



Image-to-3D Prompt Pack

Practical prompt patterns for cleaner, more usable object generations.

BEFORE YOU PROMPT

- ☐ Choose one object and one clear purpose for the model.
- ☐ Decide whether the result needs a front, side, and back that can be inferred.
- ☐ Remove background details that could be interpreted as geometry.
- ☐ Collect one or more references with consistent proportions and materials.

CORE PROMPT FORMULA

- ☐ [object] + [shape and proportions] + [material] + [surface detail] + [style] + [intended use]
- ☐ Example: Compact sci-fi supply crate, rectangular proportions, painted metal, simple panel seams, stylized game asset, clean silhouette.
- ☐ Example: Ceramic desk planter, rounded body, matte glazed finish, subtle handmade variation, product visualization, isolated object.

USEFUL PROMPT MODIFIERS

- ☐ Geometry: symmetrical, solid silhouette, separate moving parts, flat base, rounded edges.
- ☐ Detail: broad forms, medium detail, restrained surface detail, no micro-noise.
- ☐ Style: realistic, stylized, low-poly, toy-like, hand-painted, hard-surface.
- ☐ Use case: game-ready concept, Roblox prop, printable figurine concept, product mockup.



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REVIEW EVERY OUTPUT

- ☐ Check the silhouette from front, side, and top views.
- ☐ Look for fused parts, floating fragments, holes, and asymmetry.
- ☐ Inspect polygon density before cleanup or retopology.
- ☐ Confirm texture seams and material boundaries at close range.
- ☐ Verify licensing and commercial-use terms before publishing.

PROJECT NOTES

PROJECT / FILE

TARGET / USE CASE

NOTES AND FOLLOW-UP