

SUPERPROMPT

INTRODUCTION

SuperPrompt is a professional tool designed to communicate with Generative Artificial Intelligences (such as Midjourney, Stable Diffusion, Dall-E, Runway or Sora). Its objective is to transform a vague idea into a precise technical instruction ("prompt"), without forgetting any of the elements that make up the image. The application is intended both for the generation of moving images and still images.

The mechanism is simple:

Having an idea (...or clearly knowing what we want)

Filling in the form fields with the data to develop the idea

Generating the prompt

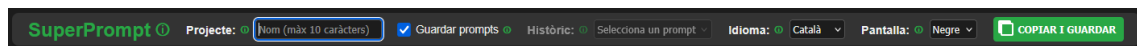
Pasting the prompt into the dialog box of the generation application

SuperPrompt is designed in HTML language which makes it easily executable from a web application. However, it is in continuous evolution and adapts to the innovations of the different generative platforms.

SuperPrompt is designed to generate a screen of 1440 x 670 pixels and cannot be scaled.

SuperPrompt is inspired by different tools available on the networks. It has been contextualized and designed by Miquel Navarro. It has been generated with the help of Gemini, a multimodal language developed by Google DeepMind. The version of this manual and of the program is 1.10 (December 2025).

START MENU



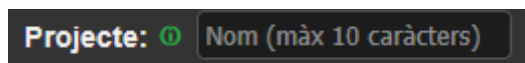
The top menu allows you to intuitively configure different basic options of the application and serves to prepare and customize the work environment.

SuperPrompt ⓘ



It is the name of the program. When clicking on it, a page opens with this manual in four languages. When clicking on ⓘ a balloon (tooltip) opens with brief information about the use of each of the options.

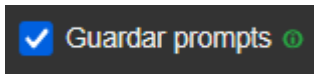
Projecte:



(Text field). Assign a short name to your work (maximum 10 letters).

What is it for? When the prompt is downloaded, the file will be called PROJECTNAME_DATE.txt and will be saved in the browser's downloaded files folder.

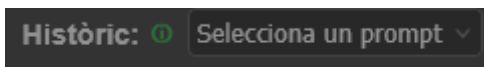
Save prompts: (Checkbox).



If it is checked: When pressing the final green button “COPY and SAVE or COPY”, the prompt will be generated in the clipboard and a copy will be saved in the browser history.

If it is NOT checked: It will only generate the prompt and save it in the clipboard, without leaving any trace.

History: (Dropdown).



Allows you to retrieve the last 20 prompts you have previously created. The last generated prompt at the top of the list. When clicking one of the generated prompts, all the form fields will be replaced.

Language:



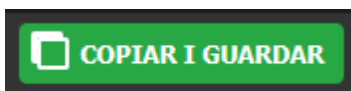
Allows you to customize the program interface and the values of the form fields in four languages: Catalan, Spanish, English and French. The prompt that will be generated will be in English, except for free text fields.

Screen:



Visual customization of the interface (Light/Gray/Dark).

COPY AND SAVE (or only COPY):

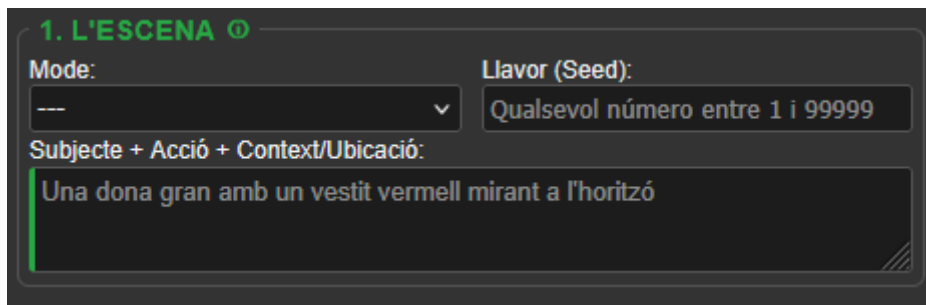


Allows generating the final prompt, saving it to the clipboard and storing it in the prompt history depending on whether the “Save prompts” button is activated or deactivated (see point 3).

THE 8 CHAPTERS

Below, each section of the form is detailed, explaining what the options you will find in the dropdowns mean. As Artificial Intelligences are in continuous evolution, the development of SuperPrompt may not follow the same pace and probably at some point there may be some subtle discrepancy between this manual and the application.

CHAPTER 1: THE SCENE



The screenshot shows a dark-themed interface for generating prompts. At the top, it says '1. L'ESCENA' in green. Below this, there are three input fields: 'Mode:' with a dropdown menu showing '---', 'Llavor (Seed):' with a text box containing 'Qualsevol número entre 1 i 99999', and 'Subjecte + Acció + Context/Ubicació:' with a large text box containing 'Una dona gran amb un vestit vermell mirant a l'horitzó'.

Here we define what we want to see. It is the base of the informational pyramid of the prompt and is made up of three fields that allow homogenizing the character(s) of the images we want to generate.

Mode: Indicates to the AI what “attitude” it should have. Depending on the AI, the results can serve to obtain extremely precise or ambiguous results. Experience tells us that here we introduce a parameter of more or less creativity.

Normal: Literal interpretation of the parameters entered in the prompt with a certain degree of creativity.

Fun: Gives an evidently fun character to the images.

Custom: Removes creativity from the AI and adjusts to the parameters entered in the prompt.

Fun / Spicy: Gives creative freedom to the AI to be more daring or exaggerated.

Seed: Normally it is a numeric value but other values can also be introduced, even links to absolute web addresses with information about an image. Some AIs generate this value which allows obtaining long consistency in images across different sequences.

Technical explanation: It is the “ID card” of the image. If the field is left empty, the AI will invent a new image each time.

Example: If a character is generated and their face is suitable but the lighting is to be changed, the same Seed number must be maintained. This “freezes” the base composition and allows better consistency between different image generations.

Subject + Action + Context/Location: (Free text).

Here the main subject must be described with the maximum detail, the action performed by the subject and the Context/Location in which it is located. Example: “A man of about forty years old, dressed in casual clothes, slowly walks towards the camera along a residential street”.

CHAPTER 2: VISUAL STYLE



Here we define the “look” or the artistic appearance.

2.1. Main aesthetic

The options in the dropdown and their meaning:

Photorealism: Tries to make it look like a real photograph, indistinguishable from reality.

High Budget CGI / Cinematic: Marvel movie or high-end video game style. Perfect, polished and spectacular.

Film Noir: Black and white, high contrast, hard shadows, detectives and mystery (1940s).

Anime / Manga: Japanese animation style.

3D Render / Pixar Style: Modern children’s animation film style (big eyes, soft textures, warm lighting).

Cyberpunk: Futuristic, neons, dirty technology, rain and blue/pink colors.

Steampunk: Retro future with steam machines, gears and bronze (19th century industrial style).

Oil Painting / Watercolor / Pencil: Imitation of traditional techniques (Oil, Watercolor, Pencil drawing).

Low-Poly / Pixel Art: Retro aesthetic of old video games (simple geometric shapes or visible pixels).

2.2. Art modifier

Allows fine-tuning to imitate the style by citing a specific reference.

Director: Ex: Wes Anderson (symmetry, pastel colors) or Tim Burton (gothic, dark).

Film: Ex: Casablanca (Black and white, vintage) or Amelie (Strong colors, intimate)

Style: Ex: Adventure, War, Historical

Artist: Ex: Van Gogh (swirling brushstrokes) or Dalí (surrealism).

CHAPTER 3: CINEMATOGRAPHY and OPTICS



This is the most technical chapter. It defines how the viewer “looks at” the scene.

3.1. Shot Type

Defines the distance between the camera and the subject.

Extreme Long Shot: The character looks tiny in an immense landscape.

Long Shot / Full Shot: We see the full character, from head to toe.

Medium Shot: From the waist up (typical of news or dialogue).

Close-up: Only the face. To show emotions.

Extreme Close-up / Detail Shot: Only an eye, or a detail of a ring. Maximum proximity.

3.2. Angle Type

Defines the height of the camera.

Eye Level: Eye height. Neutral and natural.

High Angle: The camera looks downwards. Makes the character look small or vulnerable.

Low Angle: The camera looks upwards (low-angle shot). Makes the character look heroic or giant.

Bird's Eye View: Bird's-eye view (top-down). Completely from above, like a map.

Dutch Angle: The camera is tilted/canted. Generates tension, madness or dynamism.

3.3. Lens and Aperture (Lens Aperture)

Defines the type of lens and depth of field (blur).

(8mm - 20mm) Super Wide Angle: Super wide angle.

Effect: Captures a lot of landscape, but distorts the edges. GoPro or real estate style.

(20mm – 35mm) Wide Angle: Wide angle.

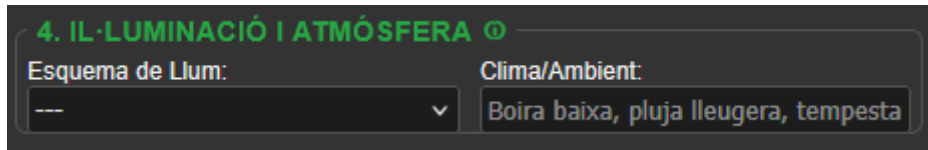
(35 – 55mm) Standard: Human vision. The most natural.

(55mm - 200mm) Telephoto / Portrait: Telephoto lens.

Effect: “Compresses” the image. The background looks very blurred (Bokeh) and the subject looks very flattering. Ideal for portraits.

Macro Lens: For insects or microscopic details.

CHAPTER 4: LIGHTING and ATMOSPHERE



Light creates the emotion of the image.

4.1. Lighting (Lighting Type)

Golden Hour: The light of sunrise or sunset. Golden, soft and very beautiful.

Blue Hour: Just after sunset. Blue, melancholic light.

Cinematic Lighting: Dramatic lighting, with contrasts designed to tell a story.

Studio Lighting: Perfect light, without ugly shadows. Fashion or product photography style.

Neon / Cyberpunk Lighting: Artificial colored lights (red, blue, violet).

Rembrandt Lighting: Classic. One side of the face illuminated and the other in shadow (triangle of light). Very artistic.

Volumetric Lighting: “God rays”. When light passes through dust or smoke and the beams of light are visible.

4.2. Weather/Ambience. Free text field.

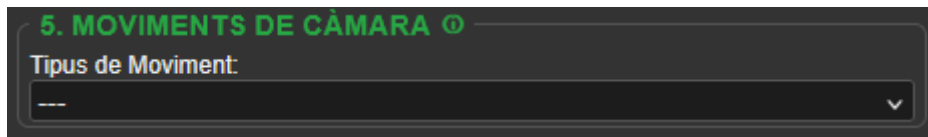
Clear / Sunny: Clear day.

Overcast: Cloudy (soft and diffuse light, without hard shadows).

Foggy / Misty: Fog. Adds mystery and depth.

Rainy / Stormy: Rain or storm.

CHAPTER 5: CAMERA MOVEMENTS



Essential if you use the prompt to generate VIDEO (Sora, Runway Gen-2, Pika). If you generate a static image, this adds a sense of speed.

Static: Static camera (tripod).

Pan (Panning): The camera rotates on its horizontal axis (from left to right).

Tilt: The camera rotates vertically (from top to bottom).

Zoom In / Out: We move closer or farther optically.

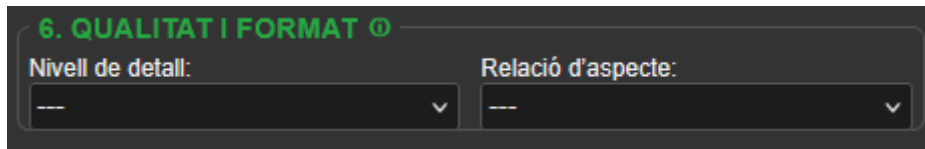
Dolly Zoom (Vertigo): Famous Hitchcock effect. The background seems to approach while the character stays the same. Very dizzying and dramatic.

Tracking Shot: The camera follows the character while walking (camera on wheels).

Handheld: Handheld camera. Slightly shaky. Gives a sense of realism, documentary or tension.

FPV Drone: Fast and acrobatic flight, like a racing drone.

CHAPTER 6: QUALITY AND FORMAT



Detail: Technical quality instructions. Some AIs allow selecting this parameter and in many it determines the build time.

Basic / Low

Standard / HD

4K / 8K / Maximum: Maximum resolution.

Focused on texture: Asks the AI not to leave blurry or poorly finished areas.

Ratio (Aspect Ratio): The shape of the canvas.

16:9: Widescreen format (television, cinema, YouTube).

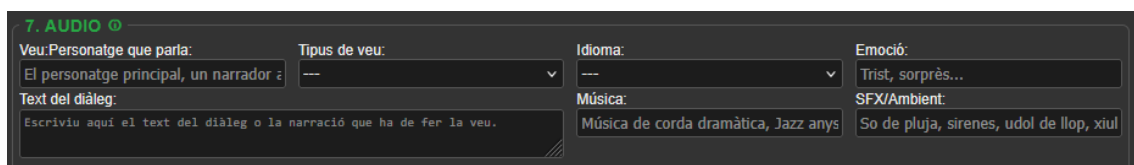
21:9: Ultra-wide or Cinemascope (Epic cinema).

4:3: TV format (vintage television)

1:1: Square (classic Instagram).

9:16: Vertical format (Stories, TikTok, Reels).

CHAPTER 7: AUDIO (Only for Video)



If the AI model generates sound, these fields allow configuring what is heard.

Voice: Speaking character: Indicates the subject of the action. Ex: the man

Voice type: Indicates the gender of the voice that is heard

Language: The language in which it is heard

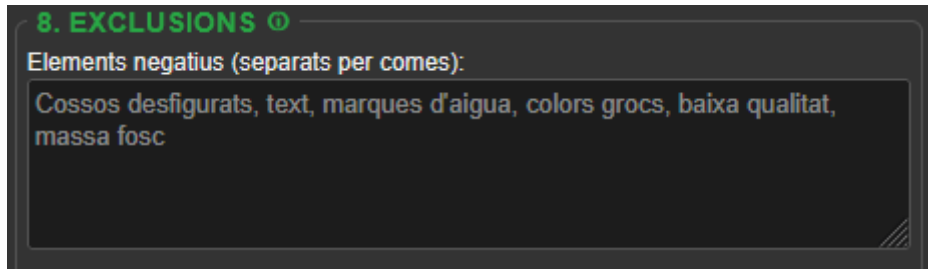
Emotion: The nuance of the voice that is heard

Dialogue text: Indicate it in the same language as the selected box

Music: Style (Jazz, Epic Orchestral, Techno).

SFX/Ambient: Specific sounds (Footsteps, Rain, Police sirens, Birds).

CHAPTER 8: EXCLUSIONS (Negative Prompt)



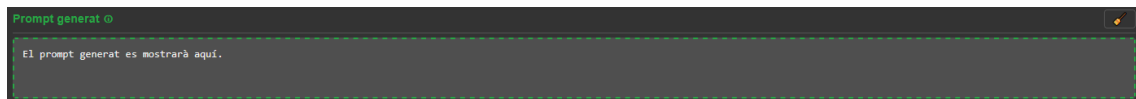
This field is a “Blacklist”.

Purpose: Write here everything that you do NOT want to appear.

Common examples: Text, people, vehicles, birds.

Operation: The program will automatically add the prefix “NO” so that the AI understands that this is forbidden.

Generated prompt



At the bottom of the screen:

Generated Prompt: The prompt text is built in real time as the options are changed. The :: symbol separates each chapter to help the AI process the information in blocks.

“Broom” button (🧹): Cleans the entire form to start from scratch. Includes a confirmation message to avoid accidental deletions.