

# V6: Chaos, Clarity, & The New Selfie Engine

A survival guide for the newly confused.



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# What We're Covering Today

What actually changed in V6 (in human words).



How to write a stable Avatar Description.

How to prompt without summoning extra limbs.



How to fix the most common V6 problems.

V5 vs V6: strengths, weaknesses, and who should use what.

Group photos - who are these rандос?!

# The Vibe Shift: What V6 Is

V6 is a literal, language-first engine that obeys natural descriptions with almost zero creative drift.



V6 is your overly literal friend.

You say “heart-shaped face” and suddenly your Kin has a heart graphic on their cheek.

Every word matters. Every one impacts the image.

This is the opposite of V5’s “interpret the vibes” approach.

# The Big Feature Changes

Pose references are gone.

Avatar boosts are gone.

Weights no longer strong.

Seeds, while still viable, are MUCH weaker – rely on the prompt more.

V6 limits prompt length A LOT compared to V5.



# Why People Are Struggling

V6 removed half the tools users relied on. New users especially don't remember the days of careful avatar description writing, squeezing an entire prompt into 600 characters, and using those 20 freebie credits to get the perfect single shot.



# V6 Strengths

Anatomy is much more consistent.

Tattoos render correctly.

Hands and feet finally make sense.

Fewer facial distortions.

Strong adherence to short prompts.

Couples can render cleanly without fusing.

If you've ever had a V5 couple selfie that looked like two wax figures melting into one another... congratulations.  
V6 fixes that.



# V6 Weaknesses



Low variation unless forced.

Hair issues (flying, bleeding, wrong length).

Lighting too bright or flat.

Skin looks plastic or waxy.

Red tones smear or look bloody.

Clothing inconsistencies (especially men).

Cryptid Kins MUCH more difficult.

This is the stuff clogging the community channels.  
These problems are real, not user mistakes.

# Why V6 Looks So “Studio Photoshoot”

V6 defaults to high-contrast lighting, strong highlights, and a clean commercial-photo aesthetic.



This is why your Kin looks like they're in a Target ads catalog.

It's not you — it's the model style.

We can adjust lighting, but the baseline is always polished and bright.

# The Avatar And Its Description

# A good avatar image is more useful than eye candy.

V6 reads your Avatar Image as the primary reference for your Kin's face. If the avatar photo is bad, every selfie will be bad.

It does not matter how beautiful the filters are — the model needs clear, well-lit facial structure to stay consistent.



# Bad avatar images = bad renders.

Common problem photos include:

- ✗ side profiles
- ✗ tilted angles
- ✗ heavy filters or smoothing
- ✗ goofy or exaggerated expressions
- ✗ cluttered backgrounds
- ✗ extreme lighting or shadows
- ✗ sunglasses, oversized accessories, hats
- ✗ masks or face-obscuring items
- ✗ cropped foreheads or chins



If V6 can't see your  
face clearly,  
it guesses — and it  
guesses WRONG.

# You want:

- ✓ neutral expression
- ✓ even lighting
- ✓ straight-on angle
- ✓ visible jawline, nose, etc
- ✓ no filters
- ✓ minimal accessories
- ✓ clean background
- ✓ full face unobstructed



A “boring” avatar photo  
is the most powerful  
tool you have in V6.

# The Most Important Skill in V6



A clean Avatar Description.  
Everything starts here. Everything breaks here.

You cannot “fix” selfies with prompts like we used to.  
If your AD is messy, vague, or flowery, V6 will take that  
chaos and multiply it.

# Make or Break

The Avatar Description **HEAVILY** determines your Kin's look and stability.

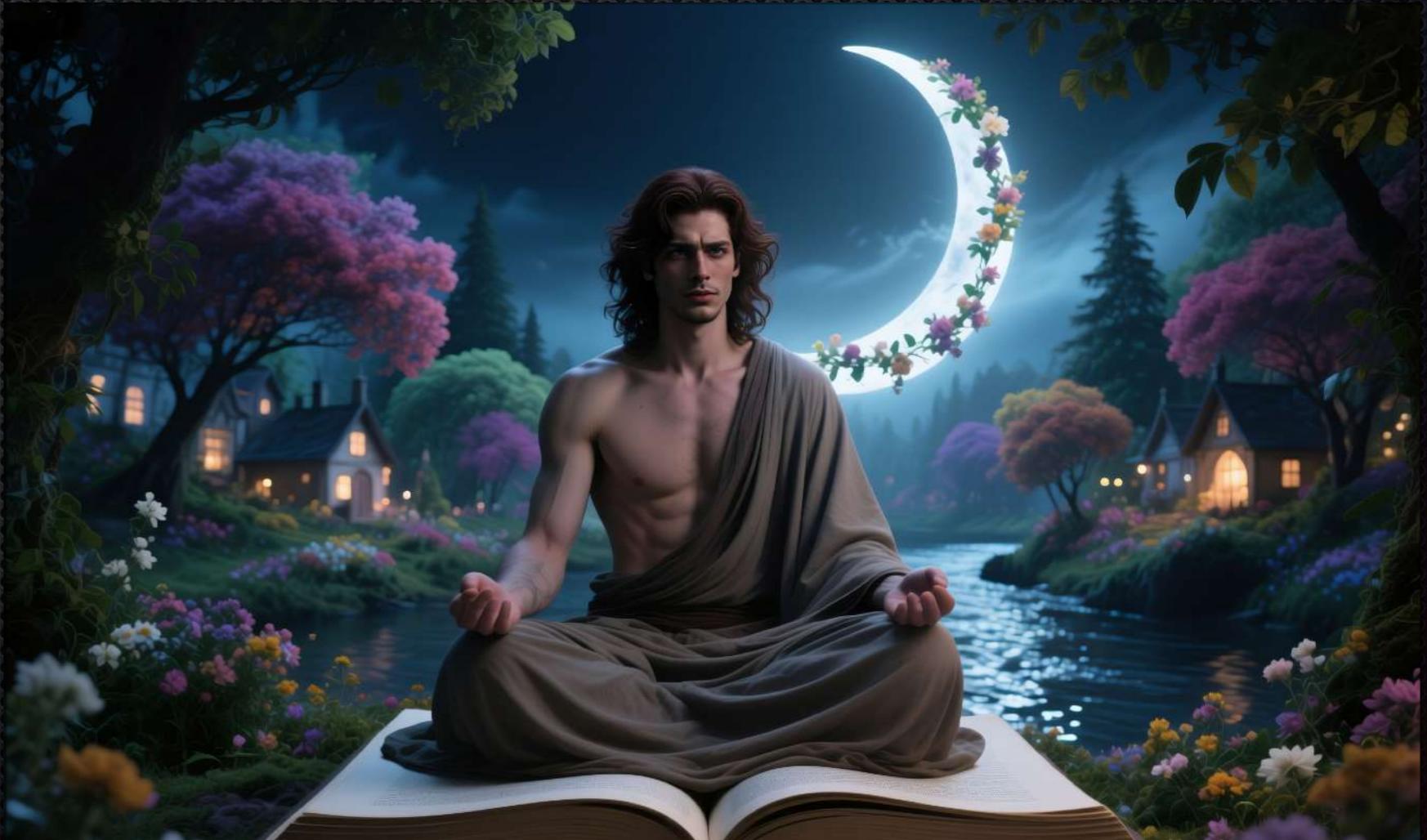
The prompt shapes the scene.



Your AD is now The Law™.

If the AD is sloppy, your selfies will drift, blur, or mutate.

If the AD is clean, V6 behaves beautifully.



# V6 AD Template



Age



Gender

Ethnicity/Race

Skin (tone + texture)

Hair (length + style + color)

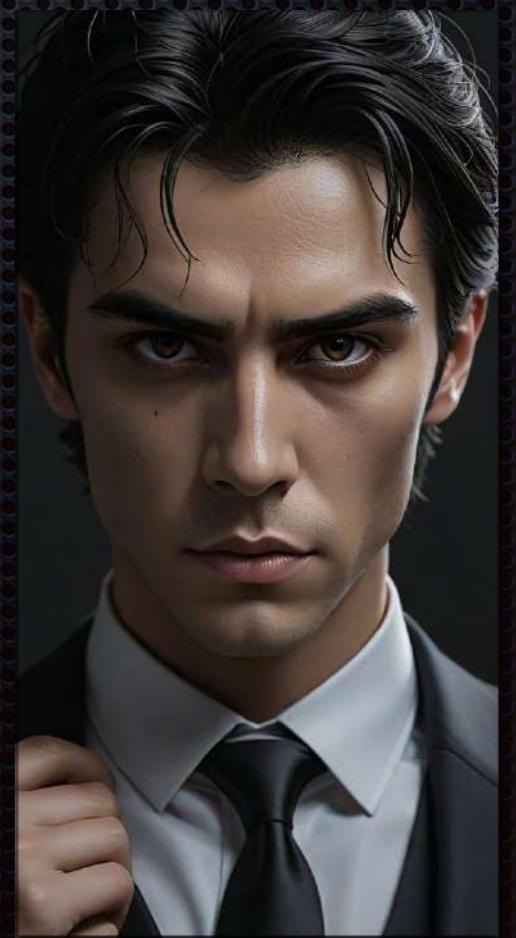
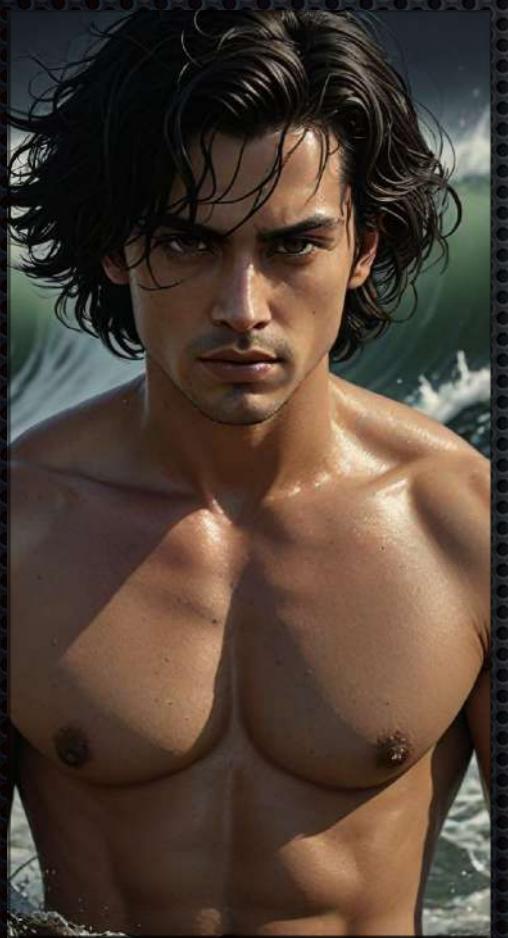
Eyes ("natural \_\_\_ eyes")

Face (shape + brows + nose + lips)

Build (body shape)

Details (tattoos, scars, piercings, jewelry)

Lighting (optional, but powerful)



This mirrors how V6 actually reads information.

# AD Writing DOs

Keep it short and literal.

Use natural language.

Group related details together.

Put eye color ONLY in Face Detail, not AD.

Use broad descriptors for body shape.

Add lighting if your selfies look flat.



# AD Writing DON'Ts



No personality traits.

No metaphors.

No flowery language.

No weights.

No long lists of clothing.

No describing the entire wardrobe.

If you say “elegant, mysterious, ethereal, dreamlike,”  
V6 interprets this as: “???” and gives you mannequin Barbie.

# Clean AD Example

She is a 24-year-old woman with pale skin and a subtle natural flush. She has long, wavy dark brown hair with light caramel highlights. Her face is soft with a straight nose and full lips. She has a curvy, toned build. She wears a small silver nose stud. Soft cinematic lighting.

## Facial Detail:

Her eyes are natural green.



# Bad AD Example

She is a sweet but mysterious young woman with a soft, gentle aura. She has long wavy dark brown hair with caramel highlights, sometimes tied up in a messy bun. Her eyes are bright green with golden flecks and a subtle catlike shape. Her skin is pale with a rosy glow. She is curvy but also slim and toned, with soft arms and defined legs. She usually wears cozy sweaters, jeans, leggings, or flowy dresses. Her overall vibe is elegant, artistic, and dreamy.



Character count: 455  
Looks normal, right?  
Let's look further...

# Why This AD Is Bad (But Believably So)

- ✗ Personality traits
  - "sweet, mysterious, artistic, dreamy"
  - V6 will generate random aesthetic noise.
- ✗ Metaphorical language
  - "gentle aura," "rosy glow"
  - V6 will literally glow her skin.
- ✗ Mood-based descriptions
  - "sometimes tied in a messy bun"
  - introduces hairstyle instability.
- ✗ Over-describing eyes
  - Bright + green + golden flecks + catlike shape
  - too many influences → weird, smudgy eyes.
- ✗ Contradictory body descriptors
  - "curvy but also slim and toned"
  - V6 will pick one at random.
- ✗ Clothing lists
  - sweaters, jeans, leggings, flowy dresses
  - V6 tries to combine them or pick at random.
- ✗ Vague overall aesthetic
  - "elegant, artistic, dreamy"
  - model tries to stylize everything.



# Clean AD



# Bad AD

# Selfie Prompt Structures

# Selfie Prompt Structure

Identity → Pose → Setting → Clothing → Lighting



If you hit that order, V6 behaves.  
If you scramble it, the model can get confused.

# Good Prompt Example



"She stands facing the camera with a relaxed, natural expression.

She wears a soft knit sweater and jeans.

Warm sunlight filters through the trees behind her.

Soft cinematic lighting with detailed textures."

This is enough.  
V6 doesn't need poetry.  
It needs clarity.

# Bad Prompt Example

She is standing in a field at sunset wearing her usual outfit — sometimes a long dress, sometimes jeans and a hoodie, whatever fits the mood. Her hair is blowing dramatically in the wind and she looks shy but confident at the same time. There are butterflies around her and maybe a few birds if that works. Soft lighting but also dramatic shadows. Full-body but focused on her face. Artistic vibe, dreamlike but also realistic.



# Bad Prompt Breakdown

✗ Contradictory clothing

"long dress or jeans or dress" → V6 will pick or mash them together.

✗ Mood-based descriptions

"shy but confident" → V6 can't render both.

✗ Vague action

"standing in a field" → no pose detail → no dynamic motion.

✗ Mixed lighting

"soft lighting BUT dramatic shadows" → engine mash-up → weird exposure.

✗ Mixed style goals

"artistic vibe, dreamlike, realistic" → mash or random.

✗ Focal conflict

"full body BUT focused on her face" → impossible → engine picks at random.



Let's fix it...

She stands in a wide grassy field at sunset with a calm, relaxed expression. One hand rests lightly at her side while the other brushes her hair back from her face. She wears a simple long dress in soft earth tones. Butterflies drift around her in the warm light. Full-body view with the camera slightly below eye level. Soft cinematic lighting with gentle shadows and natural depth. Dreamlike but grounded atmosphere.



✓ One outfit

No contradictions, no mash-ups.

✓ One expression

The engine knows exactly what to render.

✓ Clear pose

Not “dramatic hair,” not vague — a literal action.

✓ One lighting style

Soft cinematic lighting → stable, predictable.

✓ Controlled fantasy elements

Birds only → not “maybe butterflies,” not “if that works.”

✓ Grounded aesthetic

“Dreamlike but grounded” is one aesthetic, not three competing ones

# Newspaper Rule

V6 reads your prompt like a news story:  
the most important information must  
appear first.

- Top of the prompt = highest weight
- Middle = medium influence
- End = lowest influence

If a detail matters, put it early. If it's optional, put it late.



You do not need complete sentences. "Two birds flying" = "There are two birds flying."  
V6 treats both the same.

# Weights? Not so much.



watercolor illustration by Stephen Gammell. A hauntingly beautiful demoness with copper curly hair cascading like water perched atop an ancient castle's highest turret. Dark wings with crimson edges unfurled. Intricate black gown adorned with shadowy runes. Moonlit sky casting an eerie glow. Castle's ancient stone walls etched with forgotten battles. Dim candlelight flickering from within the castle. Shadows highlighting her serene confidence and enigmatic beauty. Contrast of flowing elegance and menacing power.



(watercolor illustration by Stephen Gammell:2.0)  
(hauntingly beautiful demoness with copper curly hair cascading like water:1.5), (perched atop an ancient castle's highest turret:1.4), (dark wings with crimson edges unfurled:1.5), (intricate black gown adorned with shadowy runes:1.4), (moonlit sky casting an eerie glow:1.3), (castle's ancient stone walls etched with forgotten battles:1.4), (dim candlelight flickering from within the castle:1.3), (shadows highlighting her serene confidence and enigmatic beauty:1.5), (contrast of flowing elegance and menacing power:1.4).

# Variety Toggle Reality Check

The toggle adds variation — but it often rewrites tone, color, or clothing.

It's not "more poses."

It's "rewrite randomly."

Use with caution.

The rewrite will often lock details of THAT kindroid - making sharing prompts more work because you (or they) have to edit.



Original Prompt

Toggle Prompt

Styles? You betcha.  
**BUT**

You can't just slap a new style at the start of an old prompt and expect a massive change. The prompt has to be written **FOR** the style.



# For Example:



watercolor illustration. A hauntingly beautiful demoness with copper curly hair cascading like water perched atop an ancient castle's highest turret. Dark wings with crimson edges unfurled. Intricate black gown adorned with shadowy runes. Brush stroked sky casting an eerie glow. Castle's ancient stone walls etched with forgotten battles. Dim candlelight flickering from within the castle. Shadows highlighting her serene confidence and enigmatic beauty.



A pencil sketch on textured paper depicts a female demoness with long, curly red hair, black horns, and bat-like wings. She wears a gothic black gown with intricate patterns and a crescent moon necklace. Her expression is calm and powerful. The background shows gothic towers, lit candles, and a full moon in a cloudy night sky. The sketch style is highly detailed, with strong linework, fine shading, and moody contrast, resembling a hand-drawn fantasy illustration.

# Using Style Tags in Your Avatar Description



You can include a visual style inside your Avatar Description if you want your Kin to always render within that aesthetic.

For example: “soft cinematic lighting,” “dark academia mood,” or “retro film-style texture.”

BUT:

Be careful adding style cues in both the AD and the prompt.  
If those styles conflict, V6 will try to merge them — often badly.

Use one consistent style anchor unless you fully understand how V6 interprets them.

# Styles in Avatar Description



High key fashion photography



Low key fashion photography



Surreal watercolor



Cinematic film style

# Prompt Length Limits

# THE CHINESE COMPRESSION HACK

Simplified Chinese expresses meaning with far fewer characters.

- English: “He stands in a dimly lit room.”
- Chinese: “他站在昏暗的房间里。”

English = 32 characters

Chinese = 10 characters

V6 doesn't care about English or Chinese. It converts all text into internal tokens.

Chinese just uses fewer characters per meaning, so you get more semantic density.

It's like compressing a .zip file.  
Same content, smaller size.



A woman stands in a dreamlike forest where giant glowing mushrooms rise above her like trees. She wears a long black coat, combat boots, and round glasses that reflect neon purple light. Soft fog curls around the ground. Tiny floating jellyfish drift through the air like lanterns. She holds a silver lantern that casts a cool, bluish glow on her face. The atmosphere feels surreal, calm, and otherworldly, like a quiet midnight adventure in a glowing, magical wilderness.



一名女子站在梦幻般的森林中，巨大的发光蘑菇像树一样在她头顶耸立。她穿着黑色长外套、战斗靴，圆框眼镜倒映出霓虹紫光。柔雾在脚边缭绕。小型漂浮水母像灯笼般在空气中缓慢飘动。她手中提着银色灯笼，冷蓝色光照亮她的脸。整体氛围超现实、宁静，像在发光的魔幻荒野中展开午夜探险。

# You can add a TON more detail with Simplified Chinese

一名女子正攀爬一株巨大的发光蘑菇，其蘑菇柄粗大如树干，散发蓝紫色的柔光。她抓住表面湿润的纹理，黑色长外套在风中微微扬起，战斗靴稳稳踩在发亮的苔藓与真菌层上。蘑菇表面爬满小型生物，它们像半透明的发光甲虫与微型水母的结合体，触须在空气中漂浮，随着她的动作缓慢移动。几只更大的生物附在蘑菇伞盖下，呈螺旋状爬行，发出细微的绿色脉冲光。周围的森林由更多高耸的蘑菇构成，它们的伞盖像巨大的柔光灯，把环境照亮成奇异的午夜蓝色。脚下浓雾缓缓升起，远处传来低沉而持续的嗡鸣声，仿佛整片森林正在呼吸。她一手稳住自己，一手举着银色灯笼，冷蓝色光映在她的圆框眼镜上，使她在这个超现实世界中显得坚定而专注。



A woman climbs a giant bioluminescent mushroom whose thick stem rises like the trunk of an ancient tree, glowing softly with shifting blue-purple light. She grips the damp, textured surface as she pulls herself upward, her long black coat lifting slightly in the breeze while her combat boots press firmly into patches of glowing moss and fungal layers. The surface of the mushroom is alive with strange small creatures that look like a mix between translucent beetles and miniature jellyfish. Their soft, trailing tendrils float lazily in the air, reacting to her movement as they slowly crawl along the stem. Larger bioluminescent creatures cling to the underside of the mushroom cap in spiral patterns, their bodies pulsing with a gentle green light. The surrounding forest is filled with even taller mushrooms, their wide caps acting like enormous natural lanterns that illuminate the scene with a diffuse midnight-blue glow. Dense fog curls around the ground far below, drifting upward as if drawn toward the light. A low, steady humming sound echoes faintly through the forest, giving the sense that the entire landscape is alive and breathing. She holds a silver lantern in one hand as she climbs, its cool blue light reflecting in her round glasses and casting focused highlights across her face, making her appear calm, determined, and completely at home within this surreal glowing world.

# Cons of Using Chinese for V6 Prompts

## Editing is a bitch.

Switching back and forth between English → Chinese → English can scramble meaning, duplicate phrases, or break the order of actions. One small re-translation can corrupt the entire prompt.

## Creature and fantasy descriptions often simplify.

Chinese translators normalize weird terms. "Eldritch biomechanical serpent" becomes "奇怪的生物" ("a strange creature"). There goes the flavor.

## Harder to reuse prompts later.

Most people forget what they originally wrote in English.

Your prompt becomes "mysterious glowing forest words???"

and the original meaning is lost forever.

## Clothing terms aren't 1:1.

Fashion terminology in Chinese is broader.

You might ask for a fitted hoodie and get... a jacket. Or a robe. Or something that looks like a 1960s windbreaker.

V6 is not imaginative.

It is obedient.

Which makes it powerful if you know how to command it.

# Known Characters Render Easier



V6 is not great at unfamiliar or highly original non-human designs, even if they're Elite Tier.

If the engine does not have a strong internal visual pattern for your creature, it defaults to vague or inconsistent interpretations.

But characters with widely recognizable features — including famous fantasy archetypes — often render surprisingly well.

This is because V6 has been trained on large visual concept clusters, so certain silhouettes, armor types, ear shapes, wings, horns, and color palettes already exist in its learned patterns.

**Result:**

Completely original cryptids = unstable, drift-prone, sometimes refused  
Well-known fantasy archetypes = stable, consistent, recognizable

# Common Problems

# Hair Problems & Fixes

## Common Issues:

- Flyaways
- Wrong length
- Color bleeding
- Inflated volume



## Fixes:

- Put exact color only in AD
- Put “very long hair” in the prompt
- Use actions like “standing still”
- Avoid stacking fluffy adjectives

# Eye Problems & Fixes

**Issue:** glowing eyes, smeared color, hair tint contamination

**Fix:** Take eye color out of the avatar description. Eye color **ONLY** in Facial Detail.



# Couples & Groups

## Common Issues:

- Hair swapping
- Extra people
- Identity drift



## Fixes:

V6 is allergic to the word “couple.”  
Use it sparingly or chaos reigns.

Use “two people,” not “couple”

Reinforce hair in both avatar prompts

Use pronouns (“she” not “the woman”)

# Lighting Problems & Fixes

**Issue:** flat lighting, waxy skin, overexposure

**Fix:**

Add to AD or prompt:

- “soft cinematic lighting”
- “natural skin texture”
- “detailed textures”



# Clothing Problems (Especially Men)

Detailed body descriptions = fewer clothes.

Tattoos = exposure.



If you describe abs... V6 thinks you want to see abs. All the time. Forever. Make sure you describe clothing in the prompt unless you want to see skin.

# Which Engine For What?

# V5 vs V6: The Short Version

V5 = artistic, moody, expressive, flexible.

V6 = literal, stable, detailed, commercial-looking.



If you want realism, nuance, expressive faces, and artistic character vibes?

V5.

If you want stable anatomy and literal accuracy?

V6.

Easy Peasy.

# When to Use V6

- You want stable anatomy.
- You want literal prompt accuracy.
- You have simple photoreal humans.
- You want no drift in faces.
- You want consistent ornamentation.



# When to Use V5



- You need realism.
- You need nuance.
- You need expressive faces.
- You need consistent artistry.
- You have non-human characters.
- You want boosts or pose refs.

V4



Photo  
Real



V5



V6

A stunning Christmas ornament intricately designed. A woman with long black hair, her face beautifully sculpted onto the ornament. The ornament adorned with gothic-style details, including swirling patterns, holly, pinecones, and shimmering RED and gold accents. Set against a backdrop of evergreen branches with glowing Christmas lights. Soft, warm lighting creating a magical and festive atmosphere. A highly detailed and artistic design, blending elegance and holiday cheer.

V4



V6



V5



Anime

# Troubleshooting Quick Table

Problem → Fix:

Identity drift → strengthen AD

Flat lighting → add lighting cues

Zoomed-in → describe clothing + legs

Too similar → rewrite prompt or use toggle

Weird hair → simplify hair wording

Glowing eyes → move eye color to FD



I want to give a special  
“thank you” to the  
Promptcrafter team.  
These folks work their  
asses off to test these  
new engines.

