Pt3 Conjuring, Prompt-gramming. Prompt -> Everything.

Chapter 9: Spells 201: Charms, Prompt Created Media

23: Images & Graphic Design: Dalle GPT, Midjourney & Canva GPT

https://chat.openai.com/g/g-2fkFE8rbu-dall-e

https://www.midjourney.com/explore

https://chat.openai.com/g/g-alKfVrz9K-canva

24: Images via Code: Prompt -> SVG

Write code to create SVG icons and integrate it with an html site

Create a collage!

Optional: make it move using p5.js and matter.js

25: Images via sketch: Leonardo Live Canvas & Krea

Use https://leonardo.ai/ 's Live canvas to create a drawing from a sketch

Simply open the canvas, create a prompt and start sketching

Tweak the settings to control generation

When you get one you like, upscale it

Their mobile app is fantastic, and it feels amazing on an iPhone/iPad

https://www.krea.ai/apps/image/realtime

Try the screen to img tool

Very neat because you can wire it to a live view of any app or website

Try chaining it with any other art tool

26: Video: RunwayML, Capcut

Create a movie collage

Optional: Create a starter image with Dalle

Use https://runwayml.com/ to create a video

Use the motion brush and director mode to tweak your results

Create a scene with at least 3 shots and camera angles

27: Audio: Songs Voices, & Sound Board: Suno, Stable Audio, ElevenLabs
Create music, audio, & sound effects
https://www.suno.ai/
https://www.stableaudio.com/
https://elevenlabs.io/

Write code for a soundboard, then fill in the sounds using, songs, effects, & lyrics to create remixes

28: 3d Scene: LumaLabs Genie, Meshy, Spline, Mootion
Create 3d models using
https://lumalabs.ai/genie?view=create or https://meshy.ai/

Then compose them into a scene using
https://spline.design/

Optional:

 Build a website via an embed https://viewer.spline.design/ or via three.js and .gltf, GLTFLoader
 Animate with https://www.mootion.com/

29: 3d Game: Games 102: Three.js, Meshy, LumaLabs Genie
Create 3d models using
https://lumalabs.ai/genie?view=create or https://meshy.ai/

Turn them into a game using three.js and and .gltf, GLTFLoader
https://threejs.org/

Chapter 10: Spells 202: Transfiguration, Prompt 1st Coding
30: Draw code: TLDraw
Use https://makereal.tldraw.com/ to draw a protoype
Fill in your api key and press make real to turn it into code

Click the copy button or code export button to take it with you

Be sure to check out their twitter for absurd examples:

Rocketship game:
https://x.com/konfox_vrc/status/1725120060417790105?s=20
Rocketship with bricks:
https://x.com/tldraw/status/1736805365659185531?s=20
Chicken game:
https://x.com/tldraw/status/1726194324554039746?s=20
Pong:
https://x.com/dr_cintas/status/1725908894197682192?s=20
https://x.com/AlexValverde_V/status/1725491125824184729?s=20
Snake:

Snake:

https://x.com/CompassOfMind/status/1725497889328112105?s=20

Fruit Ninja

https://x.com/keitowebai/status/1726020160858050840?s=20

Playable Piano

https://x.com/shuafeiwang/status/1725669747843330125?s=20

3d Scene

https://x.com/garethveale/status/1725592982840135688?s=20

Annotations and State chart to timer

https://x.com/Mappletons/status/1725919777607057477?s=20

Score Tracker:

https://x.com/mrmkrs/status/1725959207365583196?s=20

Calculator:

https://x.com/liuyuxxd/status/1725331464802447405?s=20

Spreadsheet:

https://x.com/wolfr_2/status/1726375193105530978?s=20

Don't be late app

https://x.com/priscillamok/status/1726521716409831706?s=20

ChatGPT wrapper app:

https://x.com/pakonekone/status/1726275674091278793?s=20

Export to replit:

https://x.com/tldraw/status/1736804518942454149?s=20

Add to database by drawing foods

https://x.com/tldraw/status/1735278070502711757?s=20

Entity relationship diagram -> SQL queries

https://x.com/tldraw/status/1734944389414232435?s=20

Make tables for this

https://x.com/tldraw/status/1734945854417490107?s=20

Swagger API screenshot to app

https://x.com/sonnylazuardi/status/1729187124505960898?s=20

31: Design & Wireframe: Figma, Relume

Plan your work!

Design in https://www.figma.com

Setup the sitemap and wireframe https://library.relume.io/ai-site-builder

32: Rapid UI prototypes: v0.dev & Galileo

Prototype UI in https://v0.dev/

Deploy to https://vercel.com/

https://www.usegalileo.ai/explore

33: Backend API: Retool

33: Backend API: Retool
Setup a retool api
Use https://retool.com/products/workflows to create a flow triggered by a webhook, connect to other services

Chapter 11: Spells 203: Illusions, advanced front & backend
34: iOS App: SwiftUI, Trace.zip
Use Grimoire's XC hotkey to export an Xcode template.
Or Use https://www.trace.zip/ to prototype an iOS app
Then export it to Xcode

To put on testflight / the store:
Open Xcode
Open the report navigator, in the left bar near the top (cmd+9)
Choose cloud
Configure workflow setup a workflow with an action to archive for testflight
Be sure to push to a git repo
Start build, push and wait
Go to App store connect, app > testflight > submit a build for review

35: Games 103: Unity Game
Go build a game. https://unity.com/ Have fun

36: Backend: Supabase
Setup backend database with user auth
https://supabase.com/

Chapter 12: Potions: custom GPTs

37: custom GPT Actions: Evolution Chamber
Use Evolution chamber to help you build an Open A-P-I schema you can use to create actions for GPTs, so your GPT can talk to an external data source
https://chat.openai.com/g/g-GhEwyi2R1-evolution-chamber

38: custom GPT backend server: Express, Replit
Build a backend server that your GPT can talk to
https://replit.com/@NickDobos/Custom-GPT-Actions-Template-GPTavern