

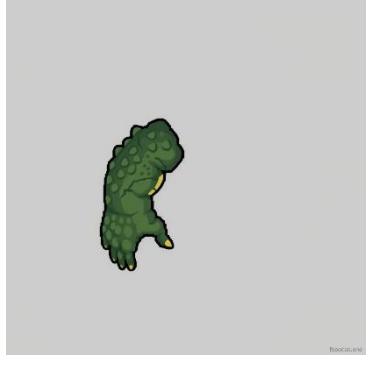
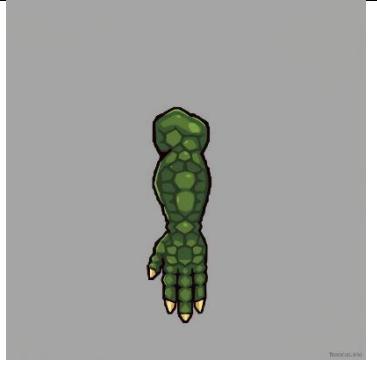
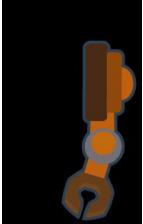
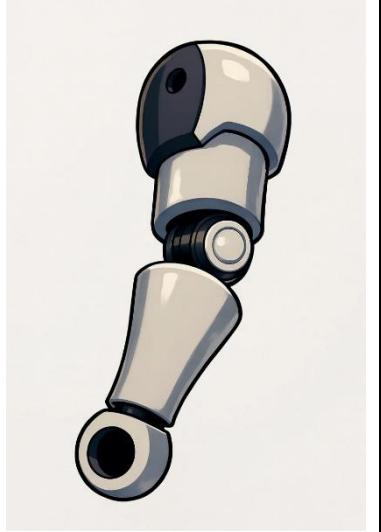
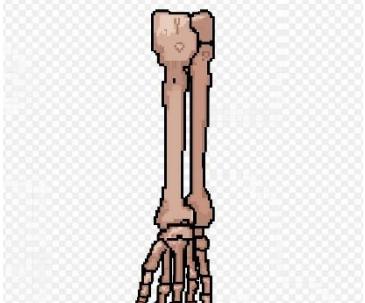
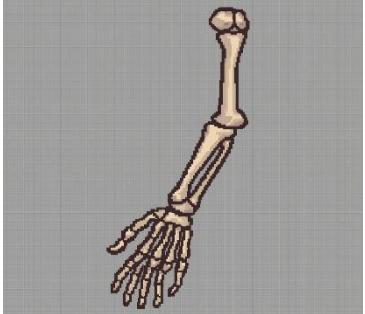
https://fooocus.one/fr/playground				
Prompt	Parameters	Image d'entrée		Résultat
2D top-down view video game sprite component, Gorilla arm, detached limb/body part only, NOT full character, vertical straight orientation hand at bottom, shoulder joint at top, flat perspective, rounded geometric shapes with dark outlines, coherent color palette matching the character type, simple shading with 2-3 tones per color, transparent background, isolated mechanical/organic piece	image size 1.1-1024*1024 steps:4	None	None	
2D top-down view video game sprite component, crocodile arm, detached limb part only, NOT full character, vertical straight orientation hand at bottom, shoulder joint at top, flat perspective, rounded geometric shapes with dark outlines, coherent color palette matching the character type, simple shading with 2-3 tones per color, transparent background, isolated organic piece	image size 1.1-1024*1024 steps:4			
	image size 1.1-1024*1024 steps:6			

	image size 1.1- 1024*1024 steps:8			
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https://grok.com/				
Prompt	Parameters	Image d'entrée	Résultat	
Transform the arm from the first image into the Hollow Knight art style shown in the second image , keeping the original pose but adopting the game's distinctive visual style.				 

Commentaire :

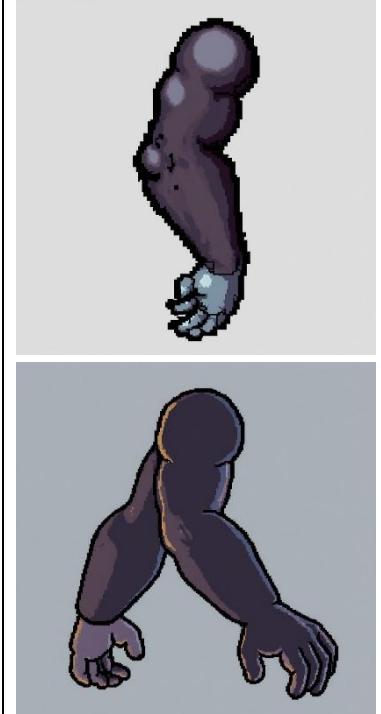
<https://www.canva.com/>

Prompt	Parameters	Image d'entrée	Résultat
2D top-down aerial view video game sprite component, skeleton arm, detached limb/body part only, NOT full character, vertical straight orientation hand at bottom, shoulder joint at top, flat perspective, rounded geometric shapes with dark outlines, coherent color palette matching the character type, simple shading with 2-3 tones per color, transparent background, isolated mechanical/organic piece	size 1:1		   

Commentaire :

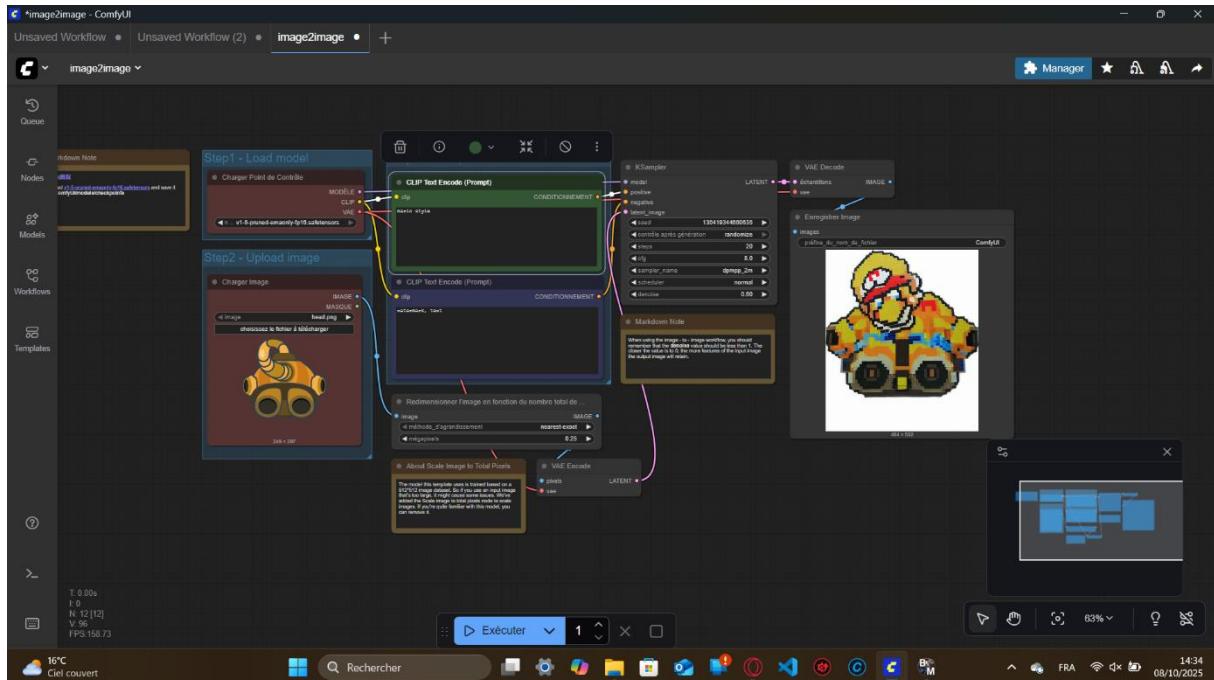
<https://stablediffusionweb.com>

Prompt	Parameters	Image d'entrée	Résultat
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<p>2D top-down aerial view video game sprite component, skeleton arm, detached limb/body part only, NOT full character, vertical straight orientation hand at bottom, shoulder joint at top, flat perspective, rounded geometric shapes with dark outlines, coherent color palette matching the character type, simple shading with 2-3 tones per color, transparent background, isolated mechanical/organic piece</p>	<p>modele standard style concept art pour jeu video nombre d'image 2 echelle de guidage 7</p>		
<p>2D top-down view video game sprite component, Gorilla arm, detached limb/body part only, NOT full character, vertical straight orientation hand at bottom, shoulder joint at top, flat perspective, rounded geometric shapes with dark outlines, coherent color palette matching the character type, simple shading with 2-3 tones per color, transparent background, isolated mechanical/organic piece</p>	<p>modele standard style auto nombre d'image 2 echelle de guidage 7 Prompt négatif:(photorealistic, low quality, distorted shape, extra parts, different pose, different angle, dark horror style, sci-fi realism, missing details, 3D render, modern lighting)</p>		

Commentaire :

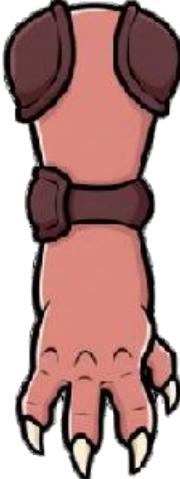
Test avec ComfyUI



https://redpandaai.com/				
Prompt	Parameters	Image d'entrée	Résultat	
head of a cartoon demon facing the ground, simple cartoon style, minimalist design, very thick black outlines, cel-shaded, flat colors, cute chibi proportions, large round head, small facial features, hair with clean shapes, no background, transparent background, vector art style, clean lines, no shadows, game asset, character portrait, centered composition. detached isolated head				

<p>head of a cartoon knight helmet viewed from above (top-down view), simple cartoon style, minimalist design, very thick black outlines, cel-shaded, cute chibi proportions, large round head, no background, transparent background, vector art style, clean lines, no shadows, game asset, character portrait, centered composition. detached isolated head.</p>				
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Commentaire

https://gemini.google.com				
Prompt	Parameters	Image d'entrée	Résultat	
2D top-down view video game sprite component, robot arm, detached limb/body part only, NOT full character, vertical straight orientation hand at bottom, shoulder joint at top, flat perspective, rounded geometric shapes with dark outlines, coherent color palette matching the character type, simple shading with 2-3 tones per color, transparent background, isolated organic piece for this demon				
Fais en sorte que ce casque de chevalier soit vu du dessus				

2D top-down view video game sprite component, knight arm, detached limb/body part only, NOT full character, vertical straight orientation hand at bottom, shoulder joint at top, flat perspective, rounded geometric shapes with dark outlines, coherent color palette matching the character type, simple shading with 2-3 tones per color, transparent background, isolated piece for this knight



Commentaire :

