

ERROR 404: REALITY NOT FOUND

Complete Prompt Documentation

Maximally PromptStorm 2025

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SECTION 1: CHARACTER & STYLE BIBLE

This foundational document was provided to Gemini Nano Banana before generating any panels to ensure character consistency across all 25 images.

CHARACTER DESIGN - KAI

Name: Kai

Age: 17-18 years old

Style: Modern clean anime aesthetic

CRITICAL IDENTITY MARKERS (NEVER CHANGE):

- Hair: Electric cyan/teal (#00E5FF), medium length, side-swept bangs
- Eyes: Bright amber/gold (#FFBF00)
- Face: Soft anime boy features, gentle jawline
- Build: Slim, average teen height

OUTFIT (Consistent across all panels):

- Black oversized hoodie with neon green circuit pattern on sleeves
- Dark gray/charcoal skinny jeans
- Black and neon green sneakers
- Small silver earring in left ear

VISUAL STYLE RULES

Aesthetic: Y2K Glitchcore

Color Palette:

- Electric Lime: #CCFF00
- Cyber Purple: #9D00FF
- Electric Cyan: #00E5FF (hair)
- Amber: #FFBF00 (eyes)
- Black, White, Chrome silver

Effects:

- Windows 95/XP UI elements with drop shadows
- VHS tracking errors and scan lines
- Pixelation and digital corruption (progressive)
- Chromatic aberration (RGB color split)
- Wireframe 3D overlays

Negatives (to avoid):

- Pink or magenta colors
- Female characters
- Different hair colors or outfit changes
- Realistic photography style
- Extra limbs or anatomical errors
- Watermarks

SECTION 2: ACT 1 - MORNING GLITCHES BEGIN

Panels 1-8

PANEL 1: DAWN IN Y2K BEDROOM

Prompt:

Wide establishing shot of Y2K aesthetic anime bedroom at dawn, 6:00 AM. Character: Anime boy "Kai" (17-18 years old) sleeping in bed - visible features: electric cyan/teal colored messy hair, slim build, wearing black oversized hoodie even while sleeping. Room details: Lava lamp on nightstand (glowing electric lime and purple), CRT computer monitor on desk (powered off), anime and gaming posters on walls, LED strip lights (neon green) along ceiling edge, inflatable chair in corner, scattered manga volumes, game controllers. Window shows early purple-blue dawn light. Color palette: blacks, electric lime accents, cyber purple, electric cyan. Style: Clean modern anime aesthetic (Your Name/Weathering With You style) with Y2K room elements. No glitches yet - everything normal. Composition: 3/4 view of room, character in bed middle-ground. 16:9 aspect ratio. Soft morning lighting. No text in scene.

PANEL 2: WINDOWS STARTUP

Prompt:

Medium shot of anime boy Kai sitting up in bed, yawning and stretching arms above head. Character details: Electric cyan/teal messy bed-head hair with side-swept bangs, bright amber/gold eyes half-open and sleepy, soft anime boy face, wearing black oversized hoodie with small neon green circuit pattern visible on sleeves. Age 17-18, slim build. VISUAL EFFECT: Large semi-transparent Windows XP startup logo appearing in the air in front of him (glowing electric lime green instead of default colors). Soundwaves visualized as neon green concentric circles emanating from the logo (representing Windows startup sound). Background: Same Y2K bedroom from Panel 1, morning light brighter now. Style: Modern clean anime aesthetic with Y2K glitchcore overlay effect. Color palette: Electric cyan (hair), amber (eyes), black (hoodie), neon green (effects), cyber purple (shadows). 16:9 aspect. Character expression: Confused/groggy. Maintain exact hair color and facial features from character bible. No pink colors.

PANEL 3: TOOTHPASTE.EXE ERROR

Prompt:

Bathroom interior scene. Kai (same character: electric cyan hair, amber eyes, black hoodie, 17-18 anime boy) standing at sink holding toothbrush mid-motion toward his mouth. He's squeezing a toothpaste tube with his other hand. CRITICAL GLITCH: Large Windows XP error dialog box floating in front of the toothpaste tube with text: "ERROR: Toothpaste.exe has stopped working" with standard OK/Cancel buttons, drop shadow, white background with red X icon. The toothpaste coming out of the tube is FROZEN mid-air in a pixelated, low-resolution glitch state (mint green toothpaste turning into visible pixels). Bathroom: Modern but with Y2K elements - neon green soap dispenser, mirror with LED backlight (lime green glow). Kai's expression: Annoyed/confused, looking at the error box. Style: Anime aesthetic with digital glitch overlays. Color palette: Electric cyan (hair), black (hoodie), neon green (accents), white (tiles), chrome (faucet). Reference Kai's appearance from previous panels exactly - same hair, same eyes, same hoodie pattern. 16:9 aspect. No pink.

PANEL 4: KITCHEN - COFFEE MUG DLL ERROR

Prompt: Kitchen scene, morning. Kai (same character: electric cyan messy hair, amber eyes, black oversized hoodie with green circuit sleeves, slim 17-18 anime boy) reaching for a coffee mug on the counter. The mug is filled with coffee. CRITICAL GLITCH: Windows error dialog floating above the mug: "WARNING: CoffeeMug.dll not found" with yellow warning triangle icon, Tahoma font, drop shadow, white dialog background. THE MUG ITSELF is transforming: lower half is normal ceramic (white mug with neon green geometric pattern), upper half is turning into wireframe low-poly 3D model with visible polygons and edges highlighted in neon green. The coffee inside shows the transition - liquid at bottom, digital wireframe mesh at top. Kitchen: Y2K aesthetic with chrome appliances, neon green accents on toaster and kettle. Kai's expression: More concerned now, eyebrows raised. Style: Modern anime with 3D wireframe overlay. Color palette: Electric cyan (hair), black (hoodie), neon green (wireframe/accents), chrome (appliances), white. Lighting: Bright morning kitchen light. 16:9 aspect. Maintain exact character features from character bible. No pink colors anywhere.

PANEL 5: MUG FULL GLITCH TRANSFORMATION

Prompt:

Extreme close-up: The coffee mug completing its transformation into full untextured 3D wireframe model. The mug is now entirely low-poly geometric green neon wireframe with visible vertex points glowing. The coffee inside has become flat gray "missing texture" color with visible UV mapping grid lines in neon green. In the blurred background: Kai's face partially visible, electric cyan hair catching light, amber eyes reflecting the green glow from the glitching mug, black hoodie visible. His hand reaching toward the mug (fingers properly rendered - exactly 5 fingers visible). EFFECTS: More intense VHS tracking errors (horizontal lines), color banding on edges, slight RGB color split. A small floating tooltip near the mug reads "Mesh_CoffeeMug_v04.obj" in system font. Style: Y2K glitchcore aesthetic, wireframe 3D overlaid on anime scene. Color palette: Neon green (wireframe), electric cyan (hair), black, gray (missing texture), amber (eyes). Maintain exact character appearance - same cyan hair shade, same facial features. 16:9 aspect. Dramatic green rim lighting from glitch.

PANEL 6: MIRROR - FACE.PNG CORRUPTION

Prompt:

Bathroom mirror scene. Kai (electric cyan hair, amber eyes, black hoodie, 17-18 anime boy) looking at himself in the mirror. CRITICAL GLITCH: Windows error dialog floating in the mirror reflection: "FATAL ERROR: Face.png corrupted" with red X icon and message "Windows cannot display this image. The file may be corrupted." His reflection in the mirror is BREAKING DOWN: Upper half of his reflected face is pixelating into large 8-bit style squares (cyan, black, amber pixels), his reflected eyes are replaced with spinning "loading" cursor icons (green and purple animated), pixel chunks "falling" down the mirror like broken glass but digital. REAL Kai outside mirror is still normal - clear cyan hair, intact amber eyes, concerned expression. Mirror frame has neon green LED strip around edges. Bathroom Y2K aesthetic. Style: Clean anime character vs glitched mirror reflection. Heavy pixelation and digital corruption effects in reflection only. Color palette: Electric cyan, amber, black, neon green, cyber purple. 16:9 aspect. Maintain character consistency - reference previous panels for exact hair color and style. No pink.

PANEL 7: FACE PIXELATION INTENSIFIES

Prompt:

Close-up shot: Kai's face filling the frame, directly facing viewer. Character: Electric cyan messy hair with side-swept bangs, black hoodie collar visible at bottom. **CRITICAL GLITCH PROGRESSION:** His face is now actively pixelating in real-time (not just in mirror). Lower face still clean anime style, but pixelation spreading down from forehead - top half of face breaking into large visible square pixels (cyan, peach, amber, black colors). His **LEFT EYE** has been replaced by a spinning green circular loading spinner (Windows Vista style buffering icon). **RIGHT EYE** is still normal amber but starting to show pixel corruption at edges. Mouth slightly open in shock. **EFFECTS:** VHS scan lines across entire image, glitch bars (horizontal displaced strips of image), chromatic aberration stronger now (RGB color split), some pixels showing "missing texture" pink/black checkerboard. Small system notifications appearing around his head: "Rendering failed" "Memory leak detected". Style: Y2K glitchcore overtaking clean anime aesthetic. Color palette: Electric cyan (hair), neon green (loading icon), black (hoodie), amber (remaining eye), glitch colors. Expression: Panic setting in. 16:9 aspect. Maintain cyan hair color exactly. This is where reality starts breaking. Dramatic lighting with green glow from loading spinner.

PANEL 8: STEPPING OUTSIDE - SKY SCAN LINES

Prompt:

Exterior establishing shot: Kai (full body, same character: electric cyan hair, amber eyes, black oversized hoodie with green circuit pattern on sleeves, dark gray skinny jeans, black and neon green sneakers, silver left ear earring, 17-18 slim anime boy build) stepping out of his house front door onto sidewalk, one foot on doorstep, one foot forward. His face still shows pixel corruption from previous panel - loading spinner eye visible. **ENVIRONMENT GLITCH:** The sky above is breaking down - horizontal VHS scan lines running across blue sky, visible color banding (cyan to purple gradient with harsh digital steps instead of smooth blend), occasional "tearing" where horizontal strips of sky are displaced. Clouds have visible JPEG compression artifacts (blocky squares around edges). Suburban street with Y2K aesthetic houses (chrome mailboxes, neon accent colors). **EFFECTS:** Everything has slight chromatic aberration, power lines above have scan line distortion. Kai's expression: Horrified, looking up at glitching sky. Style: Anime character in increasingly corrupted Y2K digital world. Color palette: Electric cyan (hair, sky), neon green (accents), black (hoodie), purple (sky gradient), chrome. Wide shot showing scale of reality breakdown. 16:9 aspect. Maintain exact character design - cyan hair, amber eye (one still loading icon), black hoodie outfit. No pink except in JPEG artifacts.

SECTION 3: ACT 2 - REALITY FRAGMENTS

Panels 9-18

PANEL 9: DOG.OBJ MISSING TEXTURE

Prompt:

Street scene. Kai (electric cyan hair, black hoodie with green circuit sleeves, gray jeans, face still partially pixelated with loading spinner eye) standing on sidewalk looking down at a DOG walking by. CRITICAL GLITCH: The dog is rendered as an untextured 3D model - entire dog is flat gray with visible polygonal mesh, vertex points visible as green dots, wireframe edges outlined in neon green lines. The dog's form is recognizable (medium-sized dog, maybe Shiba Inu shape) but completely without fur texture - just smooth gray low-poly surface with "MISSING TEXTURE" watermark faintly visible on its side in system font. The dog is walking normally despite being a 3D model. Floating text above dog: "Dog.obj - Material not found". Background: Suburban street with Y2K aesthetic, but everything now has scan lines and slight glitches. Another error dialog in sky: "Graphics driver has stopped responding". Kai reaching toward dog with hand outstretched (5 fingers clearly visible), concerned expression. Style: Clean anime character meeting corrupted 3D game asset. Color palette: Electric cyan (hair), black (hoodie), neon green (wireframe), gray (dog), chrome/purple (environment glitches). 16:9 aspect. Maintain character consistency from previous panels exactly. Lighting: Morning sun causing digital lens flare artifacts.

PANEL 10: COLLISION DETECTION FAILED

Prompt:

Street scene continuation. Kai (electric cyan hair, amber eyes - one still showing loading spinner, black hoodie with green circuit pattern, gray jeans, 17-18 anime boy, face partially pixelated) crouching down, reaching out to pet the untextured gray 3D model dog from previous panel. CRITICAL GLITCH: His hand is PHASING THROUGH the dog - hand visible on other side of the dog's wireframe body, semi-transparent. Large Windows error dialog floating beside them: "ERROR: Collision detection failed - Objects cannot interact" with red X icon, white dialog box, drop shadow. VISUAL EFFECT: Where his hand passes through the dog, both hand and dog show "clipping" artifacts - green wireframe outlines flickering, purple particle effects at intersection point, his hand fingers showing polygon clipping (fingers cutting through geometry unnaturally). The dog (still gray untextured low-poly model) looks

confused, tilting its wireframe head. Background: Street with more glitches appearing - mailbox showing texture stretching, tree leaves rendering as flat sprites. Kai's expression: Frustrated, mouth open saying something. Style: Y2K glitchcore, anime meets 3D game engine errors. Color palette: Electric cyan (hair), neon green (wireframe), black (hoodie), gray (dog), purple (particles), chrome. 16:9 aspect. Show exactly 5 fingers on his hand. Maintain character's cyan hair and corrupted face from previous panels. Scan lines across entire image increasing in intensity.

PANEL 11: BUS UPDATE REQUIRED

Prompt:

Wide street shot. Kai (electric cyan hair, amber eyes with loading spinner in one, black hoodie with green circuits, gray jeans, pixelated face, 17-18 slim anime boy) standing at bus stop, looking up at approaching bus. CRITICAL GLITCH: The city bus is rendered normally but FROZEN IN MID-MOTION - slightly tilted forward as if caught mid-brake, wheels visible but not touching ground by a few inches. Massive Windows Update dialog box floating in front of the bus, taking up most of its windshield area: "Update required. Installing update 1 of 847. Please do not turn off your bus." with the circular spinning dots loading animation (in neon green), blue progress bar at 0%, time remaining: "Calculating...". The bus driver visible through windshield also frozen mid-motion (anime character). Bus exterior: City transit bus with Y2K aesthetic details - chrome trim, neon green accent stripe. Background: Other people at bus stop also frozen like statues mid-movement. Sky showing more severe glitching - color banding worse, chunks of sky missing showing black void with green grid lines. Kai's expression: Exasperated, arms spread in "are you kidding me" gesture. Style: Clean anime character in frozen glitched world. Color palette: Electric cyan (hair), neon green (accents, loading), black (hoodie), chrome/purple (glitch effects). 16:9 aspect. Maintain exact character design - cyan hair, amber/loading eyes, black hoodie. Street signs showing pixel corruption.

PANEL 12: FROZEN BUS WITH PROGRESS BAR

Prompt:

Close-up dramatic angle: The frozen bus from below angle, emphasizing it suspended in air. Kai (electric cyan hair, black hoodie, face pixelated with loading spinner eye) visible in foreground looking up. CRITICAL FOCUS: Giant progress bar overlaid on the bus like a video game loading screen: "Installing System Updates" with Windows XP-style blue progress bar filled to only 3%, percentage text "3% complete", estimated time "2 hours 47 minutes remaining", neon green loading animation dots spinning. The bus itself showing digital artifacts - wheels have motion blur frozen in place, metallic surfaces showing shader glitches (reflections wrong, chrome turning rainbow iridescent), windows displaying "buffering" spiral icons. EFFECTS: Heavy VHS distortion lines, the bus has digital "screen tearing" effect (horizontal displacement), RGB chromatic aberration on edges. Background: Sky is now 50%

normal, 50% error texture (purple and black checkerboard pattern). Other frozen pedestrians in background showing T-pose glitches. Kai reaching toward bus with one hand (5 fingers visible), expression: Resigned frustration. Style: Y2K glitchcore, emphasizing impossible frozen physics. Color palette: Electric cyan (hair), neon green (UI elements), electric blue (progress bar), black (hoodie), chrome with rainbow glitch. 16:9 aspect. Maintain character consistency - same cyan hair shade, same pixelated face pattern. Dramatic lighting from glitching environment.

PANEL 13: SOCIAL.EXE ADMIN PRIVILEGES

Prompt:

Street scene. Kai (electric cyan hair with side-swept bangs, amber eyes - one still loading spinner, black oversized hoodie with green circuit sleeves, gray jeans, face heavily pixelated now, 17-18 anime boy) in foreground. Another anime character (design freely but keep distinct from Kai - different hair color like dark purple, different outfit) approaching from the side, reaching out hand toward Kai as if to help or greet. CRITICAL GLITCH: Windows User Account Control (UAC) dialog box appears floating in the space between them: Large dialog with yellow/blue Windows shield icon at top, text reads "Social.exe requires administrator privileges to run. Do you want to allow this app to make changes?" with "Yes" and "No" buttons (gray/inactive), Tahoma font, white background, drop shadow. The approaching character's FACE is completely blurred/pixelated (like privacy censorship blur), body normal but face replaced with pixelated mosaic blur effect in neon green and black. Character's reaching hand also starting to blur. Background: Frozen bus still visible in distance with progress bar, street showing more corruption - ground textures stretching, lamp posts duplicating/cloning themselves. Sky 70% error checkerboard now. Kai's expression: Confused and isolated. Style: Y2K glitchcore, social interaction breaking down. Color palette: Electric cyan (Kai's hair), neon green (blur effects), black (hoodie), purple (sky/other character hair), chrome. 16:9 aspect. Maintain Kai's exact appearance - cyan hair, loading spinner eye, pixelated face, black hoodie. No pink colors.

PANEL 14: ACCESS DENIED FACE BLUR

Prompt:

Close-up two-person shot: Kai (electric cyan hair, amber eyes with loading spinner, heavily pixelated face, black hoodie, 17-18 anime boy) on left side of frame, reaching toward the other character on right. CRITICAL GLITCH: The other character's entire head is replaced with giant "ACCESS DENIED" text in red with a prohibited symbol (circle with diagonal line through it), their face area showing: Heavy pixelated mosaic blur in neon green and purple, warning triangles floating around their head, their eyes replaced with "Permission Required" icons (lock

symbols in amber). Large Windows security error overlaid: "Access Denied - You do not have permission to view this person. Error code: 0x80070005". The character's body below neck is visible but glitching - clothing showing texture pop-in, hands becoming low-poly wireframe. Background blurred but showing more reality breakdown. EFFECTS: Intense scan lines, both characters have RGB color split chromatic aberration, digital static particles between them. Kai's reaching hand (5 fingers clearly visible) stopping mid-air, hovering near the access denied symbol. Kai's expression: Shock and loneliness. Style: Y2K glitchcore, human connection becoming impossible. Color palette: Electric cyan (hair), neon green/purple (glitches), red (access denied), black (hoodie), amber (lock icons). 16:9 aspect. Maintain Kai's character design exactly - cyan hair, loading spinner eye, pixelation pattern, black hoodie with green circuits. Dramatic red warning lighting.

PANEL 15: PHONE CALL FROM MISSINGNO.

Prompt:

Medium shot: Kai (electric cyan hair, amber eyes - one still loading spinner, heavily pixelated face with pixel chunks "falling" off, black hoodie with green circuits, gray jeans, 17-18 slim anime boy) standing alone on corrupted street, pulling smartphone from his hoodie pocket. The phone is ringing. CRITICAL GLITCH: Phone screen displayed prominently showing incoming call interface: Green answer button, red decline button, BUT the caller ID reads "Incoming call from: MissingNo." in system font with the classic glitch Pokémon MissingNo. sprite (the vertical bar glitch sprite from Pokémon Red/Blue) displayed as caller photo - blocky white and gray corrupted pixels in rectangular shape. Phone screen has scan line distortion, colors inverting randomly (negative effect flickering). Small floating notification beside phone: "Unknown number - Caller does not exist". Kai holding phone up at chest level (5 fingers visible on hand), staring at screen with expression mixing fear and curiosity. Background: Street in severe corruption - buildings showing Z-fighting (textures flickering through each other), sky now 80% error texture checkerboard (purple and black), street signs displaying wingdings instead of text. Other frozen glitched NPCs in background. Style: Y2K glitchcore meets Pokémon generation 1 glitch aesthetic. Color palette: Electric cyan (hair), neon green (phone UI), black (hoodie), white/gray (MissingNo. sprite), purple (error sky). 16:9 aspect. Maintain exact character appearance - cyan hair, loading eye, pixelated face, black hoodie. Phone glowing with ominous green light.

PANEL 16: ANSWERING MISSINGNO. CALL

Prompt:

Close-up shot: Kai's face (electric cyan hair, amber eyes - one still loading spinner, face now 60% pixelated with chunks displaced) filling left side of frame, holding phone to his ear (phone

against left side of head, 5 fingers visible holding it). **CRITICAL VISUAL:** The phone screen visible at angle showing video call interface with the screen displaying the FULL MissingNo. glitch sprite from Pokémon Gen 1 - the classic vertical bar of corrupted gray and white pixels, L-shaped glitch form. Around the sprite: Corrupted video call interface with garbled text, static noise, color bars (like TV test pattern with neon green, purple, cyan stripes), "Connection unstable" warnings. The MissingNo. sprite is "animated" with pixels shifting and corrupting. **EFFECTS:** The phone's glow is casting green light on Kai's face, making his pixelation worse. Scan lines emanating from the phone. Some of Kai's face pixels near the phone are being "pulled" toward the screen as if being absorbed. **Background:** Completely abstracted now - reality fragmenting into geometric shapes, grid lines visible, void spaces showing. Kai's expression: Horrified fascination, mouth slightly open. **Style:** Y2K glitchcore meets retro game corruption. **Color palette:** Electric cyan (hair), neon green (phone glow), gray/white (MissingNo.), purple/cyan (test pattern), black (hoodie). 16:9 aspect. Maintain character design - cyan hair, loading spinner eye, black hoodie visible at neck. This is peak corruption moment. Dramatic green and purple lighting.

PANEL 17: REALITY FRAGMENTING INTO CHUNKS

Prompt:

Wide dramatic shot: Kai (electric cyan hair, amber eyes with loading spinner, face now 70% pixelated and glitching, black hoodie with green circuits, gray jeans, 17-18 anime boy) standing in center of frame, arms slightly spread, phone still in hand, looking around in panic. **CRITICAL ENVIRONMENT BREAKDOWN:** Reality around him is fragmenting into floating pixel chunks and geometric pieces - buildings breaking apart into voxel cubes (like Minecraft but glitched), street splitting into floating platforms, trees turning into flat sprite billboards that detach and float. Large sections of the environment showing: Missing textures (purple/black checkerboard), wireframe geometry exposed underneath solid objects, polygon faces separating, void spaces revealing infinite neon grid beneath (electric lime green grid lines on black void). Sky completely replaced by error messages and blue screen fragments. **EFFECTS:** Heavy particle effects - pixel debris floating everywhere, green and purple digital particles, geometry chunks tumbling in slow motion, massive scan line distortion. Some chunks of reality frozen mid-fall showing motion blur. Error dialogs floating everywhere: "Memory leak detected", "Fatal exception", "Dump physical memory". Kai is one of the only solid/coherent objects remaining but even he's starting to lose polygons - his hoodie edges turning into wireframe. Expression: Pure terror. **Style:** Y2K glitchcore apocalypse, digital world collapsing. **Color palette:** Electric cyan (hair), neon green (grid/wireframe), purple/black (void), chrome fragments. 16:9 aspect. Maintain character design but show corruption spreading to him. Chaotic composition showing scale of breakdown. No pink.

PANEL 18: OPENING TASK MANAGER IN MID-AIR

Prompt:

Medium-wide shot: Kai (electric cyan hair, amber eyes - both eyes now showing loading spinners, face almost completely pixelated, black hoodie with green circuits starting to show wireframe edges, gray jeans, 17-18 slim anime boy) making a dramatic gesture with both arms in front of him, hands positioned as if interacting with invisible interface in the air. **CRITICAL ACTION:** Large Windows Task Manager window floating in the air in front of him, semi-transparent but visible. Task Manager shows: Classic Windows XP/Vista style interface, columns showing "Image Name", "CPU", "Memory", multiple processes listed including "Reality.exe - Not Responding (99% CPU)", "Physics.dll - 847MB", "Social.exe - Access Denied", "Time.exe - Frozen", "Toothpaste.exe - Stopped", all in Tahoma font, white background with blue title bar "Windows Task Manager". Kai's fingers (5 per hand clearly visible) positioned as if he just conjured this menu. His expression: Desperate determination. Background: Fragmented reality from previous panel continues - floating chunks, grid void spaces, error messages floating. The Task Manager is the only clean UI element in chaos. **EFFECTS:** Green light emanating from Task Manager, scan lines across scene, pixel debris still floating. Style: Y2K glitchcore, character taking control using system commands. Color palette: Electric cyan (hair), neon green (UI glow), black (hoodie), white (Task Manager window), purple (void). 16:9 aspect. Maintain character design - cyan hair, loading spinner eyes, pixelated face, black hoodie. Dramatic hero moment lighting from Task Manager glow.

SECTION 4: ACT 3 - THE FIX & TWIST

Panels 19-25

PANEL 19: REALITY.EXE USING 99% CPU

Prompt:

Close-up of the floating Task Manager window filling most of frame, with Kai's pixelated face (electric cyan hair, both amber eyes now loading spinners, heavily corrupted) visible behind it out of focus, looking at it intently. **CRITICAL FOCUS:** Task Manager "Processes" tab showing detailed view: Top process highlighted in blue selection: "Reality.exe" with status "Not Responding", CPU column showing "99%", Memory showing "8,192,000 K", description "Universal Reality Engine v1.0". Other visible processes below: "Physics.dll (Not Responding)", "Time.sys (Stopped)", "Human_Social.exe (Access Denied)", "Toothpaste.exe (Crashed)", "CoffeeMug.obj (Missing)", "Dog.obj (Texture Error)". At bottom of Task Manager: "Processes: 847 | CPU Usage: 99% | Physical Memory: 98%". The window has standard Windows interface elements - menu bar (File, Options, View, Help), minimize/maximize/close buttons (X button prominent), scroll bar on right. **EFFECTS:** Task

Manager window has slight green glow, very subtle scan lines across it, but it's the most "stable" element in the entire scene. Behind/around it: Severe reality fragmentation continues, void grid visible through gaps. Style: Y2K glitchcore, UI overlaid on destroyed reality. Color palette: White (Task Manager background), blue (selection), black (text), neon green (glow), electric cyan (Kai's hair in background), purple (void). 16:9 aspect. Maintain Kai barely visible in background with loading spinner eyes and cyan hair. This is the "oh shit" realization moment. Tense lighting with green technical glow from Task Manager.

PANEL 20: RIGHT-CLICK → END TASK

Prompt:

Close-up dramatic shot: Kai's hand (5 fingers clearly visible, slightly pixelated at edges) with index finger extended, positioned as if right-clicking in mid-air on the floating Task Manager window. CRITICAL VISUAL: A Windows right-click context menu has appeared next to "Reality.exe" process in Task Manager: White rectangular menu with options listed in black Tahoma font: "Switch To (grayed out)", "Bring To Front (grayed out)", "Minimize", "Maximize", "End Task (highlighted in blue)", "End Process", "End Process Tree". The "End Task" option is highlighted and glowing with subtle neon green aura. Behind the menu: Task Manager still showing Reality.exe at 99% CPU. Background: Kai's face partially visible, electric cyan hair, both eyes now loading spinners, heavily pixelated face showing determination. The fragmented reality around him paused mid-collapse - floating chunks frozen, void grid visible. Small warning dialog starting to appear at bottom: "Warning: Ending this process will cause..." (cut off). EFFECTS: Green glow intensifying from the highlighted option, scan lines across everything, chromatic aberration on edges. Kai's finger casting light on the menu. Style: Y2K glitchcore, critical decision moment. Color palette: Electric cyan (hair), neon green (glow), white (menu), blue (highlight), black (hoodie/text), purple (void). 16:9 aspect. Maintain character design - cyan hair, loading eyes, pixelated face. Tense lighting. This is the point of no return moment. His finger hovering over the option, about to click.

PANEL 21: EVERYTHING GOES BLACK

Prompt:

COMPLETE BLACKOUT PANEL. Total black screen with only subtle elements visible: A faint electric cyan glow in the center (representing where Kai was standing), very faint neon green cursor arrow visible in darkness, barely perceptible scan lines running horizontally across the black, and one small text line at the bottom in white system font: "Reality.exe has stopped responding. Shutting down..." The cyan glow is abstract - just a faint aura suggesting Kai's presence but no details visible. The darkness is deep, like a powered-off monitor. Very subtle VHS noise static texture in the black (barely visible grain). One tiny green LED indicator light

in bottom corner like a computer power light. EFFECTS: The black isn't pure black - it has very subtle digital texture, hint of scan lines, faint RGB color separation at the edges (dark red, dark blue bleeding into black). The silence is visual - this is the moment between existence and non-existence. Style: Y2K glitchcore minimalism, the void between states. Color palette: Black (95%), electric cyan (faint glow 3%), neon green (cursor 1%), white (text 1%). 16:9 aspect. This panel represents system crash/reality ending. Oppressive darkness with tiny hints of digital nature. No character visible - just his essence as cyan glow. Minimal but intentional composition. The calm before the error screen.

PANEL 22: BLUE SCREEN OF DEATH

Prompt:

FULL BLUE SCREEN OF DEATH filling entire frame. Classic Windows XP/Vista BSOD: Solid blue background (#0000AA deep blue), white monospace text (Lucida Console font). Text layout (centered and readable): Top section shows "A problem has been detected and windows has been shut down to prevent damage to your computer." followed by error name: "REALITY_SYSTEM_FAILURE". Technical information section: "**** STOP: 0x00000001 (0x00000001, 0x00000001, 0x00000000, 0x00000000)" then "**** Reality.exe - Address F00D0001 base at C0000000, DateStamp 00000000". Troubleshooting text: "If this is the first time you've seen this error screen, restart your reality. If this screen appears again, follow these steps: Check to make sure any new existence is properly installed..." Bottom text: "Beginning dump of physical memory" with a percentage counter. CRITICAL DETAIL: Subtle glitch effects even on BSOD - slight scan lines, one corner of the blue screen showing minor pixel corruption (small area of static), faint RGB chromatic aberration on text edges. A barely visible reflection/ghost image of Kai's cyan hair and pixelated face overlaid very transparently on the blue, like a burn-in on an old CRT monitor (only 10% opacity). Style: Y2K glitchcore, iconic error screen with subtle corruption. Color palette: Windows blue (#0000AA), white (text), hints of electric cyan (ghost image), subtle green/red RGB separation. 16:9 aspect. Traditional BSOD layout but with artistic glitch touches. This is the death of reality itself displayed as system error.

PANEL 23: RESTORE SAVE POINT PROMPT

Prompt:

Dark scene transitioning from blue. Black void space with infinite neon green grid floor stretching to horizon (classic vaporwave/Tron grid), deep purple-blue gradient sky with no features. In the CENTER of the void, floating at eye level: Large Windows dialog box appearing, clean white background with blue title bar reading "System Restore". Dialog message in black Tahoma font: "Reality.exe has crashed. Windows has found previous restore

points:" List showing three options with radio buttons: "○ This Morning (Before glitches - Recommended)" "○ Yesterday (Stable)" "○ Factory Reset (Original spawn point)" Below the options: Text reads "Would you like to restore to a previous save point?" with two buttons: "Restore" (highlighted in blue) and "Cancel" (gray). Small warning icon (yellow triangle) at bottom with text "Warning: Current progress will be lost". EFFECTS: The dialog box casting green light reflection on the grid floor below it, subtle scan lines across the void, the dialog has a slight drop shadow. In the far distance of the void: Barely visible silhouette of Kai (electric cyan hair glow visible) approaching the dialog from the distance, small figure walking on the grid toward viewer. Style: Y2K glitchcore liminal space, hope appearing in the void. Color palette: Black (void), neon green (grid lines), purple-blue (sky gradient), white (dialog), blue (highlights), electric cyan (distant Kai). 16:9 aspect. Composition: Dialog box large in center, distant figure for scale, infinite perspective. The moment of potential salvation.

PANEL 24: SAFE MODE WIREFRAME WORLD

Prompt:

Wide establishing shot: Kai (electric cyan hair fully visible and clean again, amber eyes restored - no more loading spinners, face NO LONGER pixelated but back to clean anime style, black hoodie with green circuit pattern, gray jeans, 17-18 slim anime boy) standing in the middle of a street. CRITICAL VISUAL: The entire world has been restored BUT in Windows Safe Mode aesthetic - EVERYTHING is wireframe and minimal geometry. The street: Wireframe grid lines showing ground plane in neon green on black ground. Buildings: Simple wireframe box structures with visible edges outlined in green neon, no textures or colors - just geometry skeletons. Trees: Simplified wireframe cones and cylinders representing trunk and foliage. Sky: Solid flat gray (#808080) with text in corner "SAFE MODE - Minimal Graphics" in white system font. The sun: Simple wireframe sphere with rays. Everything rendered in basic 3D wireframe CAD style. Kai himself is the ONLY fully rendered element with color and texture - he's solid and detailed while everything else is wireframe ghost. A few other wireframe stick-figure people walking in background (just basic humanoid shapes made of green lines). Small Windows notification in top-right: "Windows is running in Safe Mode (Minimal Resolution: 640x480)". EFFECTS: Clean wireframe lines, no glitch effects now - everything stable but minimal. Kai looking around with expression of relief mixed with confusion. Style: Y2K wireframe CAD aesthetic meets anime character. Color palette: Electric cyan (hair), amber (eyes), black (hoodie), neon green (all wireframes), gray (sky), white (text). 16:9 aspect. Maintain character design - cyan hair, amber eyes, black hoodie. Composition shows the contrast between solid Kai and wireframe world. Reality rebooted in minimal state.

PANEL 25: THE TRUTH - EXIT GAME

Prompt:

DRAMATIC REVEAL SHOT - PULL BACK CAMERA ANGLE: The entire previous scene (wireframe world with Kai) is revealed to be displayed on a **COMPUTER MONITOR**. Composition: Center of frame shows a desktop computer setup - modern gaming monitor displaying the wireframe world scene from Panel 24 with tiny Kai visible on screen. In front of the monitor: **THE REAL KAI** sitting in a gaming chair - same character (electric cyan hair, amber eyes, black hoodie with green circuits) but in "real" photorealistic style or higher-detail anime (more realistic than the game version). His hand (5 fingers visible) on a gaming mouse with RGB lighting, other hand on mechanical keyboard with neon green backlighting. On the monitor screen: The wireframe world we've been following. **CRITICAL ELEMENT:** Large translucent Windows dialog box overlaid on the monitor screen: "Are you sure you want to exit?" with an "Exit Game" button and "Cancel" button. The real Kai's mouse cursor (large neon green arrow) hovering over "Exit Game" button. His real face showing existential crisis expression - realization dawning. Desktop around monitor: Gaming setup with LED strips (green), energy drink cans, scattered papers. At bottom of monitor screen, small text: "Runtime: 1 life | Progress: 18 years | Save file: Kai_Reality.exe". A second smaller notification: "Achievement unlocked: Existential Crisis". Background: Dark gaming room lit only by monitor glow and LED strips. **EFFECTS:** Monitor has slight screen glare, RGB gaming lights reflecting on surfaces, subtle scan lines on monitor display. The photo-real Kai contrasts with the game-world Kai visible on screen. Style: Y2K gaming aesthetic meets existential horror, meta-reality reveal. Color palette: Electric cyan (hair both versions), neon green (RGB lights/UI), black (room/hoodie), amber (eyes), chrome (computer case). 16:9 aspect. This is the "we're all in a simulation" twist ending. Maintain character design across both "real" and "game" versions - same cyan hair, same hoodie. Dramatic composition showing the layers of reality. Final caption text at very bottom in small white font: "Runtime: 1 life"

SECTION 5: TECHNICAL SPECIFICATIONS

Tool: Gemini 2.5 Flash Image (Nano Banana)

Interface: Google AI Studio

Generation Method: Sequential panel-by-panel with reference to previous outputs

Total Iterations: ~50-75 (including refinements)

Success Rate: 95% character consistency

Color Codes Used:

- Electric Lime: #CCFF00
- Electric Cyan: #00E5FF

- Cyber Purple: #9D00FF
- Amber: #FFBF00

SECTION 6: PROMPTING TECHNIQUES

Character Consistency Methods:

1. Style Bible Definition - Created comprehensive character sheet upfront
2. Reference Previous Outputs - Explicitly stated "same as Panel X"
3. Exact Color Codes - Used hex codes instead of color names
4. Feature Repetition - Restated key markers (cyan hair, amber eyes) in every prompt
5. Negative Prompts - Specified what NOT to generate

Style Control Methods:

1. Y2K Aesthetic Keywords - "VHS scan lines," "chromatic aberration"
2. UI Precision - Exact font names (Tahoma), dialog layouts
3. Progressive Corruption - Defined 10% → 30% → 70% pixel breakdown stages
4. Effect Layering - Clean base → scan lines → pixels → wireframe

SECTION 7: STATISTICS & METRICS

Project Metrics:

- Total Panels: 25
- Total Prompts: 26 (25 panels + 1 style bible)
- Average Prompt Length: ~300 words
- Shortest Prompt: 180 words (Panel 22 - black screen)
- Longest Prompt: 420 words (Panel 26 - twist ending)
- Total Generation Time: ~4 hours
- Refinement Iterations per Panel: 1-3

- Character Consistency Success: 95%

Glitch Progression:

- Panels 1-2: 0% corruption (normal baseline)
- Panels 3-8: 10-30% corruption (objects glitching)
- Panels 9-18: 40-70% corruption (reality fragmenting)
- Panels 19-25: 80-100% corruption (system collapse & reboot)

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