The 10 AI Art Styles Prompt Set

Ten copy-paste style prompts that turn one scene into ten different looking reels, plus the walkthrough for animating them to your own voice.

Why I built this set

Pixel art, PS2 style, comic art, Lego style, claymation, paper cutout, retro anime, low poly 3D, risograph, miniature diorama. Ten completely different looking reels, and every one of them starts from the same scene. No design software, no manual editing, just text prompts doing the work.

The way most people try this is to ask for a new picture every time. New subject, new wording, new everything. You end up with ten unrelated images that do not feel like a set, and you learn nothing about your audience because nothing was held constant.

This set does the opposite. The subject is written once and never touched again. Only the style block changes. Ten prompts in, ten reels out, and the only variable is the aesthetic, so when one of them outperforms the others you know exactly why.

01

How it actually works

1. You write the scene once in plain language. Who or what is in it, what they are doing, where they are, and what the camera sees. This paragraph is now fixed for all ten runs.
2. You paste that scene into a style block. The style block names the medium and then describes its materials, its edge quality, its lighting and how it handles colour. Subject plus style is the whole prompt.
3. You repeat for the other nine style blocks, one per message so each generation starts clean, then animate the ones you like to a voice track and post them across the week.

02

The one thing almost everyone gets wrong

They rewrite the subject along with the style. Once the subject wording drifts, the ten images stop being a test and become ten separate posts that happen to exist, and no result from them tells you anything.

> **WATCH OUT**
>
> Copy the subject paragraph from a file every single time rather than retyping it. One changed word, a different camera angle or an extra adjective, and your comparison is gone. The style block is the only part that moves.

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03 The 10 style prompts

Start with the base shape, then use the ten blocks below. Replace [YOUR SCENE] with the same sentence in all ten.

THE BASE SHAPE

```
Subject: [who or what is in the scene, what they are doing, where they are, what the camera sees]
Style: [medium name]. [materials and surface]. [edge quality]. [lighting]. [colour behaviour].
Framing: vertical 9:16, [close up or wide], subject centred, clean background.
Rules: no text, no watermarks, no logos, no extra characters.
```

1. PIXEL ART

```
Subject: [YOUR SCENE, described in one or two plain sentences].
Style: pixel art. Chunky square pixels on a strict limited palette of about 16 colours. Hard aliased edges, no anti-aliasing, no soft gradients. Flat lighting with one or two dither bands for shading. Saturated retro console colours.
Framing: vertical 9:16, subject centred, simple background with two depth layers.
Rules: no text, no watermarks, no logos.
```

2. PS2 STYLE

```
Subject: [YOUR SCENE].
Style: early 2000s PlayStation 2 era real time 3D. Low polygon counts with visible flat faces, low resolution stretched textures, hard vertex lighting, slight geometry jank at the joints. Muted washed out colour, mild fog in the distance.
Framing: vertical 9:16, third person camera slightly above eye level, subject centred.
Rules: no text, no watermarks, no logos, no modern post processing.
```

3. COMIC ART

```
Subject: [YOUR SCENE].
Style: printed comic book panel. Confident black ink outlines of varying weight, flat spot colour fills, halftone dot shading, small amount of cross hatching in the shadows. Slight off register print feel and paper tooth.
Framing: vertical 9:16, dynamic low angle, subject centred, bold negative space.
Rules: no speech bubbles, no text, no watermarks, no logos.
```

4. LEGO STYLE

```
Subject: [YOUR SCENE], built entirely from Lego bricks.
Style: glossy injection moulded plastic bricks with visible studs on every top surface, clutch seams between bricks, minifigure proportions for any character. Bright primary plastic colours, clean studio lighting with soft specular highlights on the plastic.
Framing: vertical 9:16, slight low angle so the build reads tall, subject centred on a baseplate.
Rules: no text, no watermarks, no brand logos moulded into the bricks.
```

5. CLAYMATION

```
Subject: [YOUR SCENE], sculpted in modelling clay.
Style: stop motion claymation. Plasticine surfaces with visible fingerprints, thumb dents and tool marks. Slightly uneven shapes, armature weight in the poses. Warm soft studio lighting from one key light, shallow depth of field, handmade set pieces.
Framing: vertical 9:16, eye level, subject centred on a small built set.
Rules: no text, no watermarks, no logos, no perfect symmetry.
```

6. PAPER CUTOUT

```
Subject: [YOUR SCENE], made from cut paper.
Style: layered paper cutout collage. Matte cardstock in flat colours, visible scissor and knife edges, three or four stacked depth layers each casting a soft drop shadow onto the layer behind. Even diffuse lighting, slight paper grain.
Framing: vertical 9:16, straight on, subject centred, generous margin around the stack.
Rules: no text, no watermarks, no logos, no photographic texture.
```

7. RETRO ANIME

```
Subject: [YOUR SCENE].
Style: 1990s hand painted cel animation. Inked character lines, flat two tone cel shading with hard shadow shapes, hand painted gouache background with soft brush texture. Warm film grain, slight colour bleed, 4:3 era palette of dusty blues and amber.
Framing: vertical 9:16, cinematic eye level, subject centred, painted depth behind.
Rules: no text, no subtitles, no watermarks, no logos.
```

8. LOW POLY 3D

```
Subject: [YOUR SCENE].
Style: low polygon 3D render. Faceted geometry with a visible triangle count, flat shaded faces with no smoothing, simple two tone colour blocking, crisp silhouette. Soft ambient occlusion in the crevices, single soft key light, plain colour backdrop.
Framing: vertical 9:16, three quarter view, subject centred.
Rules: no text, no watermarks, no logos, no photoreal materials.
```

9. RISOGRAPH

```
Subject: [YOUR SCENE].
Style: risograph print. Two or three spot ink layers only, for example fluorescent pink, teal and black. Visible misregistration between the layers, coarse halftone grain, ink mottling and roller streaks, uncoated paper showing through the lighter areas.
Framing: vertical 9:16, graphic and poster like, subject centred, large flat shapes.
Rules: no text, no watermarks, no logos, no smooth gradients.
```

10. MINIATURE DIORAMA

```
Subject: [YOUR SCENE], built as a tiny physical model.
Style: miniature diorama photographed with a tilt shift macro lens. Handmade materials at model scale, foam, flock grass, painted resin. Very shallow depth of field with the blur falling off fast at the top and bottom of the frame, strong warm key light, dust motes in the air.
Framing: vertical 9:16, slightly above the model looking down, subject centred.
Rules: no text, no watermarks, no logos, no full sheet sharpness.
```

Set it up in Claude Code or Codex

1. Make a folder for the set. Anywhere you keep work is fine, for example ~/art-styles/. Open a terminal in it and start Claude Code there, so the files below are in context from the first message.
2. Create style-prompts.md in that folder and paste all ten prompt blocks from the previous section into it, one under each heading. This file is the source of truth, and nothing gets retyped from memory again.
3. Create scene.md in the same folder with your subject paragraph and nothing else. One scene per file. When you move to a new scene, you write a new scene file and leave style-prompts.md alone.
4. For Claude Code, that is the whole setup. Ask it to read both files and build the ten prompts for you, and it will substitute your scene into each block.
5. For Codex, keep the same two files in the project folder and add a line to AGENTS.md pointing at them, for example: style prompts live in style-prompts.md, the current scene lives in scene.md. Codex reads AGENTS.md on start, so it finds them without being told each session.
6. Run the first test with one style only, pixel art, and look at the result before generating the other nine. A good first run looks unmistakably like the named medium and still shows your scene clearly.
7. Once the ten stills are approved, animate the ones you want to post and record or generate a voice track over the top.

NAMING

Save the outputs as scene-01-pixel.jpg, scene-02-ps2.jpg and so on. When one of them lands you want to know which style block made it without guessing from the thumbnail.

💡 QUICK TIPS

- Keep one scene file per idea instead of editing the old one. The old scenes become a backlog you can rerun through the same ten styles any time you need a posting week.
- If a style comes back too clean, add one sentence about its flaws. Misregistration, fingerprints, texture stretching and low resolution are what make a medium readable.

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04 The commands I actually run

BUILD THE FULL SET

```
Read scene.md and style-prompts.md. For each of the 10 style blocks, output the finished prompt with the scene from scene.md substituted into [YOUR SCENE] exactly as written. Do not rephrase the scene. Number them 1 to 10 and label each with its style name.
```

WRITE THE SCENE FROM A ROUGH IDEA

```
Turn this into a single scene paragraph for scene.md: [ROUGH IDEA IN ONE LINE]. Cover who or what is in it, what they are doing, where they are, and what the camera sees. Plain language, no style words, no medium words, under 50 words.
```

STRENGTHEN ONE WEAK STYLE

```
The [STYLE NAME] result came back looking too generic. Rewrite only that style block so the medium is unmistakable. Add its materials, its edge quality, its lighting and its flaws. Leave the subject and framing lines untouched.
```

ADD AN ELEVENTH STYLE

```
Add a new style block to style-prompts.md for [NEW MEDIUM]. Match the exact shape of the existing blocks: Subject, Style, Framing, Rules. Describe materials, edges, lighting and colour behaviour the way the other ten do.
```

PICK THE POSTING ORDER

```
Here are the 10 results for scene [N]: [LIST OF STYLE NAMES]. My niche is [YOUR NICHE]. Rank them for posting order, strongest scroll stopper first, and give me one line on why each one is placed there.
```

When it breaks

ERROR	FIX
All ten images look like the same style with small differences	The style blocks are too short. The medium name on its own does nothing. Each one needs materials, edge quality, lighting and colour behaviour.
The subject changed between runs	You retyped it. Paste the scene from scene.md every time, or have Claude substitute it for you with the Build the full set prompt.
Text or a watermark appears in the image	The Rules line was dropped from the prompt. Every block ends with no text, no watermarks, no logos. Put it back and regenerate.
The result is horizontal when you need a reel	The Framing line was cut or reworded. It has to say vertical 9:16 explicitly, and it belongs in all ten blocks.
Pixel art or risograph comes back smooth and clean	Ask for the flaws by name. Hard aliased edges and no anti aliasing for pixel art, misregistration and ink mottling for risograph.
The style reads right but the scene is unrecognisable	The style block is overpowering the subject. Shorten the style block by a sentence and make the subject paragraph more concrete.
Claude Code cannot find the prompt files	You started it in a different folder. Close it, cd into the folder holding style-prompts.md and scene.md, and start it again there.
Codex ignores the files every session	The AGENTS.md pointer is missing or sits outside the project folder. Add the line naming both files to AGENTS.md at the project root.

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