

/style [preferred style]

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| /style illustration | Creates an illustration |
| /style hand-drawn | Creates a hand-drawn image |
| /style cinematic | Creates a cinematic image |
| /style floral | Creates a floral image |
| /style vibrant | Creates a vibrant image |

You can also use your own style or one of those predefined styles:

fractal, realistic, minimalist, abstract, watercolor, fibonacci, steampunk, cartoon, glossy, neon, glitch, vintage, futuristic, mystical, ethereal, photorealistic, digital, pixel art, HDR, manga, botanical, nautical, tropical, urban, landscape, nature, underwater, historical, fantasy, sci-fi, horror, romantic, satirical, magical, cityscape, countryside, space, dystopian, utopian, post-apocalyptic, renaissance, modern

/mode [preferred mode]

/mode sticker Creates an image with a slight emphasis on the upper body of the subject. This mode is designed for images that need to be recognizable even when scaled down to smaller sizes, like stickers. It ensures that key features remain visible and distinct.

/mode emote Focuses significantly on the head or facial expressions of the subject. This mode is ideal for images that will be drastically reduced in size, such as digital emotes or emojis, where facial expressions or head details need to be clear and expressive.

/mode portrait Creates a detailed, close-up image focused on the face or upper body of a subject, ideal for profile pictures or avatars.

/mode [preferred mode] (cont)

/mode icon Generates a simplified, iconic representation of the subject, emphasizing clear, recognizable features suitable for small icons or avatars.

/mode banner Generates an image with dimensions and focus suitable for headers or banners, with the main subject centered and space for text or additional elements.

/mode collage Produces a composite image made from multiple photographs or elements, arranged artistically, perfect for storytelling or thematic presentations.

You can also describe and use your own mode with natural language, and The Image Framework will take it into account.

/text [on] or [off]

/text on Creates an image and forces text to appear

/text off Creates an image without any text at all (**experimental**)

"text off" is still experimental. Sometimes it causes the exact opposite, but for the most part it is reliable. It is best to use it only when there is no other way.

/images [count]

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| /images 1 (default) | Creates one image |
| /images 5 | Creates five images |
| /images 10 | Creates ten images |

10 is the maximum. DALLE has separate rate limits:

200 is the DAILY maximum, there is a 15 min and a 60 min rate limit to help with load. This limit is variable and depends on the load, so during off hours it is higher.

/variation [0 to 100]

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| /variation 0 | Creates images with little to no variation between them |
| /variation 73 | Creates images with lots of variation between them |
| /variation 100 | Creates images with so much variation that every image is different from another |

This command can only be used together with the "/images" command. The higher the number, the more variation there is between generated images.

/color [color]

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| /color green | Creates an image, mainly using the color green |
| /color red and blue | Creates an image, mainly using the colors red and blue |
| /color sunflowers | Create an image, mainly using the colors of a sunflower (brown and yellow) |
| /color HEX #41FDBC | Creates an image, mainly using the given color hex value |

The image mostly uses the given color or colors. The colors can be given in plain text, RGB values or HEX values.

/tint [tint]

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| /tint green | Creates an image with a green tint |
| /tint red and blue | Creates an image with a red and blue tint |
| /tint sunflowers | Create an image, tinted in the colors of a sunflower (brown and yellow) |
| /tint HEX #41FDBC | Creates an image, tinted in the given color hex value |

The image gets a tint in the given color or colors. The colors can be given in plain text, RGB values or HEX values. You can add phrases like "strong tint" or "slightly tinted" to the prompt to adjust the strength.

/nobg

`/nobg` Generates an image with a one-color background

Great for making the image transparent by keying out the background

/exclude [anything]

`/exclude animals` Excludes all sorts of animals

`/exclude nature, trees, bushes and forests` Excludes nature elements, especially trees, bushes and forests

What is specified with the exclude command will be ignored during image generation. You can use natural language to describe what should be excluded.

This feature is still experimental. Sometimes it causes the exact opposite, but for the most part it is reliable. It is best to use it only when there is no other way.

/dimension [2D] or [3D] or [4D] or [5D]

`/dimension 2d` Creates a 2D image

`/dimension 3d` Creates a 3D image

`/dimension 4d` Creates a 4D image (**experimental**)

`/dimension 5d` Creates a 5D image (**experimental**)

/ratio [aspect ratio]

`/ratio square` Creates an image with height and length being the same (**default**)

`/ratio 16:9` Creates a 16:9 image

`/ratio 4:3` Creates a 4:3 image

`/ratio Tube-TV` Creates an image with the dimensions of old Tube-TV's

Use your preferred aspect ratio or use natural language to describe which dimensions the generated image should have.

/showprompt

`/showprompt`

If used, the prompt that The Image Framework created and sent to DALLE is shown. This can then be copied, pasted, and slightly adjusted if you want similar results. Works great with Midjourney too.

/foreground [element] or /fg [element]

`/fg kangaroo` Creates an image with a kangaroo in the foreground

`/fg donut on a table` Creates an image with a donut on a table in the foreground

/background [element] or /bg [element]

`/bg antarctica` Creates a picture with an Antarctic scene in the background

`/bg storefront in a big city` Creates an image with a storefront in a big city in the background

/emotion [emotion]

`/emotion happy` The generated image could display a sunny day or people smiling

`/emotion sad` The generated image could display a rainy day or someone looking sad

Hint: You can use any emotion with natural language.