IMAGE PROMPT PHRASES

294 phrases

Sorted into the decisions a still actually has: subject, framing, optics, light, surface, grade. Add one phrase per decision and stop.

ASPECT RATIO

16:9, 9:16, 1:1, 4:5, 21:9, 3:2, 4:3

Frame shape.

MEDIUM AND STYLE

cinematic, photorealistic, documentary, anime, 3d render, line art, watercolor, vector, 16mm, 35mm film, photoreal, kodak vision3, isometric, flat illustration, claymation

Photograph, render, illustration or something else.

SHOT SIZE

close-up, wide shot, medium shot, extreme close-up, two-shot, closeup, over-the-shoulder, establishing shot, macro shot, full shot

How close the camera is.

CAMERA ANGLE

three-quarter, profile, eye-level, low angle, overhead, high angle, top-down, bird's-eye, dutch angle

Viewing position.

COMPOSITION AND FRAMING

close-up, wide shot, medium shot, extreme close-up, two-shot, closeup, over-the-shoulder, establishing shot, macro shot, full shot

Where things sit in the frame.

LENS AND FOCAL LENGTH

35mm, 85mm, 50mm, 110 mm, 16mm, anamorphic, 24mm, 70mm, 48mm, fisheye, 600mm, 450mm, 40mm, 297 mm, 650mm, 20mm, 135mm, 100mm, wide-angle lens, 105 mm, 220mm, 110mm

Perspective and compression.

DEPTH OF FIELD

shallow depth of field, bokeh, f/1.4, f/7.1, soft focus, f/2.8, deep focus, f/2.0, f/4, f/2, f/1.8, f/5.6

Focus falloff.

LIGHTING

silhouette, rim light, soft light, soft lighting, backlit, key light, golden hour, high-key, rim lighting,

LIGHTING (CONT.)

backlight, softbox, low-key, volumetric light, bounce light, practical lighting, three-point lighting, fill light, volumetric lighting, practical lights, chiaroscuro, side lighting, god rays

Direction, quality and source of light.

COLOUR AND PALETTE

vibrant, pastel, film grain, black-and-white, desaturated, high contrast, natural color, natural colour, monochrome, low contrast, sepia

Palette, saturation, contrast.

MATERIALS AND FINISH

glossy, matte, ceramic, concrete, leather, velvet, satin, brass, linen, frosted, marble, chrome, walnut, oak

What surfaces are made of.

MOOD

elegant, playful, minimal, dramatic, calm, energetic, whimsical, moody, luxurious, nostalgic, uplifting, ethereal, cosy, gritty

The feeling.

SUBJECT + SETTING + STYLE (THE OPENING CLAUSE)

a red fox curled in a snowy pine forest, golden hour, cinematic, subject + action, concrete and physical

"Higgsfield models reward concrete, sensory prompts." app-cover.md wants the product's core verb staged as a physical, photographable moment.

TYPOGRAPHY NAMED IN THE PROMPT (WHEN TEXT IS GENERATED)

Anton, Anton SC, Bebas Neue, Oswald, Archivo Black, Montserrat, Poppins, Roboto Condensed, Inter, Barlow Condensed, Playfair Display, Cormorant Garamond, DM Serif Display, Fraunces, Sacramento, patrick, caveat,

TYPOGRAPHY NAMED IN THE (CONT.) PROMPT (WHEN TEXT IS (CONT.) GENERATED) (CONT.)

marker, anton, clean grotesk (Satoshi-like), refined grotesk (Neue-Montreal-like), expressive display (Cabinet/Clash-like), compressed statement (Monument-like), editorial serif + sans pairing, Swiss rational sans with hard hierarchy

IDENTITY LOCK / SUBJECT FIDELITY

IDENTITY LOCK, photographic identity match, same bone structure, eye shape, nose, lips, jawline, skin tone, hairline and hair texture, Do not beautify, average, or restyle the face, IMAGE REFERENCES manifest

Up to three referenced identities; face photos are passed first in character order, then the logo, and a manifest line must open the prompt when two or more references are attached.

AESTHETIC / SEASONAL PRESET

Clean girl, Cottagecore, Quiet luxury, Dark academia, Y2K, Christmas, Valentine's, Halloween, Black Friday, None, Clean studio, Lifestyle, Conceptual, With a model

These are the labelled options the skill offers for restyle and style/mood questions; they become the short intent line handed to the backend enhancer.

PRODUCT-PHOTO GENRE / MODE

restyle, levitating, floating, splash, frozen motion, surreal, CGI, sculptural, infographic, lifestyle

For both skills the user-facing prompt is a short intent line only, "Backend assembles the final prompt; never freehand it." `--count 3` makes the backend vary preset, lighting, angle and palette across variants.

LOGO / VECTOR MARK SPECIFICATION

pictorial, abstract, mascot, emblem, one dominant unified silhouette, negative-space device, motif treatment, unexpected locked color-role pairing, symmetry or intentional asymmetry, internal detail limit, small-size scalability, centered isolated presentation, minimal anchor points, SVG-friendly

One central visual idea per mark, stated in one clause; the exact phrase "no text" must appear in the constraint tail; mark_type routing is evidence-based, defaulting to abstract, never wordmark or combination mark.

LOGO PLACEMENT ON A MOCKUP SURFACE

Target surface, Position, Scale, Orientation, Color, horizontally centered, upper third, optical center aligned to panel, clear-space margin, align to <panel edge/seam/baseline>, follow surface perspective

Full-colour marks go on smooth surfaces; black monochrome on light kraft paper, natural cardboard, pale fabric, stamps, dark-ink screen printing, engraving masks and light uncoated stock; white monochrome on dark paper/boxes/fabric, reverse marks, light-ink screen printing and dark signage.

SEAMLESS / TILEABLE BEHAVIOUR

seamless tileable game texture tile, uniform pattern density, perfectly seamless edges that wrap horizontally and vertically, no border, no vignette, no single focal object, photographed-flat appearance, seamless repeating pattern

{MATERIAL} in the texture templates is 3-6 concrete words from the reference, e.g. "hand-painted cracked dry earth with small grey stones".

KEY COLOUR FOR TRANSPARENCY

bright magenta #FF00FF, bright green #00FF00, bright blue #0000FF

Models cannot output alpha, so asking for "transparent background" produces a fake checkerboard. Default magenta; switch to green if the subject's own colours are near pink/magenta/purple; blue if both are taken. The chosen colour must appear in both the prompt suffix and the keying script.

REFERENCE-IMAGE ROLE AND WHAT IT CONTROLS

style donors only, Image0, Image1, Image2, official logo, approved base scene, style-reference, representative-visual, grade/energy only

For image-to-image the prompt should describe what changes, not redescribe the input: bad "a man with brown hair in a leather jacket holding coffee, made into anime"; good "transform into anime style, vibrant colors, soft cel shading".

DESIGN-BOARD DIRECTION VOCABULARY (WEB/LAYOUT IMAGERY)

Pristine Light (paper/cream/off-white, dark ink), Deep Dark (charcoal/graphite), Bold Studio Solid (oxblood, royal blue, forest, vermilion, emerald fields), Quiet Premium Neutral (bone, sand, taupe, stone, smoke), technical

294 phrases

DESIGN-BOARD DIRECTION (CONT.) VOCABULARY (WEB/LAYOUT (CONT.) IMAGERY) (CONT.)

grid/dot field, solid with soft ambient depth, full-bleed cinematic imagery, tactile paper/material texture, cinematic centered minimalist, asymmetric split, floating polaroid scatter, inline typography behemoth, editorial offset, massive image-first with restrained text, modular bento rhythm, alternating editorial blocks, poster-stacked storytelling, gallery-led cadence, Swiss grid discipline, asymmetric premium flow, artifact/collectible, journey/waypoints, tool/precision instrument, living system/garden, stage/spotlight, archive/dossier

Commit to one option per category before prompting and hold it across all boards; one board per section, landscape 16:9 or 3:2, never one tall full-page image.

REFERENCE PHOTOS FOR IDENTITY TRAINING

front, 3/4 left, 3/4 right, slight up/down, indoor, outdoor, soft, harsh, neutral, smiling, talking, head shot, head-and-shoulders, full body

5-20 photos, 8-12 the sweet spot, clear face with eyes visible, single person per photo, sharp, 1024x1024 ideal.

IMAGE-TO-3D INPUT FRAMING

t-pose, a-pose, Full body in frame, nothing cut off, Clean/plain background, Limbs visually separated from the torso, One character, no props overlapping the silhouette, lowpoly, three-quarter isometric view

One figure per input image, a 4-view character sheet reconstructs as "a statuette of 4 fused figures".