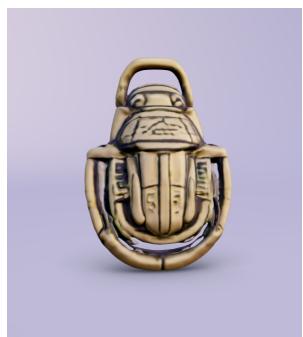


Initial prompts & outputs pickups



PROMPT ITERATION 1

A necklace with a skull pendant in Indiana Jones cartoon style



PROMPT ITERATION 1

An Indiana Jones cartoon styled scarab coin



PROBLEM

Shapes not uniform, no defining style, objects don't look like pickups

Final prompts & outputs

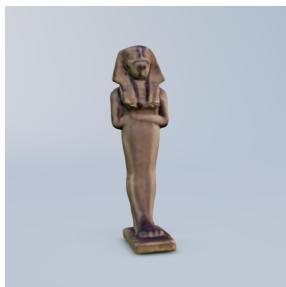


PROMPT FINAL ITERATION

An Egyptian temple scarab coin, dark blue and gold colours, flat, coin shape



Initial prompts & outputs pharaoh statue



PROMPT ITERATION 1
An Egyptian styled pharaoh statue



PROBLEM
Shapes not uniform, different positions, no defining style, extra terrain connected to the statue



PROMPT ITERATION 2
An Egyptian styled pharaoh statue standing up straight



Final prompt & output



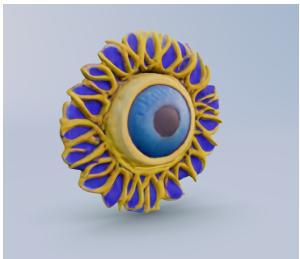
PROBLEM

Still no defining style and statue is still connected to terrain



PROMPT FINAL ITERATION
An Egyptian temple pharaoh statue, dark blue and gold colours, standing up straight, Egyptian engravings

Initial prompts & outputs environment detail



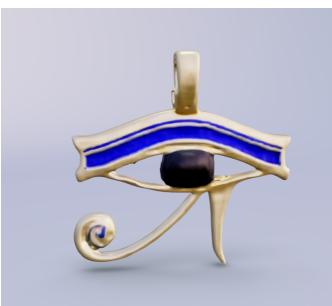
PROMPT ITERATION 1

An eye of Hortus in dark blue and gold colours



PROBLEM

Literal creation of an eye, all different styles, no uniform shape



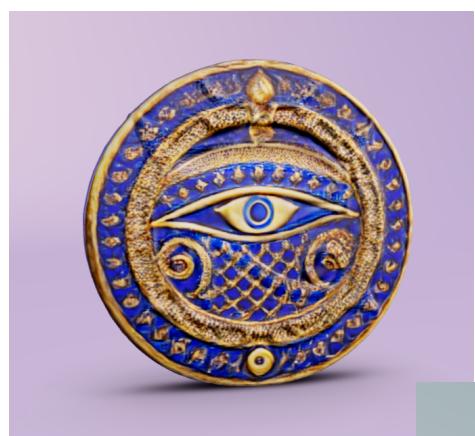
PROMPT ITERATION 2

An eye of Hortus pendant, dark blue and gold colours, emblem

Final prompt & outputs

PROBLEM

Still no uniform shape



PROMPT FINAL ITERATION

An eye of Hortus pendant, dark blue and gold colours, emblem, coin shape, Egyptian patterns



Approach and evolution

At the start I simply wrote the name of the object with “Indiana Jones style” as style definer in the prompt. This did not deliver the results I was hoping for. Each object’s colours and patterns were different from one another, and even for the same object I got varying results when it came to shapes and sizes. To resolve this I gradually worked my way towards more coherent prompts by using a clearer style definer: “Egyptian temple”, specifying colours: “dark blue and gold colours”, as well as defining the shape and topology: “flat”; “engravings”; “coin shape”; ...

Over the course of generating all the assets, I noticed some reoccurring problems like colours, style, as well as shapes usually not being uniform during generation. To resolve this, I used a ‘template’ prompt I could use for any object that I wanted to generate: “An Egyptian (temple) <object>, dark blue and gold colours, Egyptian <patterns/engravings>, <shape: flat, coin shape, etc.>

Using this template prompt, while adding other small modifiers if necessary, allowed me to create a uniform style across all my generated models and textures.