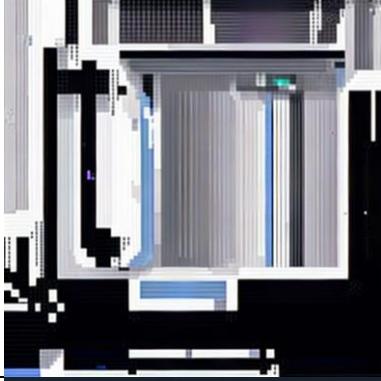


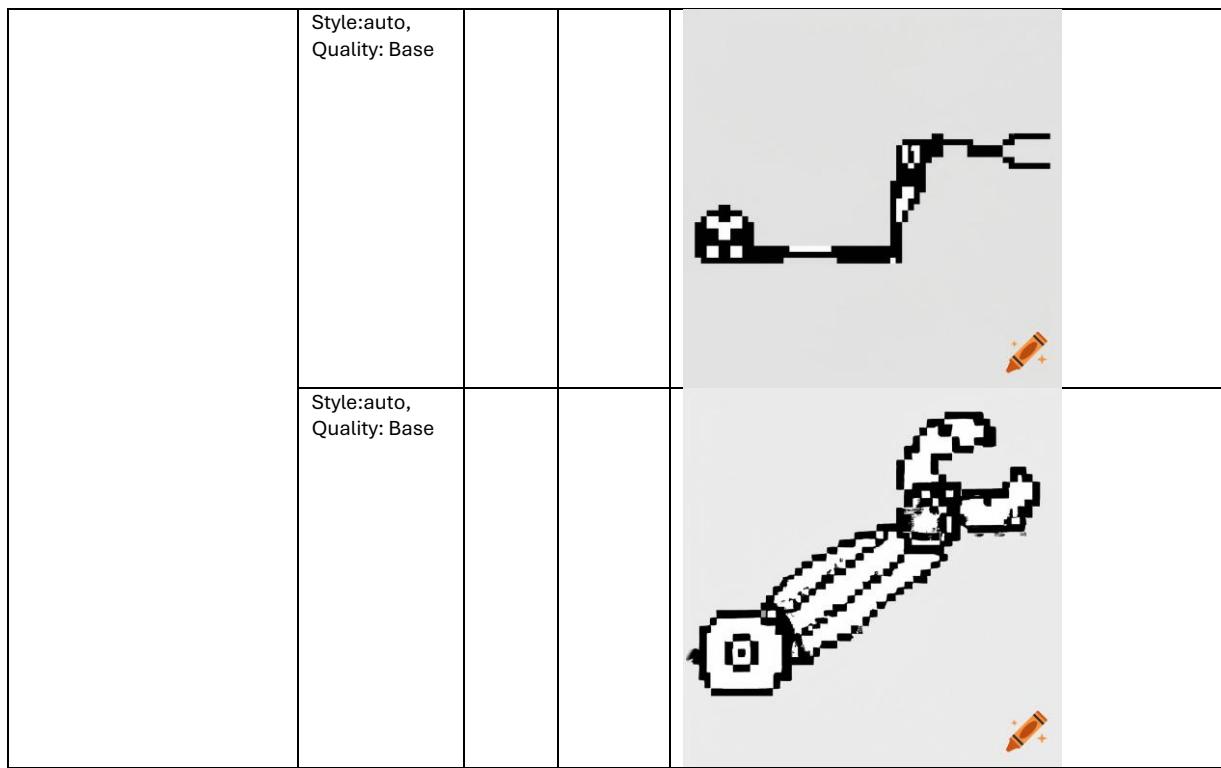
Automatisation de la génération d'illustrations IA pour jeux vidéo

https://redpandaai.com				
Prompt	Parameters	Image d'entrée		Résultat
"A black and white pixel art sprite in the style of Undertale. The image shows a vertical mechanical arm with a claw at the bottom. The arm is made of simple rectangular segments connected by a circular joint. The claw at the end is open, shaped like a robotic pincer, drawn symmetrically. The design should be minimalistic, retro, and clearly pixelated, matching the Undertale sprite aesthetic, with a black background. (Prompt créé par Chatgpt)	Size: 1:1	None	None	
Undertale-style black and white pixel art. A simple robotic arm with a circular joint and an open claw at the end, minimal and retro, on a black background.	Size: 1:1			
Celeste-style pixel art. A colorful robotic arm with rectangular segments, a circular joint, and an open claw at the end. Clean, vibrant pixels with soft shading, retro yet detailed, on a dark background.	Size: 1:1			
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 mechanical/organic piece	Size: 1:1			

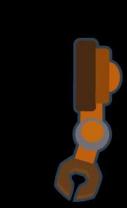
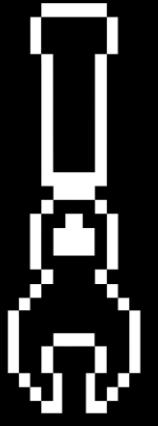
<p>2D top-down aerial view video game sprite component, skeleton arm, detached limb/body part only, NOT full character, vertical straight orientation hand at bottom, shoulder joint at top, flat perspective, rounded geometric shapes with dark outlines, coherent color palette matching the character type,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

Commentaire :

https://www.craiyon.com/fr				
Prompt	Parameters	Image d'entrée		Résultat
Undertale-style black and white pixel art. A simple robotic arm with a circular joint and an open claw at the end, minimal and retro, on a black background.	Style:auto, Quality: Pro	None	None	
Undertale-style black and white pixel art. A simple robotic arm with a circular joint and an open claw at the end, minimal and retro, without background.	Style:auto, Quality: Pro			

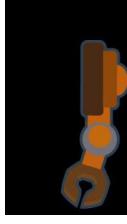
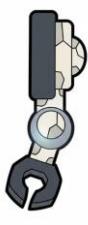


Commentaire :

https://chatgpt.com				
Prompt	Parameters	Image d'entrée		Résultat
Undertale-style black and white pixel art. A simple robotic arm with a circular joint and an open claw at the end, minimal and retro, without background.		None	None	
peut tu me faire le bras de la première image dans le style de undertale que je t'ai envoyé sur l'image de gauche				

Commentaire :

<https://app.runwayml.com>

Prompt	Paramètres	Image d'entrée	Résultat
create an image of <subject_1> half bent, taking more of the style of <subject_2> and adding a texture inspired by the game			
Transform the arm from the first image into the Hollow Knight art style , keeping the original pose but adopting the game's distinctive visual style.			
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.			
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://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 mechanical/organic piece		None	None	
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 (Gemini)				

Commentaire :

https://chat.qwen.ai				
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 mechanical/organic piece		None	None	

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				
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Commentaire :

https://stablediffusionweb.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 mechanical/organic piece		None	None	

Commentaire :

https://leonardo.ai				
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		None	None	
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Commentaire :
