

# REAL PERSON + MINECRAFT BACKGROUND

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<https://tools.johnsavageai.com/>

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## MASTER PROMPT

Remake each image 1 by 1.

Keep the human subject 100 percent photorealistic and untouched. No pixel filter, no stylization, no lighting remap on skin. Preserve exact facial detail, pores, fabric weave, hair strands, natural shadows. Expression and posture remain identical.

Rebuild the background as a structurally accurate **Minecraft-style replica** of the original location. Do not reinterpret. Match the exact layout, spacing, depth, and geometry from the reference image.

If there is a path, replicate its exact curve and width using Minecraft path blocks, slabs, stairs, and terrain shaping. If there are trees, match trunk positions, height ratios, canopy spread, and density using Minecraft-style log blocks, leaf blocks, and layered voxel foliage. If there are buildings, recreate their silhouette, window placement, roof angle, and proportions using authentic Minecraft block logic and architectural geometry. If there are rocks, benches, fences, signs, or walls, convert them into Minecraft-built equivalents but maintain their exact position and proportion relative to the subject.

Perspective must match the original photo perfectly. Horizon line, camera height, focal distance, framing, subject scale all identical.

Any object physically touching the subject must convert into Minecraft logic. Real animal becomes a Minecraft-style block animal equivalent. Held object becomes a Minecraft-style block-built version scaled correctly to the hand. Objects not touching the subject remain Minecraft-built but positioned exactly where they appear in the reference.

Lighting should be recreated as realistic daylight interacting with Minecraft-style block materials while matching the direction and intensity of the original photo. Preserve natural shadow falloff, soft environmental depth, realistic atmosphere, and subtle material response, while keeping the world clearly rendered in Minecraft visual language.

If fog exists, rebuild it using layered atmospheric haze while preserving the same depth falloff. Maintain recognizable background identity. The location should be immediately identifiable from composition alone, just rendered in detailed Minecraft-style construction.

High-resolution cinematic realism. Authentic Minecraft-inspired voxel/block texture. Visible cubic geometry, pixel-based surface detail, block seams, tiled terrain structure, and recognizable Minecraft-style environmental materials such as grass blocks, stone blocks, wood planks, cobblestone, glass panes, leaves, water, and terrain layers.

No UI, no text, no overlays.

REFERENCE IMAGE 1

BEFORE

AFTER



REFERENCE IMAGE 2

BEFORE



AFTER



REFERENCE IMAGE 3

BEFORE

AFTER



REFERENCE IMAGE 4

BEFORE

AFTER



REFERENCE IMAGE 5

BEFORE

AFTER



REFERENCE IMAGE 6

BEFORE

AFTER



REFERENCE IMAGE 7

BEFORE



AFTER



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