged and heavily used.

398 /nightvision

Use a green night-vision view.

391 /archaeological

Present the subject like an excavation find.

399 /ultrasound

Use a medical ultrasound-style view.

392 /damagecheck

Highlight scratches, cracks, dents, or breaks.

400 /radarview

Present the subject like a radar display.

Codeword directory

401 - 406 / 406

Every codeword includes its complete description.

401 /sonar

Show distance and objects through sound.

404 /soundwave

Show an audio waveform around the subject.

402 /magneticfield

Visualize magnetic field lines.

405 /smellmap

Visualize the spread or concentration of a smell.

403 /spectrogram

Represent sound as frequencies and color.

406 /electricalfield

Show electrical energy around the subject.

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.

/pourshot

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Freeze a dramatic liquid pour around the subject.

STANDALONE TRIGGER

/pourshot

/liquidslice

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Slice through a liquid-filled subject to reveal fluid layers.

STANDALONE TRIGGER

/liquidslice

/evolution

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Show the subject transforming through clear evolutionary stages.

STANDALONE TRIGGER

/evolution

/tinyfactory

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Turn the subject into a miniature working factory.

STANDALONE TRIGGER

/tinyfactory

/tinycrew

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Add a coordinated tiny crew working around the subject.

STANDALONE TRIGGER

/tinycrew

/materialize

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Show the subject assembling from particles, ingredients, or light.

STANDALONE TRIGGER

/materialize

/dematerialize

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Show the subject dissolving into particles, fragments, or light.

STANDALONE TRIGGER

/dematerialize

/motionfreeze

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Freeze fast action, flying pieces, and particles in midair.

STANDALONE TRIGGER

/motionfreeze

Visual codeword catalog

009 - 016

Upload an image, then type only one codeword.

/Hero Pedestal

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Stage the product on a bold premium hero pedestal.

STANDALONE TRIGGER

/Hero Pedestal

/Obsidian Luxe

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Create a dark obsidian luxury product environment.

STANDALONE TRIGGER

/Obsidian Luxe

/Diamond Dust

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Surround the subject with sparkling crystalline dust.

STANDALONE TRIGGER

/Diamond Dust

/Reality Tear

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Reveal the subject through a dramatic tear in reality.

STANDALONE TRIGGER

/Reality Tear

/Plaza Giant

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Place a giant version of the subject in a public plaza.

STANDALONE TRIGGER

/Plaza Giant

/Particle Storm

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Whip particles and fragments around the subject in a storm.

STANDALONE TRIGGER

/Particle Storm

/Tiny Workers

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Add miniature workers actively building or servicing the subject.

STANDALONE TRIGGER

/Tiny Workers

/Mini Factory

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Turn the product scene into a compact miniature factory.

STANDALONE TRIGGER

/Mini Factory

Visual codeword catalog

017 - 024

Upload an image, then type only one codeword.

/Dream Physics

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Apply surreal but polished dreamlike physical behavior.

STANDALONE TRIGGER

/Dream Physics

/Vortex Pull

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Pull ingredients, pieces, or particles into a central vortex.

STANDALONE TRIGGER

/Vortex Pull

/Luxury Vault

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Display the product inside a secure high-end luxury vault.

STANDALONE TRIGGER

/Luxury Vault

/Retail Shrine

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Elevate the product in a dramatic shrine-like retail display.

STANDALONE TRIGGER

/Retail Shrine

/Portal Emergence + Reality Tear

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Make the subject emerge through a portal and torn reality.

STANDALONE TRIGGER

/Portal Emergence + Reality Tear

/Attention Magnet

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Build an exaggerated focal composition that commands attention.

STANDALONE TRIGGER

/Attention Magnet

/Billboard Bloom

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Make a billboard scene burst outward with dimensional product elements.

STANDALONE TRIGGER

/Billboard Bloom

/Ember Glow

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Light the subject with warm embers and glowing atmospheric particles.

STANDALONE TRIGGER

/Ember Glow

Visual codeword catalog

025 - 032

Upload an image, then type only one codeword.

/Mist Chamber

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Place the subject inside a cinematic chamber of controlled mist.

STANDALONE TRIGGER

/Mist Chamber

/manufacturing steps

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Show the product manufacturing process in clear visual stages.

STANDALONE TRIGGER

/manufacturing steps

/busstopad

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Turn the subject into a striking bus-stop advertising display.

STANDALONE TRIGGER

/busstopad

/crunch explosion

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Explode crunchy pieces and seasoning outward around the product.

STANDALONE TRIGGER

/crunch explosion

/crunch storm

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Create a turbulent storm of snack pieces and crunchy fragments.

STANDALONE TRIGGER

/crunch storm

/herb cloud

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Surround the food with a fresh aromatic cloud of herbs.

STANDALONE TRIGGER

/herb cloud

/salt crystals

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Magnify sparkling salt crystals across the food and scene.

STANDALONE TRIGGER

/salt crystals

/charred glow

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Add smoky char, toasted edges, and a warm firelit glow.

STANDALONE TRIGGER

/charred glow

Visual codeword catalog

033 - 040

Upload an image, then type only one codeword.

/golden dunes

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Turn golden snack texture into sweeping edible dunes.

STANDALONE TRIGGER

/golden dunes

/shelf stopper

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Create a retail visual engineered to stop shoppers at the shelf.

STANDALONE TRIGGER

/shelf stopper

/shock visual

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Use surprising scale, contrast, or action for immediate impact.

STANDALONE TRIGGER

/shock visual

/click magnet

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Create a bold digital-ad visual designed to attract clicks.

STANDALONE TRIGGER

/click magnet

/feed breaker

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Break the visual rhythm of a social feed with dramatic composition.

STANDALONE TRIGGER

/feed breaker

/shelf dominance

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Make the product visually dominate a competitive retail shelf.

STANDALONE TRIGGER

/shelf dominance

/campaign punch

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Give the product a decisive high-impact campaign treatment.

STANDALONE TRIGGER

/campaign punch

/brand thunder

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Amplify brand presence with explosive cinematic energy.

STANDALONE TRIGGER

/brand thunder

Visual codeword catalog

041 - 048

Upload an image, then type only one codeword.

/campaign glow

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Create a polished luminous hero look for a campaign.

STANDALONE TRIGGER

/campaign glow

/deluxe campaign

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Elevate the product into a premium deluxe advertising campaign.

STANDALONE TRIGGER

/deluxe campaign

/conversion ad

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Compose a clear product-focused ad built to drive action.

STANDALONE TRIGGER

/conversion ad

/craving trigger

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Use texture, color, and close-up detail to trigger appetite.

STANDALONE TRIGGER

/craving trigger

/must have

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Frame the product as the irresistible item everyone wants.

STANDALONE TRIGGER

/must have

/urge builder

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Build visual anticipation and desire around the product.

STANDALONE TRIGGER

/urge builder

/crave appeal

NEW PRODUCT AND CAMPAIGN SHORTCUTS

Maximize mouthwatering texture, warmth, and snack appeal.

STANDALONE TRIGGER

/crave appeal

/360view

CODES TESTED AND USED

Show the subject from every side in one clear visual.

STANDALONE TRIGGER

/360view

Visual codeword catalog

049 - 056

Upload an image, then type only one codeword.

/anatomy

CODES TESTED AND USED

Reveal and label the subject's major internal structures.

STANDALONE TRIGGER

/anatomy

/cutaway

CODES TESTED AND USED

Remove part of the exterior to reveal what is inside.

STANDALONE TRIGGER

/cutaway

/layers

CODES TESTED AND USED

Separate the subject into stacked construction layers.

STANDALONE TRIGGER

/layers

/xray

CODES TESTED AND USED

See internal parts through the exterior surface.

STANDALONE TRIGGER

/xray

/explodedview

CODES TESTED AND USED

Spread components apart while preserving their positions.

STANDALONE TRIGGER

/explodedview

/microscopic

CODES TESTED AND USED

Zoom into a convincing microscopic level of detail.

STANDALONE TRIGGER

/microscopic

/blueprint

CODES TESTED AND USED

Convert the subject into a technical blueprint drawing.

STANDALONE TRIGGER

/blueprint

/handwritten

CODES TESTED AND USED

Explain the subject with natural handwritten notes.

STANDALONE TRIGGER

/handwritten

Visual codeword catalog

057 - 064

Upload an image, then type only one codeword.

/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

/qualitycheck

CODES TESTED AND USED

Mark inspection points and common quality defects.

STANDALONE TRIGGER

/qualitycheck

Visual codeword catalog

065 - 072

Upload an image, then type only one codeword.

/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

/house skeleton

CODES TESTED AND USED

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

STANDALONE TRIGGER

/house skeleton

Visual codeword catalog

073 - 080

Upload an image, then type only one codeword.

/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

/rich visual

CODES TESTED AND USED

Add depth, detail, and premium visual richness.

STANDALONE TRIGGER

/rich visual

Visual codeword catalog

081 - 088

Upload an image, then type only one codeword.

/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

/shelloff

ENGINEERING AND MECHANISM

Remove the exterior shell while keeping everything else assembled.

STANDALONE TRIGGER /shelloff

Visual codeword catalog

089 - 096

Upload an image, then type only one codeword.

/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

/loadpath

ENGINEERING AND MECHANISM

Show how forces travel through the object.

STANDALONE TRIGGER

/loadpath

Visual codeword catalog

097 - 104

Upload an image, then type only one codeword.

/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

/causeeffect

ENGINEERING AND MECHANISM

Connect each input or action to its resulting effect.

STANDALONE TRIGGER

/causeeffect

Visual codeword catalog

105 - 112

Upload an image, then type only one codeword.

/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

/thenandnow

ENGINEERING AND MECHANISM

Compare an older generation with the current design.

STANDALONE TRIGGER

/thenandnow

Visual codeword catalog

113 - 120

Upload an image, then type only one codeword.

/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

/scale

CREATIVE AND PRODUCT DIRECTIONS

Communicate the subject's real-world size clearly.

STANDALONE TRIGGER

/scale

Visual codeword catalog

121 - 128

Upload an image, then type only one codeword.

/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

/packaging

CREATIVE AND PRODUCT DIRECTIONS

Place the subject into polished retail packaging.

STANDALONE TRIGGER

/packaging

Visual codeword catalog

129 - 136

Upload an image, then type only one codeword.

/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

/premium

CREATIVE AND PRODUCT DIRECTIONS

Elevate the subject with restrained premium styling.

STANDALONE TRIGGER

/premium

Visual codeword catalog

137 - 144

Upload an image, then type only one codeword.

/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

/grip

CREATIVE AND PRODUCT DIRECTIONS

Focus on hand placement, grip surfaces, and comfort.

STANDALONE TRIGGER

/grip

Visual codeword catalog

145 - 152

Upload an image, then type only one codeword.

/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

/cleaning

CREATIVE AND PRODUCT DIRECTIONS

Show the correct cleaning zones and method.

STANDALONE TRIGGER

/cleaning

Visual codeword catalog

153 - 160

Upload an image, then type only one codeword.

/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	/cooling CREATIVE AND PRODUCT DIRECTIONS Explain airflow, cooling paths, and heat removal. STANDALONE TRIGGER /cooling

Visual codeword catalog

161 - 168

Upload an image, then type only one codeword.

/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

/sensors

CREATIVE AND PRODUCT DIRECTIONS

Map sensors, detection zones, and signals.

STANDALONE TRIGGER

/sensors

Visual codeword catalog

169 - 176

Upload an image, then type only one codeword.

/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

/peelback

CORE VISUAL REVEALS

Pull the outer surface aside like a flap.

STANDALONE TRIGGER

/peelback

Visual codeword catalog

177 - 184

Upload an image, then type only one codeword.

/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

/vanishingpoint

TECHNICAL DRAFTING

Show the construction of perspective lines.

STANDALONE TRIGGER

/vanishingpoint

Visual codeword catalog

185 - 192

Upload an image, then type only one codeword.

/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

/flowdiagram

MECHANISM AND FUNCTION

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

STANDALONE TRIGGER

/flowdiagram

Visual codeword catalog

193 - 200

Upload an image, then type only one codeword.

/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

/stepsequence

PROCESS AND INSTRUCTION

Present a task frame by frame.

STANDALONE TRIGGER

/stepsequence

Visual codeword catalog

201 - 208

Upload an image, then type only one codeword.

/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

/maintenanceguide

REPAIR, MAINTENANCE, AND SAFETY

Show regular service tasks.

STANDALONE TRIGGER

/maintenanceguide

Visual codeword catalog

209 - 216

Upload an image, then type only one codeword.

/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

/hazardmap

REPAIR, MAINTENANCE, AND SAFETY

Highlight dangerous areas or actions.

STANDALONE TRIGGER

/hazardmap

Visual codeword catalog

217 - 224

Upload an image, then type only one codeword.

/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

/statuscomparison

CONTROLS, STATUS, AND POWER

Show idle, active, paused, and finished states.

STANDALONE TRIGGER

/statuscomparison

Visual codeword catalog

225 - 232

Upload an image, then type only one codeword.

/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

/portlabels

CONNECTIVITY AND COMPATIBILITY

Label every input and output port.

STANDALONE TRIGGER

/portlabels

Visual codeword catalog

233 - 240

Upload an image, then type only one codeword.

/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

/cableorganization

CONNECTIVITY AND COMPATIBILITY

Arrange cables in a clean, understandable layout.

STANDALONE TRIGGER

/cableorganization

Visual codeword catalog

241 - 248

Upload an image, then type only one codeword.

/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

/clearancecheck

SCALE, COMPARISON, AND PLACEMENT

Show the free space required around the item.

STANDALONE TRIGGER

/clearancecheck

Visual codeword catalog

249 - 256

Upload an image, then type only one codeword.

/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	/skeletonview HUMAN AND ANIMAL ANATOMY Show the supporting bones or framework. STANDALONE TRIGGER /skeletonview

Visual codeword catalog

257 - 264

Upload an image, then type only one codeword.

/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

/habitatview

HUMAN AND ANIMAL ANATOMY

Place a person or animal in its environment.

STANDALONE TRIGGER

/habitatview

Visual codeword catalog

265 - 272

Upload an image, then type only one codeword.

/interactionmap

HUMAN AND ANIMAL ANATOMY

Show relationships between the subject and surroundings.

STANDALONE TRIGGER

/interactionmap

/handsinframe

HUMAN AND ANIMAL ANATOMY

Show hands using or demonstrating the item.

STANDALONE TRIGGER

/handsinframe

/filmnoir

CAMERA AND PERSPECTIVE

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

STANDALONE TRIGGER

/filmnoir

/polaroid

CAMERA AND PERSPECTIVE

Use an instant-camera print aesthetic.

STANDALONE TRIGGER

/polaroid

/firstperson

HUMAN AND ANIMAL ANATOMY

Show the scene from the subject's perspective.

STANDALONE TRIGGER

/firstperson

/cinematic

CAMERA AND PERSPECTIVE

Create a dramatic movie-frame composition.

STANDALONE TRIGGER

/cinematic

/vintagefilm

CAMERA AND PERSPECTIVE

Create an aged analog film photograph.

STANDALONE TRIGGER

/vintagefilm

/35mm

CAMERA AND PERSPECTIVE

Create a classic 35mm photograph.

STANDALONE TRIGGER

/35mm

Visual codeword catalog

273 - 280

Upload an image, then type only one codeword.

/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

/goldenhour

LIGHT AND OPTICAL BEHAVIOR

Use warm sunrise or sunset light.

STANDALONE TRIGGER

/goldenhour

Visual codeword catalog

281 - 288

Upload an image, then type only one codeword.

/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

/bokeh

LIGHT AND OPTICAL BEHAVIOR

Turn background lights into soft circles.

STANDALONE TRIGGER

/bokeh

Visual codeword catalog

289 - 296

Upload an image, then type only one codeword.

/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

/woodcut

TRADITIONAL AND CRAFT STYLES

Use a vintage engraved texture.

STANDALONE TRIGGER

/woodcut

Visual codeword catalog

297 - 304

Upload an image, then type only one codeword.

/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

/editorial

DESIGN AND PUBLISHING

Use a polished magazine editorial layout.

STANDALONE TRIGGER

/editorial

Visual codeword catalog

305 - 312

Upload an image, then type only one codeword.

/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

/educationalposter

DESIGN AND PUBLISHING

Combine facts, labels, and diagrams.

STANDALONE TRIGGER

/educationalposter

Visual codeword catalog

313 - 320

Upload an image, then type only one codeword.

/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

/falsecolor

DIGITAL AND DATA VIEWS

Use scientific false-color mapping.

STANDALONE TRIGGER

/falsecolor

Visual codeword catalog

321 - 328

Upload an image, then type only one codeword.

/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

/atompunk

ENVIRONMENT AND WORLDBUILDING

Use 1950s nuclear-age futurism.

STANDALONE TRIGGER

/atompunk

Visual codeword catalog

329 - 336

Upload an image, then type only one codeword.

/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

/gothicrevival

ENVIRONMENT AND WORLDBUILDING

Use dramatic historic architecture.

STANDALONE TRIGGER

/gothicrevival

Visual codeword catalog

337 - 344

Upload an image, then type only one codeword.

/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

/foilstamp

MATERIAL AND SURFACE TRANSFORMATION

Add metallic foil printing.

STANDALONE TRIGGER

/foilstamp

Visual codeword catalog

345 - 352

Upload an image, then type only one codeword.

/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

/timelapse

MOTION, TIME, AND CHANGE

Compress a long process into one image.

STANDALONE TRIGGER

/timelapse

Visual codeword catalog

353 - 360

Upload an image, then type only one codeword.

/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

/lifecycle

MOTION, TIME, AND CHANGE

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

STANDALONE TRIGGER

/lifecycle

Visual codeword catalog

361 - 368

Upload an image, then type only one codeword.

/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

/storageplan

EVERYDAY CONTEXT AND PRODUCT USE

Show a practical storage arrangement.

STANDALONE TRIGGER

/storageplan

Visual codeword catalog

369 - 376

Upload an image, then type only one codeword.

/cablemanagement

EVERYDAY CONTEXT AND PRODUCT USE

Organize cables neatly around the item.

STANDALONE TRIGGER

/cablemanagement

/drawerorganization

EVERYDAY CONTEXT AND PRODUCT USE

Arrange small items inside a drawer.

STANDALONE TRIGGER

/drawerorganization

/accessorylayout

EVERYDAY CONTEXT AND PRODUCT USE

Arrange the main item with its accessories.

STANDALONE TRIGGER

/accessorylayout

/stickynotes

ANNOTATION AND EXPLANATION

Add colorful sticky-note labels.

STANDALONE TRIGGER

/stickynotes

/postitwall

ANNOTATION AND EXPLANATION

Create a wall of notes around the subject.

STANDALONE TRIGGER

/postitwall

/callouts

ANNOTATION AND EXPLANATION

Add lines pointing to important details.

STANDALONE TRIGGER

/callouts

/arrows

ANNOTATION AND EXPLANATION

Use arrows to show direction or movement.

STANDALONE TRIGGER

/arrows

/highlighter

ANNOTATION AND EXPLANATION

Highlight the most important areas.

STANDALONE TRIGGER

/highlighter

Visual codeword catalog

377 - 384

Upload an image, then type only one codeword.

/redpen

ANNOTATION AND EXPLANATION

Add correction marks and expert notes.

STANDALONE TRIGGER

/redpen

/markerwriting

ANNOTATION AND EXPLANATION

Use bold marker-style annotations.

STANDALONE TRIGGER

/markerwriting

/whiteboard

ANNOTATION AND EXPLANATION

Turn the image into a whiteboard explanation.

STANDALONE TRIGGER

/whiteboard

/annotatedphoto

ANNOTATION AND EXPLANATION

Add clean labels directly to the photo.

STANDALONE TRIGGER

/annotatedphoto

/labelmaker

ANNOTATION AND EXPLANATION

Use tidy printed labels for each part.

STANDALONE TRIGGER

/labelmaker

/captioncard

ANNOTATION AND EXPLANATION

Add short explanatory captions beside the subject.

STANDALONE TRIGGER

/captioncard

/legendkey

ANNOTATION AND EXPLANATION

Create a visual key for colors and symbols.

STANDALONE TRIGGER

/legendkey

/underwater

ENVIRONMENT, CONDITION, AND INSPECTION

Place the subject below the water surface.

STANDALONE TRIGGER

/underwater

Visual codeword catalog

385 - 392

Upload an image, then type only one codeword.

/watersplash

ENVIRONMENT, CONDITION, AND INSPECTION

Freeze a splash around the subject.

STANDALONE TRIGGER

/watersplash

/dropletmacro

ENVIRONMENT, CONDITION, AND INSPECTION

Show suspended droplets in close detail.

STANDALONE TRIGGER

/dropletmacro

/inkcloud

ENVIRONMENT, CONDITION, AND INSPECTION

Show ink spreading through liquid.

STANDALONE TRIGGER

/inkcloud

/fogbank

ENVIRONMENT, CONDITION, AND INSPECTION

Surround the subject with thick rolling fog.

STANDALONE TRIGGER

/fogbank

/rainstreaks

ENVIRONMENT, CONDITION, AND INSPECTION

Show rain streaking across the view.

STANDALONE TRIGGER

/rainstreaks

/timeworn

ENVIRONMENT, CONDITION, AND INSPECTION

Make the subject aged and heavily used.

STANDALONE TRIGGER

/timeworn

/archaeological

ENVIRONMENT, CONDITION, AND INSPECTION

Present the subject like an excavation find.

STANDALONE TRIGGER

/archaeological

/damagecheck

ENVIRONMENT, CONDITION, AND INSPECTION

Highlight scratches, cracks, dents, or breaks.

STANDALONE TRIGGER

/damagecheck

Visual codeword catalog

393 - 400

Upload an image, then type only one codeword.

/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

/radarview

SCIENTIFIC AND SENSORY VIEWS

Present the subject like a radar display.

STANDALONE TRIGGER

/radarview

Visual codeword catalog

401 - 406

Upload an image, then type only one codeword.

/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