

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 - 048 / 406

Type only the codeword after uploading an image.

001 /pourshot Freeze a dramatic liquid pour around the subject.

002 /liquidslice Slice through a liquid-filled subject to reveal...

003 /evolution Show the subject transforming through clear...

004 /tinyfactory Turn the subject into a miniature working...

005 /tinycrew Add a coordinated tiny crew working around the...

006 /materialize Show the subject assembling from particles...

007 /dematerialize Show the subject dissolving into particle...

008 /motionfreeze Freeze fast action, flying pieces, and...

009 /Hero Pedestal Stage the product on a bold premium he...

010 /Obsidian Luxe Create a dark obsidian luxury product...

011 /Diamond Dust Surround the subject with sparkling...

012 /Reality Tear Reveal the subject through a dramatic tea...

013 /Plaza Giant Place a giant version of the subject in a...

014 /Particle Storm Whip particles and fragments around t...

015 /Tiny Workers Add miniature workers actively building or...

016 /Mini Factory Turn the product scene into a compact...

017 /Dream Physics Apply surreal but polished dreamlike...

018 /Portal Emergence + Reality Tear Make the...

019 /Vortex Pull Pull ingredients, pieces, or particles into a...

020 /Attention Magnet Build an exaggerated focal...

021 /Luxury Vault Display the product inside a secure...

022 /Billboard Bloom Make a billboard scene burst outwar...

023 /Retail Shrine Elevate the product in a dramatic...

024 /Ember Glow Light the subject with warm embers and...

025 /Mist Chamber Place the subject inside a cinematic...

026 /manufacturing steps Show the product manufacturin...

027 /busstopad Turn the subject into a striking bus-stop...

028 /crunch explosion Explode crunchy pieces and...

029 /crunch storm Create a turbulent storm of snack pieces...

030 /herb cloud Surround the food with a fresh aromatic clou...

031 /salt crystals Magnify sparkling salt crystals across th...

032 /charred glow Add smoky char, toasted edges, and a...

033 /golden dunes Turn golden snack texture into sweeping...

034 /shelf stopper Create a retail visual engineered to stop...

035 /shock visual Use surprising scale, contrast, or action fo...

036 /click magnet Create a bold digital-ad visual designed to...

037 /feed breaker Break the visual rhythm of a social feed...

038 /shelf dominance Make the product visually dominate a...

039 /campaign punch Give the product a decisive high-impac...

040 /brand thunder Amplify brand presence with explosive...

041 /campaign glow Create a polished luminous hero look fo...

042 /deluxe campaign Elevate the product into a premium...

043 /conversion ad Compose a clear product-focused ad bu...

044 /craving trigger Use texture, color, and close-up detai...

045 /must have Frame the product as the irresistible item...

046 /urge builder Build visual anticipation and desire aroun...

047 /crave appeal Maximize mouthwatering texture, warmth,...

048 /360view Show the subject from every side in one clear...

Codeword directory

049 - 096 / 406

Type only the codeword after uploading an image.

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

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

051 **/layers** Separate the subject into stacked construction...

052 **/xray** See internal parts through the exterior surface.

053 **/explodedview** Spread components apart while preservin...

054 **/microscopic** Zoom into a convincing microscopic level of...

055 **/blueprint** Convert the subject into a technical blueprint...

056 **/handwritten** Explain the subject with natural handwritten...

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

058 **/3dbillboard** Turn the subject into an illusion-breaking 3...

059 **/metaad** Create a polished Meta-style social advertisement.

060 **/magazinecover** Turn the subject into a premium magazi...

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

062 **/mechanismview** Reveal the mechanism and how its...

063 **/factoryline** Show how the subject moves through a...

064 **/qualitycheck** Mark inspection points and common quali...

065 **/dimensions** Add clear, practical dimensions around the...

066 **/redesign** Reimagine the subject with a smarter updated...

067 **/futuristic** Transform the subject into a believable futur...

068 **/premiumshowcase** Stage the subject like a premium...

069 **/zoom ladder** Move from the full subject through...

070 **/shell removal** Remove the outer shell while keeping th...

071 **/working principle** Explain the core operating principl...

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

073 **/body systems** Map the body's major systems and how...

074 **/nutrition map** Map nutrients, benefits, and their source...

075 **/studio reconstruction** Reconstruct the scene as a...

076 **/world inside** Reveal an imaginative miniature world...

077 **/visual dissection** Dissect the subject into labeled...

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

079 **/elite object** Elevate the subject into an exclusive luxur...

080 **/rich visual** Add depth, detail, and premium visual...

081 **/visual learning whiteboard** Teach the subject wi...

082 **/ingredient explosion** Separate ingredients around...

083 **/compositionmap** Map the main compositional zones,...

084 **/timelineboard** Arrange key moments as a visual timelin...

085 **/shotsetup** Diagram the camera, lighting, subject, and...

086 **/labeled piecebypiece** Separate and label every...

087 **/internalmap** Expose major internal components in their...

088 **/shelloff** Remove the exterior shell while keeping...

089 **/halfsection** Show one half normal and one half cut open.

090 **/crossection** Show a clean sliced-through view of...

091 **/componenttree** Map object to assemblies, subassembli...

092 **/assemblyorder** Arrange parts in the order they are...

093 **/fastenermap** Highlight screws, bolts, clips, welds,...

094 **/materialmap** Label every material used in the subject.

095 **/stressmap** Visualize high, medium, and low structural...

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

Codeword directory

097 - 144 / 406

Type only the codeword after uploading an image.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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...

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

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

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

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 unwrapp...

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

144 **/grip** Focus on hand placement, grip surfaces, and comfort.

Codeword directory

145 - 192 / 406

Type only the codeword after uploading an image.

145 **/controls** Label controls and connect each one to its...

146 **/interface** Explain the interface and its main interaction...

147 **/workflow** Map the practical workflow from start to finish.

148 **/usage** Demonstrate how the subject is used in context.

149 **/setup** Show the correct setup and placement.

150 **/installation** Show where and how the subject is...

151 **/maintenance** Mark routine maintenance tasks and acces...

152 **/cleaning** Show the correct cleaning zones and method.

153 **/repair** Reveal the fault and the repair path.

154 **/replaceable** Identify parts designed to be replaced.

155 **/wearpoints** Highlight areas most likely to wear out.

156 **/weakpoints** Identify likely weak points and failure risks.

157 **/durability** Visualize ruggedness, protection, and...

158 **/weatherproof** Show protection from rain, dust, heat, and...

159 **/thermal** Map heat generation, transfer, and hot zones.

160 **/cooling** Explain airflow, cooling paths, and heat removal.

161 **/acoustic** Visualize sound sources, direction, and damping.

162 **/pressure** Map high- and low-pressure areas.

163 **/friction** Show contact points and friction zones.

164 **/tolerance** Visualize fit, clearance, and manufacturing...

165 **/joints** Reveal the subject's joints and connection methods.

166 **/gears** Expose gears and show how they transfer motion.

167 **/electronics** Reveal the main electronic modules and...

168 **/sensors** Map sensors, detection zones, and signals.

169 **/battery** Show battery location, access, and power path.

170 **/connectivity** Map wireless and wired connections.

171 **/comparison** Compare subjects or versions in matching...

172 **/benchmark** Compare performance against a clear referen...

173 **/insideview** Show the interior without fully destroying the...

174 **/hiddenparts** Reveal concealed components or structures.

175 **/seethrough** Make selected surfaces transparent.

176 **/peelback** Pull the outer surface aside like a flap.

177 **/schematic** Simplify the subject into a functional diagram.

178 **/technicaldrawing** Show accurate front, side, and top...

179 **/isometric** Create an angled engineering-style view.

180 **/cadview** Present the subject like a CAD model.

181 **/dimensionview** Add clear measurements around the...

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

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

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

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

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

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

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

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

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

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

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

Codeword directory

193 - 240 / 406

Type only the codeword after uploading an image.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Codeword directory

241 - 288 / 406

Type only the codeword after uploading an image.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

272 **/35mm** Create a classic 35mm photograph.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Codeword directory

289 - 336 / 406

Type only the codeword after uploading an image.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Codeword directory

337 - 384 / 406

Type only the codeword after uploading an image.

337 /chrome Give surfaces a reflective metal finish.

338 /glass Make the subject transparent glass.

339 /holographic Use a rainbow hologram finish.

340 /lowpoly Build the subject from faceted polygons.

341 /voxel Build the subject from block-like pixels.

342 /emboss Raise elements above a surface.

343 /deboss Press elements into a surface.

344 /foilstamp Add metallic foil printing.

345 /diecut Create a clean cut-out design.

346 /stencil Convert the subject into stencil shapes.

347 /halftone Use comic-book dot shading.

348 /duotone Limit the design to two colors.

349 /longexposure Show light trails and smooth movement.

350 /lightpainting Draw glowing paths through the scene.

351 /motionblur Emphasize movement with directional blur.

352 /timelapse Compress a long process into one image.

353 /slowmotion Make movement look suspended.

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

355 /motiontrail Leave trails behind moving elements.

356 /speedlines Add graphic action streaks.

357 /freezeframe Capture a dramatic instant in motion.

358 /timeline Show development across multiple stages.

359 /transformation Show one form becoming another.

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

361 /homeuse Show the item being used at home.

362 /deskuse Show a practical workstation setup.

363 /kitchenuse Show a realistic kitchen application.

364 /traveluse Show how the item works while traveling.

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

366 /beginnerfriendly Make the explanation simple and...

367 /lefthanded Show the item operated left-handed.

368 /storageplan Show a practical storage arrangement.

369 /cablemanagement Organize cables neatly around the...

370 /drawerorganization Arrange small items inside a...

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

372 /stickynotes Add colorful sticky-note labels.

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

374 /callouts Add lines pointing to important details.

375 /arrows Use arrows to show direction or movement.

376 /highlighter Highlight the most important areas.

377 /redpen Add correction marks and expert notes.

378 /markerwriting Use bold marker-style annotations.

379 /whiteboard Turn the image into a whiteboard explanation.

380 /annotatedphoto Add clean labels directly to the photo.

381 /labelmaker Use tidy printed labels for each part.

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

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

384 /underwater Place the subject below the water surface.

Codeword directory

385 - 406 / 406

Type only the codeword after uploading an image.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

406 **/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.

/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

/batterylacement

CONTROLS, STATUS, AND POWER

Show battery position and orientation.

STANDALONE TRIGGER

/batterylacement

/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

/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

/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