

Definição de Geração de Ativos

Este arquivo serve como a fonte única da verdade para a geração programática de ativos. Cada linha define um ativo, a ferramenta usada para criá-lo e os parâmetros exatos necessários para a geração.

ID	Ferramenta	Parâmetros (JSON como string)
SFX-01	audio_generator	<pre>{"filename": "button_tap.mp3", "duration": 0.5, "model": "stable-audio", "prompt": "Professional sound design for children's educational app: gentle satisfying button tap sound, Material Design inspired UI feedback, soft but crisp tactile response, warm wooden percussion quality, child-friendly mobile interface sound, exactly 0.5 seconds, non-startling, encouraging interaction", "negative_prompt": "loud, sharp, metallic, echo, harsh, aggressive, annoying, repetitive fatigue"}</pre>
SFX-02	audio_generator	<pre>{"filename": "success.mp3", "duration": 1.5, "model": "musicgen", "prompt": "Children's educational app success sound: bright cheerful completion chime, celebratory but not overwhelming, harmonious major chord progression, magical sparkle quality like Mario coin collection, Brazilian warmth and joy, encouraging achievement feeling, 1.5 seconds duration, mobile-optimized"}</pre>
SFX-03	audio_generator	<pre>{"filename": "error_gentle.mp3", "duration": 1.0, "model": "musicgen", "prompt": "Educational app gentle error indication: soft musical warning for children 7-11 years, helpful not startling, descending two-note melody with rounded smooth tone, xylophone or marimba quality, encouraging to try again, non-alarming supportive feedback, exactly 1 second"}</pre>
SFX-04	audio_generator	<pre>{"filename": "notification.mp3", "duration": 1.0, "model": "musicgen", "prompt": "Child-friendly notification bell for educational app: gentle school bell inspired but softer, pleasant triangular chime, warm resonance, attention-getting without startling, Brazilian school context, friendly reminder quality, exactly 1 second duration"}</pre>

ID	Ferramenta	Parâmetros (JSON como string)
SFX-05	audio_generator	<pre>{"filename": "achievement.mp3", "duration": 2.5, "model": "musicgen", "prompt": "Educational achievement celebration fanfare: triumphant orchestral sound for children, brief celebratory fanfare, positive reinforcement for learning milestones, uplifting major key progression, Brazilian festive spirit without stereotypes, encouraging continued learning, 2.5 seconds duration"}</pre>
SFX-06	audio_generator	<pre>{"filename": "camera_shutter.mp3", "duration": 0.5, "model": "stable-audio", "prompt": "Modern smartphone camera capture sound for kids app: contemporary digital camera shutter click, crisp but not mechanical, friendly photo-taking feedback, familiar mobile phone camera sound, clean and satisfying, exactly 0.5 seconds", "negative_prompt": "old mechanical camera, film advance, electronic beep, harsh click"}</pre>
SFX-07	audio_generator	<pre>{"filename": "page_transition.mp3", "duration": 0.5, "model": "stable-audio", "prompt": "Smooth page turn transition for educational app: gentle paper sliding swoosh, airy page flip sound, book page turning quality, light and swift movement, story-time feeling, non-distracting navigation feedback, exactly 0.5 seconds", "negative_prompt": "harsh whoosh, windy, noisy, heavy bass, sharp swoosh"}</pre>
SFX-08	audio_generator	<pre>{"filename": "pop_up.mp3", "duration": 0.5, "model": "stable-audio", "prompt": "Playful bubble pop for children's interface: cartoon soap bubble bursting, light and delightful pop sound, fun interaction feedback, bouncy and soft quality, game-like satisfaction, child-appropriate playfulness, exactly 0.5 seconds", "negative_prompt": "loud pop, aggressive burst, sharp crack, balloon pop"}</pre>

ID	Ferramenta	Parâmetros (JSON como string)
SFX-09	audio_generator	<pre>{"filename": "processing_loop.mp3", "duration": 3.0, "model": "stable-audio", "prompt": "Ambient thinking/processing loop for educational app: soft electronic thinking sound, gentle pulsing hum, AI assistant processing indication, soothing continuous background, seamless 3-second loop, calming waiting music, child-friendly technology sound", "negative_prompt": "harsh buzz, loud hum, distracting, annoying, anxiety-inducing"}</pre>
MAS-01	image_generator	<pre>{"asset_type": "mascote", "prompt_details": {"action": "happy", "objects_location": "nearby", "background_color": "a clean white background"}}</pre>
MAS-02	image_generator	<pre>{"asset_type": "mascote", "prompt_details": {"action": "curious", "objects_location": "nearby", "background_color": "a clean white background"}}</pre>
MAS-03	image_generator	<pre>{"asset_type": "mascote", "prompt_details": {"action": "encouraging", "objects_location": "nearby", "background_color": "a clean white background"}}</pre>
MAS-04	image_generator	<pre>{"asset_type": "mascote", "prompt_details": {"action": "excited", "objects_location": "nearby", "background_color": "a clean white background"}}</pre>
MAS-05	image_generator	<pre>{"asset_type": "mascote", "prompt_details": {"action": "explaining", "objects_location": "nearby", "background_color": "a clean white background"}}</pre>
MAS-06	image_generator	<pre>{"asset_type": "mascote", "prompt_details": {"action": "thinking", "objects_location": "nearby", "background_color": "a clean white background"}}</pre>
MAS-07	image_generator	<pre>{"asset_type": "mascote", "prompt_details": {"action": "welcoming", "objects_location": "nearby", "background_color": "a clean white background"}}</pre>
MAS-08	image_generator	<pre>{"asset_type": "mascote", "prompt_details": {"action": "celebrating", "objects_location": "nearby", "background_color": "a clean white background"}}</pre>
MAS-09	image_generator	<pre>{"asset_type": "mascote", "prompt_details": {"action": "sleeping", "objects_location": "nearby", "background_color": "a clean white background"}}</pre>

ID	Ferramenta	Parâmetros (JSON como string)
MAS-10	image_generator	<code>{"asset_type": "mascote", "prompt_details": {"action": "surprised", "objects_location": "nearby", "background_color": "a clean white background"}}</code>
MAS-ANI-01	mascot_animator	<code>{"animation_prompt": "subtle breathing motion, seamless loop, character is mostly still", "prompt_details": {"action": "standing still, friendly pose", "objects_location": "book under arm"}, "remove_background": false}</code>
MAS-ANI-02	mascot_animator	<code>{"animation_prompt": "a happy jump with a little squash and stretch", "prompt_details": {"action": "in a ready-to-jump pose", "objects_location": "nearby"}, "remove_background": false}</code>
MAS-ANI-03	mascot_animator	<code>{"animation_prompt": "a friendly wave to the user", "prompt_details": {"action": "with one arm raised", "objects_location": "nearby"}, "remove_background": false}</code>
MAS-ANI-04	mascot_animator	<code>{"animation_prompt": "tapping chin thoughtfully, a lightbulb appears and glows above head", "prompt_details": {"action": "hand on chin, looking curious", "objects_location": "nearby"}, "remove_background": false}</code>
MAS-ANI-05	mascot_animator	<code>{"animation_prompt": "jumping for joy, with confetti exploding around", "prompt_details": {"action": "with arms open wide", "objects_location": "nearby"}, "remove_background": false}</code>
UI-01	svg_generator	<code>{"svg_type": "pattern", "style": "dots", "size": [100, 100]}</code>
UI-02	svg_generator	<code>{"svg_type": "pattern", "style": "stars", "size": [100, 100]}</code>
UI-03	svg_generator	<code>{"svg_type": "pattern", "style": "clouds", "size": [100, 100]}</code>
UI-04	svg_generator	<code>{"svg_type": "pattern", "style": "school", "size": [100, 100]}</code>
UI-05	image_generator	<code>{"asset_type": "generico", "prompt_details": {"description": "Smooth, soft, blue-purple gradient mesh background (1920x1080)"}}</code>
UI-06	image_generator	<code>{"asset_type": "generico", "prompt_details": {"description": "Smooth, soft, orange-pink gradient mesh background (1920x1080)"}}</code>
UI-07	image_generator	<code>{"asset_type": "generico", "prompt_details": {"description": "single, bright, sparkling star particle, on a transparent background (64x64)"}}</code>

ID	Ferramenta	Parâmetros (JSON como string)
UI-08	image_generator	<code>{"asset_type": "generico", "prompt_details": {"description": "A spritesheet of colorful confetti pieces, various shapes and colors, on a transparent background (512x512)"}}</code>
UI-09	svg_generator	<code>{"svg_type": "decorative", "style": "bubble", "size": [100, 100]}</code>
UI-10	svg_generator	<code>{"svg_type": "decorative", "style": "rainbow", "size": [100, 100]}</code>
LOAD-01	lottie_programmatic	<code>{"animation_type": "loading", "style": "spinner", "duration": 2.0, "loop": true}</code>
LOAD-02	lottie_programmatic	<code>{"animation_type": "loading", "style": "bounce", "duration": 1.5, "loop": true}</code>
LOAD-03	lottie_programmatic	<code>{"animation_type": "loading", "style": "wave", "duration": 2.0, "loop": true}</code>
LOAD-04	lottie_programmatic	<code>{"animation_type": "loading", "style": "thinking", "duration": 3.0, "loop": true}</code>
LOAD-05	lottie_programmatic	<code>{"animation_type": "loading", "style": "camera", "duration": 1.5, "loop": true}</code>
LOAD-06	lottie_programmatic	<code>{"animation_type": "loading", "style": "ai", "duration": 2.5, "loop": true}</code>
ACH-01	lottie_programmatic	<code>{"animation_type": "achievement", "style": "unlock", "duration": 2.0}</code>
ACH-02	lottie_programmatic	<code>{"animation_type": "achievement", "style": "level_up", "duration": 3.0}</code>
ACH-03	lottie_programmatic	<code>{"animation_type": "achievement", "style": "star_burst", "duration": 1.5}</code>
ACH-04	svg_generator	<code>{"svg_type": "frame", "style": "badge_frame", "custom_params": {"level": "bronze"}}</code>
ACH-05	svg_generator	<code>{"svg_type": "frame", "style": "badge_frame", "custom_params": {"level": "silver"}}</code>
ACH-06	svg_generator	<code>{"svg_type": "frame", "style": "badge_frame", "custom_params": {"level": "gold"}}</code>
ACH-07	image_generator	<code>{"asset_type": "generico", "prompt_details": {"description": "a soft, circular, golden glow effect for a badge, on a transparent background"}}</code>

ID	Ferramenta	Parâmetros (JSON como string)
THM-01	svg_generator	<code>{"svg_type": "themed", "style": "holiday_decorations"}</code>
THM-02	svg_generator	<code>{"svg_type": "themed", "style": "seasonal_pattern_spring"}</code>
THM-03	svg_generator	<code>{"svg_type": "themed", "style": "seasonal_pattern_autumn"}</code>
THM-04	svg_generator	<code>{"svg_type": "themed", "style": "birthday_elements"}</code>
THM-05	svg_generator	<code>{"svg_type": "themed", "style": "space_theme"}</code>
FBK-01	lottie_programmatic	<code>{"animation_type": "feedback", "style": "ripple", "duration": 0.5, "loop": false}</code>
FBK-02	lottie_programmatic	<code>{"animation_type": "feedback", "style": "checkmark", "duration": 1.0, "loop": false}</code>
FBK-03	lottie_programmatic	<code>{"animation_type": "feedback", "style": "shake", "duration": 0.5, "loop": false}</code>
FBK-04	lottie_programmatic	<code>{"animation_type": "feedback", "style": "pulse", "duration": 2.0, "loop": true}</code>
ICO-01	svg_generator	<code>{"svg_type": "icon", "style": "camera_fun", "size": [24, 24]}</code>
ICO-02	svg_generator	<code>{"svg_type": "icon", "style": "microphone_fun", "size": [24, 24]}</code>
ICO-03	svg_generator	<code>{"svg_type": "icon", "style": "history_fun", "size": [24, 24]}</code>
ICO-04	svg_generator	<code>{"svg_type": "icon", "style": "achievements_fun", "size": [24, 24]}</code>
ICO-05	svg_generator	<code>{"svg_type": "icon", "style": "settings_fun", "size": [24, 24]}</code>
ICO-06	svg_generator	<code>{"svg_type": "icon", "style": "help_fun", "size": [24, 24]}</code>