PhotoFun.ai

OPERATOR SUPPORT

SUPPORT MATERIAL

Prompts Manual
Scene Effects

How to write the text that the effects engine understands — and transform a photo into any scene.



THE 10 RULES

How the effects engine understands your text

The effect text (the "prompt") is interpreted by a language model that also sees the photo. It does not work by loose keywords: it works by instructions. Write as if you are guiding a careful photographer or illustrator, in complete sentences, preferably in English. Prefer short and direct prompts — one to three sentences are enough. Long prompts do not make the effect better: inflated instructions are interpreted worse, and text that exceeds useful length may be ignored without warning.

1. **Be concrete.** "Improve the photo" does not work. "Change the outfit to an emerald green dress, keeping the face and pose" works.

2. **Use the pattern "keep X, change Y".** Always explicitly state what REMAINS and what CHANGES.

3. **Few changes at a time — and of the same theme.** 2 to 3 cohesive changes are safe; up to 5-6 of the SAME theme work well. Beyond that, changes start to be silently ignored.

4. **Do not re-describe what the photo already shows.** The engine sees the image. Describe only the desired change.

5. **Uppercase does not shout.** CAPS does not add extra weight. Useful exception: LEFT/RIGHT in layout positions.

6. **Named concepts win over abstract descriptions.** "Caricature" and "chibi" work; "geometrically elongated figure" is ignored.

7. **Timid modifiers generate timid effects.** "Slight motion blur" hardly appears. Ask for "strong", "heavy", "dramatic".

8. **Text within the image: only short words in large letters.** Long phrases ALWAYS come out corrupted.

9. **Be careful with items that cover the face.** Large masks and sunglasses clash with identity preservation.

10. **In artistic styles and age changes, turn off photographic preservation of the face.**

HOW MANY CHANGES FIT?

Accumulation of changes

You can request more than one change in the same prompt — but not too many. What decides the result is not just the QUANTITY of changes, but the COHESION between them: changes of the same theme reinforce each other; loose or conflicting changes compete with each other — and one may be applied without the other appearing.

✓ **WORKS** cohesive changes — all applied



4 changes — red trench + Paris + light + beret. All applied.



6 changes — parka + snowy village + night + scarf and hat + snowman. Fully adheres.



5 changes — floral dress + park + afternoon light + hat + basket. The "picnic" theme ties everything together.

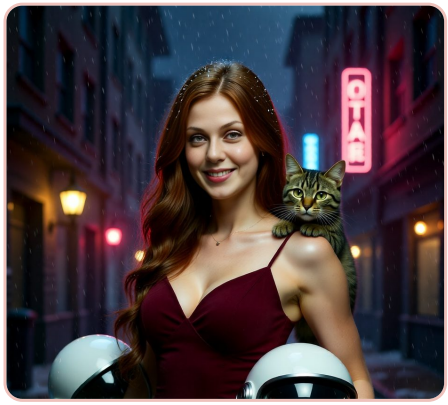
× **BREAK** loose or conflicting changes — some are lost



The same 6 from winter + "turn into watercolor" as the 7th — the watercolor **doesn't work**. Global style at the end is ignored.



3 concurrent changes on the face (goth makeup + 80s + smile) — **only the smile** applies.



5 changes WITHOUT a theme (gala + neon alley + helmet + cat + snow) — all enter, but **with defects**.

BEST PRACTICES

2-3 cohesive changes = safe zone; up to 5-6 of the same theme usually work. Tie it to a concept ("Parisian look", "picnic"). Global style change works ALONE or as the first instruction — never the last of a realistic set.

LIMITS

Do not accumulate more than ~6 changes — beyond that, the extras tend to be silently ignored. The larger the accumulated set, the more unpredictable the result.

ERRORS TO AVOID

Contradictory instructions ("keep the background" + "change the background"); two competing light changes ("golden hour" at dusk); multiple changes in the SAME area. When in doubt: split into two effects.

CATEGORY 01

Framing

You can ask to close or open the frame, regardless of how the photo was taken. Useful vocabulary: close-up, waist-up portrait, full-body shot, zoom out, reframe.

BASE PROMPT — {variation} = what you change

EN

```
keep the person, her outfit and the indoor location, reframe the photo as {variation}, keep a natural photo look
```

PT

```
keep the person, her outfit and the indoor environment, reframe the photo as {variation}, keeping a natural photo appearance
```



{an extreme close-up of her face} — closed in on the face from the bust, skin and hair redrawn in close.



{a waist-up portrait} — opened up to the waist; note that the environment has been reinterpreted (windows and room changed).



{a full-body shot...} — full body invented from the bust; mentioning t-shirt and jeans ensured consistency.

What worked: the three framings adhered. **What requires attention:** everything that did not exist in the photo (body, floor, surrounding environment) is INVENTED — and the scene changes slightly with each opening. **Best use:** when opening the frame, describe the pieces of clothing and the type of environment that need to remain consistent.

CATEGORY 02

Clothing

Isolated outfit change: "change only her outfit to..." and declare what stays (face, hair, pose, background, light).

BASE PROMPT — {variation} = what you change

EN

```
keep the person's face, hair and pose, change only her outfit to {variation}, keep the original background and lighting
```

PT

```
keep face, hair and pose of the person, change only the outfit to {variation}, keeping the original background and lighting
```



{an elegant emerald green evening gown} — emerald gala dress; background, column and plant intact.



{a red and blue plaid button-up shirt with rolled sleeves} — plaid shirt with rolled sleeves, true to the description piece by piece.



{a black leather biker jacket over a white t-shirt} — combination of two pieces applied correctly, original jeans preserved.

What worked: the three changes followed color + type + detail ("rolled sleeves" appeared). **Best use:** describe the piece as a retailer would describe it in the catalog — color, material, cut, detail. Vague pieces ("pretty clothes") generate improvisation from the engine.

CATEGORY 03

Accessories

Point additions with the formula "keep everything exactly the same, add <accessory>". The "keep... exactly the same" is what prevents the engine from altering the rest.

BASE PROMPT — {variation} = what you change

EN `keep the person, her outfit and the background exactly the same, add {variation}`

PT `mantenha a pessoa, a roupa dela e o fundo exatamente iguais, adicione {variation}`



{a wide-brim red summer hat and small pearl earrings} — hat and earrings were added; nothing else changed.



{thin gold-rimmed round glasses} — thin-rimmed glasses work; the face remains visible and true.



{a chunky knitted mustard scarf and silver hoop earrings} — knitted scarf and hoops, convincing wool texture.

What worked: even glasses worked — because they are thin-rimmed, which does not hide the face. **Care remains:** masks, large sunglasses, and items that COVER the face struggle with preserving identity (we saw this in the underwater effect of the zoom test). **Best use:** accessories around the face, not over it.

CATEGORY 04

Lighting

Redefine the light without touching the content: direction, quality, temperature, and time of day.

BASE PROMPT — {variation} = what you change

EN `keep the person, outfit and background, change the lighting to {variation}`

PT `mantenha pessoa, roupa e fundo, mude a iluminação para {variation}`



{warm golden hour sunlight from the left} — side golden sun with long shadows; same scene, different mood.



{dramatic low-key studio lighting + rim light} — the low-key "swallowed" the scene: background turned into studio black.



{cool blue neon + magenta glow} — two opposing color sources applied in the requested directions.

What worked: the direction and color of the light obey well. **What to observe:** extreme studio requests (low-key) alter the background as well — light and scene are inseparable for the engine. **Best use:** golden hour and neon are the relights with the greatest visual impact and lowest risk.

CATEGORY 05

Background

"Replace the background with..." + "keep the person exactly" + "match the lighting" — the trio that transports the participant anywhere without looking like a cutout.

BASE PROMPT — {variation} = what you change

EN `keep the person, her pose and outfit exactly, replace the background with {variation}, match the lighting on the person to the new scene`

PT `mantenha exatamente a pessoa, a pose e a roupa, substitua o fundo por {variation}, casando a iluminação da pessoa com a nova cena`



{a Paris street at dusk with the Eiffel Tower} — Paris at dusk; the amber light from the street lamps bathed the person.



{a tropical beach at midday} — beach at midday; hard and clear light consistent with the new setting.



{a cozy library with warm reading lamps} — cozy library; warm tones from the lamps reflected in it.

What worked: the three transports maintained pose, clothing, and face, with matched lighting. **Best use:** always include the "match the lighting on the person to the new scene" — without it, the cutout becomes evident. **Zoom test reminder:** if the input photo shows too much of the original environment, some effects resist changing it; neutral background in the capture helps.

CATEGORY 06

Artistic style

Transformation of visual language preserving person and composition: "turn the photo into <style>, keep the same person, pose, composition and framing".

BASE PROMPT — {variation} = what you change

EN `turn the photo into {variation}, keep the same person, pose, composition and framing`

PT `transforme a foto em {variation}, mantendo a mesma pessoa, pose, composição e enquadramento`



{a soft watercolor illustration} — watercolor with paper texture; identical composition.



{a vintage comic book illustration with halftone dots} — vintage comic book with halftone and ink outline, frame included.



{a 3D animated movie character render} — 3D animated character version; real background softened around.

What worked: three distinct languages, all held pose and framing. **Operational rule:** in artistic styles, TURN OFF the photographic preservation of the face — with it on, a realistic face is "stuck" over the art and the style breaks. Name the style accurately and anchor with "keep composition and framing".

CATEGORY 07

Elements in the scene

Add objects, animals, and props that interact with the person. Describe the element and WHERE it enters.

BASE PROMPT — {variation} = what you change

EN `keep the person, outfit, pose and background, add {variation}`

PT `mantenha pessoa, roupa, pose e fundo, adicione {variation}`



{a golden retriever puppy in her arms} — puppy in arms; hands have been repositioned to hold it.



{a bouquet of sunflowers in her hands} — bouquet in hands, with minimal pose adjustment needed.



{colorful confetti falling all around her} — confetti in the air, not touching the person or the background.

What worked: the three elements entered in the requested place. Note that the engine adjusts the pose only as necessary for the interaction (hands holding). **Best use:** always position ("in her arms", "on her shoulder", "next to her") — without positioning, the element falls where the engine thinks is best.

CATEGORY 08

Pose and gestures

Redirect the pose as a photographer directs a shoot: arms, hands, movement.

BASE PROMPT — {variation} = what you change

EN `keep the person's face, outfit and the background, change her pose to {variation}`

PT `mantenha rosto, roupa e fundo da pessoa, mude a pose dela para {variation}`



{arms crossed, confident stance} — arms crossed, confident stance; rest of the scene intact.



{waving at the camera with her right hand} — wave with the RIGHT hand, as specified.



{jumping mid-air with both arms raised} — frozen jump in the air; the engine pulled back the frame to fit the movement.

What worked: from static to dynamic poses, everything obeyed — even the side of the hand. **Note:** wide poses (jump) force the framing to open to fit the gesture. **Best use:** one pose per prompt, described as rehearsal direction ("hero pose", "hands on hips", "walking towards the camera").

CATEGORY 09

Facial expression

Change only the expression: "change only her facial expression to...". Works best with broad and universal emotions.

BASE PROMPT — {variation} = what you change

EN `keep everything in the photo the same, change only her facial expression to {variation}`

PT `mantenha tudo na foto igual, mude apenas a expressão facial dela para {variation}`



{a surprised open-mouth expression} — clear surprise: open mouth, raised eyebrows. Total adherence.



{a serene, gentle closed-lip smile} — serene closed smile; came with a slight squint of the eyes unrequested.



{a playful wink with a big grin} — the big grin came, but the WINK did not: both eyes remained open.

What worked: broad emotions (surprise, joy, serenity) work very well. **What fails:** asymmetrical micro-gestures like a wink — identity preservation pulls the face back to the original photo expression. **Best use:** prefer full-body emotions from the face ("ecstatic", "laughing", "serene") and avoid relying on fine details like winking an eye. **IMPORTANT NOTE — teeth:** if the original photo was taken with a closed mouth and the prompt asks for a wide smile or open mouth, the engine INVENTS the teeth — this detail never reached it, so they are unlikely to be the person's real teeth. Forcing a wide smile in the prompt is not a good practice; ideally, the expression of the effect should respect the mouth of the original photo (or guide the participant to smile during capture).

CATEGORY 10

Hair

Color, cut, and hairstyle — keeping the face. If you want to preserve the original color, SAY ("keeping the red color").

BASE PROMPT — {variation} = what you change

EN `keep her face, outfit and the background, change her hair to {variation}`

PT `mantenha rosto, roupa e fundo dela, mude o cabelo para {variation}`



{a short curly bob, keeping the red color} — curly bob cut WITHOUT losing the red, because the color was locked in the prompt.



{a long sleek platinum blonde style} — sleek platinum; total color change when that is what is requested.



{an elegant updo with loose strands} — elegant updo with loose strands framing the face.

What worked: cut, color, and hairstyle respond independently. **Zoom test lesson (Disco effect):** when the subject has iconic hair, the engine changes the color if you don't lock it — "keeping the red color" solves it. **Best use:** specify length + texture + color, and lock what cannot change.

CATEGORY 11

Makeup and characterization

From natural touch-ups to dramatic characterization, applied over the real face.

BASE PROMPT — {variation} = what you change

EN `keep the person, outfit and background, apply {variation}`

PT `mantenha pessoa, roupa e fundo, aplique {variation}`



{soft natural bridal makeup} — soft bridal touch-up; almost imperceptible, as it should be.



{bold festival makeup with glitter} — colorful festival paint around the eyes, face still recognizable.



{dramatic gothic makeup} — dark lipstick and smoky eye; note that the BACKGROUND darkened along with the mood.

What worked: the three levels of intensity applied to the real face. **What to observe:** dramatic makeup drags the atmosphere of the entire photo (the background darkened in gothic) — the engine understands the request as a mood, not just as pigment. **Best use:** if the background cannot change, reinforce "keep the background exactly the same".

CATEGORY 12

Age

Aging or rejuvenating while maintaining recognizable identity — the basis of the "Age 10" effect of the system.

BASE PROMPT — {variation} = what you change

EN `keep the person's identity, outfit and the background, make her look {variation}`

PT `mantenha a identidade, a roupa e o fundo da pessoa, faça-a parecer {variation}`



{like a 10-year-old child} — child version, clearly the same person.



{like a 60-year-old woman} — moderate aging: gray streaks and natural wrinkles.



{like an 85-year-old elderly woman} — advanced age; note that the HAIRCUT also changed to match.

What worked: the progression of age preserves the features that make the person recognizable. **Operational rule:** go WITHOUT the photographic preservation of the face — it undoes aging by overlaying the original face. The engine also adapts hair and posture to the requested age; if something cannot change (the cut, the color), lock it in the prompt.

CATEGORY 13

Era / decade

Time travel: photographic aesthetic + costume from a decade. Note: the photographic look adheres more easily than the costume.

BASE PROMPT — {variation} = what you change

EN `restyle the photo as {variation}, with period-accurate clothing, hair and photographic look, keep her identity and pose`

PT `reestilize a foto como {variation}, com roupa, cabelo e linguagem fotográfica fiéis à época, mantendo identidade e pose`



{a 1920s speakeasy portrait with sepia tones} — worked completely: sepia, period studio, 1920s blouse and hairstyle.



{a 1950s Kodachrome photograph} — ONLY the color treatment came; modern t-shirt and jeans remained.



{a 1970s disco-era photo} — again partial: grain and warm tones, but modern costume intact.

Worked vs. didn't work on the same base prompt: the 1920s transformed everything; 1950s and 1970s only changed the "film". Why? "Period-accurate clothing" generic loses to the clothing visible in the photo — while "1920s speakeasy" carries a very strong costume in the engine's imagination. **Best use:** describe the PIECES of the decade explicitly (like the Disco effect does: "sequined outfit, gold jewelry, feathered hair") instead of relying on the name of the decade.

CATEGORY 14

Weather and time of day

Rain, snow, sun — weather and time define the atmosphere. Here combined with transport to an outdoor setting.

BASE PROMPT — {variation} = what you change

EN `keep the person, pose and outfit, place her outdoors on a city street in {variation}, match the lighting on her to the scene`

PT `mantenha pessoa, pose e roupa, coloque-a ao ar livre numa rua de cidade em {variation}, casando a iluminação dela com a cena`



{heavy rain at night with wet reflections} — rainy night with wet reflections and street lights.



{a snowy winter afternoon} — accumulated snow and falling flakes, diffuse cold light.



{a bright sunny summer morning} — clear summer morning, harsh shadows and blue sky.

What worked: the same base prompt generated three complete atmospheres — the weather changes light, ground, sky, and reflections together. **Note:** her outfit did not change with the weather (no one got a coat in the snow) because we asked "keep the outfit"; if you want thermal consistency, release or describe the jacket. **Best use:** weather + time of day together ("rainy night", "snowy afternoon") give the richest result.

CATEGORY 15

Camera and Photography

Simulate camera decisions: depth of field, film, exposure. Subtle effects have less adherence — be explicit.

BASE PROMPT — {variation} = what you change

EN `keep the person, outfit and scene, render the photo as {variation}`

PT `mantenha pessoa, roupa e cena, renderize a foto como {variation}`



{very shallow depth of field, creamy bokeh} — melted background in bokeh, sharp person.



{grainy black-and-white 35mm film} — B&W with film grain; well-distributed gray tones.



{long-exposure with slight motion blur} — the effect came out TOO SUBTLE; "slight" made the engine shy.

What worked: bokeh and B&W film are strong and reliable. **What was weak:** the motion blur requested as "slight" barely appeared — shy modifiers generate shy results. **Best use:** For camera effects, exaggerate the adjective ("strong", "heavy", "dramatic") and cut later; it's easier to dose a strong effect than to amplify a weak one.

CATEGORY 16

Palette / color grading

Cinematic color treatment without changing the content — the professional "filter" via prompt.

BASE PROMPT — {variation} = what you change

EN `keep the person, outfit and scene, change the color grading to {variation}`

PT `keep person, outfit and scene, change the color treatment to {variation}`



{warm amber cinematic tones} — warm amber bath, late afternoon vibe.



{a cool teal-and-orange blockbuster look} — the classic teal/orange cinema contrast.



{muted soft pastel tones} — soft desaturated colors, clean editorial vibe.

What worked: three distinct gradings on the same scene, content intact. It is the most "safe" category of the manual — changes the vibe a lot with almost zero risk. **Best use:** name the grading like a colorist ("teal and orange", "warm amber", "pastel", "film noir") and combine with the lighting category when you want a complete look.

CATEGORY 17

Stylized proportions

Exaggerate proportions (big-headed, chibi) — works when accompanied by a STYLE; fails in abstract requests.

BASE PROMPT — {variation} = what you change

EN `transform the person into {variation}, keep her recognizable, same outfit and background`

PT `transform the person into {variation}, keeping her recognizable, same outfit and background`



{a caricature with a huge oversized head} — classic big-headed caricature, outfit and background maintained.



{a cute chibi figure} — 3D chibi doll with huge eyes; 100% proportion applied.



{an elongated fashion-illustration figure} — DID NOT work: the image returned practically the same as the original.

It worked vs. it didn't work: caricature and chibi are CONCEPTS that the engine knows — they come with style, proportion, and finish embedded. On the other hand, "elongated fashion illustration figure" is an abstract request for geometry, without a strong visual concept — and it was ignored. **Best use:** anchor the proportion in a named concept (caricature, chibi, bobblehead) instead of describing the distortion geometrically. Shoot without photographic preservation of the face.

CATEGORY 18

Multiple people and layout

Add people with FIXED position in the frame: LEFT/RIGHT in uppercase for position, clear characteristic of each figure.

BASE PROMPT — {variation} = what you change

EN `keep the woman exactly as she is, add {variation}, both looking at the camera`

PT `mantenha a mulher exatamente como está, adicione {variation}, ambos olhando para a câmera`



BREAK: {a man... on the RIGHT side, slightly behind her} — the man entered the right position but inherited HER facial features and the result was unconvincing. For a real couple, photograph both people together.



{an elderly woman... on the LEFT side} — woman on the left; position and characteristic respected.



{her identical twin... wearing a white t-shirt} — identical twin on the right, differentiated by the white t-shirt.

The LEFT/RIGHT positions were obeyed in all three cases — but look at the faces closely: this category does NOT match with "maintain identity". When adding new people, the engine tends to CLONE the reference person — the man from the first photo came out with HER facial features, and the "twin" from the third came out naturally similar. **Practical rule:** for dual or couple effects, capture the photo NOW with both real people — asking the engine to invent the second person does not deliver a unique face, it copies from the reference. If it's just a stand-in, turn off keep identity and give it a very distinctive trait.

CATEGORY 19

Scene removal and cleaning

Remove objects, furniture, or details: "keep everything the same, remove <target>". The inverse of the element category.

BASE PROMPT — {variation} = what you change

EN `keep everything in the photo the same, {variation}`

PT `mantenha tudo na foto igual, {variation}`



{remove the potted plant} — the plant disappeared and the wall was rebuilt in its place.



{remove all plants and furniture} — completely clean hallway; the engine reconstructed the floor and background.



{remove her necklace} — surgical removal of a small detail, without touching anything else.

What worked: from the large object to the thin necklace, the removals were clean — the engine "imagines" what was behind the removed object. **Best use:** name the target precisely ("the potted plant", "her necklace"); for general cleaning, describe the final state ("leaving a clean empty hallway"). It is the ideal tool for removing distractions from the background in event photos.

CATEGORY 20

Point of view and rotation

Rotate the person or move the camera: profile, back, top view — the engine reconstructs what was not in the photo.

BASE PROMPT — {variation} = what you change

EN `keep the person, outfit and location, {variation}`

PT `mantenha pessoa, roupa e local, {variation}`



BREAK: {rotate the view to show her left profile} — rotated the angle too much: the skin came out flawed and the face looked artificial. Reconstructing a profile from a frontal photo requires too much invention.



{show her from behind, head turned back} — view from behind with a look over the shoulder.



{from a high angle, camera looking down} — high camera; effect present but moderate.

What turned out well: the view from behind works well — the engine convincingly invents the side that was never seen. **What BROKE:** the left profile forced the angle too much and the face came out artificial, with skin flaws — reconstructing a profile from a frontal photo is pure estimation. **What turned out moderate:** the high angle came out timid, like any request for subtle camera work. **IMPORTANT NOTE:** everything the original camera did not capture is INVENTED — the engine can generate parts (ears, nape, back, arms) that do not resemble those of the real person. **Best use:** slight rotations for creative photos; avoid when the fidelity of the face is the main product.

CATEGORY 21

Materials and textures

Transform the person into an object/sculpture: clay, plastic, marble. Rotate without photographic preservation of the face.

BASE PROMPT — {variation} = what you change

EN `transform the person into {variation}, same pose and framing`

PT `transform the person into {variation}, mesma pose e enquadramento`



{a clay figurine with visible fingerprints} — clay figurine with fingerprints and sculpted texture.



{a shiny plastic collectible toy} — shiny plastic doll, even with articulated joints.



{a white marble statue} — monochromatic marble statue, clothing and hair sculpted.

What worked: the material transforms skin, clothing, and hair into a whole, keeping the person recognizable in form. Material details in the prompt ("visible fingerprints", "glossy surface") appear literally. **Best use:** is based on Clay Art type effects; combine with a neutral background for a collectible showcase look.

CATEGORY 22

Text in the image — works WITH LIMITATIONS

WARNING: text generated within the image is the most fragile category. Short and large words work; long phrases and small letters BREAK. Compare the three results.

BASE PROMPT — {variation} = what you change

EN `keep the person, pose and background, {variation}`

PT `mantenha pessoa, pose e fundo, {variation}`



WORKS: {add the short word "PHOTO" in large letters} — short word, large letters: came out legible and correct.



WORKS: {a small neon sign reading "FUN"} — 3 letters in neon in the background: perfect.



BREAK: {the long slogan... in small letters} — came out "photo bo experience un the whole world": corrupted words and spelling errors.

The rule is clear: up to ~1 short word in large letters ("PHOTO", "FUN") the engine gets it right; long phrases in small letters come out with spelling errors and invented words — ALWAYS. **It's not a matter of trying again:** it's a structural limitation. **Best use:** generate the image with the TEXT AREA (a strip, an empty sign) and compose the real text on top, outside the effect, in the final art. For client logos, always use external composition.

COPY AND PASTE INTO AN AI ASSISTANT

Attachment — Prompt guide: ask an AI for help creating your effect

Copy the block below, paste it into an AI assistant (ChatGPT, Gemini, Claude, etc.), fill in the fields between brackets, and send. It will return the ready prompt for your effect.

COPYABLE BLOCK

```
You are an expert in writing prompts for an AI photo effect engine that edits a real person's photo based on text instructions. Help me create the prompt for a new effect.

ENGINE RULES (follow all when writing the final prompt):

1. The final prompt must be in ENGLISH, in natural sentences and lowercase (no CAPS). Keep it short — one to three sentences will do; long prompts do not improve, and excess may be silently ignored.
2. Always use the pattern "keep X, change Y": declare what REMAINS (face, hair, pose, clothing, background, light) and what CHANGES.
3. There can be more than one change, but few: 2 to 3 CHANGES are safe; up to 5-6 if the theme ties them all together (e.g., "winter in the mountains": coat + snow + night + scarf + snowman). Beyond that, extras are silently ignored. Never include: contradictory instructions, two competing lights, multiple edits in the same area (face), or global style changes at the end of a realistic set — style stands alone.
4. Be concrete: color + type + material + style + position. No "improve the photo."
5. Do not re-describe what the photo already shows; only describe the desired change.
6. Anchor requests in named visual concepts ("caricature", "chibi", "golden hour", "teal-and-orange look") instead of abstract geometry descriptions.
7. Use strong modifiers ("strong", "heavy", "dramatic") — timid requests ("slight") generate almost invisible effects.
8. Text within the image: at most ONE short word in large letters. Long phrases come out corrupted — do not ask for them.
9. Avoid accessories that cover the face (masks, large sunglasses) when the identity of the face needs to be preserved.
10. Avoid forcing a wide smile or showing teeth — if the original photo has a closed mouth, the engine invents the teeth (and they won't be the person's).
11. When adding people to the scene, give each one a fixed position ("standing on the RIGHT side of the frame") and a distinctive trait.
12. If the background is going to change, include "match the lighting on the person to the new scene" so the person doesn't look cut out.
13. Themed/period clothing: describe the PIECES explicitly (e.g., "sequined outfit, gold jewelry, feathered hair") — just the name of the decade/theme is not enough.

WHAT I WANT:

- Theme/idea of the effect: [describe your idea]
- What should REMAIN: [e.g., face, pose, background]
- What should CHANGE: [e.g., clothing, scenery, light]
- Photorealistic or artistic (which style?): [respond]
- Audience (man / woman / child / all): [respond]

DELIVERED:

1. The final prompt in English, ready to paste into the system.
2. The translation in Portuguese, for me to check.
3. Up to 2 alternative variations of the same idea.
4. Clear warnings if any request violates the rules (and the safe alternative).
```

Tip: if the effect is for man, woman AND child, ask the assistant for a version of the prompt for each audience — themes with marked gender costumes (bride, knight, Dracula) perform much better with a version for each type of person.