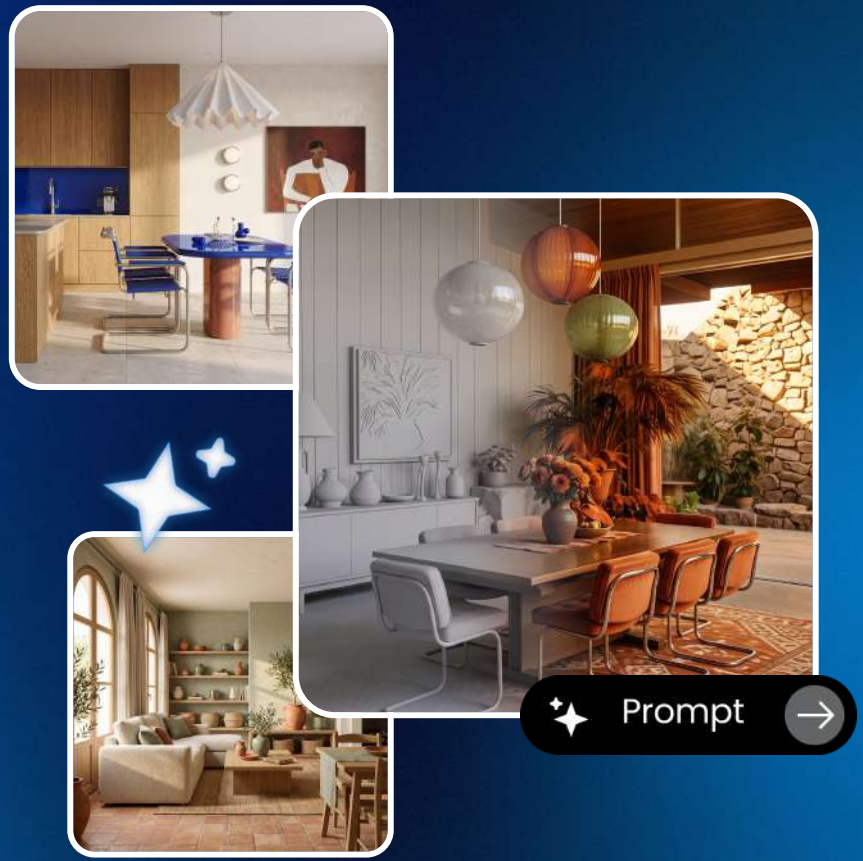
chaos Veras

My interior prompt guide.



Contents:

- Introduction
- Basics of prompting
- Hero prompts
- Hero presets
- Swap list
- DIY sheet
- Resources

Step-by-step hacker:

The “brain dump” director:

Neither way is wrong.
It is all about how you want your digital assistant to vibe with your process.

The magic of pre-information.

Whichever workflow you choose, the quality of your results hinges entirely on pre-information. Setting the stage by feeding AI the right background, visual direction, and project goals before you ask it to generate anything is an absolute game-changer. The depth of the details you pack into your prompt directly dictates how epic and useful the final output will be.

Context & setting

Site character
Topography
Surroundings
Vegetation
Weather/Atmosphere
Time of day

Composition & framing

Viewpoint/Angle
Framing elements
Focus points
Depth & layering
Negative space
Scale & proportion

Materials & textures

Primary materials
Surface finishes
Texture feel
Reflections
Transparency
Material contrast

Lighting & mood

Light direction
Quality (soft / harsh)
Shadows
Contrast
Color temperature
Overall mood

Style & visual language

Architectural style
Aesthetic vibe
Color palette
Level of detail
Realism vs. stylized
Rendering feel

Ready to jump in?

Let's figure out how to write prompts using Veras AI, that absolutely **crush it** for your next design!

Basics
of prompting.

Prompt anatomy.

Task

This is the objective or the goal - what Veras AI is asked to do.

Attributes

Components, Style, Light & Color, Camera - equal-weight inputs.

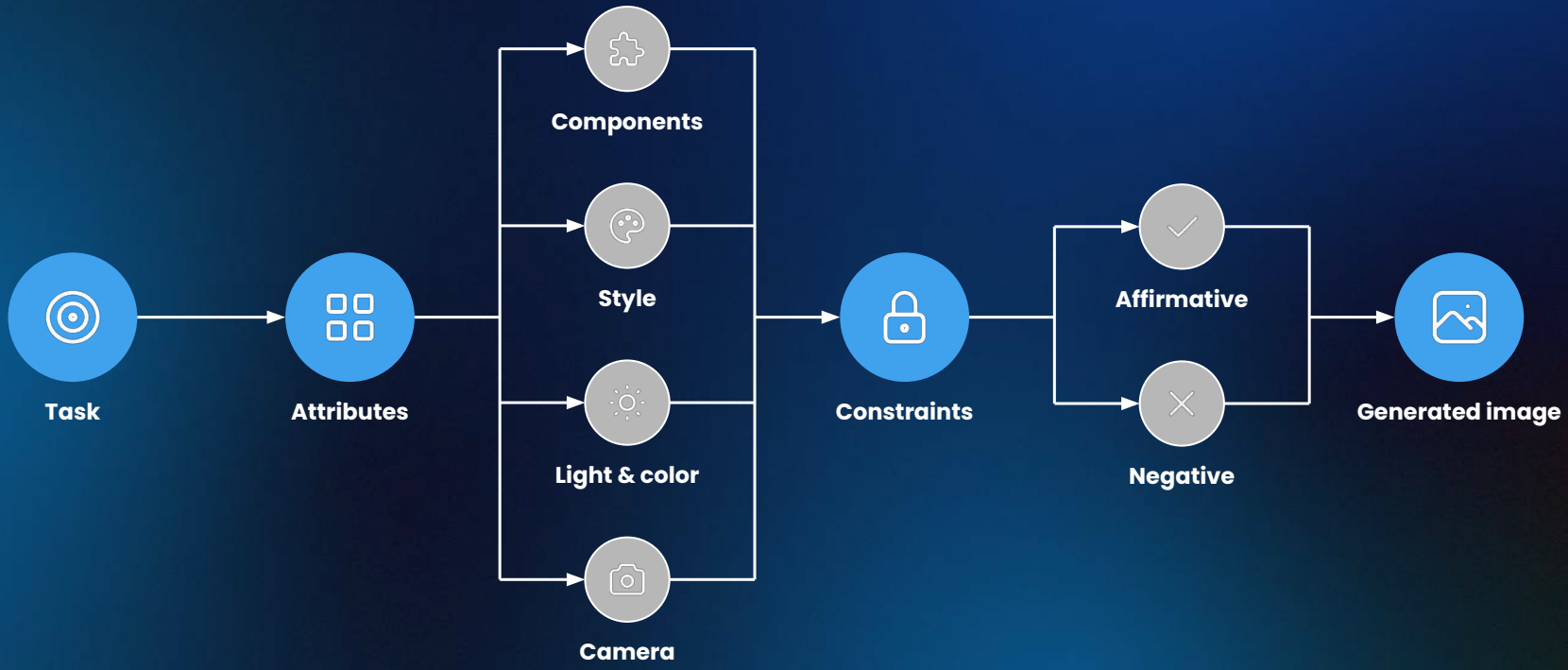
Constraints

This is where you define what must stay true - affirmative and negative rules.

Generated image

Your vision comes to life as a final visual.

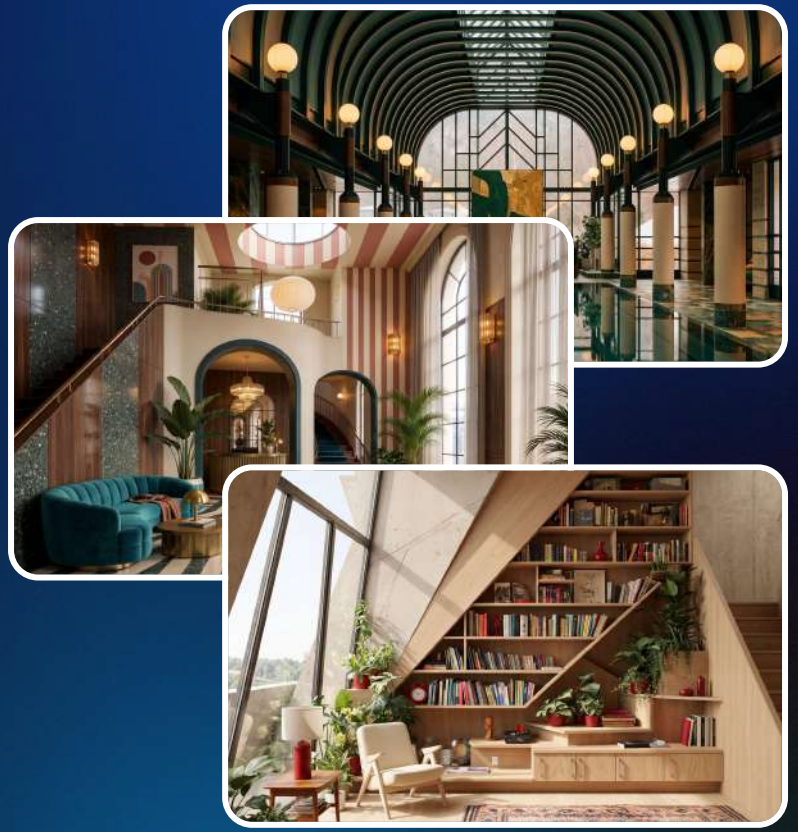
Prompt anatomy.



The task.

The Task is the very first step in writing a Veras prompt. It simply tells the AI exactly what you want it to do.

Think of it as a clear, straightforward project title rather than a detailed description.



Key ingredients.

- **Start with an action:**
  Lead with a strong verb. Words like enhance, visualize, add or transform instantly tell the AI what operation it needs to perform.

- **Stick to one goal:**
  Focus on a single objective. Cramming multiple requests into the first step can confuse the AI and give you mixed results.

- **Keep the tone neutral:**
  Save the mood, style, and artistic flair for the later. Adding other details here will only water down your main instruction.

Quick tips:

- **Write it like a simple title:**
  Aim for less than one sentence.

Scene attributes.

Scene Attributes is the umbrella stage that defines everything about the scene itself — what's in it, how it looks, how it's lit, and how it's framed. It sits between Task (the objective) and Constraints (the guardrails), holding four equal-weight parts:

- **Parallel, not sequential:**
  Unlike a traditional render pipeline, these four attributes don't depend on one another — they can be written and adjusted independently without breaking the prompt.

- **Equal weight:**
  No single attribute dominates: A prompt that over-specifies one (e.g., Style) while neglecting another (e.g., Components) tends to produce imbalanced results.

- **Collective scene definition:**
  Together, the four parts answer "what does this image actually contain and look like?" — as distinct from what the AI is doing (Task) or what must remain true (Constraints).

Constraints.

Constraints are your safety net. While every other part focuses on creative freedom and building your scene, this part is all about protection.

It tells the AI exactly what must remain true, locking down the crucial elements that cannot change, regardless of the style or lighting you chose earlier.

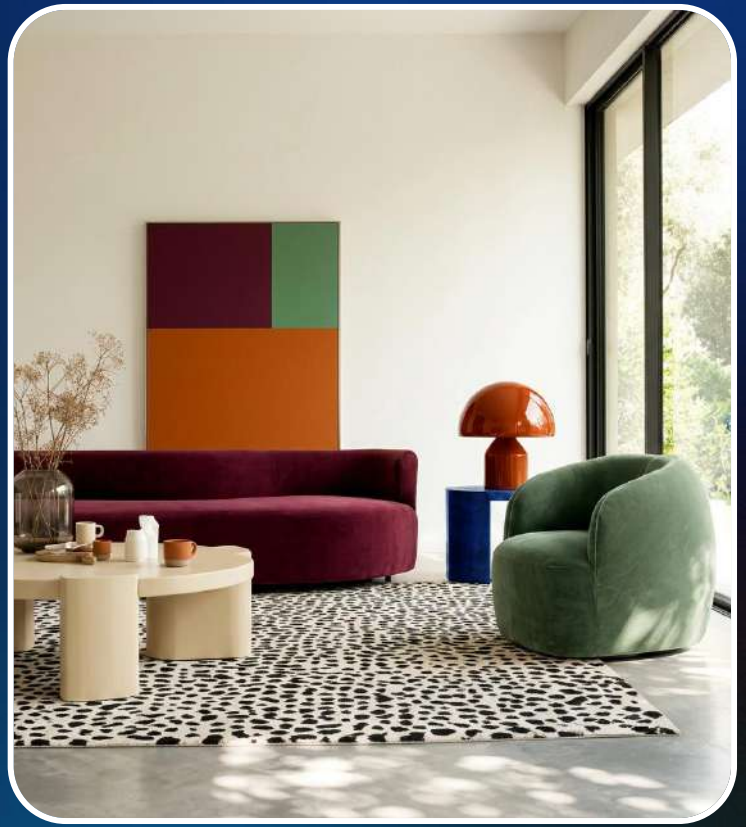
What to protect.

- **Structural integrity:**
  Ensure the AI doesn't "creatively reinterpret" your design.
  The goal is to show this specific building, exactly as intended.

- **Material authenticity:**
  Block those fake, plastic-looking textures that
  immediately scream "AI-generated."

- **Geometric accuracy:**
  Enforce straight lines, proper proportions,
  and zero architectural warping.

- **Artifact prevention:**
  Eliminate common AI glitches, like melting geometry,
  nonsensical background objects, or people with extra limbs.



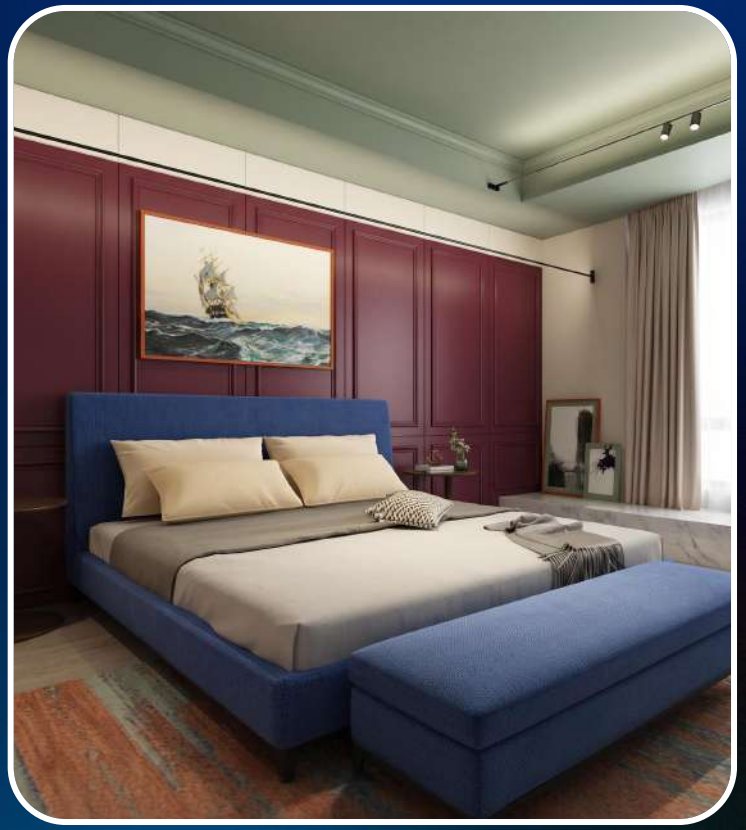
Quick Tips:

- **Positive before negative:** Always state your affirmative rules before your negative ones so the AI has a target before it hits a roadblock.
- **Always use them for client work:** Think of this stage as essential risk management, not an optional polish.
- **Be the boss:** Phrase these as firm, non-negotiable rules, not polite preferences. Take off your creative director hat and put on your inspector hat.

Constraints are a two-part formula: Do's and don'ts.

Because AI reads text much like a human, telling it only what to avoid can sometimes backfire (if I say "don't think of warped windows," the AI still has to think about warped windows). To fix this, split your constraints into two parts:

- **The affirmative (The "do's"):** Tell the AI what it **must** actively preserve. This gives it a concrete, positive target to hold onto.
- **The negative (The "don'ts"):** Tell the AI what it **must not** include to act as an exclusionary guardrail.



Sample prompt.

Task:
What you want the AI to do.

Enhance this building design into a photorealistic architectural image,

Attributes:
Key aspects of the image.

set on a lush hillside, with wood grain and glass reflections visible,

rendered in a high-end, ArchDaily-style editorial photography look,

lit at golden hour, with warm interior light spilling through windows,

shot on a 35mm wide-angle lens, from a low, scale-emphasizing angle.

Components:
The elements and details to include.

Style: The look and visual tone.

Light & color:
Lighting, mood and color feel.

Camera: Viewpoint and
lens setup.

Constraints:
Boundaries to preserve quality and accuracy.

Maintain the exact structural silhouette and geometric accuracy;

avoid plastic-looking materials, warped geometry, or lens distortion.

Affirmative: What must be preserved.

Negative: What must be avoided.

Hero prompts.

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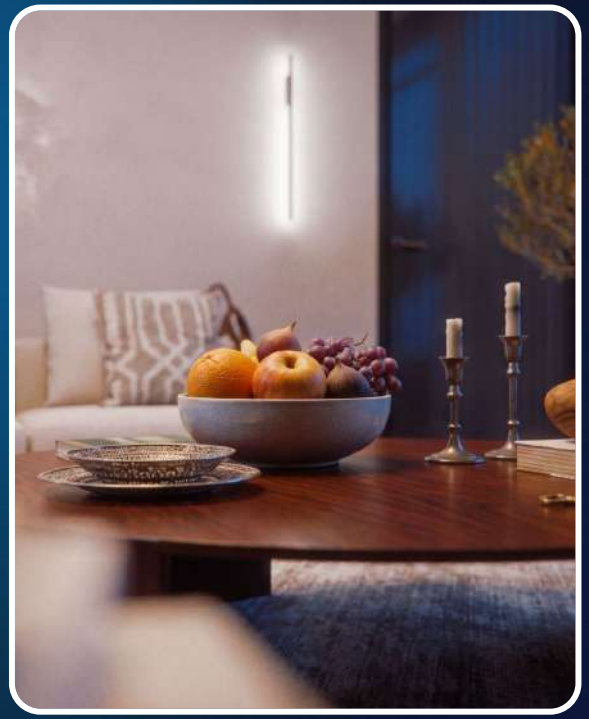
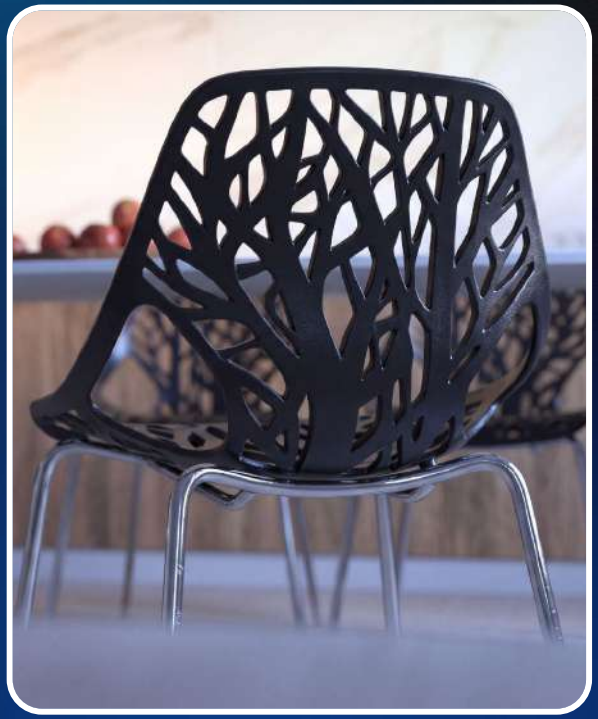
Interior | Close-up.

“Close-up of the chair on the right. Ensuring crystal-clear focus and rich tactile detail. Photorealistic, tactile material textures, cinematic lighting, realistic light bounce and shadows.

The near side of the image should be softly out of focus, creamy bokeh. Shot on 85mm lens, shallow depth of field, bokeh, hyper-detailed. Don't change the position of any of the interior elements.”





Replace the keywords.

*“Close-up of the **chair** on the right. Ensuring crystal-clear focus and rich tactile detail. Photorealistic, tactile material textures, cinematic lighting, realistic light bounce and shadows.*

The near side of the image should be softly out of focus, creamy bokeh. Shot on 85mm lens, shallow depth of field, bokeh, hyper-detailed. Don't change the position of any of the interior elements.”

Chair

Shelf

Ceiling lamp

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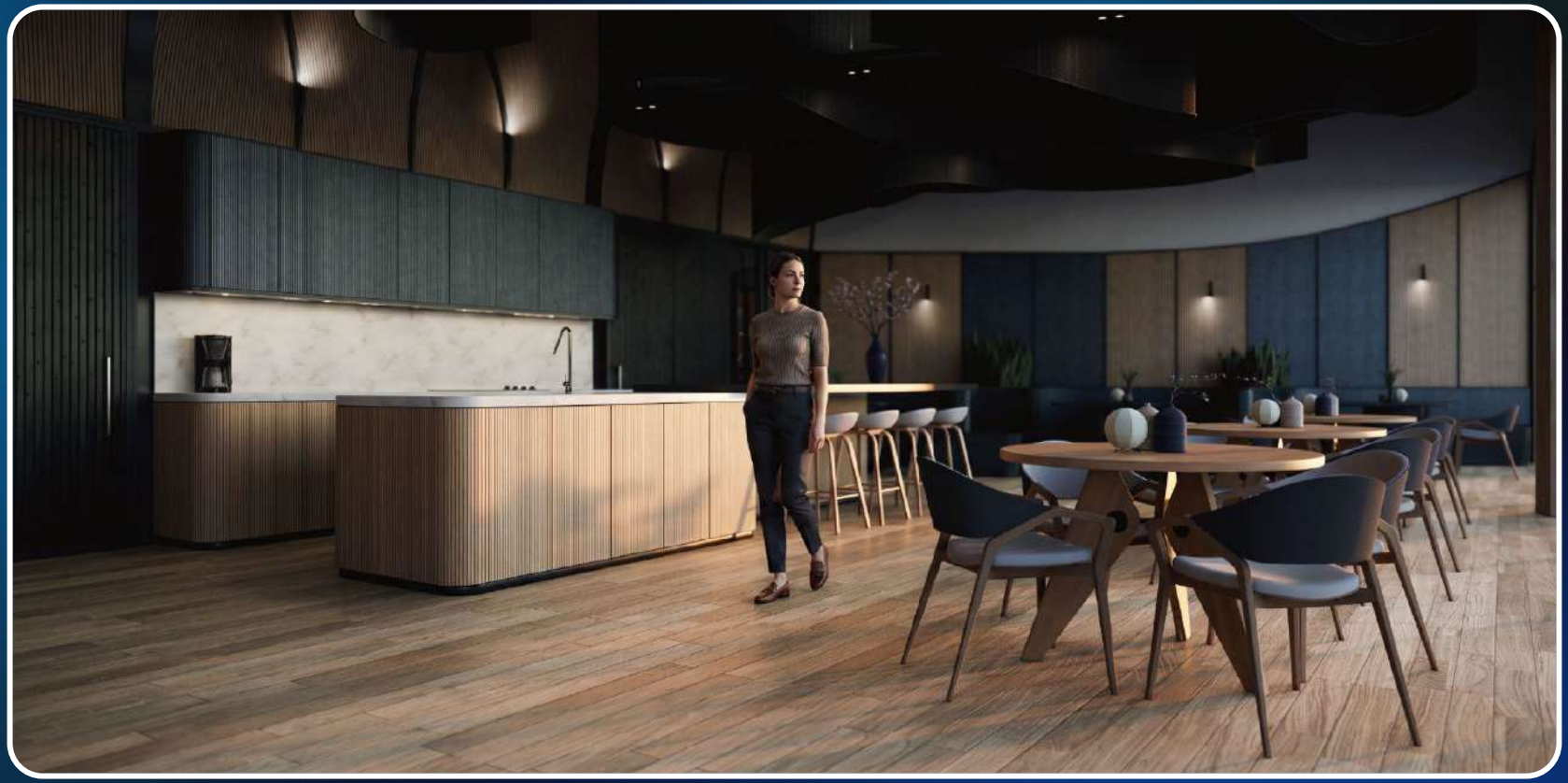
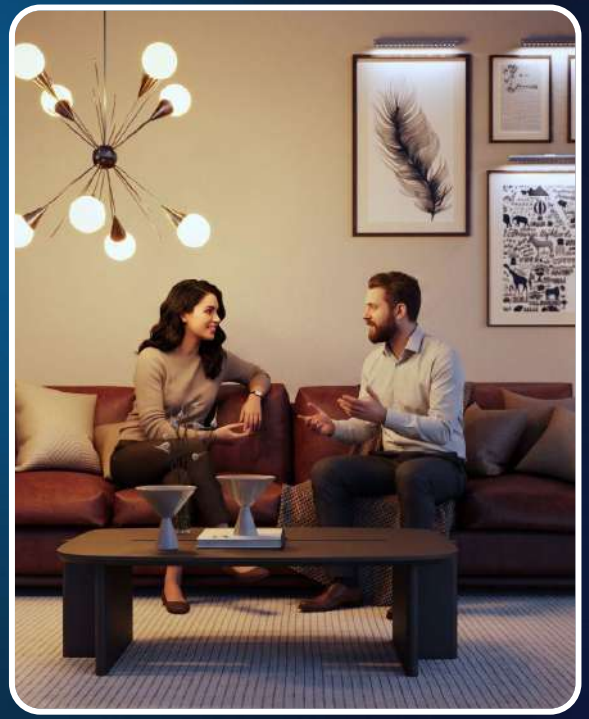
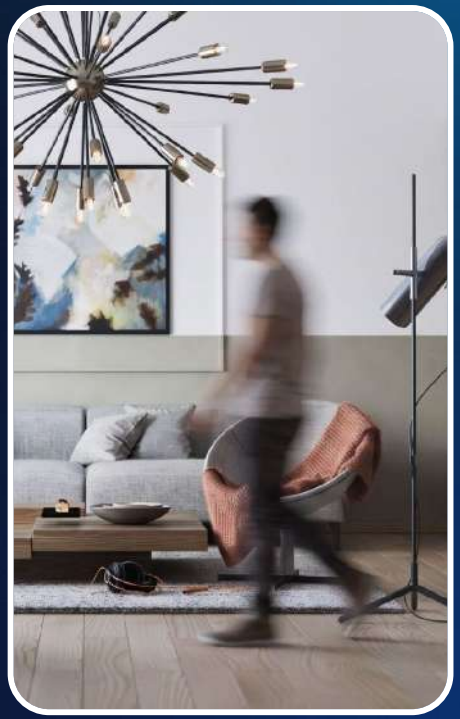
Interior | Space utilization.

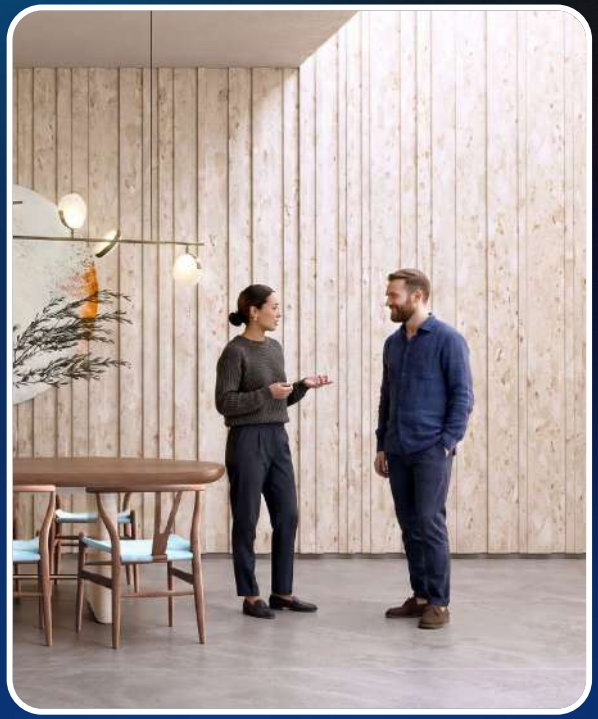
“A person walking in the space, clear human scale. Photorealistic, tactile material textures, cinematic lighting, realistic light bounce and shadows.

Shot on 85mm lens, shallow depth of field, bokeh, hyper-detailed. Strictly preserve the original design geometry and all interior elements.”









Replace the keywords.

*“A person **walking** in the space, clear human scale. Photorealistic, tactile material textures, cinematic lighting, realistic light bounce and shadows.*

Shot on 85mm lens, shallow depth of field, bokeh, hyper-detailed. Strictly preserve the original design geometry and all interior elements.”

Walking

Sitting

Reading

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Interior | Moodboard.

“Create a mood board in Interior Design style. Show a palette with a list of materials.

Arrange all of the samples in a realistic mood board style.”

Materials:
Linen Blend (Sectional)
Walnut Veneer (Cabinetry, Table)
Oak Herringbone (Floor)
Wool Rug
Linen (Curtains)
Black Leather (Chaise)
Blown Glass (Pendants)
Olive Wood & Ceramic (Decor)

Dark Oak Cladding

Matte Black Cabinets

Polished Concrete

Charcoal Dining Chair Fabric

Lounge Sofa Fabric

Kitchen Island

Nero Marquina Quartz

Overall Space Layout

Botanical Accent

Full-Height Glazing & View

Matte Black Frame

PROJECT CONCEPT: PARISIAN CONTEMPORARY LUXURY

Warm Grey-Taupe
(Main Walls)

Deep Charcoal
(Joinery)

Aged Brass
(Accents)

MATERIAL PALETTE

Velvet Upholstery
(Bedding - <> texture)

Satin-finished
Taupe Lacquer
(Wardrobe/Nightstand)

Ribbed/Fluted Beige
Velvet (Headboard Panel)

TEXTILES & TEXTURES

Shaggy Grey Rug

Sheer Linen Drapery

HARDWARE & FINISHES

Aged Brass Swivel
Pendant Light (Reference)

Matte Black
Switch Plate

ARCHITECTURAL DETAILS

French Railing Casting
(Detailed View)

Plaster Wainscoting Profile

REFERENCE IMAGERY & KEY PIECES

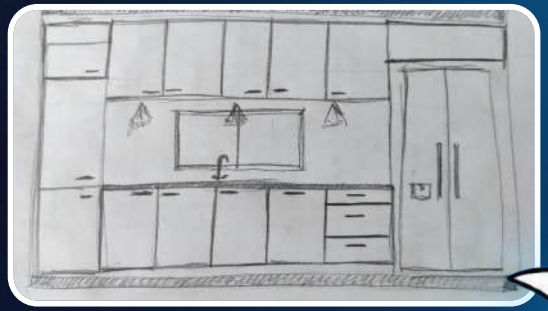
Tubular Frame
Lounge Chair

Aged Brass Swivel
Pendant Light

INSPIRATION

DESIGN DNA

* Parisian Haussmannian Architecture (Modernized)
* Refined Material Contrast
* Tailored and Upholstered Surfaces
* Sophisticated Lighting Plan



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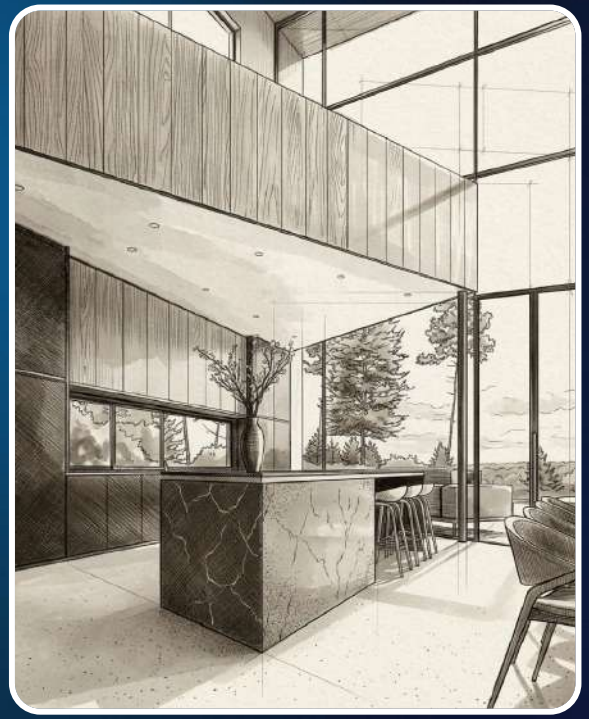
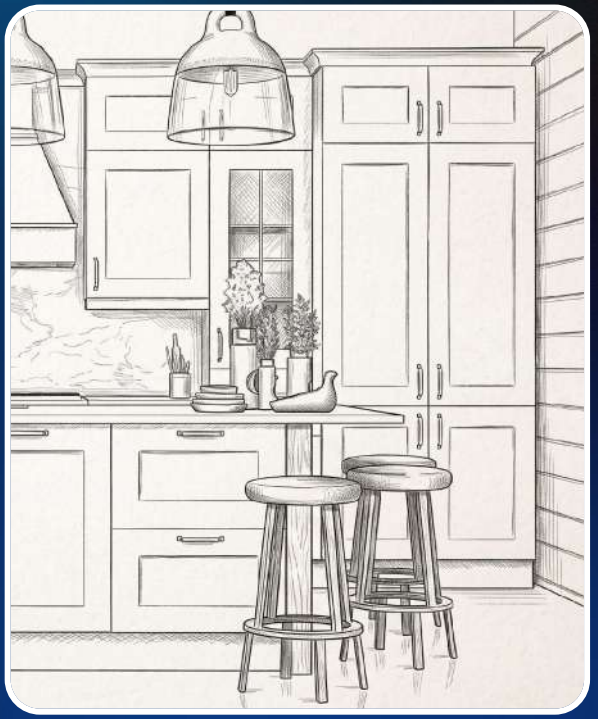
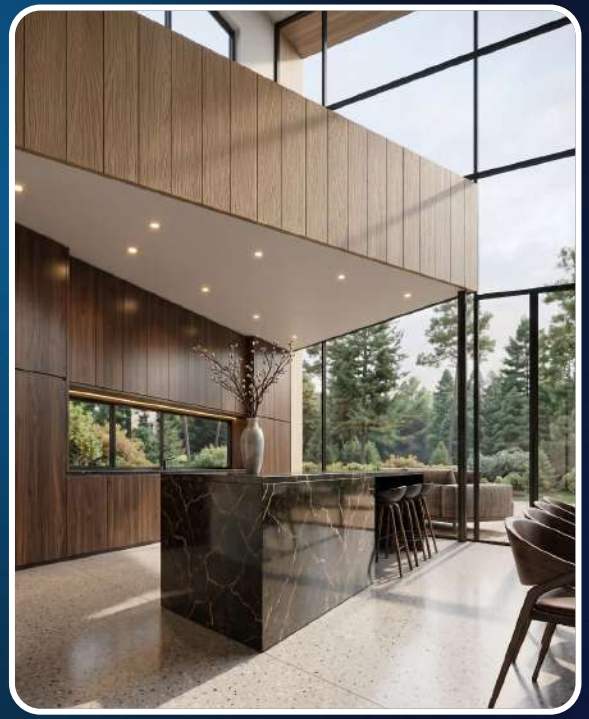
Interior | Sketch to render.

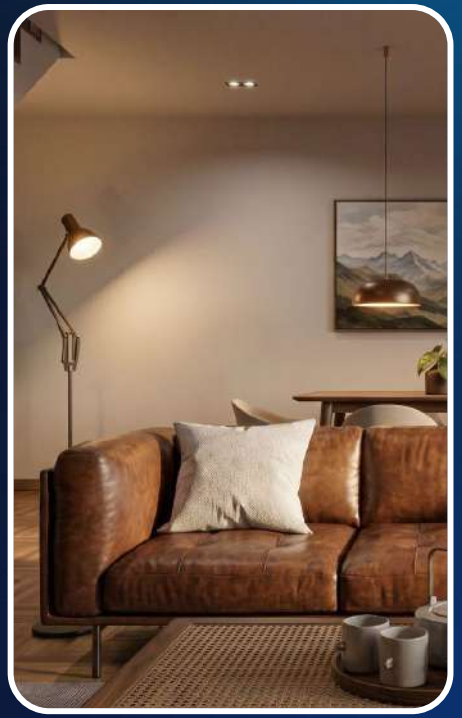
“Transform this hand sketch into a photorealistic architectural render of the room. Ensuring crystal-clear focus and rich tactile detail.

Photorealistic, tactile material textures, cinematic lighting, realistic light bounce and shadows. Keep the exact composition, perspective, proportions, and layout from the sketch.”









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Interior | Render to sketch.

"Create a beautiful, clean marker hand sketch from the provided render, no text."

Replace the keywords.

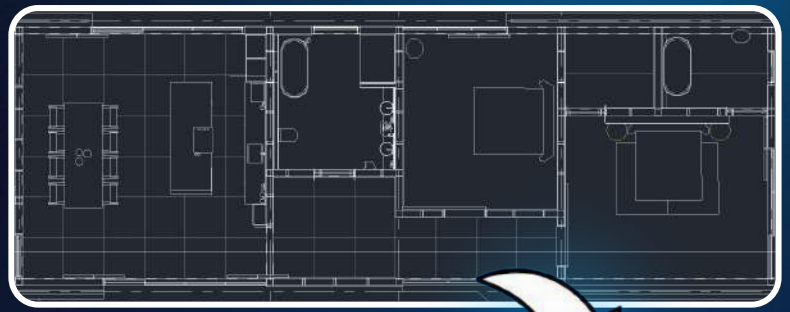
*''Create a beautiful, clean **Marker** hand sketch from the provided render, no text.''*

Marker

Pencil

Watercolor

chaos Veras



Interior | Drawings work.

“Apply materials on 2D floor plan. Strictly preserve the original architectural design geometry, Modern & Contemporary style.

Photorealistic, tactile material textures, cinematic lighting, realistic light bounce and shadows. Shallow depth of field, bokeh, hyper-detailed.”

Replace the keywords.

''Apply materials on 2D floor plan. Strictly preserve the original architectural design geometry, ***Modern & Contemporary*** *style.*

Photorealistic, tactile material textures, cinematic lighting, realistic light bounce and shadows. Shallow depth of field, bokeh, hyper-detailed.''

Industrial

Japandi style

Bohemian

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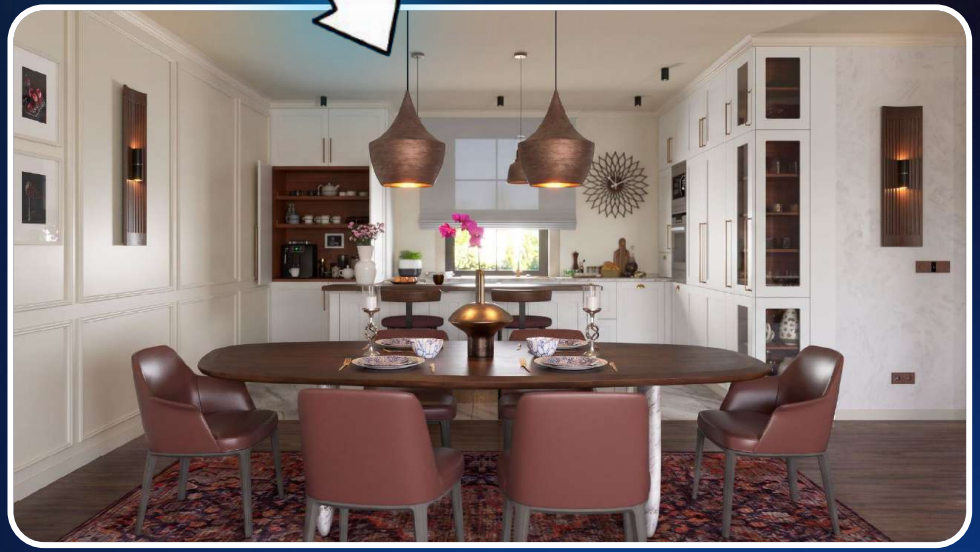
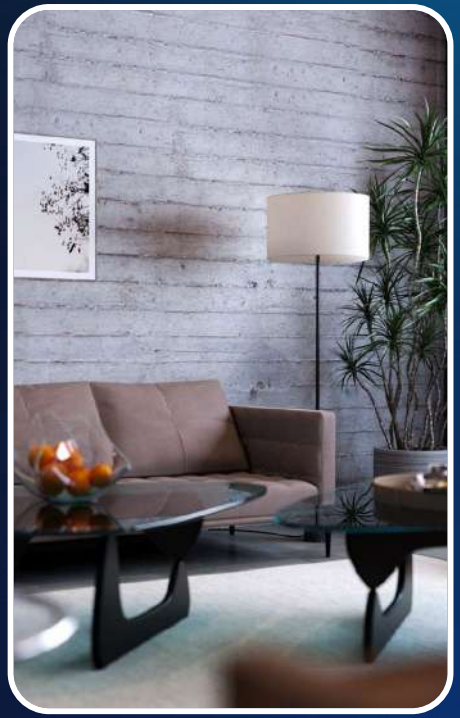


Interior | Color variation.

“Create a different variant in Interior designer-curated white color palettes. Ensure crystal-clear focus and rich tactile detail.

Photorealistic, tactile material textures, cinematic lighting, realistic light bounce and shadows. The near side of the image should be softly out of focus, creamy bokeh. Shot on 85mm lens, bokeh, hyper-detailed. Don't change the position of any of the interior elements.”



Replace the keywords.

*“Create a different variant in Interior designer-curated **blue** color palettes. Ensure crystal-clear focus and rich tactile detail. Photorealistic, tactile material textures, cinematic lighting, realistic light bounce and shadows.*

The near side of the image should be softly out of focus, creamy bokeh. Shot on 85mm lens, bokeh, hyper-detailed. Don't change the position of any of the interior elements.”

White

Blue

Green

chaos Veras

Interior | Accessories

“Add accessories to the provided image. Ensuring crystal-clear focus and rich tactile detail.

Photorealistic, tactile material textures, cinematic lighting, realistic light bounce and shadows. Shot on 24mm lens, shallow depth of field, bokeh, hyper-detailed. Don't change the position of any of the interior elements.”

FRAME

Replace the keywords.

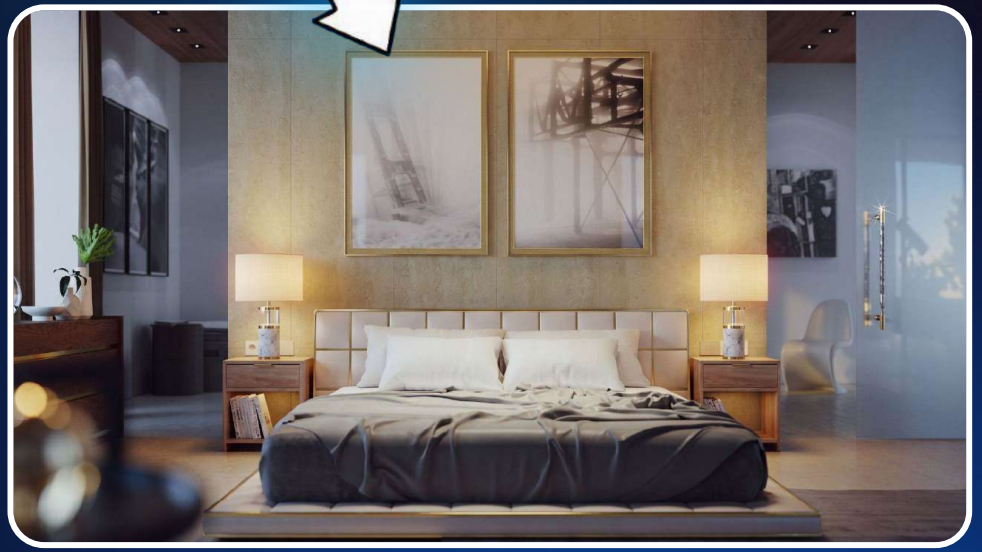
*''Add **sofa accessories** to the provided image. Ensuring crystal-clear focus and rich tactile detail.*

Photorealistic, tactile material textures, cinematic lighting, realistic light bounce and shadows. Shot on 24mm lens, shallow depth of field, bokeh, hyper-detailed. Don't change the position of any of the interior elements.”

Human

Sofa accessories

Wall



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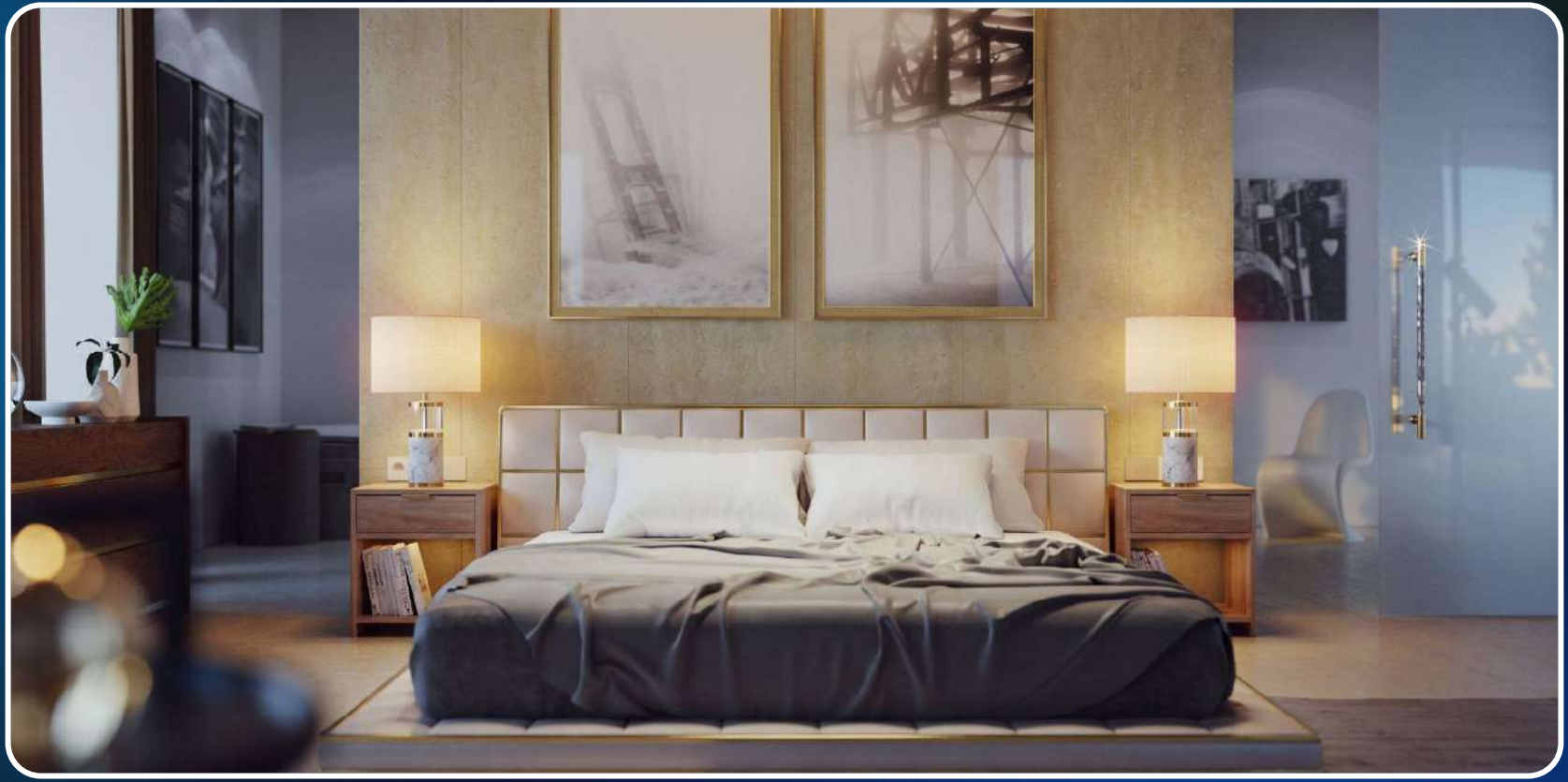
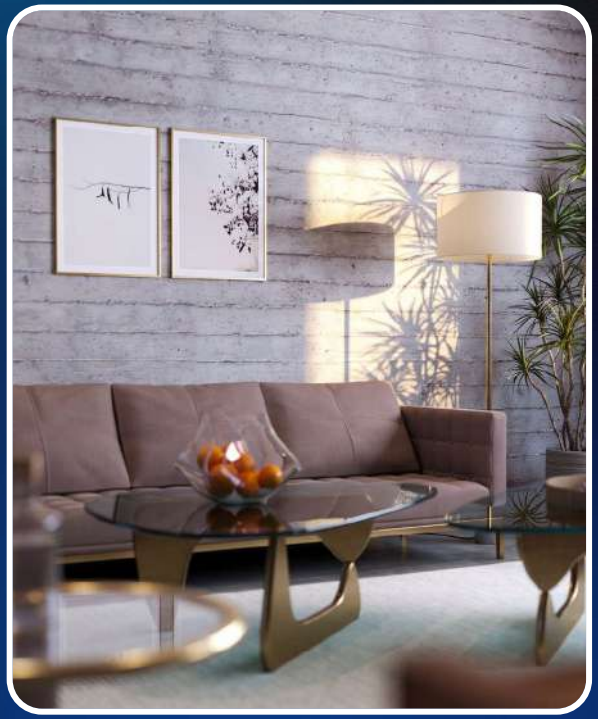
Interior | Accents.

“Add gold accent details in the image. Ensure crystal-clear focus and rich tactile detail.

Photorealistic, tactile material textures, cinematic lighting, realistic light bounce and shadows. Shot on 24mm lens, shallow depth of field, bokeh, hyper-detailed. Don't change the position of any of the interior elements.”

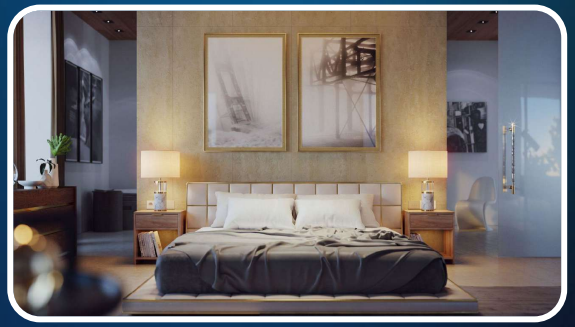




Replace the keywords.

*“Add **gold** accent details in the image. Ensure crystal-clear focus and rich tactile detail.*

Photorealistic, tactile material textures, cinematic lighting, realistic light bounce and shadows. Shot on 24mm lens, shallow depth of field, bokeh, hyper-detailed. Don't change the position of any of the interior elements.”



Gold

Red

Green

Hero presets.

Add hero prompts to your Veras presets.

Click on the 3 dots next to any preset in Veras and click **'Import.'**

Copy and Paste the **Hero Presets Link** in the attached file, to the import field.

Now click **Import.** You are now ready to use these Hero Presets.

Hero presets link

Swap list.

Task.

Commands, core actions, outputs, and drawing types.

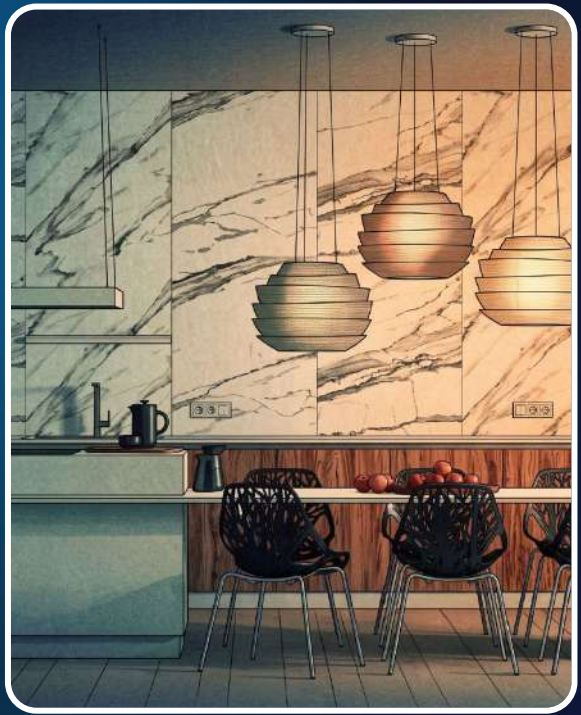
Verbs & actions:

Accentuate, Adapt, Amplify, Apply, Capture, Compose, Conceptualize, Contextualize, Convert, Craft, Create, Change, Depict, Detail, Elevate, Enhance, Enrich, Emphasize, Extrapolate, Extract, Extrude, Finalize, Generate, Harmonize, Illustrate, Infill, Map, Materialize, Model, Modernize, Overlay, Polish, Reconfigure, Reconstruct, Recolor, Redesign, Reframe, Reimagine, Realize, Refine, Render, Restructure, Revitalize, Restyle, Scale, Sharpen, Simulate, Simplify, Stylize, Synthesize, Transform, Translate, Unify, Upgrade, Visualize.

Outputs & mediums:

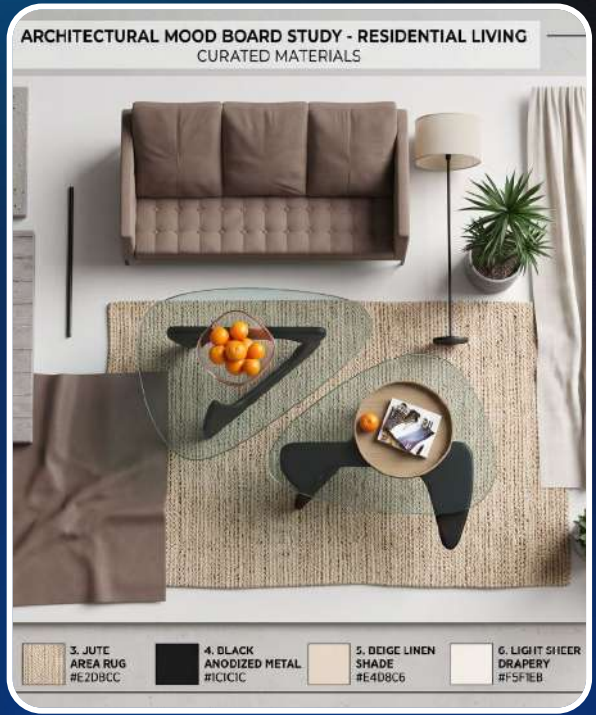
3D Render style, Animation style (Miyazaki), Architectural sketch, Axonometric diagram, Bubble diagram, Clay render, Concept art (Syd Mead), Conceptual massing, Elevation view, Exploded view, Hand Sketch, Impressionist landscape (Monet), Isometric diagram, Japanese woodblock print (Ukiyo-e), Material board visualization, Mood board study, Photorealistic render, Sci-fi illustration (Moebius), Section view, Site plan, White model render, Wireframe overlay, 360 panorama.

Create a Japanese woodblock print (Ukiyo-e)



White model render

Generate a Mood board study



Components.

Settings, architectural features, materials, and entourage.

Settings & environments:

Art deco apartment, Attic loft, Boutique hotel lobby, Coastal villa, Contemporary apartment, Country house, Designer kitchen, Downtown penthouse, Elegant dining room, Executive office, Gallery interior, Garden room, Grand entrance hall, Historic townhouse, Industrial loft, Luxury bathroom, Luxury penthouse, Minimalist apartment, Modern living room, Mountain cabin, Nordic interior, Open-plan workspace, Private library, Rustic farmhouse, Scandinavian home, Spa retreat, Studio apartment, Suburban home, Traditional villa, Tropical residence, Urban loft, Wellness retreat.

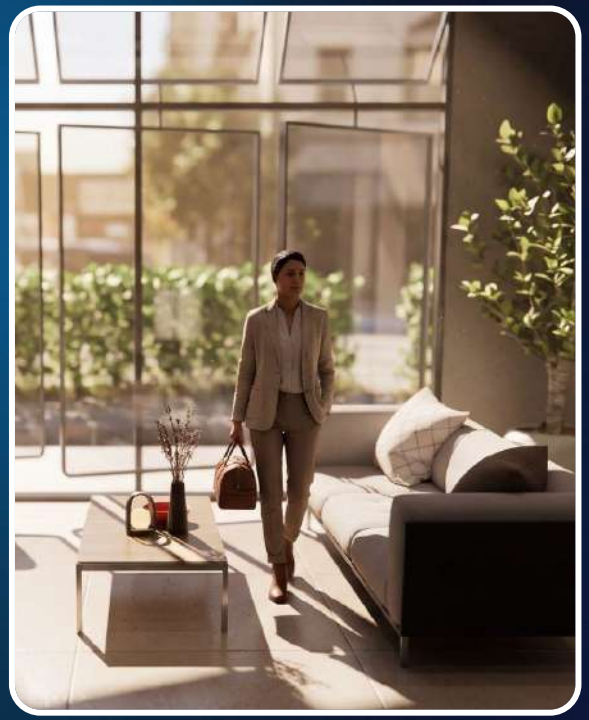
Architectural elements:

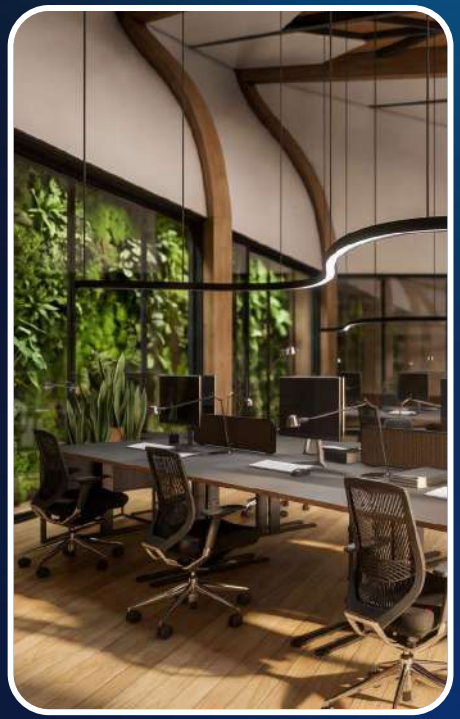
Arched doorway, Atrium, Built-in cabinetry, Coffered ceiling, Concrete feature wall, Curved staircase, Double-height ceiling, Exposed brick wall, Exposed concrete, Floor-to-ceiling windows, Floating staircase, Fluted wall, Glass partition, Green wall, Interior courtyard, Kitchen island, Marble feature wall, Mezzanine level, Open-plan layout, Paneled wall, Recessed ceiling, Sculptural staircase, Skylight, Slatted wood wall, Steel staircase, Stone feature wall, Timber ceiling, Timber wall cladding, Vaulted ceiling, Vertical garden, Wall niches, Water feature.

Materials & surfaces:

Brushed brass, Brushed steel, Burnt timber, Ceramic tiles, Fluted glass, Frosted glass, Glossy surfaces, Italian plaster, Limestone, Matte surfaces, Marmorino, Microcement, Mosaic tiles, Natural stone, Oxidized copper, Polished concrete, Polished marble, Raw concrete, Raw timber, Reclaimed wood, Reflective surfaces, Smooth glass, Soft velvet, Stucco veneziano, Tactile fabric, Terrazzo, Textured plaster, Translucent resin, Travertine, Weathered stone, Worn wood.

Boutique hotel lobby, Photorealistic





Green wall

Raw concrete

Style.

Aesthetics, architectural eras, rendering styles, and artistic influences.

Design eras & visual languages:

Art Deco, Baroque, Bauhaus, Biophilic, Brutalist, Cel-shaded, Contemporary, Cyberpunk, Deconstructivism, Digital painting, Dystopian, Editorial, Expressionist, Fantasy illustration, Fine-art, Flat illustration, Futurism, Gallery-grade, Glitch art, Gothic, High-tech architecture, Hyperrealistic, Impressionist, Industrial style, Ink drawing, Isometric illustration, Japandi, Low poly, Luxury, Magazine-ready, Maximalist, Matte painting, Mediterranean, Mid-century modern, Minimalist, Monochrome, Neoclassical, Neo-futurist, Organic architecture, Organic Modern, Painterly, Parametricism, Pencil sketch, Photorealistic, Postmodernism, Premium, Quiet luxury, Refined, Retro-futuristic, Romanesque, Scandinavian, Steampunk, Stylized, Surrealist, Timeless, Tropical Modernism, Ultra-detailed, Vaporwave, Vector art, Vintage, Wabi-Sabi, Watercolor.

Aesthetics & moods:

ArchDaily style, Architectural Digest style, Dezeen style, Awe-inspiring, Biomechanical aesthetic (Giger), Cinematic, Cozy, Documentary, Dramatic, Dreamlike, Elegant, Energetic, Enigmatic, Ethereal, Foreboding, Gritty, Inviting, Majestic, Melancholic, Mysterious, Nostalgic, Otherworldly, Peaceful, Playful, Sacred, Soft dreamlike world (Studio Ghibli), Somber, Tense, Tranquil, Uplifting, Whimsical.

Scandinavian

Flat illustration

Ink drawing

Light & color.

Atmospheric lighting, time of day, illuminants, and color palettes.

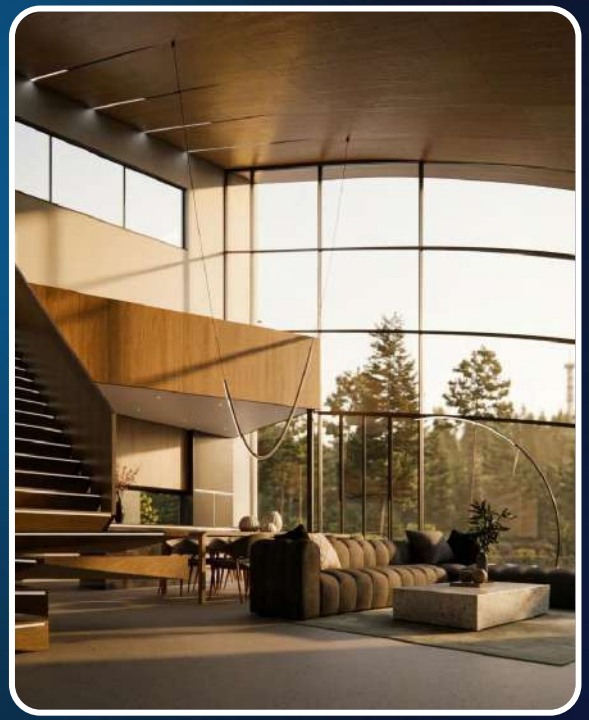
Lighting Conditions:

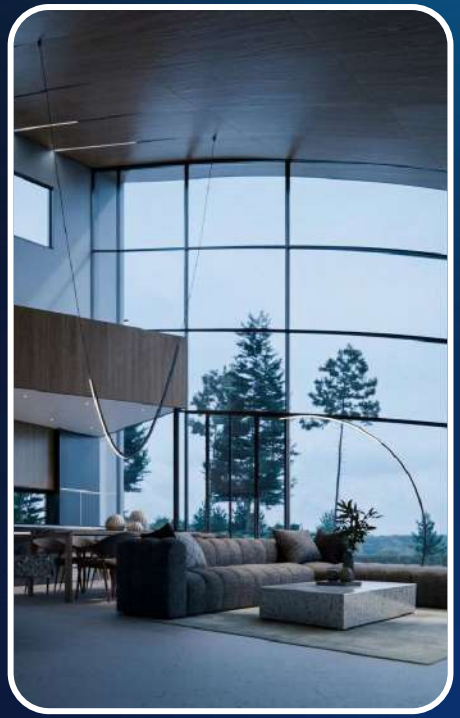
Accent spotlighting, Ambient glow, Ambient occlusion, Atmospheric lighting, Aurora borealis, Backlit, Bioluminescent glow, Blue hour, Candlelight, Chiaroscuro, Cinematic lighting, Dappled light filtering, Diffused light, Diffuse natural light, Direct sunlight, Dramatic lighting, Dramatic shadows, Dusk, Dawn, Floor-lamp glow, Golden hour, High-contrast lighting, High-key lighting, Indirect cove lighting, Interior ambient light, Low-key lighting, Luminous panels, Midday sun, Misty light, Moonlit, Moody lighting, Natural light, Neon lighting, Overcast, Perimeter lighting, Recessed LED strip lighting, Reflective lighting, Rim light, Skylight illumination, Soft ambient lighting, Soft light, Spotlight illumination, Studio lighting, Subsurface scattering, Sunbeams streaming through windows, Sunset, Sunrise, Twilight, Underlit, Volumetric lighting, Warm architectural uplighting.

Color Palettes:

Cool industrial palette, Cool slate gray tones, Cool tones, Cream and ivory tones, Desaturated palette, Deep tonal palette, Earthy tones, High-contrast pop, Interior design color palette, Japandi palette, Monochromatic palette, Muted pastel tones, Muted tones, Pastel palette, Rich warm wood tones, Saturated colors, Vivid colors (Van Gogh), Quiet luxury palette, Warm neutral palette, Warm tones, Warm beige tones.

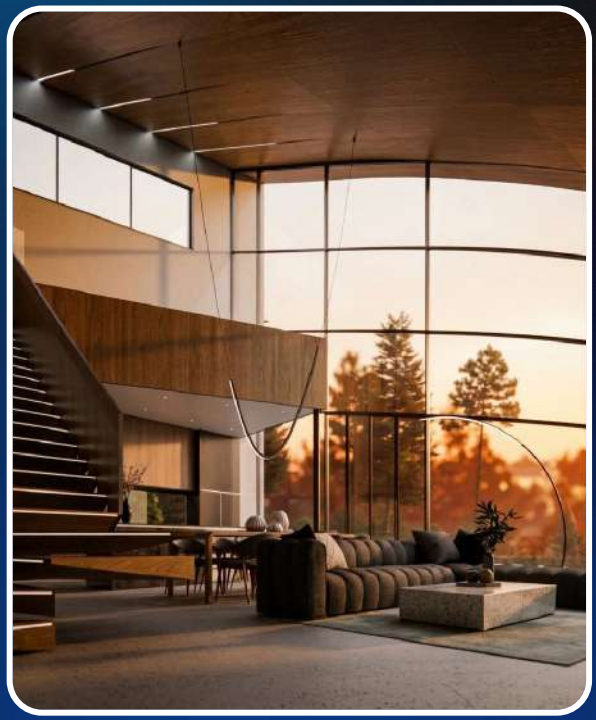
Golden hour





Moonlit

Sunset



Camera.

Angles, composition, lens choices, and camera settings.

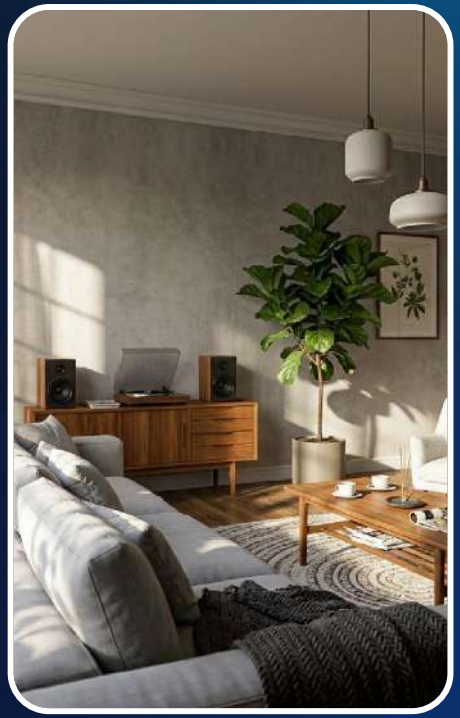
Angles & Framing:

14mm ultra-wide, 18mm wide, 24mm architectural standard, 35mm street view, 50mm natural eye-level, 85mm portrait detail, Aerial view, Anamorphic view, Bird's-eye view, Background blur, Close-up, Corner perspective, Drone shot, Dutch angle, Elevation view, Establishing shot, Eye-level, Floor-plan perspective, Frontal, Foreground blur, Ground-level angle, Hero shot, Human-scale perspective, Interior wide shot, Isometric angle, Low-angle, Low-slung angle, Macro detail shot, Medium shot, Motion-blurred entourage, Oblique, One-point perspective, Orthographic view, Overhead, Over-the-shoulder, Panoramic, Perspective-corrected, Shallow depth of field, Straight-on, Street-level view, Symmetrical, Telephoto, Three-quarter, Tilt-shift, Two-point perspective, Vignette framing, Wide shot, Wide-angle, Worm's-eye.

Lens, Focus & Effects:

Atmospheric haze, Aerial perspective, Bokeh effect, Chromatic aberration control, Cinematic focus separation, Crystal-clear focus, Deep depth of field, Filmic tone mapping, Focus falloff, High dynamic range (HDR), High micro-contrast, Glare Blades, Lens flare, Lens Scratches, Lens Dust, Light scattering, Motion blur, Optical clarity, Sharp focus, Soft bloom, Subtle lens flare, Volumetric lens mist.

Low-angle camera



Corner perspective

Orthographic view

Constraints – Affirmative.

Positive locking commands, architectural preservation rules, and fidelity controls.

Verbs & core directives:

Accentuate, Adhere strictly to, Align, Align with BIM model, Anchor, Conform to, Confirm, Coordinate, Enforce, Ensure, Exact, Fit, Fix, Follow, Ground, Guarantee, Honor, Keep, Lock, Match, Maintain, Preserve, Protect, Reinforce, Respect, Replicate, Reproduce, Retain, Safeguard, Scale accurately, Secure, Spacing, Stabilize, Sustain, "True-to-scale", Uphold.

Specific architectural holds:

Enforce physical realism, Enforce vertical line correction, Ground building firmly, Keep structural columns intact, Lock architectural volume, Lock camera view angle, Lock horizon line, Lock original window placement, Maintain facade proportions, Maintain material boundaries, Maintain roofline silhouette, Maintain scale integrity, Maintain structural grid, Match surrounding context, Preserve edge sharpness, Preserve geometry accuracy, Preserve glazing transparency, Preserve interior floor plan, Preserve original site topography, Preserve spatial depth, Retain exact massing, Retain model scale, Retain structural layout, Sustain source lines.

Constraints – Negative.

Negative prompts, exclusion parameters, and rendering error suppressions.

Exclusions & verbs:

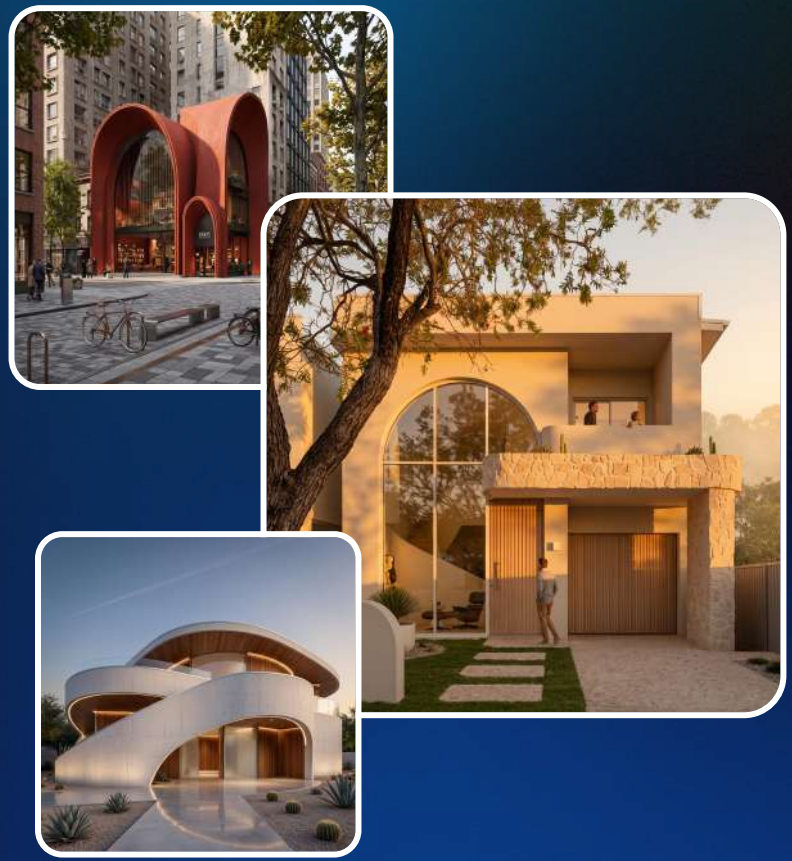
Avoid, Don’t, Eliminate, Exclude, Leave it, Limit, Never alter, Prevent, Remove, Restrict, Suppress.

Specific negative keywords:

No AI hallucinations, No altered proportions, No artificial glow, No blurry textures, No cartoonish look, No chromatic aberration, No color bleed, No crushed shadows, No distorted perspective, No distortion, No duplicated elements, No extra elements, No extra windows, No fisheye distortion, No flattening, No floating objects, No floating vegetation, No generic assets, No ghosting effects, No inconsistency, No lens distortion, No low-resolution textures, No melted details, No misaligned seams, No misalignment, No missing details, No missing walls, No motion blur on architecture, No muddy colors, No noise, No noisy artifacts, No over-smoothing, No overexposure, No oversaturation, No pixelation, No plastic look, No random structural additions, No smoothing, No unnatural lighting, No unrealistic reflections, No unwanted cars, No unwanted people, No warped lines, No warping.

Resources

- chaos.com
- cgconnect.chaos.com
- academy.chaos.com



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