



v1.5

# Images with Imogen v1.5

## **Introduction:**

This is a guide to generating images within Muah, and specifically while using the Imogen Core Data. While the primary focus of Muah will always be the Role-Play elements, Imogen was created as a side-project for those wishing to explore image creation within Muah as it's own thing.

The majority of the information in this guide relates to all image generation whether working with the Imogen CD or not, and as such the skills and tips contained will benefit everyone to some degree. All images in this guide were created by Mark-1 and LocalYokel using the Imogen CD within Muah, and by utilizing the methods shown in this guide. Creating images is far from an exact science, especially within Muah. There are far too many variables at play. Often getting the image you want comes down to having a good prompt, an effective use of the IWYLL, and utilizing a "brute force" method of repeating the prompt until you get the image you are looking for.

When crafting prompts in Muah, it's important to remember that a prompt is just an extension of the Core Data, and as such can be formatted in the same way and is used in conjunction with it. When creating an Image Prompt, there are several components to the prompt to consider, just as there are several components to any Image. We will get into the details of the IWYLL(I Wish You Look Like) field later, but for now be aware that the IWYLL will always take priority over any details in your prompt. This can both help or hinder you depending on how you use it!

## **Components of the Prompt:**

The primary components of a good Image Prompt consist of:  
Subject, Medium, Style, Website, Resolution, Additional Details, Color, and Lighting.

It is best to try to keep the prompt in this order to start, however once you get comfortable with generating images you can certainly play around with it to see how it changes your images and see what you can create from that change.

We will start by showing you just a few examples of the different components, and then how they all fit together to create the final prompt for generating the image you want. There is a reference section at the end of the guide with far more options to explore for each of the components.

**SUBJECT:** The first section is the Subject, this could be a person, animal, object, or any other primary focus. Try to keep this concise. Any additional details pertaining to the subject can be added in the "additional details" component.

**MEDIUM:** Refers to the material or technique such as "photograph", "digital art", "oil painting"

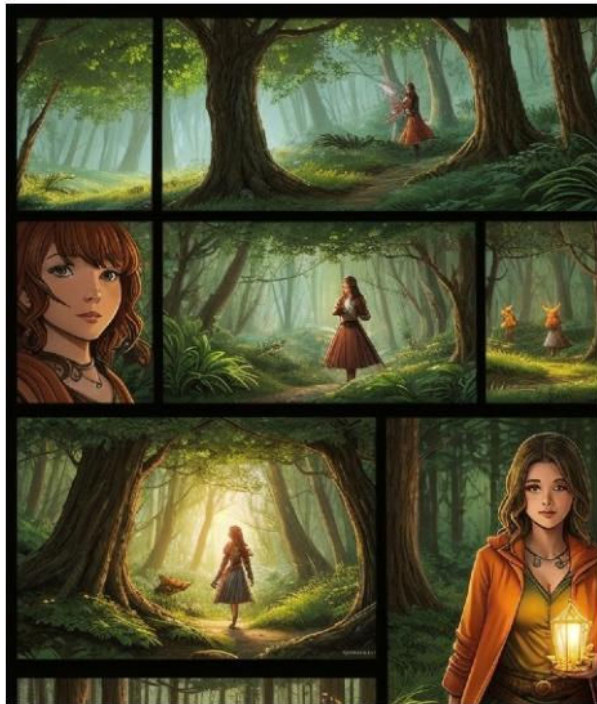


Concept Art Sketch

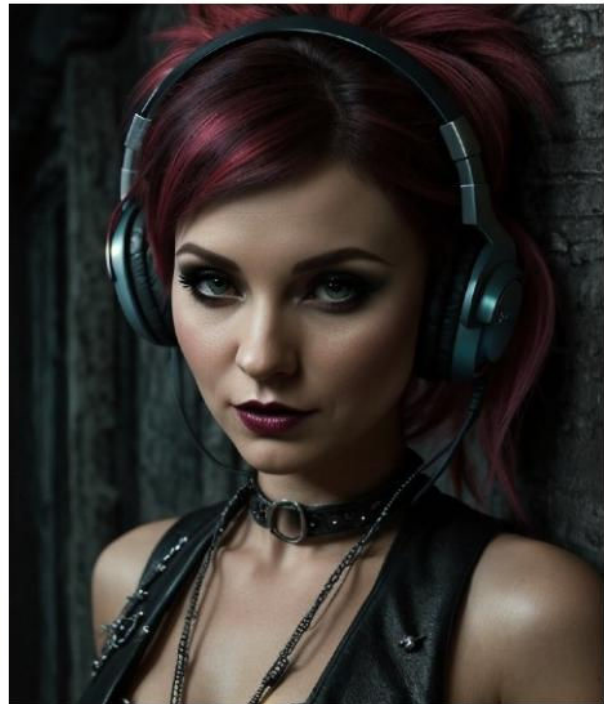


Underwater

**STYLE:** Artistic style or aesthetic. May reference artists or art style.



Comic Strip



Cinematic Modernist

**WEBSITE:** References the style, quality, and themes commonly found on these platforms



Pixiv Website



Furaffinity Website

**ADDITIONAL DETAILS:** Props, accessories, locations details, etc.



Orange Fox Mask and Tail, Hyper Realistic



Futuristic Cityscape

**COLOR:** Indicates specific colors or a general color scheme.



Neon and Vivid Colors



Warm Colors and Sepia Tones

**LIGHTING:** Describe the lighting conditions, such as "soft morning light", "harsh shadows"



Mystical Glow



Hyper Realistic Sun Rays

## Generating the Prompt:

Using our components and order from above we just fill in the details:

**SUBJECT:** "Female space ranger wearing a rebreather mask"

**MEDIUM:** "Ultra Realistic Illustration"

**STYLE:** "Steampunk" (you can also combine artists and styles to create unique blends)

**WEBSITE:** "CG Society"

**RESOLUTION:** "ultra detailed", "sharp focus"

**ADDITIONAL DETAILS:** "sci-fi", "spaceship"

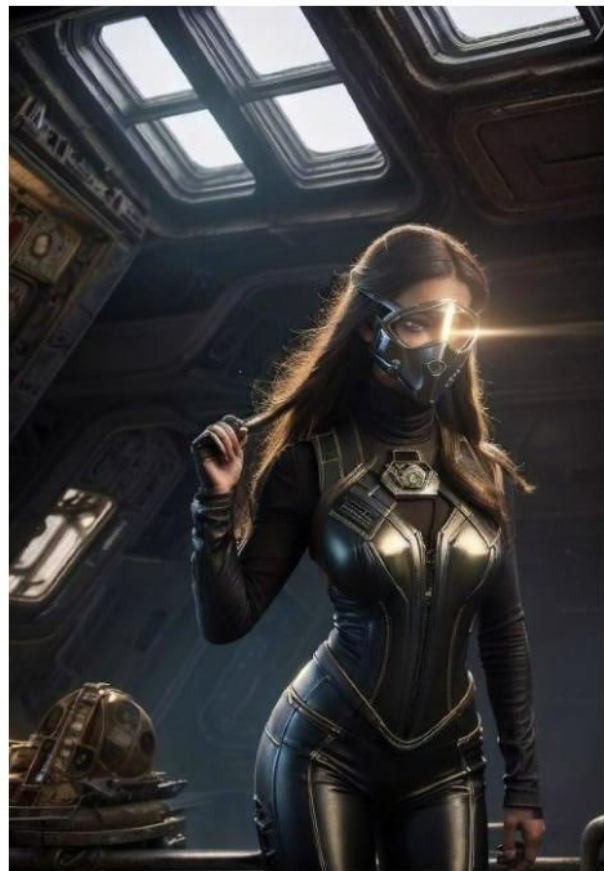
**COLOR:** "warm tones"

**LIGHTING:** "cinematic lighting"

Now that you have all the individual pieces of the prompt, let's put them together!

**female space ranger wearing a rebreather mask, ultra realistic illustration, steampunk, CG society, ultra detailed, sharp focus, sci-fi, spaceship, warm tones, cinematic lighting**

You will get a lot of variation in the image that is generated, not all of it will be adhered to as the AI will take creative liberties with how it interprets the prompt. That being said, if you are running with the "Imogen CD" you can just keep spamming the same prompt repeatedly until you get the picture you like. Keep in mind that rolling memory and seed variation will affect the image generation as well, so resets do help when you can't quite get exactly what you are looking for.



## IWYLL (I Wish You Look Like)

The IWYLL, or "I Wish You Look Like" Field on the AI Menu Screen is for setting static keywords to be used in image generation. Anything you put into this field will be emphasized over anything in the Core Data or Prompt. Use multiple brackets ( ) to increase its strength and square brackets [ ] to reduce it. While I am not sure exactly what the technical limit is (I believe it is around 10), it doesn't matter as the functional limit seems to be around 5-6. At anything over 5-6 brackets of emphasis the image output will start to fall apart and by the time you get to 8 brackets, the image will no longer be perceptible.

**Prompt:** Female space ranger wearing rebreather mask

**IWYLL:** (Rebreather mask) 1x Emphasis  
Helmets, but no masks present in either image



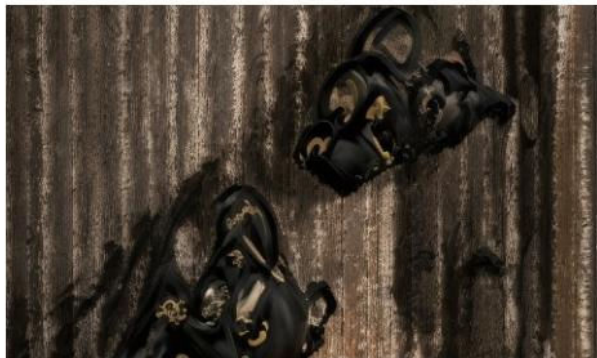
**IWYLL:** (((Rebreather mask))) 3x Emphasis  
Both Images maintain good perspectives and generated rebreather masks



**IWYLL:** (((((Rebreather mask)))))) 5x Emphasis  
1 Image close-up(focus) on face, the other containing multiple masks and people



**IWYLL:** (((((((Rebreather mask))))))) 8x Emphasis  
Both Images failed, multiple masks and hyper-focused, causing complete failures.



The IWYLL field should be used for features you wish to appear in every picture and on every character in the picture. It is also very useful for helping to generate features that are considered abnormal to the vast majority of what is in its training data. For example, the majority of training data in these models are of humans. If you want to generate a fantasy character like an elf with elf ears, it can be difficult to do that without the IWYLL. Placing the words "elf ears" (without quotes) in the IWYLL greatly improves the probability of generating them on your characters in the image.

AI Menu

I wish you look like (Affects photo):

elf ears

I wish your personality is:

loyal, fun, agreeable and loving

Close





The IWYLL then becomes a very useful tool for generating features like: abnormal eye color (red, white, bright colors, etc), abnormal skin colors (red, green, etc), jewelry, hats and helmets, face masks, horns, tails, wings, and anything else you can dream up. The more abnormal the feature, the less it will be in the data set, and therefore the more emphasis it may need to generate it in the image.

**Image Prompt:**

Female succubus demon, ultra realistic illustration, deviant art, highly detailed, fire background, cinematic lighting

**IWYLL:**

Emphasis on Red Eyes, Horns, and Tail



**Image Prompt:**

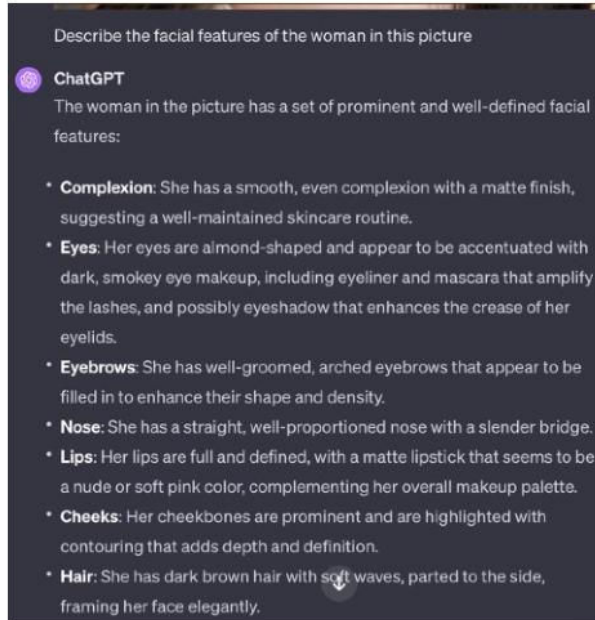
Female cyborg with cybernetic limbs, hyper realistic, fauvism, renderotica, 8k, crisp, golden ratio, urban decay, cybernetic enhancements, dark colors, backlit, volumetric light, sunrays

**IWYLL:** Emphasis on Elf Ears, Cyborg, and Cybernetic Implants

IWYLL can also be used to create a static look for a character. If you want a character to have a consistent face and body type across all the images you generate, you can do this with the IWYLL field. You can set their face structure, eye color, nose shape, eyebrow size and shape, expressiveness, body type, etc.



A good tip for getting descriptive words for a character you want to keep an image of is to upload a sample pic to an LLM that is able to read pictures, such as GPT4. Then ask the AI to describe the pic you uploaded. Use those descriptive words to generate your IWYLL tags. It won't be perfect, but it can help to give you good, descriptive tags to use.



There are a couple of ways to write the text into the IWYLL depending on how you want to break down the individual emphasis of each component. Keep in mind that even with no brackets at all the IWYLL will still have some priority over the CD and Prompt.

1. bright blue eyes, very expressive face, long blonde hair
2. eyes(bright)(blue), face((very expressive)), hair((long))(blonde)

My preferred method is to use the first one with no brackets as to avoid any interference with camera views/angles(discussed below). The only time I use bracketing is when I am trying to get an abnormal feature I want the AI to produce, such as the "rebreather mask" where I needed 3-4 brackets.

One thing to note, be careful how much emphasis you put on certain features as it will draw the camera view to those features, if too much emphasis is placed on them. For example, putting a lot of descriptors on the face, especially using multiple brackets around them, will cause your images to be close-up headshots. It may take some practise and a few image-gens to find the balance, but if you are getting a lot of shots of the backside of your character, you might want to focus some of your image tags on something other than her butt, or maybe you don't... I'm not here to judge!

## References:

Here is a starter reference list of examples to get you going with building your prompts. This is only a starting point though, there are of course many more online that can be found with a quick Google search:

**MEDIUM:** "Ultra realistic illustration", "Portrait", "Oil painting", "Concept art", "Watercolor", "Digital art", "Digital painting", "Digital illustration", "Underwater portrait", "Underwater steampunk", "Character reference sheet", "Comic Strip", "Comic Book Illustration", "Comic Book Cover", "Cartoon Illustration", "Anime", "Movie Poster", "Blueprint", "Oil Painting", "Matte painting", "Photograph", "Collage", "Pixel Art", "Fantasy map", "Sketch", "Hologram", "Origami art", "Clay", "Plasticine", "3D Illustration", "Block illustration", "Charcoal illustration", "Ink illustration", "Woodcut illustration", "Pencil Illustration", "Collage Illustration", "Acrylic Illustration", "Line Art", "Psychedelic Illustration", "Fashion Illustration", "Children's Book Illustration", "Caricature", "Chalk Illustration", "Graffiti", "Polaroid", "glossy", "matte", "rough texture", "silky", "metallic sheen", "rustic wood", "shiny metallic", "rough stone", "velvety"

**STYLE:** Here are just a few examples of Art Styles and Artists, there are thousands. "Cinematic", "Impressionist", "Cubist", "Pointillism", "Surrealist", "Art Nouveau", "Pop-Art", "Modernist", "Hyperrealistic", "Realistic", "Clockpunk", "Cyberpunk", "Dieselpunk", "Atompunk", "Rococopunk", "Steelpunk", "Stonepunk", "Oceanpunk", "Elfpunk", "Acidwave", "Weirdcore", "Cottagecore", "Dreamcore", "Vaporwave", "Baroque", "Film noir", "Boho", "Dadaism", "Expressionism", "Fauvism", "Futurism", "Impressionism", "Neo-Impressionism", "Post-Impressionism", "Precisionism", "Street Art", "Suprematism", "Art Deco"

**ARTISTS:** Although this is technically part of the style section and you can list just the style of the artist, it can be very powerful to list the artist's name instead. You can also combine a couple of artists to see what a blend of their works would look like. Here are just a few examples and their styles:

"Salvador Dalí" - **Surrealism:** Focuses on tapping into the subconscious, dream-like scenes.

"Gustave Courbet" - **Realism:** Aims to represent subject matter truthfully, without artificiality, avoiding artistic conventions or implausible, exotic, and supernatural elements.

"Jackson Pollock" - **Abstract:** Does not attempt to represent an accurate depiction of reality

"Andy Warhol" - **Pop Art:** Recognizable for use of imagery from popular and mass culture.

"Umberto Boccioni" - **Futurism:** Focuses on speed, technology, youth, and objects such as the car, the airplane, and the industrial city.

"Leonardo da Vinci" - **Classical:** Emphasizes harmony, proportion, and balance; often inspired by the art of ancient Greece and Rome.

The following are websites to take you even further into Art Styles with examples of each:

[proximacentaurib.notion.site/28e037176b58439785ee04af6b0ae4ea?v=67f78b98f5694698a40d7b8cbfca5ffc](https://proximacentaurib.notion.site/28e037176b58439785ee04af6b0ae4ea?v=67f78b98f5694698a40d7b8cbfca5ffc)

<https://www.uranai.ai/top-sd-artists>

**WEBSITE:** "ArtStation", "DeviantArt", "Pixiv", "Pixabay", "National Geographic", "CG Society", "Renderotica". Can also be inspired by: Animation Studios, Painters and Illustrators, Computer Games, Fashion Designers, and Film Makers

**RESOLUTION:** "high resolution", "unreal engine 5", "Unity Engine", "ultra-detailed", "HD", "UHD", "4K", "8k", "crisp", "clear", "sharp focus", "sharp details", "Golden Ratio", "Octane render", "Cinematic", "Isometric assets", "Quantum wavetracing", "Polarizing filter"

**ADDITIONAL DETAILS:** "urban landscape", "wilderness", "futuristic cityscape", "ancient ruins", "lush forest", "misty morning", "urban decay", "lush rainforest", "starry night", "Victorian era", "Ancient Egyptian", "Dreamlike", "nostalgic", "melancholic", "neon-lit cityscape", "post-apocalyptic", "alien technology", "cybernetic enhancements".

**COLOR:** "pastel colors", "vibrant hues", "earth tones", "pastel colors", "monochromatic scheme", "black and white", "neon colors", "sepia tones", "fantasy vivid colors", "vivid colors", "bright colors", "dark colors", "color splash"

**LIGHTING:** "cinematic lighting", "rim lighting", "crepuscular lighting", "golden hour", "moonlit", "twilight", "sunrise", "backlit", "soft lighting", "dramatic contrast", "mystical glow", "ethereal", "luminous", "shadowy", "glossy", "ethereal lighting", "harsh shadows", "moody shadows", "studio lighting", "soft light", "neon lighting", "ambient light", "ring light", "volumetric light", "natural light", "sun light", "sunrays", "sun rays coming through window", "nostalgic lighting"

# Imogen CD and Core Temperature/Penalty Settings

Copy and Paste the Contents of the IMOGEN Core Data File into the Core Data Field on the AI Menu Screen.

Set "I Wish Your Name Is" to: **Bot**

Set "My Name is" to: **Your Name**

Set the "Sliders" as follows:

AI Core Temperature: **0.3**

AI Core Frequency Penalty: **0.3**

AI Core Presence Penalty: **0.6**

These numbers are still being tested frequently and will change. It is recommended to set the Core Temperature very low in order to maintain as strict of adherence to the CD and Prompt as possible.

Imogen is a Core Data File created specifically for the purpose of image generation. It is not a role-play CD and would not be effective as one in any way. It is, and will always be, a work in progress. All that is needed to use Imogen is to type in the prompt and Imogen will take care of it from there. If switching back and forth between Imogen and your Character Cards or custom role-play CDs, remember to change your "Slider" Settings back, these are not very conducive to role-playing with.

## Final Notes:

This guide is meant as an introduction to Image Generation within Muah and with the support of the Imogen Core Data setup. We could go into far more advanced techniques such as word placement/order, word conflicts, and word redundancies (when to use them, and when not to). All of these matter, and are still being tested. There may be a second, more advanced guide as we continue to test these and feel confident in our ability to reproduce accurate images with consistency. Also, if you are new and unaware of this, there are hard-coded image tags as a restriction for the first 250 images you produce. These are removed automatically once you have generated your first 250 images.

In the meantime, should you have any questions about anything in this guide or need assistance with any part of it you can reach out to Mark-1 or LocalYokel on the Muah Discord and we would be happy to assist you.

