Workflows provided:

1. **Text to image**

<https://youtu.be/4tZZVSu0c08>

model used:[**https://huggingface.co/black-forest-labs/FLUX.1-dev/tree/main**](https://huggingface.co/black-forest-labs/FLUX.1-dev/tree/main)

1. **Sketch to render (canny model)**

<https://youtu.be/eo-KB51UtMY>

model used:<https://huggingface.co/black-forest-labs/FLUX.1-Canny-dev-lora>

1. **Mass to render (depth model**)

<https://youtu.be/eo-KB51UtMY>

model used:<https://huggingface.co/black-forest-labs/FLUX.1-Depth-dev/tree/main>

1. **Sketch and depth Lora**

<https://huggingface.co/jeremytai/techlinedrawing>

model used:<https://huggingface.co/black-forest-labs/FLUX.1-Depth-dev-lora/tree/main>

(see class recording)

1. **Inpaint**

<https://youtu.be/P2X8edOZ3bw>

model used:<https://huggingface.co/black-forest-labs/FLUX.1-Fill-dev/tree/main>

1. **Outpainting**

<https://youtu.be/P2X8edOZ3bw>

model used:<https://huggingface.co/black-forest-labs/FLUX.1-Fill-dev/tree/main>

1. **Ultimate upscaling**

<https://youtu.be/eo-KB51UtMY>

<https://youtu.be/W_lxYJu5whI>

custom nodes to install from comfyui manager:

rgthree

ultimate upscalar

aux preprocessor