

nti



Prompt Like A Pro.

with



chaos
Veras



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PREFACE

The Architect's New Language — Prompting for AI-Powered Design

In the ever-evolving landscape of architectural design, a new frontier has emerged, one that promises to reshape our creative process from the earliest sketch to the final rendering. Artificial intelligence is no longer a distant concept; it is a powerful, accessible tool integrated directly into the software we use every day. With the arrival of Chaos Veras and its groundbreaking “Nano Banana” rendering engine, the ability to generate stunning, photorealistic visualizations from a simple thought has become a reality.

But this new power requires a new skill: the art of the prompt. How do we, as designers, communicate our vision to an AI? How do we translate the nuanced language of architecture—light, shadow, material, and form—into instructions that an algorithm can understand and execute with precision?

This ebook is your guide to mastering that new language.

It is designed for the modern architect, the interior designer, the urban planner, and the student of design who works at the intersection of technology and creativity. Whether you use Revit, SketchUp, Rhino, or another CAD/BIM authoring tool, you understand that your 3D model is more than just data; it is the geometric soul of your project. This guide is written specifically for you, focusing on the unique workflow of using Veras as your AI companion, where your model is the foundation and your prompts are the directorial commands that bring it to life.



Wright inspo - Version 1



Wright inspo - Version 2

Inside, you will discover:

- ◊ The Power of “Nano Banana”: A deep dive into the engine that drives Veras, and why it represents a leap forward for AI-driven visualization.
- ◊ The Fundamentals of Prompting: Learn the core principles of writing effective prompts, from simple commands to complex, descriptive narratives.
- ◊ Advanced Techniques: Move beyond the basics to control atmosphere, lighting, architectural style, and composition with expert precision.
- ◊ Workflow-Specific Prompts: Unlock practical, real-world techniques for design iteration, material studies, and site contextualization directly within your favorite modeling software.
- ◊ From Blank Canvas to Final Image: Learn how to transform simple line drawings or massing models into rich, evocative architectural imagery.

This is not a technical manual. It is a playbook for creative exploration. It is for the designer who wants to iterate on a facade concept ten times in ten minutes, for the architect who needs to visualize a material palette instantly, and for anyone who believes that technology should accelerate creativity, not hinder it.

By mastering the art of the prompt, you are not just learning to use a new tool. You are learning to speak the language of AI, unlocking a faster, more fluid, and more imaginative design process. Let's begin.



Why Nano Banana? A Revolution in Rendering

The “Nano Banana” engine integrated into Veras represents a fundamental shift in AI-powered visualization. It’s not just an update; it’s a new foundation built for professional design workflows. Understanding its core strengths is key to unlocking your creative potential.

1. Uncompromising Fidelity and Realism

The new engine has a vastly superior understanding of architectural principles—form, light, and materiality. This dramatically reduces visual artifacts and “hallucinations,” resulting in renderings that are not only beautiful but also geometrically coherent. You’ll see fewer distorted shapes, unexpected objects, or melted details, leading to images that honor your design intent.



2. The Dawn of New Creative Workflows

This engine unlocks design methodologies that were previously impossible or impractically slow. You can now explore ideas at the speed of thought. This includes transforming a 2D floor plan into a fully realized 3D scene, composing a stunning interior from a simple mood board, and generating multiple camera angles of the same design that maintain true geometric and material consistency.



3. A Predictable and Intuitive User Experience

Confidence is critical in design. This new engine is engineered to be more reliable and predictable. Because you can now control overrides directly in your prompt, you have a more direct, conversational relationship with the AI. This intuitive process gives you greater confidence in the results, speeds up your creative cycle, and dramatically reduces the number of iterations needed to achieve your vision.



The Art of the Prompt: **Best Practices for Directing the Nano Banana Engine**

In the V7 render engine, the prompt is not just a creative brief; it is your complete set of controls. The sliders are gone, replaced by a more powerful system where your words dictate not only the style and content but also how strictly Veras should adhere to your original model. Mastering this requires a new level of intention and clarity in your prompts.

Think of your prompt as a formal specification. The more organized and detailed it is, the more predictable and stunning your results will be.

1. Embrace Structured Prompts

Long, narrative paragraphs can be effective, but for maximum control, structure your prompt into logical sections. This organizes your thoughts and makes it easier for the AI to parse your intent. The example below is a perfect template for a professional-grade prompt:

TASK: Start with a high-level mission statement. What is the overall goal?



Prompt: Transform the provided 3D model of a modern cabin into a hyper-realistic, evocative image suitable for a high-end architectural publication.

STYLE & ART DIRECTION: Define the aesthetic. Reference professional publications (ArchDaily, Dezeen), famous photographers (Iwan Baan, Hélène Binet), or specific visual styles (cinematic, moody, editorial).

Prompt: Emulate the photographic style of Iwan Baan, focusing on the relationship between the structure and its natural context. The final image should be in the vein of a Dezeen or ArchDaily editorial feature. The overall mood should be serene, moody, and autumnal. 4K high-resolution with extreme detail.”



COMPONENTS: Break down the scene into its core parts: **the subject**, **the setting**, and **key details**. Be explicit about micro-details (wood grain, concrete pores).

Prompt:

Main Subject: A 10-story mixed-use office building featuring a high-performance glass curtain wall with bronze-anodized vertical fins that catch the light. The ground floor is highly transparent, revealing a warm, inviting lobby and retail space.

Setting: A bustling, modern city street during a weekday. The building should be situated next to adjacent structures with varied facades (e.g., historic brick, modern glass) to create a realistic context. The street should include a clean sidewalk, a bike lane, and modern street furniture.

Details: Add motion-blurred traffic (yellow cabs, city buses) to convey energy. Populate the sidewalks with a diverse group of well-dressed professionals walking. Show subtle reflections of the street activity and the sky on the glass facade. Ensure material details like the seams on the metal fins and the texture of the concrete sidewalk are visible.

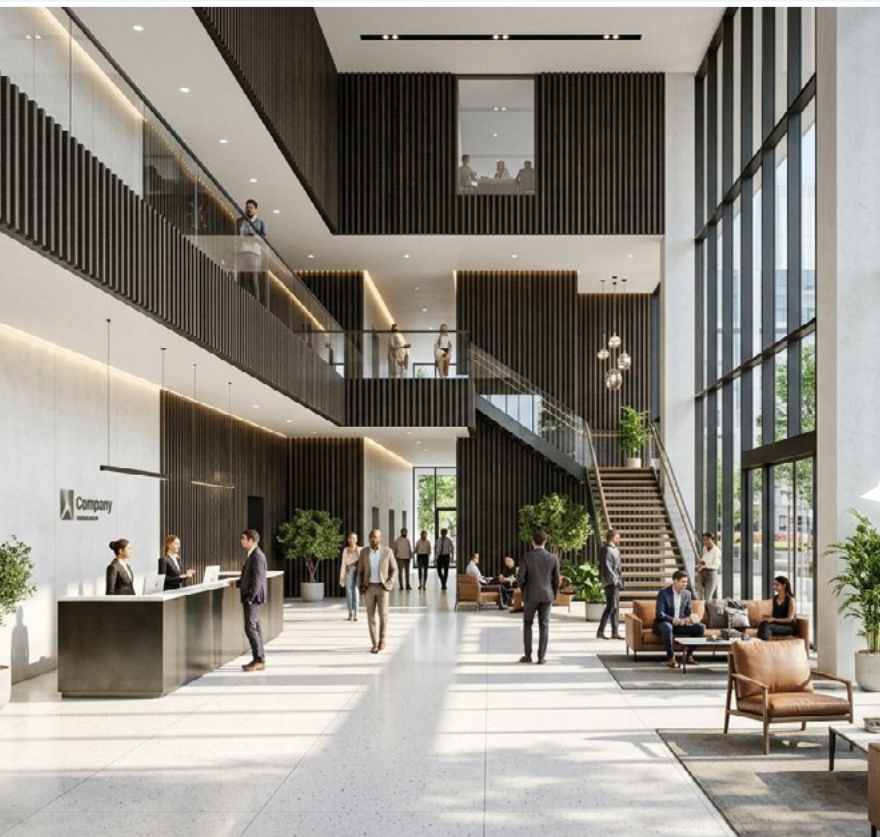


LIGHTING: Isolate lighting and color instructions. This is one of the most impactful parts of your prompt. Use photographic terms (volumetric rays, ambient, color balance).

Prompt: Lighting: Late afternoon golden hour. Dramatic, volumetric sun rays should be filtering through the forest canopy, creating dappled light on the building and ground. A warm, ambient interior light should be visible through the windows, suggesting the house is inhabited.



CONSTRAINTS: This is the most critical section. It replaces the override sliders. Here, you explicitly tell the AI what to preserve and what to avoid.



Prompt: Interior lobby of a modern building with high contrast finishes. Adhere strictly to the primary architectural massing, the rhythm of the vertical slat pattern, and the window placements from the source model.

The final image must be free of perspective distortion; all vertical lines must be perfectly vertical.

Avoid a sterile, empty appearance. The scene must feel populated and active, but the focus should remain on the architecture.

Ensure a high level of realism in the entourage; people and furniture should not look like generic, low-quality assets.

STYLE & ART DIRECTION:

LIGHTING:

SETTING:

Put it all together!

TASK: Render a mixed-use office building as a dynamic, photorealistic street-level view for a client presentation and marketing materials.

PROMPT:

STYLE & ART DIRECTION:

The aesthetic should be clean and prestigious, in the style of a major architectural publication like ArchDaily. The image should feel vibrant and alive, capturing the building's integration into the urban fabric. 4K high-resolution, with crisp, ultra-detailed elements.

COMPONENTS:

Main Subject: A 10-story mixed-use office building featuring a high-performance glass curtain wall with bronze-anodized vertical fins that catch the light. The ground floor is highly transparent, revealing a warm, inviting lobby and retail space.

Setting: A bustling, modern city street during a weekday. The building should be situated next to adjacent structures with varied facades (e.g., historic brick, modern glass) to create a realistic context. The street should include a clean sidewalk, a bike lane, and modern street furniture.

Details: Add motion-blurred traffic (yellow cabs, city buses) to convey energy. Populate the sidewalks with a diverse group of well-dressed professionals walking. Show subtle reflections of the street activity and the sky on the glass facade. Ensure material details like the seams on the metal fins and the texture of the concrete sidewalk are visible.

LIGHTING:

Lighting: A clear, bright overcast day to provide soft, even lighting and minimize harsh shadows, making the architectural forms clear. The lighting should create sharp, clean reflections on the glass facade.

Color: Maintain a natural, slightly cool color palette typical of daytime cityscapes. The warm interior lighting of the lobby should contrast appealingly with the cooler ambient daylight.

CONSTRAINTS:

Adhere strictly to the primary architectural massing, the rhythm of the vertical fins, and the window placements from the source model.

The final image must be free of perspective distortion; all vertical lines must be perfectly vertical.

Avoid a sterile, empty appearance. The scene must feel populated and active, but the focus should remain on the architecture.

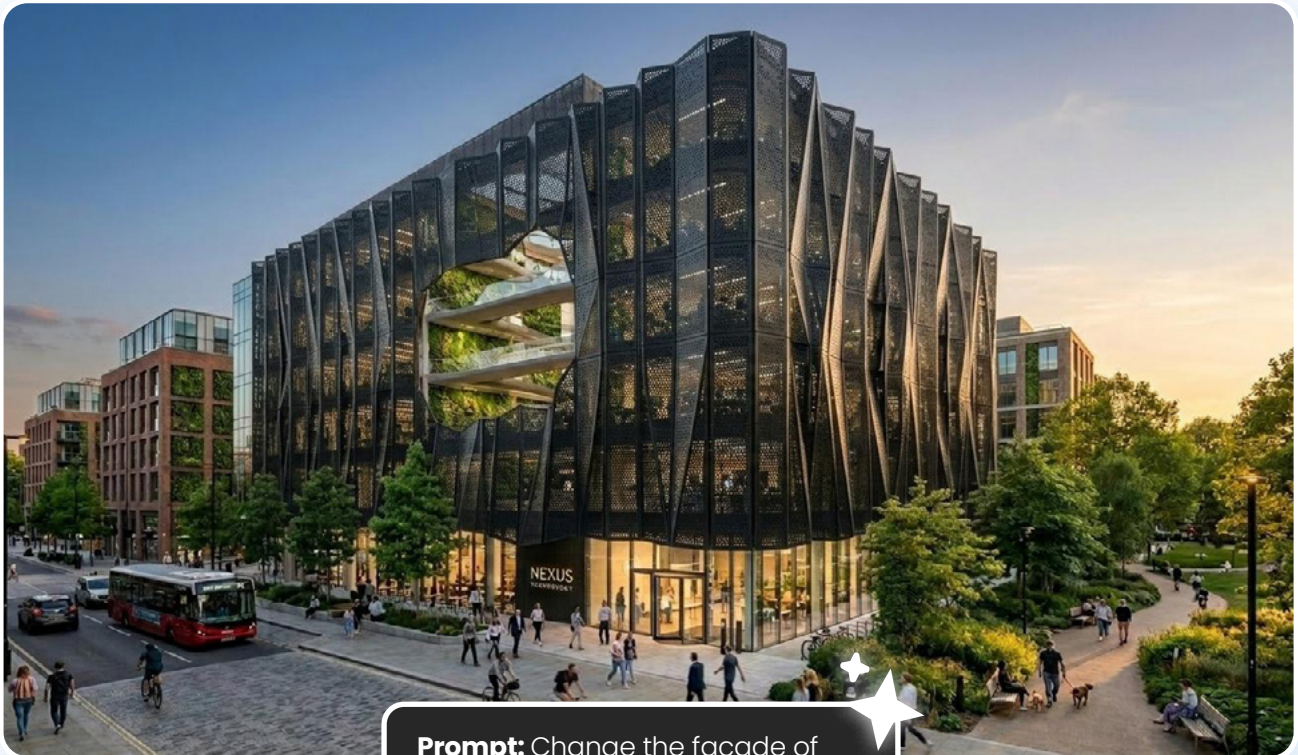
Ensure a high level of realism in the entourage; people and vehicles should not look like generic, low-quality assets.

RENDER

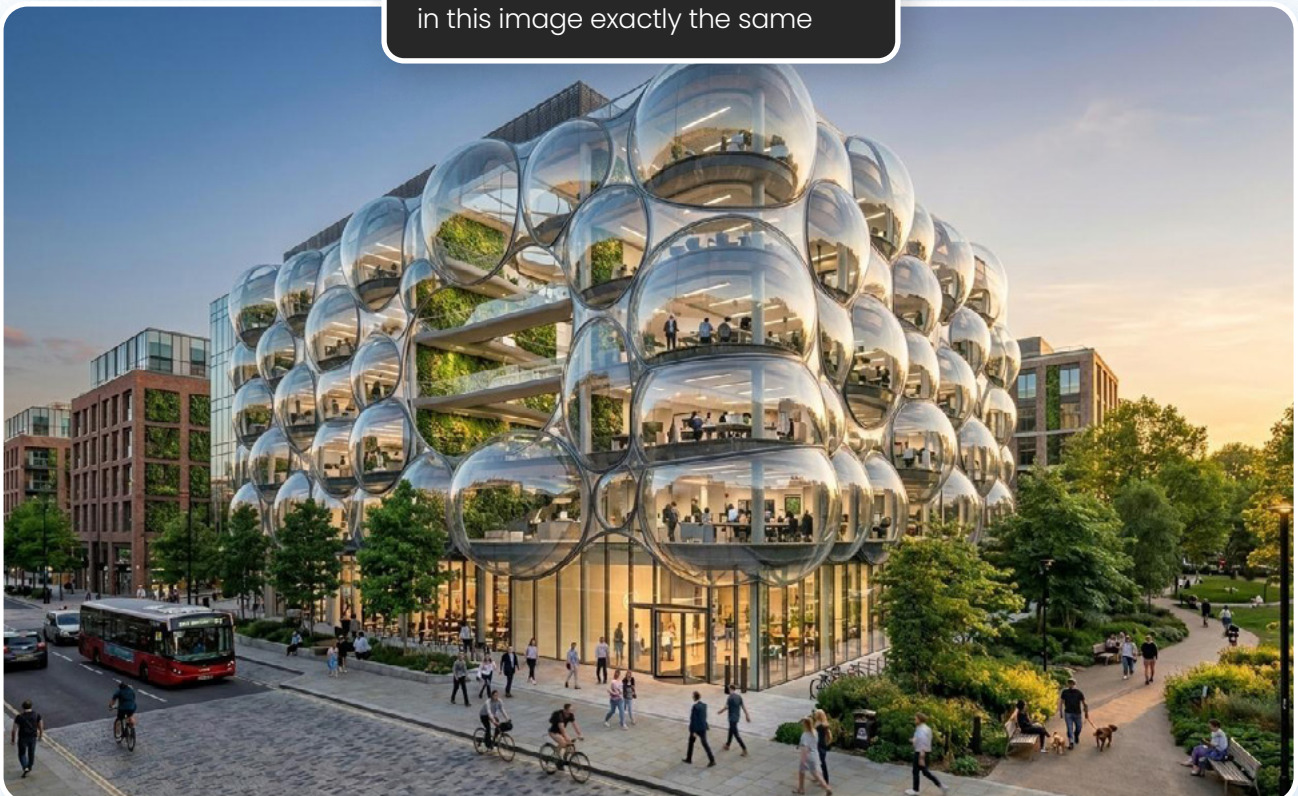


2. Control Geometry with Constraints

Your most important new skill is learning to define geometric control with words. Use the CONSTRAINTS section of your prompt to set the rules.



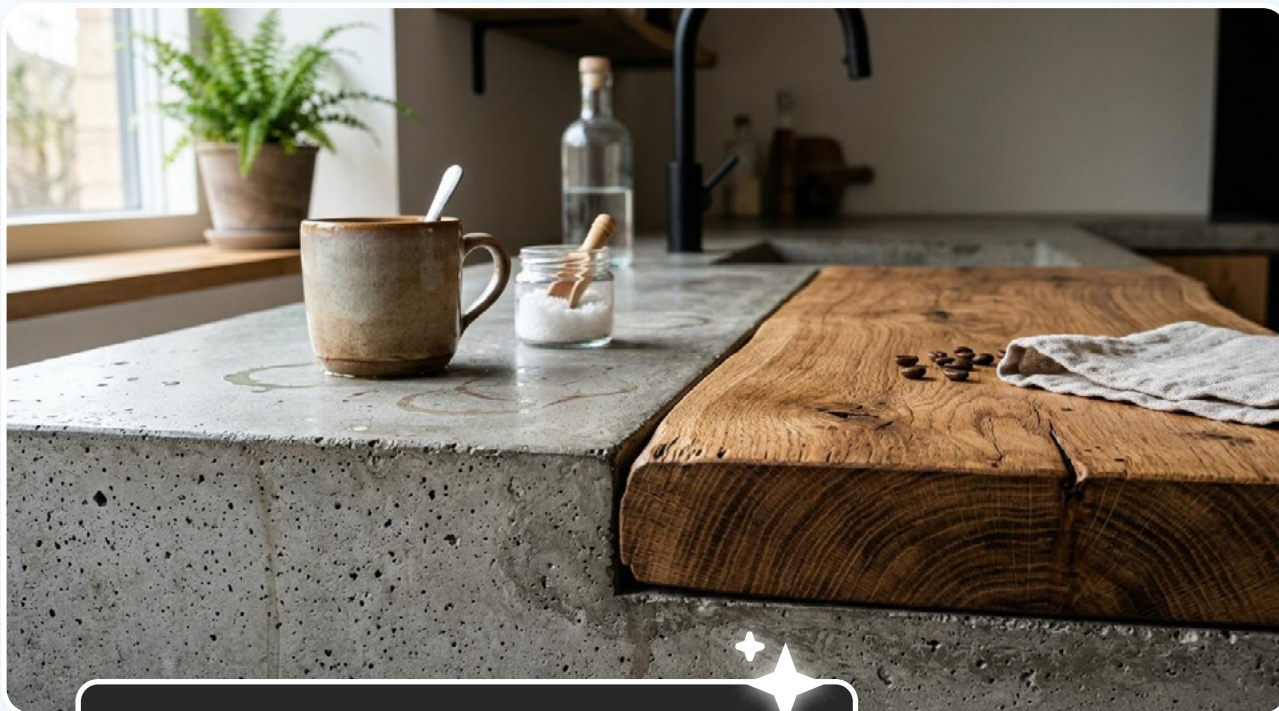
Prompt: Change the facade of this building to an organic bubble glass facade. Keep everything else in this image exactly the same



3. Demand Photorealism and Materiality

The default “AI look” can sometimes feel sterile or overly smooth. Use your prompt to fight this and demand a higher level of realism.

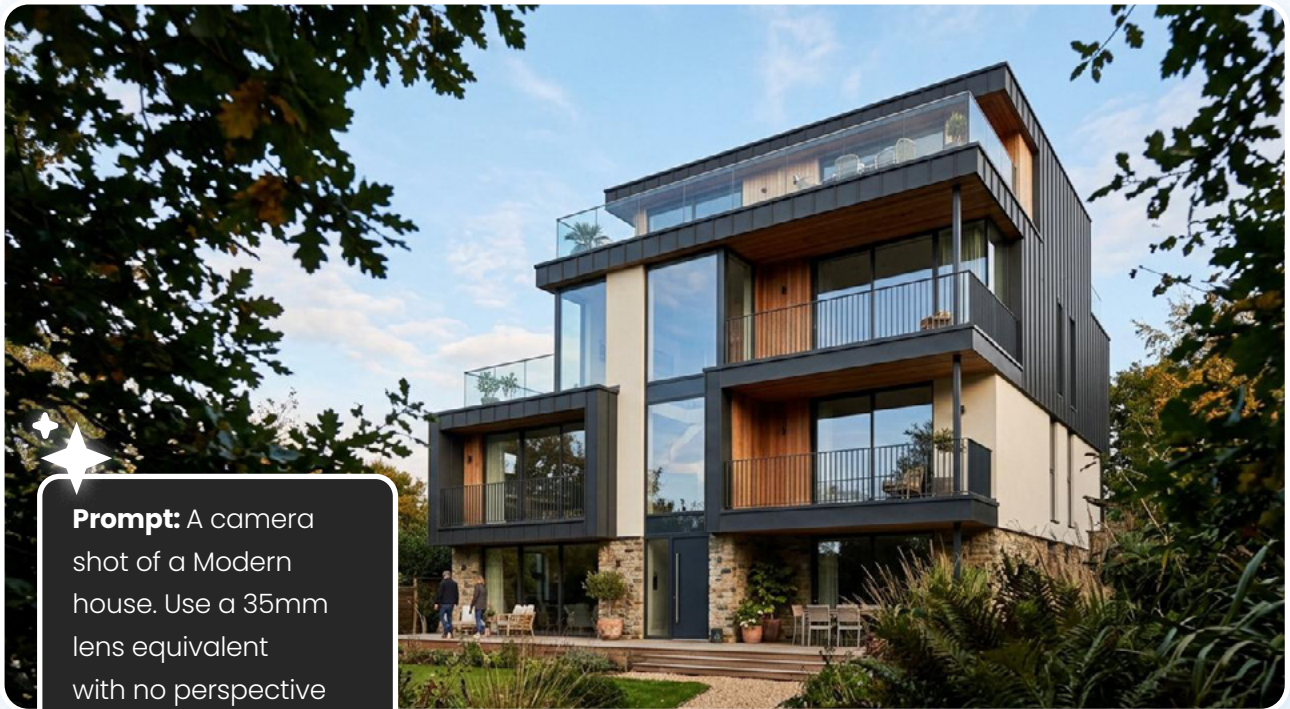
Specify Micro-Details: Go beyond just naming a material. Describe its texture and imperfections.



Prompt: Create a close up of a countertop with physical material micro-details like visible wood grain, concrete pores, and subtle water stains. Make sure there are no over-smoothing or 'plastic' AI look; prioritize raw, unretouched texture fidelity. Ensure all textures are high-resolution and appear authentic.

4. Direct the Camera Like a Photographer

A great rendering is as much about photography as it is about architecture. Use camera-specific language to control the final composition.



Prompt: A camera shot of a Modern house. Use a 35mm lens equivalent with no perspective distortion. Create a composition framed by foreground foliage. A low-angle shot looking up to emphasize the building's height.

By adopting these structured, constraint-based prompting techniques, you move from being a user to being a director. You are providing a clear, comprehensive, and professional brief that gives the Veras the best possible chance to deliver on your precise vision.

New Workflows Unlocked

From 2D to 3D: Breathing Life into Flat Drawings

One of the most transformative workflows enabled by the Nano Banana engine is the ability to generate a rich, three-dimensional scene directly from a two-dimensional image. This process bridges the critical gap between a flat idea and a fully realized spatial vision, fundamentally accelerating the early stages of design.

You can start with a hand-drawn napkin sketch, a crisp CAD floor plan, or an elevation, Veras can interpret the lines, shapes, and implied spaces to construct a plausible 3D rendering. By understanding the language of architectural drawings, it can extrude walls, add lighting, apply materials, and even populate the scene with furniture and entourage based on your prompts. This allows designers to rapidly visualize and test concepts long before committing to the time-intensive process of detailed 3D modeling, making it an invaluable option for ideation, client communication, and rapid concept development.



From Mood Board to Reality: Applying Your Vision Instantly

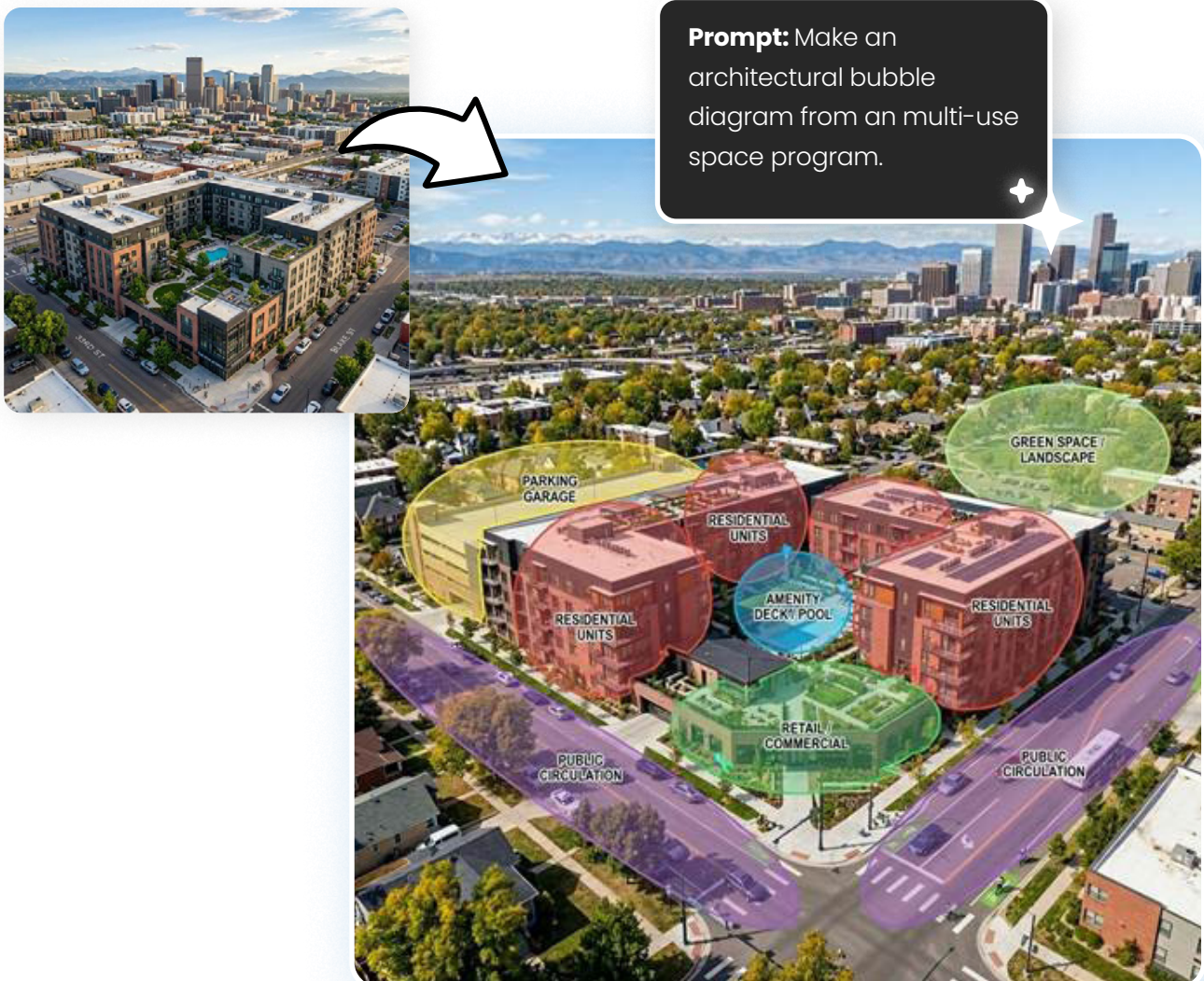
Every great design begins with a spark of inspiration, often collected into a mood board—a collage of textures, colors, furniture, and lighting that defines a project's soul. The Nano Banana engine introduces a powerful workflow that closes the loop between this abstract vision and your concrete design. By using your mood board as a direct input, Veras intelligently analyzes its aesthetic DNA—the color palette, the material finishes, the style of fixtures, and the overall “vibe.”



From Bubble Diagram to Programmed Space: Visualizing Flow and Function

The bubble diagram is a cornerstone of early-stage architectural planning, defining the essential relationships and flow between functional zones. The new Veras render engine introduces a revolutionary workflow that directly translates your rendering into a visualized, programmed space.

By overlaying your bubble diagram onto an existing 3D view—such as a raw open-plan office or an empty retail shell—you can command Veras to interpret these designated zones. It intelligently populates each ‘bubble’ with the appropriate furniture, fixtures, and atmospheric elements corresponding to its label. A zone marked “Collaborative Hub” might be filled with soft seating and whiteboards, while the swimming pool might be called “Ammentity”.



Create Diagrams: Visualizing geometry with illustrations

Architectural communication often relies on clear, illustrative diagrams that break down complex forms and systems. The new Veras render engine excels at moving beyond photorealism to generate precise, analytical drawings directly from your 3D models.

With the “Create Diagram” function, you can command Veras to interpret your intricate models into various diagrammatic styles. For instance, a prompt like “Make this parametric bench an exploded axonometric diagram” will instantly disassemble the model’s components, revealing their relationships and construction in a crisp, technical illustration. This feature is invaluable for clarifying structural assemblies, showcasing material layers, or explaining spatial organization, transforming your detailed models into compelling visual explanations without ever leaving your design environment.

You can now generate diagrams directly from your renderings such as axonometric and travel paths



Prompt: Make this parametric bench an exploded axonometric diagram. ✨

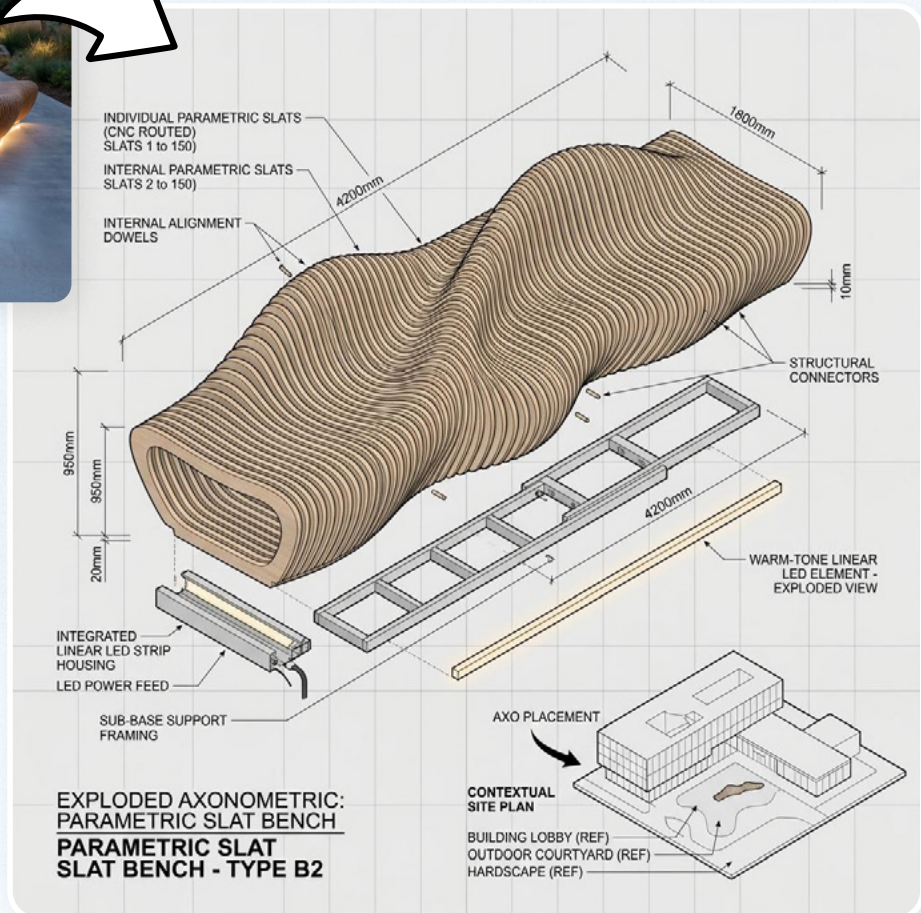
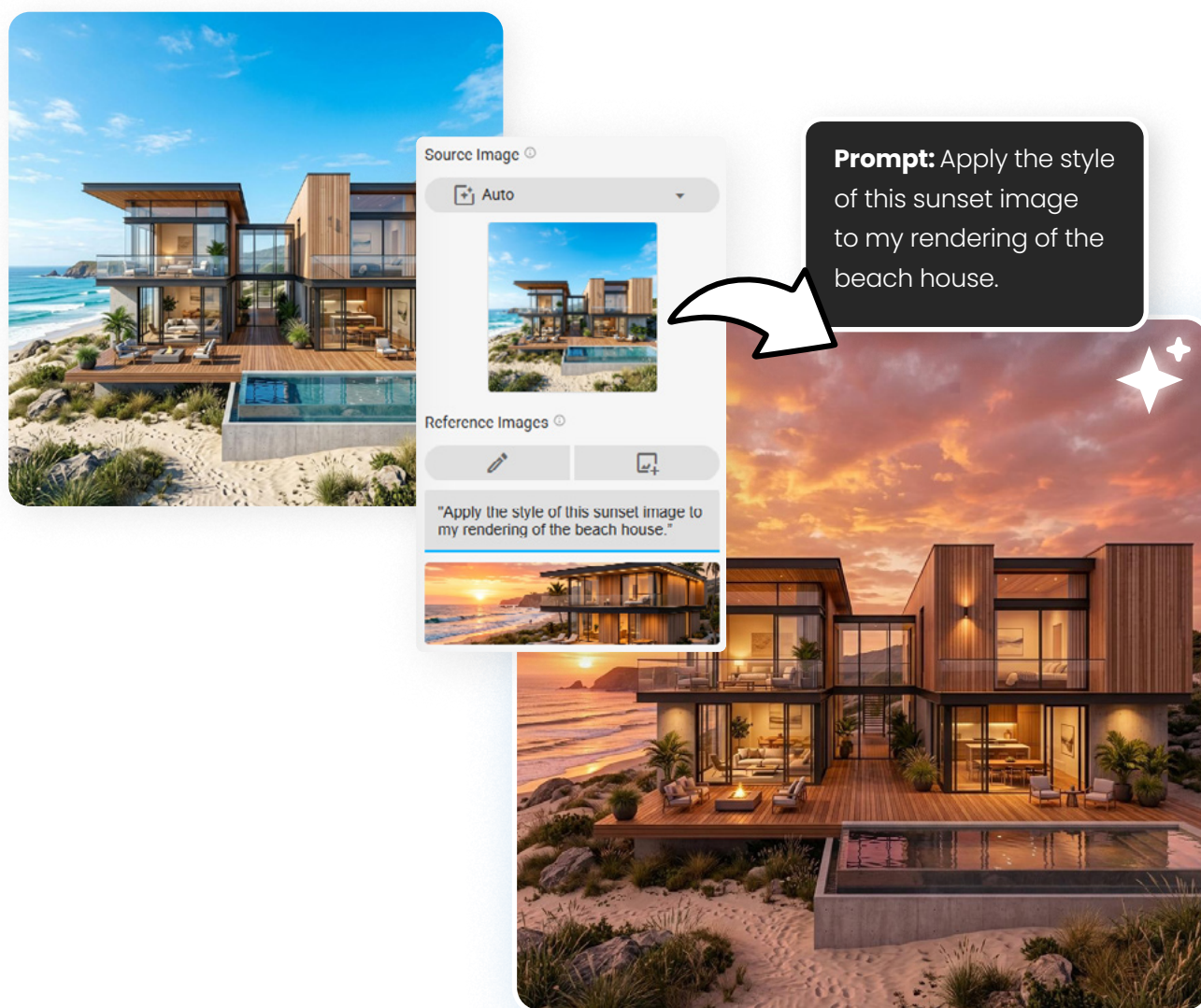


Image as Input: Guiding Your Vision with Visual Reference

In design, visual consistency and iterative refinement are paramount. The new “Image as Input” feature empowers you to directly guide the AI’s output using an existing visual reference. Instead of relying solely on text, you can now feed Veras an image—be it a precedent study, an existing photograph of the site, a previous rendering you admire, or even a mood-setting photograph plus text to nail the output.

Veras then intelligently analyzes this input image’s style, composition, color palette, and atmospheric qualities. When generating a new rendering, the AI will use this visual intelligence to influence the output, helping to maintain a consistent aesthetic or apply a specific visual language. This workflow is perfect for exploring variations within a defined style, ensuring brand consistency across multiple visualizations, or simply guiding your renders with a specific visual target in mind, streamlining your creative process and delivering more predictable, curated results.



Design Persistency: Maintaining Integrity Across Multiple Perspectives

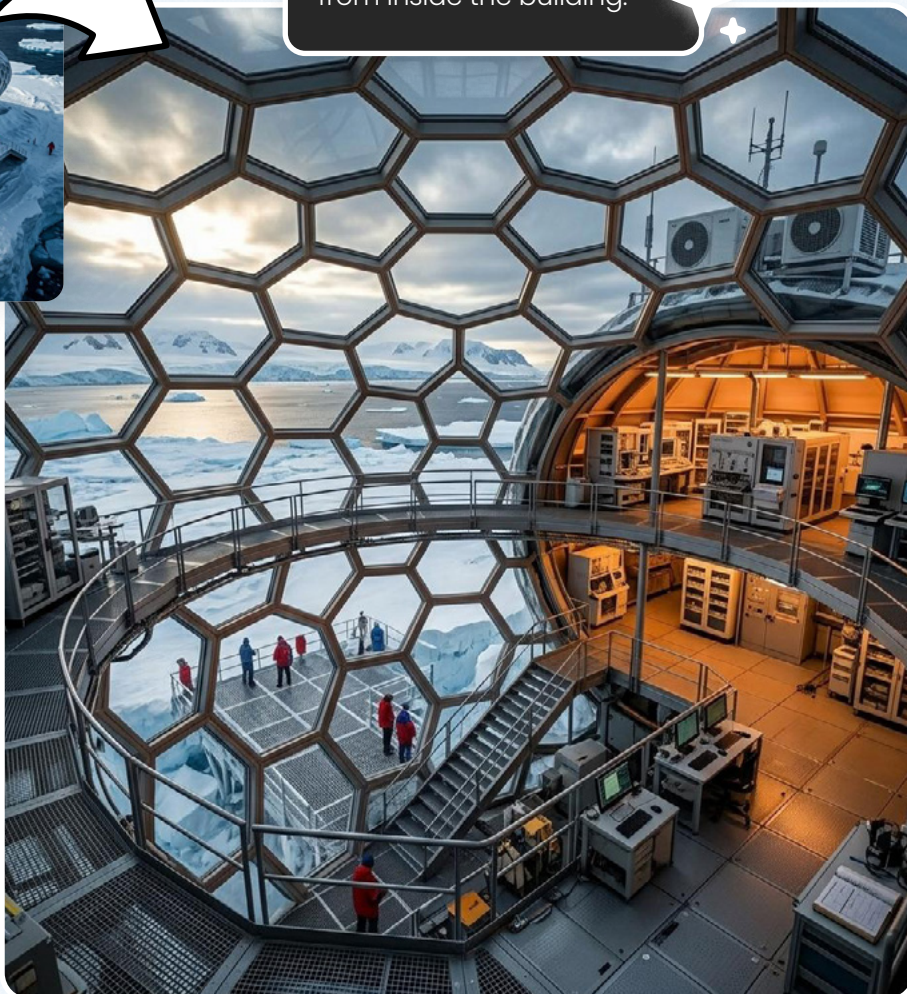
A persistent challenge in AI-driven visualization has been maintaining design integrity across multiple viewpoints. In the past, generating a new perspective often resulted in an entirely new interpretation of the design, with shifted windows, altered materials, or distorted geometry.

The Nano Banana engine (Render Engine 7) fundamentally solves this by introducing true object permanence. It understands your design not as a flat image, but as a cohesive three-dimensional object in space.

This means you can now render a front elevation, then prompt for a new perspective from the corner, or an eye-level street view, and the engine will maintain the exact same architectural details, materials, and proportions. This capability is critical for professional presentations, allowing you to create a complete and consistent set of images that accurately represent a single, unified design vision from every angle. It transforms Veras from a single-shot image generator into a true design exploration tool.



Prompt: Change the perspective of this image from inside the building.

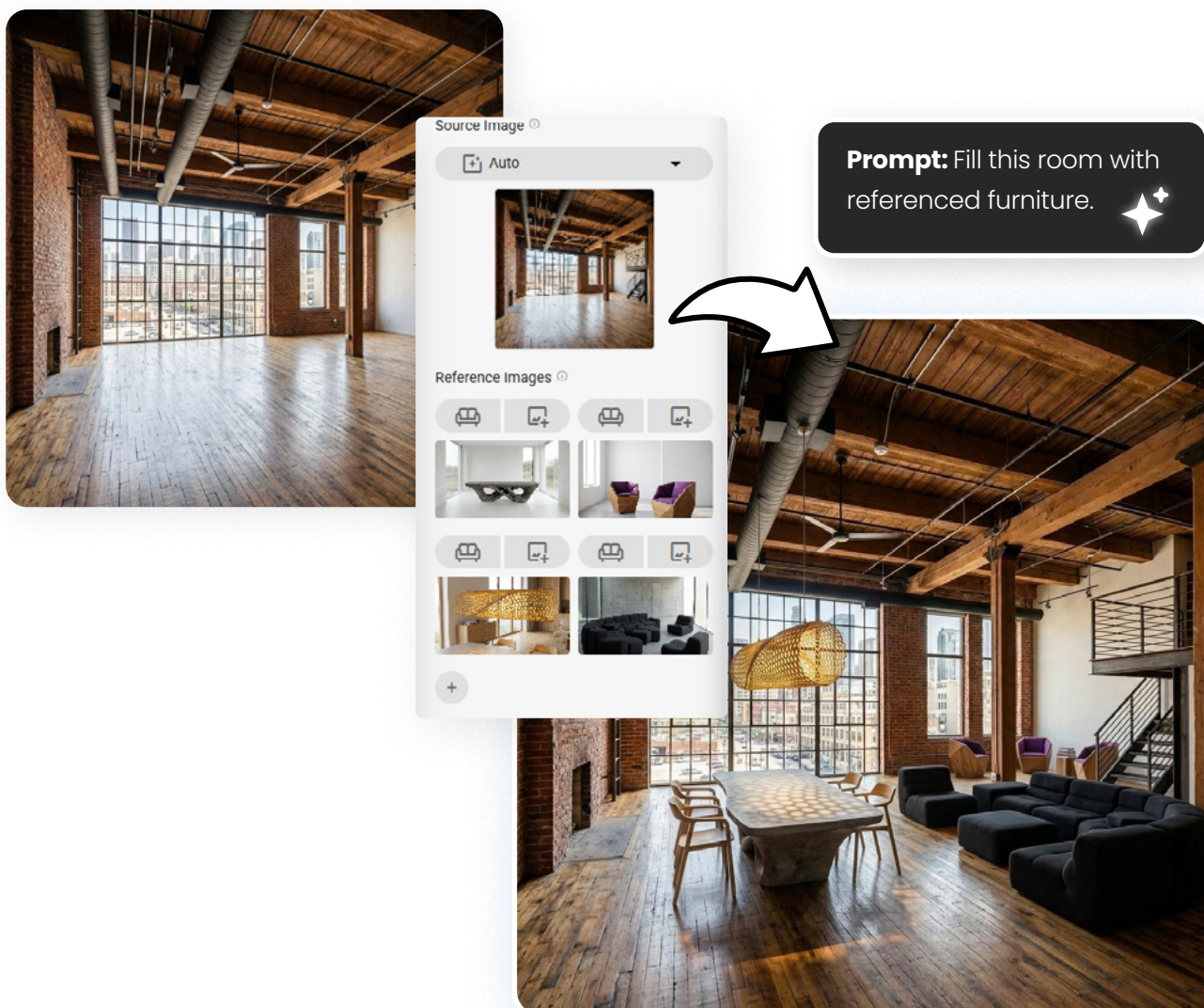


Add Furniture To A Scene: Populating Spaces with Precision

Populating an architectural scene with the right furniture is crucial for conveying scale, function, and style, but it can be a time-consuming process of finding and placing 3D models. The new image reference feature offers a revolutionary and streamlined alternative.

This workflow allows you to select an image of a specific piece of furniture—a designer chair, a unique coffee table, a sculptural light fixture—and intelligently insert it into your existing rendering. Veras isolates the object from your reference image and seamlessly integrates it into your scene, automatically adapting it to the established perspective and lighting conditions. This gives you unparalleled freedom to test, place, and style your interiors with specific, real-world items in a matter of seconds.

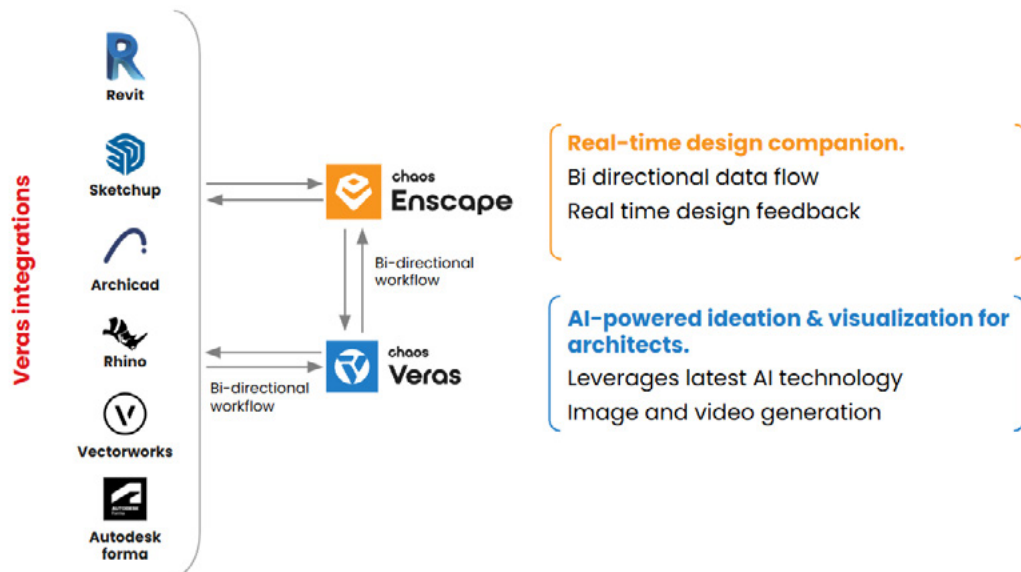
****Pro-Tip: For this to work correctly, ensure your reference image setting is set to “Object”. This tells Veras to treat the image as a discrete item to be placed, rather than as a stylistic influence for the entire scene.***



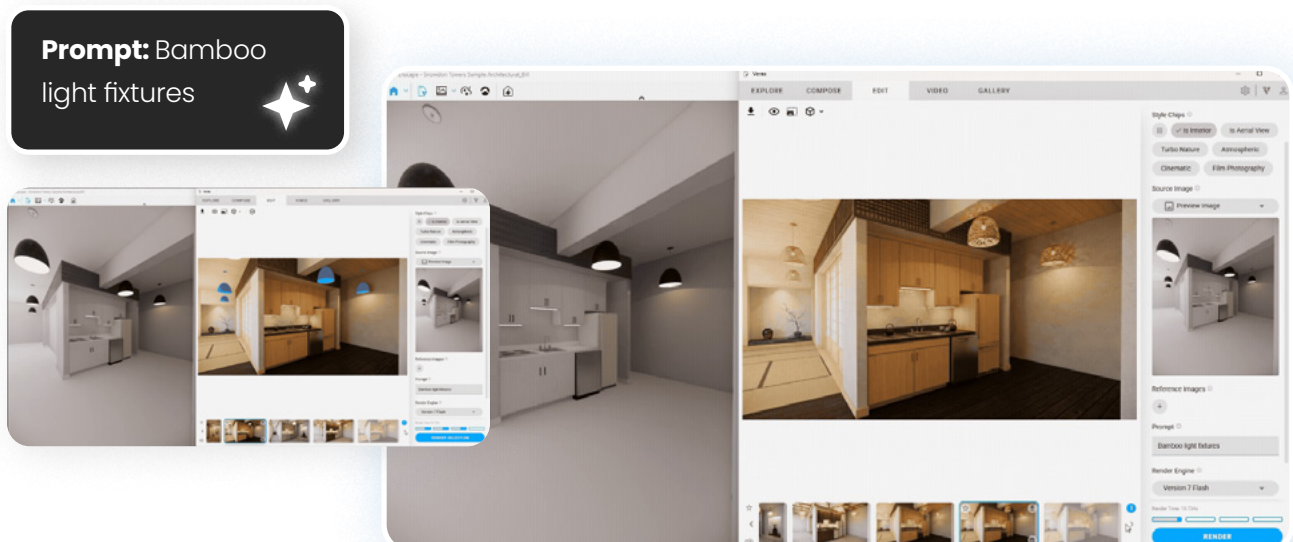
Intelligent BIM Integration: Beyond Pixels to Data-Driven Control

Where most AI visualization tools see only a flat image, Veras taps into the rich data embedded within your Building Information Model (BIM). This intelligent integration is the key to unlocking an unprecedented level of precision and control in your prompting.

Through its seamless connection with host applications like Revit, Rhino, and SketchUp (often leveraging the Enscape bridge), Veras gains access to your model's underlying metadata. It doesn't just see pixels; it understands individual 3D objects, families, components, and their assigned materials.



This empowers you to move beyond broad, scene-wide prompts and make targeted, surgical changes. Using the “Select by Object” or “Select by Material” options, you can isolate specific elements—a light fixture, a specific chair family, or every surface assigned a ‘concrete’ material—and apply your prompt only to that selection. Want to see alternative finishes just for the flooring, or iterate on the design of the window mullions without affecting anything else? This deep BIM integration makes it possible, transforming Veras into a true, data-aware design partner.





Resources & further learning

Workflows

Veras Gallery

Communities



Appendix

Powerful prompt words

Light descriptions

Golden hour
Soft ambient lighting
Diffuse natural light
Dramatic lighting
Overcast
Dusk
Dawn
Moonlit
Neon lighting
Volumetric lighting
Backlit
Rim lighting
High-contrast lighting
Candlelight
Bioluminescent glow
Studio lighting
Cinematic lighting
Sunbeams streaming through windows
Subsurface scattering
Harsh shadows
Reflective lighting
Ambient occlusion
Soft bloom
Underlit
Spotlight illumination

Style keywords

Photorealistic
Concept art
Digital painting
Watercolor
Ink drawing
Pencil sketch
Isometric illustration
Minimalist
Hyperrealistic
Stylized
Flat illustration
Vector art
Matte painting
Impressionist
Expressionist
Surrealist
Cyberpunk
Art Deco

Brutalist
Neo-futurist
Baroque
Gothic
Vaporwave aesthetic
Low poly
Glitch art
Fantasy illustration
Steampunk
Cel-shaded
Ukiyo-e
Dystopian
Retro-futuristic
Mid-century modern

Mood & emotion words

Tranquil
Mysterious
Dramatic
Ethereal
Uplifting
Somber
Nostalgic
Dreamlike
Surreal
Tense
Inviting
Cozy
Foreboding
Majestic
Sacred
Futuristic
Minimal
Peaceful
Energizing
Awe-inspiring
Whimsical
Melancholic
Gritty
Industrial
Elegant
Enigmatic
Playful
Somber
Otherworldly
Sacred

Material & surface descriptors

Polished concrete
Weathered stone
Smooth glass
Frosted glass
Corrugated metal
Brushed steel
Worn wood
Raw timber
Ceramic tiles
Textured plaster
Glossy surfaces
Matte surfaces
Oxidized copper
Tactile fabric
Soft velvet
Reclaimed materials
Mosaic tile
Luminous panels
Translucent resin
Reflective surfaces

Atmospheric effects

Mist drifting
Fog enveloping
Dust motes
Haze
Soft bloom
Rain streaks
Snowfall
Lens flares
Smoke plumes
Floating embers
Ambient glow
Starfield background
Cloud layers
Drifting petals
Rippling water reflections
Aurora borealis

Style guide: artist names, design eras, photography terms.

Artist/Movement	Description
Vincent van Gogh	Swirling, expressive brushwork, vivid color
Claude Monet	Soft Impressionist landscapes
Zaha Hadid	Fluid, futuristic architecture
Tadao Ando	Minimalist concrete and light
Bjarke Ingels	Sculptural contemporary forms
Frank Lloyd Wright	Organic architecture
Rem Koolhaas	Bold modern structures
Le Corbusier	Modernist simplicity
Mies van der Rohe	"Less is more," clean lines
Santiago Calatrava	Sculptural, biomimetic structures
H.R. Giger	Surreal biomechanical aesthetic
Artist/Movement	Description
Syd Mead	Futuristic concept art
Hayao Miyazaki	Whimsical animation style
Moebius (Jean Giraud)	Surreal sci-fi illustration
Studio Ghibli	Soft, dreamlike worlds
Bauhaus	Modernist minimalism
Art Deco	Geometric, decorative elegance
Brutalism	Raw concrete, monumental scale
Cyberpunk	Neon, tech-noir environments
Vaporwave	Retro-futuristic, pastel surrealism
Ukiyo-e	Japanese woodblock prints
Baroque	Dramatic, ornate detail

✓ Example Prompt using artist names:

Modern cityscape, in the style of Syd Mead, neon lighting, cinematic mood

Design eras & styles.

- Mid-century modern
- Bauhaus
- Art Deco
- Baroque
- Brutalism
- Neo-futurism
- Minimalism
- Postmodernism
- High-tech architecture
- Deconstructivism
- Organic architecture
- Gothic
- Romanesque
- Industrial style
- Contemporary
- Neo-classical
- Steampunk aesthetic
- Cyberpunk aesthetic
- Futurism
- Expressionism



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