

THE VISUAL CODEWORD LIBRARY

A sleek reference for image generation, editing, diagrams, styles, and visual explanations.

01

UPLOAD

a photo, sketch, screenshot, or scene

02

TYPE ONLY

one codeword such as /cutaway

03

GET THE RESULT

a new view, style, diagram, or edit

/cutaway

Your prompt can be one word.

The first nine entries are the unique short-codeword examples from your shared chat. The rest are suggested additions.

All codewords

01 - 22 / 64

Type only the codeword after uploading an image.

/360view	Turns one uploaded subject into a clean multi-angle presentation.
/anatomy	Explains a subject by separating it into visible parts with labels.
/cutaway	Slices through the outside so the inside becomes visible.
/layers	Separates an object into stacked surface-to-core layers.
/xray	Makes the outside translucent so the internal structure reads through it.
/explodedview	Pulls components apart while keeping their assembly relationship clear.
/microscopic	Zooms into the material, texture, or surface at extreme scale.
/blueprint	Converts the subject into a technical drawing with grid and callouts.
/handwritten	Turns the subject into a casual study sheet with notes and arrows.
/crossection	Shows a clean slice through the subject from one chosen direction.
/isometric	Presents the subject in a dimensional three-quarter technical view.
/orthographic	Creates front, side, and top views with matching scale.
/transparent	Fades the outer shell so the internal form remains visible.
/skeleton	Reduces the subject to its frame, supports, bones, or main geometry.
/wireframe	Rebuilds the form as a clean mesh of lines and vertices.
/mechanism	Explains motion or cause-and-effect with a simple visual sequence.
/assembly	Turns the subject into an ordered build or setup sequence.
/dimensioned	Adds practical measurement lines and proportion cues.
/scale	Shows the subject beside familiar size references.
/materials	Maps the subject's surfaces into a compact material and texture board.
/productshot	Reframes the subject as polished catalog or ecommerce photography.
/portrait	Treats the subject as the focus of a composed portrait image.

All codewords

23 - 44 / 64

Type only the codeword after uploading an image.

/topdown	Changes the viewpoint to a flat-lay or overhead composition.
/macro	Moves close to show fine texture, edges, pores, grain, or tiny details.
/aerial	Reimagines the scene from above like a drone or map camera.
/cinematic	Gives the image film-like composition, contrast, and atmosphere.
/streetphoto	Places the subject in a candid, lived-in documentary moment.
/night	Rebuilds the lighting as evening or night while preserving the subject.
/goldenhour	Adds warm low-angle light like sunrise or sunset.
/rain	Adds believable rain, wet surfaces, and a cool atmospheric mood.
/snow	Adds winter atmosphere, snow cover, and soft cold light.
/longexposure	Turns motion or light into smooth trails and streaks.
/watercolor	Repaints the subject as a loose watercolor illustration.
/ink	Redraws the subject with confident black ink lines and hatching.
/pencil	Converts the subject into graphite lines, shading, and construction marks.
/comic	Turns the subject into a bold comic-style panel with action and graphic shapes.
/storybook	Places the subject in a warm illustrated storybook scene.
/pixelart	Reduces the subject into a readable low-resolution sprite or scene.
/lowpoly	Rebuilds the subject from clean faceted polygon surfaces.
/clay	Makes the subject look like a soft studio clay model.
/papercraft	Reconstructs the subject as folded paper, card, or cut shapes.
/collage	Builds a mixed-media collage from paper, photos, blocks, and marks.
/risograph	Applies limited ink colors, grain, and offset print texture.
/neon	Pushes the subject into a dark electric neon visual language.

All codewords

45 - 64 / 64

Type only the codeword after uploading an image.

/stainedglass	Reinterprets the subject as colored glass panels joined by dark leading.
/retro	Gives the subject a nostalgic mid-century print or poster treatment.
/infographic	Organizes the subject into a fast-scanning visual explanation.
/flowchart	Turns a process or decision into connected boxes and arrows.
/mindmap	Expands the subject into a central idea with connected branches.
/mockup	Places the subject into a practical app, poster, or interface mockup.
/poster	Turns the subject into a bold poster composition with hierarchy and negative space.
/icon	Simplifies the subject into a strong, recognizable symbol.
/sticker	Creates a playful sticker-like version or a small sticker set.
/colorpalette	Extracts a useful palette and pairs it with the source subject.
/moodboard	Builds a compact visual direction board around the source image.
/map	Abstracts a place or layout into a simple visual map.
/isolate	Removes the background and leaves a crisp subject cutout.
/backgroundswap	Keeps the subject and replaces the surrounding environment.
/remove	Removes one unwanted object and repairs the surrounding scene.
/add	Adds one useful object while matching scale, light, and perspective.
/recolor	Changes the subject's color while preserving shape and texture.
/restore	Repairs damage, noise, fading, or age while keeping the subject recognizable.
/translate	Replaces visible text with another language while preserving layout.
/clean	Simplifies clutter, aligns details, and makes the image easier to read.

How to use the codewords

One simple workflow for every entry.

01 UPLOAD

Add a photo, screenshot, sketch, product image, or scene.

02 TYPE ONLY

Send the codeword by itself, for example /cutaway or /watercolor.

03 REVIEW

The codeword tells the image model what transformation to apply.

About the first nine examples

The public share exposes the generated outputs, but not the private source uploads. The before side therefore represents the upload step, while the after side uses the exact shared output.

/cutaway one word is the prompt

Upload an image, type only the codeword, and review the result.

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DESIGN AND EXPLAIN

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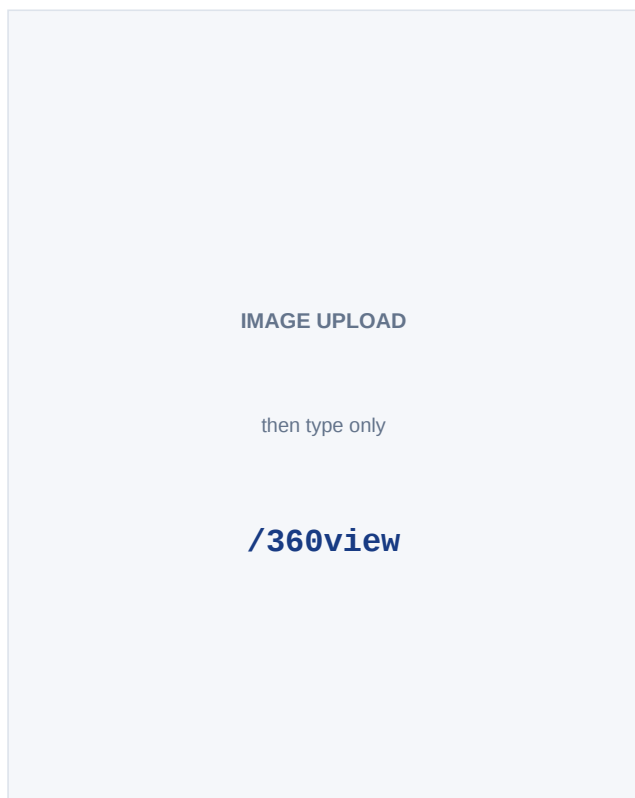
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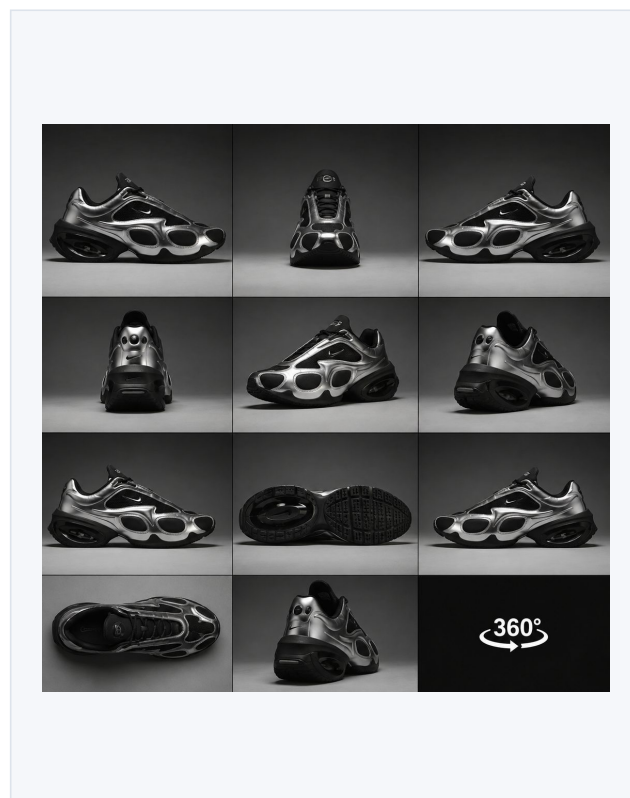
/360view 360-degree showcase

Turns one uploaded subject into a clean multi-angle presentation.

BEFORE



AFTER



BEFORE

One uploaded product image.

AFTER

Front, side, rear, and top views in one visual set.

PROMPT

/360view

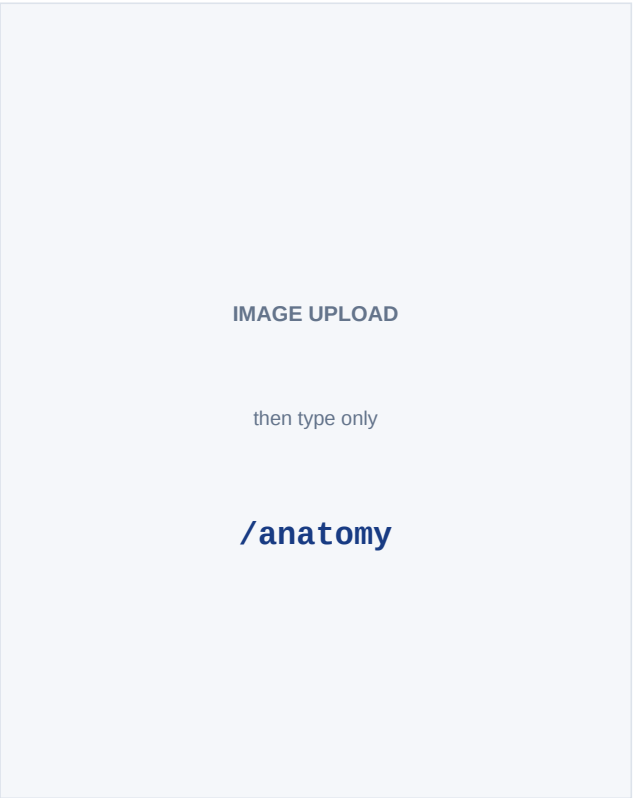
Upload an image and type only this codeword.

/anatomy

Anatomy labels

Explains a subject by separating it into visible parts with labels.

BEFORE



AFTER



BEFORE

One uploaded subject image.

AFTER

A clear educational parts diagram with callouts.

PROMPT

/anatomy

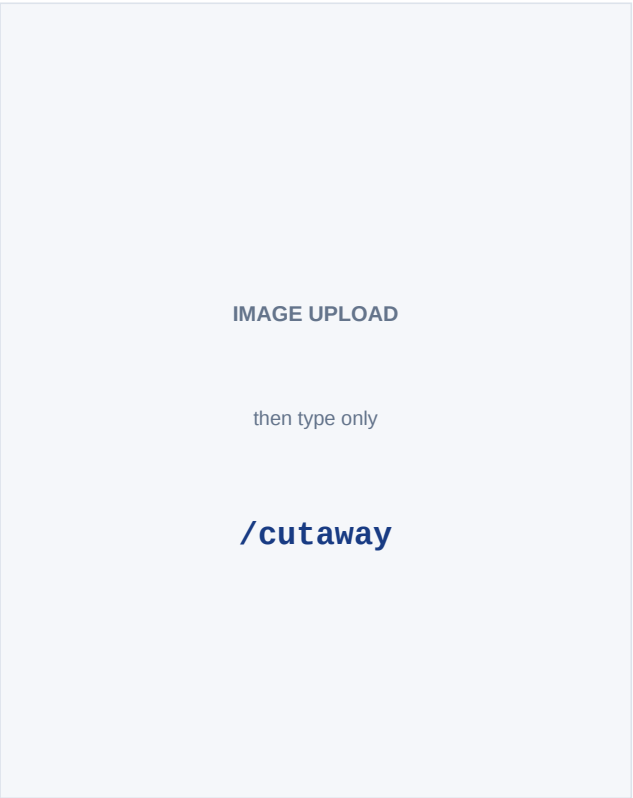
Upload an image and type only this codeword.

/cutaway

Cutaway view

Slices through the outside so the inside becomes visible.

BEFORE



AFTER



BEFORE

One uploaded object or vehicle image.

AFTER

A realistic cutaway revealing internal structure.

PROMPT

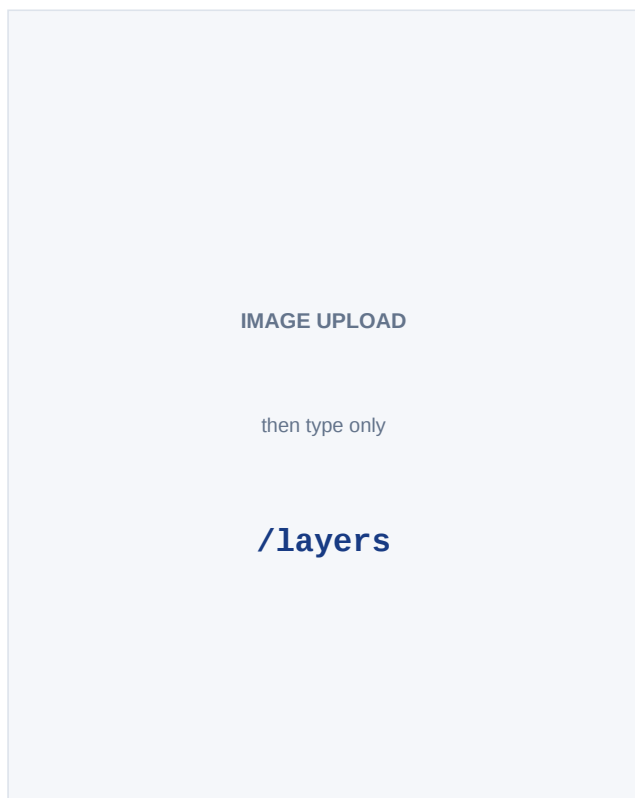
/cutaway

Upload an image and type only this codeword.

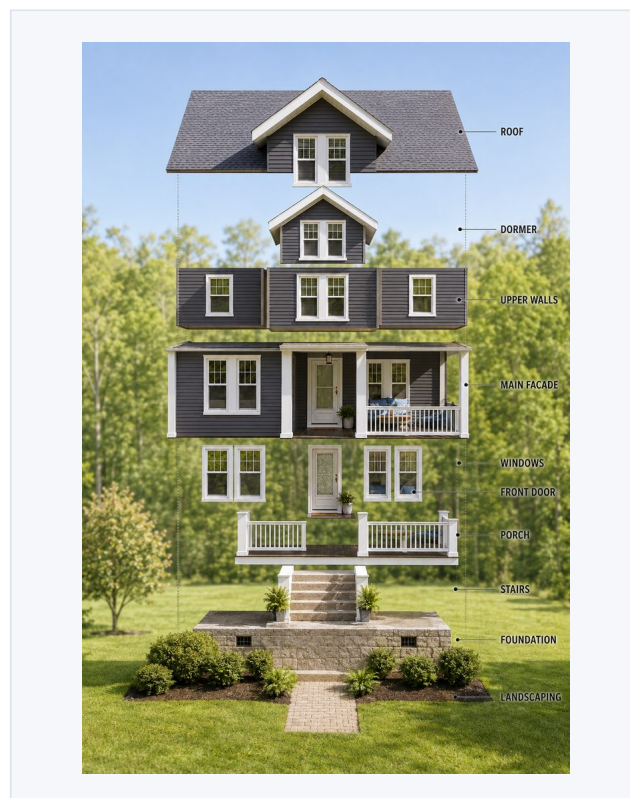
/layers Layer stack

Separates an object into stacked surface-to-core layers.

BEFORE



AFTER



BEFORE

One uploaded object or building image.

AFTER

A readable vertical stack of the object's layers.

PROMPT

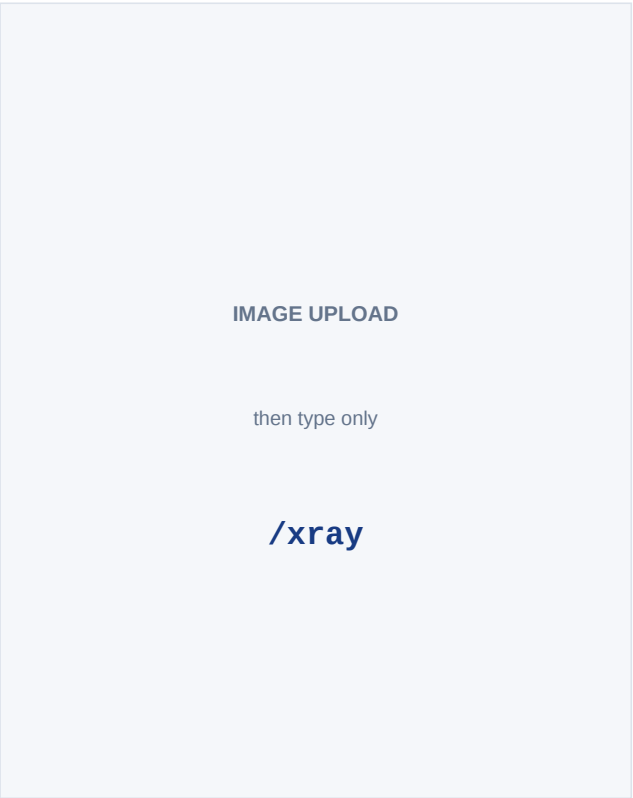
/layers

Upload an image and type only this codeword.

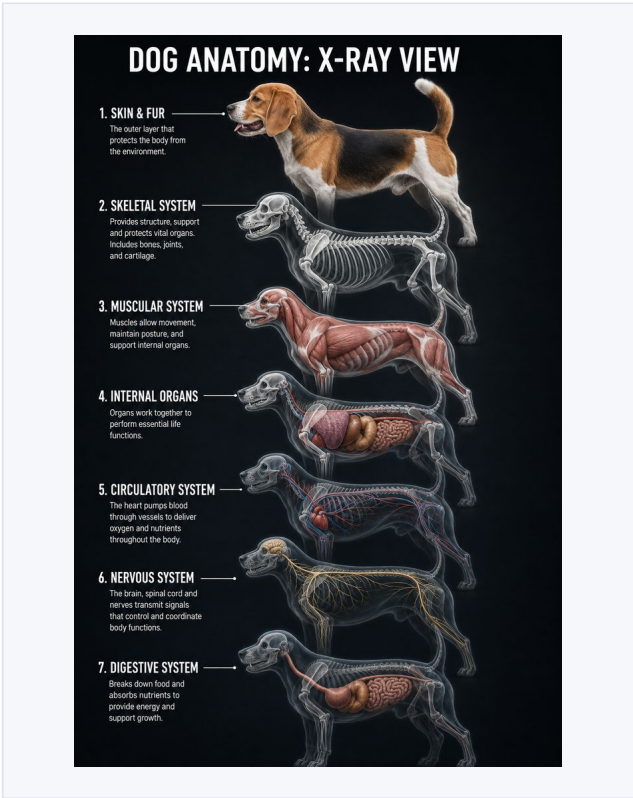
/xray X-ray view

Makes the outside translucent so the internal structure reads through it.

BEFORE



AFTER



BEFORE

One uploaded subject image.

AFTER

A cool, semi-transparent internal view.

PROMPT

/xray

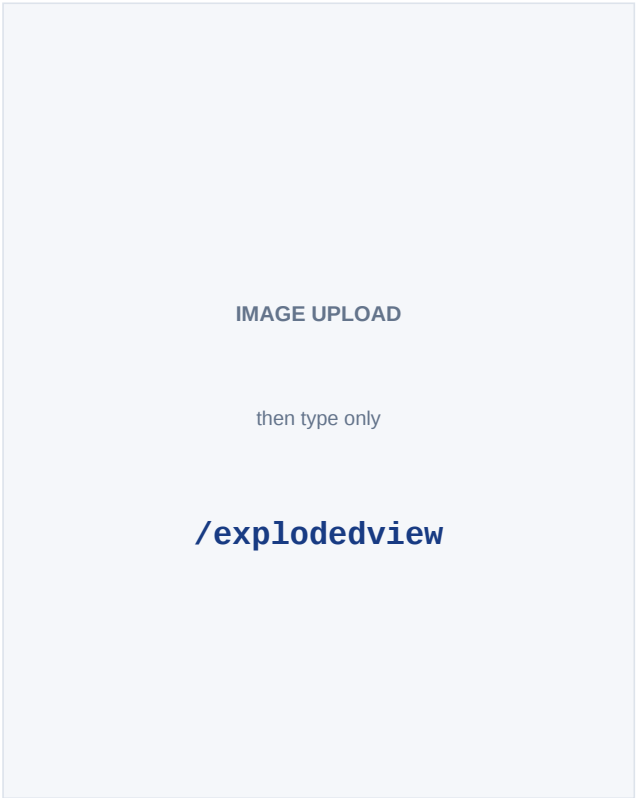
Upload an image and type only this codeword.

/explodedview

Exploded view

Pulls components apart while keeping their assembly relationship clear.

BEFORE



AFTER



BEFORE

One uploaded device or object image.

AFTER

Floating parts arranged in build order.

PROMPT

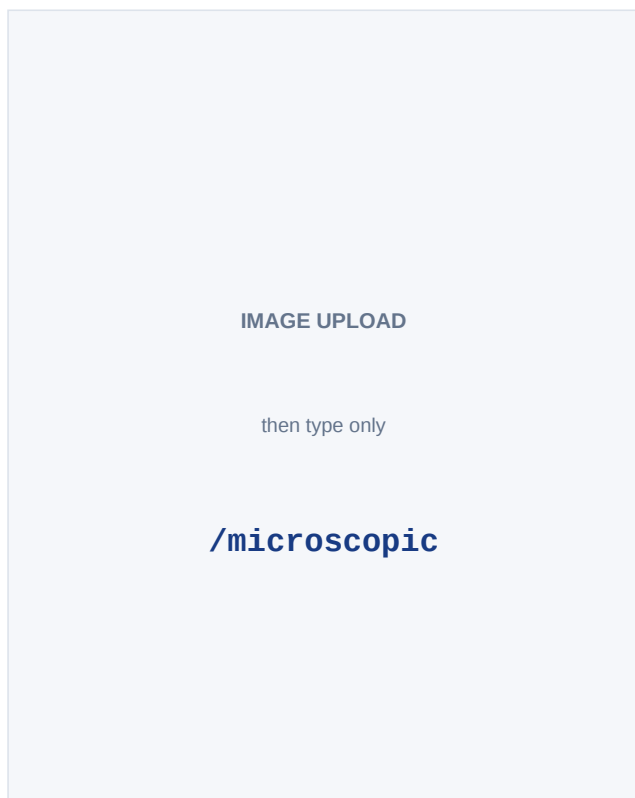
/explodedview Upload an image and type only this codeword.

/microscopic

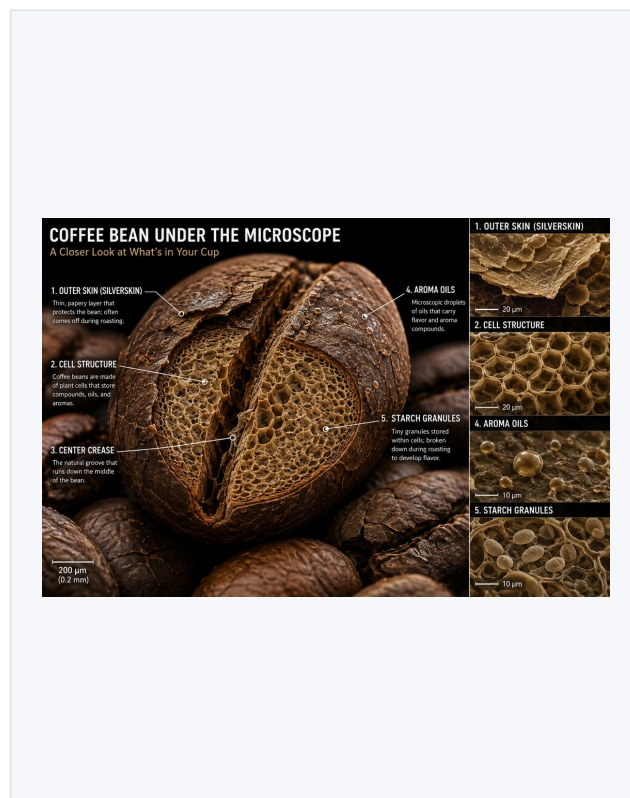
 Microscopic view

Zooms into the material, texture, or surface at extreme scale.

BEFORE



AFTER



BEFORE

One uploaded material or object image.

AFTER

A macro or microscope-like surface study.

PROMPT

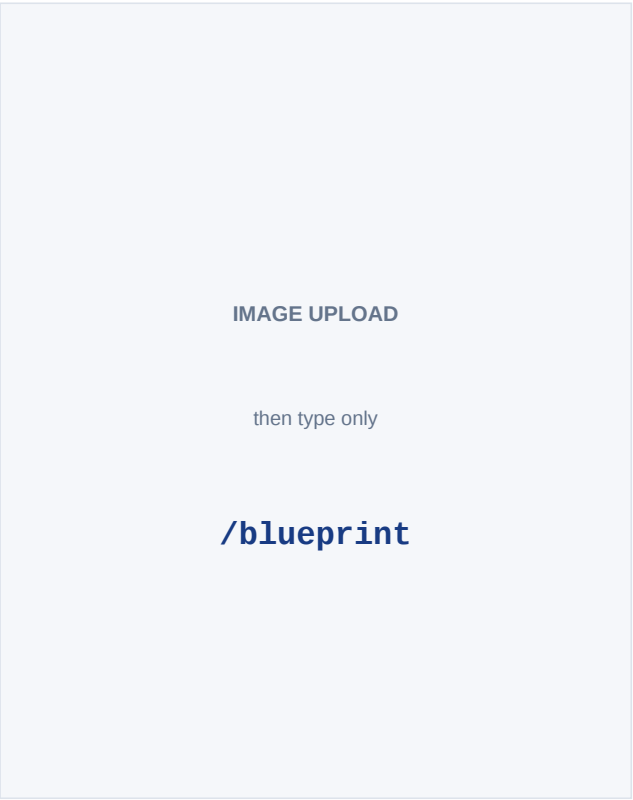
/microscopic

Upload an image and type only this codeword.

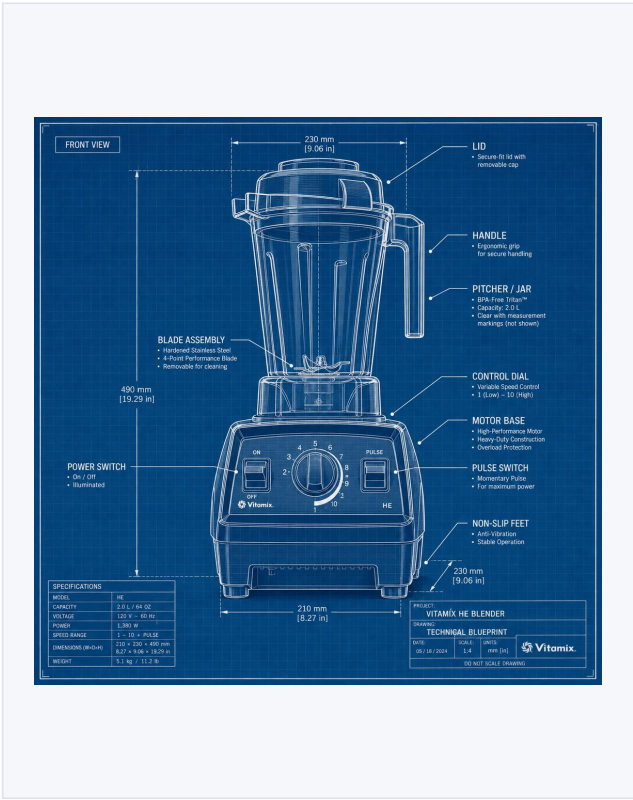
/blueprint Blueprint

Converts the subject into a technical drawing with grid and callouts.

BEFORE



AFTER



BEFORE

One uploaded object image.

AFTER

A blue technical sheet with linework and dimensions.

PROMPT

/blueprint

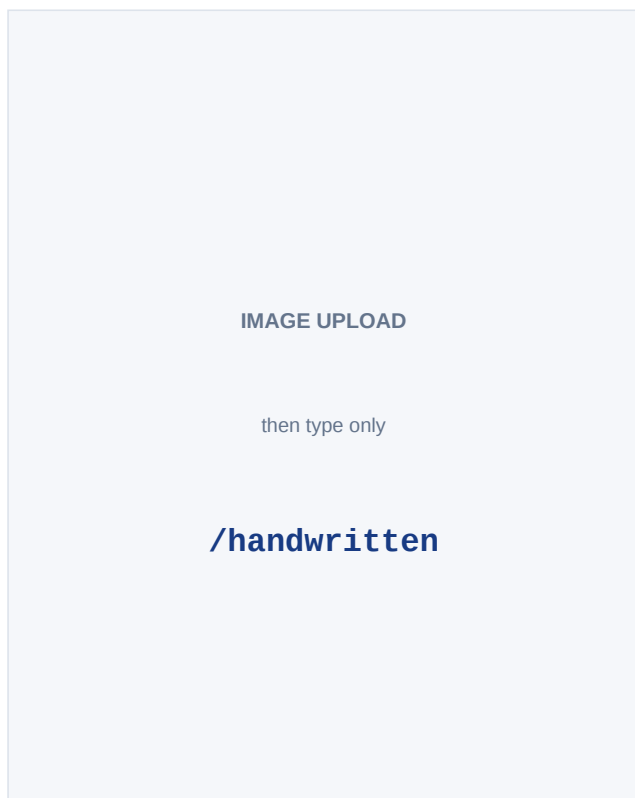
Upload an image and type only this codeword.

/handwritten

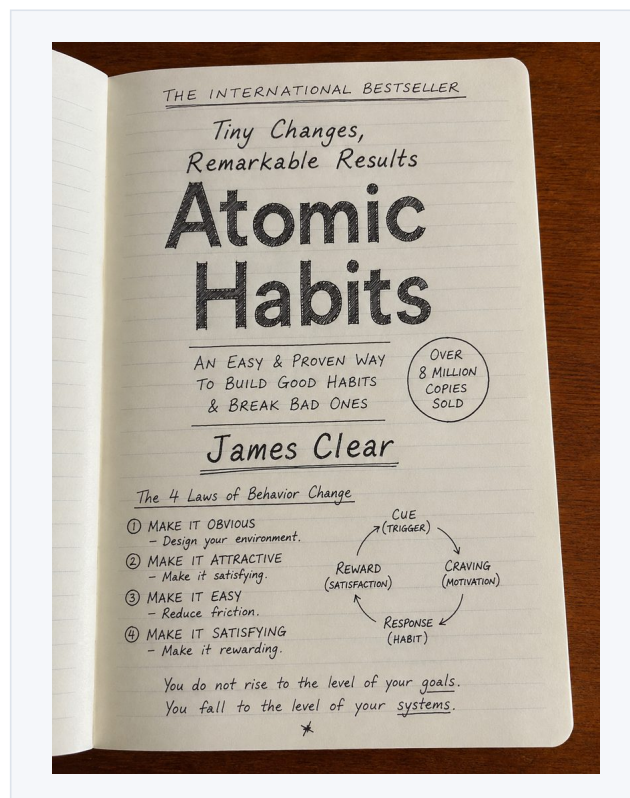
 Handwritten notes

Turns the subject into a casual study sheet with notes and arrows.

BEFORE



AFTER



BEFORE

One uploaded subject or page image.

AFTER

A handwritten visual summary with annotations.

PROMPT

/handwritten Upload an image and type only this codeword.

Suggested codewords

TEXT ONLY / NO GENERATED VISUALS

/crosssection Cross-section

STRUCTURE AND ENGINEERING

Shows a clean slice through the subject from one chosen direction.

BEFORE

A normal exterior view.

AFTER

A labeled slice that reveals the interior profile.

PROMPT **/crosssection**

/isometric Isometric render

STRUCTURE AND ENGINEERING

Presents the subject in a dimensional three-quarter technical view.

BEFORE

A flat or front-facing image.

AFTER

A clean isometric drawing with visible depth.

PROMPT **/isometric**

/orthographic Orthographic sheet

STRUCTURE AND ENGINEERING

Creates front, side, and top views with matching scale.

BEFORE

One angle of the subject.

AFTER

A multi-view engineering sheet.

PROMPT **/orthographic**

/transparent Transparent shell

STRUCTURE AND ENGINEERING

Fades the outer shell so the internal form remains visible.

BEFORE

A solid, opaque subject.

AFTER

A ghosted or translucent body with inner details.

PROMPT **/transparent**

Suggested codewords

TEXT ONLY / NO GENERATED VISUALS

/skeleton Structural skeleton

STRUCTURE AND ENGINEERING

Reduces the subject to its frame, supports, bones, or main geometry.

BEFORE

A fully rendered subject.

AFTER

A simplified structural framework.

PROMPT **/skeleton**

/wireframe Wireframe

STRUCTURE AND ENGINEERING

Rebuilds the form as a clean mesh of lines and vertices.

BEFORE

A filled or photographic subject.

AFTER

A minimal 3D wireframe model.

PROMPT **/wireframe**

/mechanism How it works

STRUCTURE AND ENGINEERING

Explains motion or cause-and-effect with a simple visual sequence.

BEFORE

A static object or machine.

AFTER

A step-by-step mechanism diagram.

PROMPT **/mechanism**

/assembly Assembly steps

STRUCTURE AND ENGINEERING

Turns the subject into an ordered build or setup sequence.

BEFORE

A completed object.

AFTER

Numbered stages from loose parts to finished form.

PROMPT **/assembly**

Suggested codewords

TEXT ONLY / NO GENERATED VISUALS

/dimensioned Dimensioned drawing

STRUCTURE AND ENGINEERING

Adds practical measurement lines and proportion cues.

BEFORE

A regular product image.

AFTER

A technical drawing with dimension arrows.

PROMPT **/dimensioned**

/scale Scale comparison

STRUCTURE AND ENGINEERING

Shows the subject beside familiar size references.

BEFORE

A single subject with no scale cue.

AFTER

A clear comparison against a hand, coin, person, or ruler.

PROMPT **/scale**

/materials Material breakdown

STRUCTURE AND ENGINEERING

Maps the subject's surfaces into a compact material and texture board.

BEFORE

A finished object image.

AFTER

Swatches and close-ups of wood, metal, glass, fabric, or stone.

PROMPT **/materials**

/productshot Product shot

CAMERA AND LIGHTING

Reframes the subject as polished catalog or ecommerce photography.

BEFORE

A casual or cluttered photo.

AFTER

A clean studio shot with controlled light and space.

PROMPT **/productshot**

Suggested codewords

TEXT ONLY / NO GENERATED VISUALS

/portrait Portrait

CAMERA AND LIGHTING

Treats the subject as the focus of a composed portrait image.

BEFORE

A casual subject image.

AFTER

A centered portrait with deliberate framing and light.

PROMPT **/portrait**

/topdown Top-down view

CAMERA AND LIGHTING

Changes the viewpoint to a flat-lay or overhead composition.

BEFORE

An eye-level view.

AFTER

A clean overhead arrangement with visible layout.

PROMPT **/topdown**

/macro Macro photo

CAMERA AND LIGHTING

Moves close to show fine texture, edges, pores, grain, or tiny details.

BEFORE

A normal-distance photo.

AFTER

A shallow-depth macro close-up.

PROMPT **/macro**

/aerial Aerial view

CAMERA AND LIGHTING

Reimagines the scene from above like a drone or map camera.

BEFORE

A ground-level image.

AFTER

A high-angle view with strong spatial context.

PROMPT **/aerial**

Suggested codewords

TEXT ONLY / NO GENERATED VISUALS

/cinematic Cinematic frame

CAMERA AND LIGHTING

Gives the image film-like composition, contrast, and atmosphere.

BEFORE

A normal snapshot.

AFTER

A dramatic widescreen-looking scene.

PROMPT **/cinematic**

/streetphoto Street photo

CAMERA AND LIGHTING

Places the subject in a candid, lived-in documentary moment.

BEFORE

A posed or isolated subject.

AFTER

A natural street-style frame with context.

PROMPT **/streetphoto**

/night Night scene

CAMERA AND LIGHTING

Rebuilds the lighting as evening or night while preserving the subject.

BEFORE

A daylight image.

AFTER

A darker scene with practical lights and contrast.

PROMPT **/night**

/goldenhour Golden hour

CAMERA AND LIGHTING

Adds warm low-angle light like sunrise or sunset.

BEFORE

Neutral daylight.

AFTER

Long warm shadows and golden highlights.

PROMPT **/goldenhour**

Suggested codewords

TEXT ONLY / NO GENERATED VISUALS

/rain Rainy mood

CAMERA AND LIGHTING

Adds believable rain, wet surfaces, and a cool atmospheric mood.

BEFORE

A dry scene.

AFTER

A rain-soaked version with reflections.

PROMPT **/rain**

/snow Snowy mood

CAMERA AND LIGHTING

Adds winter atmosphere, snow cover, and soft cold light.

BEFORE

A warm-season scene.

AFTER

A quiet snowy version with softened contrast.

PROMPT **/snow**

/longexposure Long exposure

CAMERA AND LIGHTING

Turns motion or light into smooth trails and streaks.

BEFORE

A frozen instant.

AFTER

Flowing light trails or blurred motion.

PROMPT **/longexposure**

/watercolor Watercolor

ART AND STYLE

Repaints the subject as a loose watercolor illustration.

BEFORE

A photo or rendered image.

AFTER

Paper texture, pigment blooms, and soft brush edges.

PROMPT **/watercolor**

Suggested codewords

TEXT ONLY / NO GENERATED VISUALS

/ink Ink sketch

ART AND STYLE

Redraws the subject with confident black ink lines and hatching.

BEFORE

A polished image.

AFTER

A high-contrast ink drawing.

PROMPT **/ink**

/pencil Pencil sketch

ART AND STYLE

Converts the subject into graphite lines, shading, and construction marks.

BEFORE

A photo or render.

AFTER

A tactile pencil study on paper.

PROMPT **/pencil**

/comic Comic panel

ART AND STYLE

Turns the subject into a bold comic-style panel with action and graphic shapes.

BEFORE

A normal image.

AFTER

A panel with inked outlines, color blocks, and energy.

PROMPT **/comic**

/storybook Storybook

ART AND STYLE

Places the subject in a warm illustrated storybook scene.

BEFORE

A plain image.

AFTER

A gentle narrative illustration with soft shapes.

PROMPT **/storybook**

Suggested codewords

TEXT ONLY / NO GENERATED VISUALS

/pixelart Pixel art

ART AND STYLE

Reduces the subject into a readable low-resolution sprite or scene.

BEFORE

A detailed image.

AFTER

Crisp blocky pixels and limited colors.

PROMPT **/pixelart**

/lowpoly Low-poly 3D

ART AND STYLE

Rebuilds the subject from clean faceted polygon surfaces.

BEFORE

A photo or smooth render.

AFTER

A geometric low-poly model.

PROMPT **/lowpoly**

/clay Clay render

ART AND STYLE

Makes the subject look like a soft studio clay model.

BEFORE

A finished image.

AFTER

A tactile clay-like form with soft shadows.

PROMPT **/clay**

/papercraft Papercraft

ART AND STYLE

Reconstructs the subject as folded paper, card, or cut shapes.

BEFORE

A normal image.

AFTER

Layered paper edges and handmade dimensionality.

PROMPT **/papercraft**

Suggested codewords

TEXT ONLY / NO GENERATED VISUALS

/collage Collage

ART AND STYLE

Builds a mixed-media collage from paper, photos, blocks, and marks.

BEFORE

A single image.

AFTER

A deliberately assembled editorial collage.

PROMPT **/collage**

/risograph Risograph print

ART AND STYLE

Applies limited ink colors, grain, and offset print texture.

BEFORE

A clean digital image.

AFTER

A tactile two- or three-ink poster print.

PROMPT **/risograph**

/neon Neon glow

ART AND STYLE

Pushes the subject into a dark electric neon visual language.

BEFORE

A normal-light image.

AFTER

Bright cyan, magenta, or amber glow on a dark field.

PROMPT **/neon**

/stainedglass Stained glass

ART AND STYLE

Reinterprets the subject as colored glass panels joined by dark leading.

BEFORE

A normal image.

AFTER

A jewel-toned window-like composition.

PROMPT **/stainedglass**

Suggested codewords

TEXT ONLY / NO GENERATED VISUALS

/retro Retro print

ART AND STYLE

Gives the subject a nostalgic mid-century print or poster treatment.

BEFORE

A modern image.

AFTER

Faded ink, simple shapes, and vintage color blocks.

PROMPT **/retro**

/infographic Infographic

DESIGN AND EXPLAIN

Organizes the subject into a fast-scanning visual explanation.

BEFORE

A complex subject image.

AFTER

A hierarchy of icons, labels, arrows, and key facts.

PROMPT **/infographic**

/flowchart Flowchart

DESIGN AND EXPLAIN

Turns a process or decision into connected boxes and arrows.

BEFORE

A paragraph or messy process.

AFTER

A readable step-by-step flow.

PROMPT **/flowchart**

/mindmap Mind map

DESIGN AND EXPLAIN

Expands the subject into a central idea with connected branches.

BEFORE

One topic or note.

AFTER

A radial map of related ideas.

PROMPT **/mindmap**

Suggested codewords

TEXT ONLY / NO GENERATED VISUALS

/mockup UI mockup

DESIGN AND EXPLAIN

Places the subject into a practical app, poster, or interface mockup.

BEFORE

A raw image or idea.

AFTER

A realistic screen or presentation layout.

PROMPT **/mockup**

/poster Poster

DESIGN AND EXPLAIN

Turns the subject into a bold poster composition with hierarchy and negative space.

BEFORE

A normal image.

AFTER

A designed poster with a clear focal point.

PROMPT **/poster**

/icon Icon

DESIGN AND EXPLAIN

Simplifies the subject into a strong, recognizable symbol.

BEFORE

A detailed image.

AFTER

A clean icon with a strong silhouette.

PROMPT **/icon**

/sticker Sticker sheet

DESIGN AND EXPLAIN

Creates a playful sticker-like version or a small sticker set.

BEFORE

A normal subject image.

AFTER

Bold outlines, simple shapes, and sticker edges.

PROMPT **/sticker**

Suggested codewords

TEXT ONLY / NO GENERATED VISUALS

/colorpalette Color palette

DESIGN AND EXPLAIN

Extracts a useful palette and pairs it with the source subject.

BEFORE

An image with unknown colors.

AFTER

A visual board of swatches and color roles.

PROMPT

/colorpalette

/moodboard Moodboard

DESIGN AND EXPLAIN

Builds a compact visual direction board around the source image.

BEFORE

One reference image.

AFTER

A curated board of textures, colors, and related cues.

PROMPT

/moodboard

/map Map view

DESIGN AND EXPLAIN

Abstracts a place or layout into a simple visual map.

BEFORE

A scene or location image.

AFTER

Paths, zones, pins, and landmarks in a readable plan.

PROMPT

/map

/isolate Clean cutout

EDITING SHORTCUTS

Removes the background and leaves a crisp subject cutout.

BEFORE

A subject on a busy background.

AFTER

A clean isolated subject on white or transparent space.

PROMPT

/isolate

Suggested codewords

TEXT ONLY / NO GENERATED VISUALS

/backgroundswap Background swap

EDITING SHORTCUTS

Keeps the subject and replaces the surrounding environment.

BEFORE

A subject in the original setting.

AFTER

The same subject in a new believable background.

PROMPT **/backgroundswap**

/remove Object removal

EDITING SHORTCUTS

Removes one unwanted object and repairs the surrounding scene.

BEFORE

A photo with clutter or an unwanted item.

AFTER

A natural-looking clean scene.

PROMPT **/remove**

/add Object add

EDITING SHORTCUTS

Adds one useful object while matching scale, light, and perspective.

BEFORE

A scene missing one element.

AFTER

The same scene with the new element integrated.

PROMPT **/add**

/recolor Recolor

EDITING SHORTCUTS

Changes the subject's color while preserving shape and texture.

BEFORE

The original colorway.

AFTER

A new controlled colorway.

PROMPT **/recolor**

Suggested codewords

TEXT ONLY / NO GENERATED VISUALS

/restore Restore

EDITING SHORTCUTS

Repairs damage, noise, fading, or age while keeping the subject recognizable.

BEFORE

A worn, faded, or damaged image.

AFTER

A cleaner restored version.

PROMPT **/restore**

/translate Translate text

EDITING SHORTCUTS

Replaces visible text with another language while preserving layout.

BEFORE

An image containing text.

AFTER

The same design with translated text in place.

PROMPT **/translate**

/clean Clean up

EDITING SHORTCUTS

Simplifies clutter, aligns details, and makes the image easier to read.

BEFORE

A messy or busy image.

AFTER

A cleaner, more legible version.

PROMPT **/clean**