FREE SAMPLE / 12 OF 120



The visual language of UX/UI

Learn to recognise visual styles, choose the right imagery, and give your AI creative direction that actually works.

ILLUSTRATED / PRACTICAL / BEGINNER-FRIENDLY

A better eye. A better brief.



01 / WHY THIS BOOK EXISTS

Good design needs better words.

An AI can build a website, but it cannot guess the visual direction you have in mind. A clear vocabulary helps you explain what should be created and how it should feel.

You will learn to:

01 Recognise visual styles

02 Match imagery to purpose

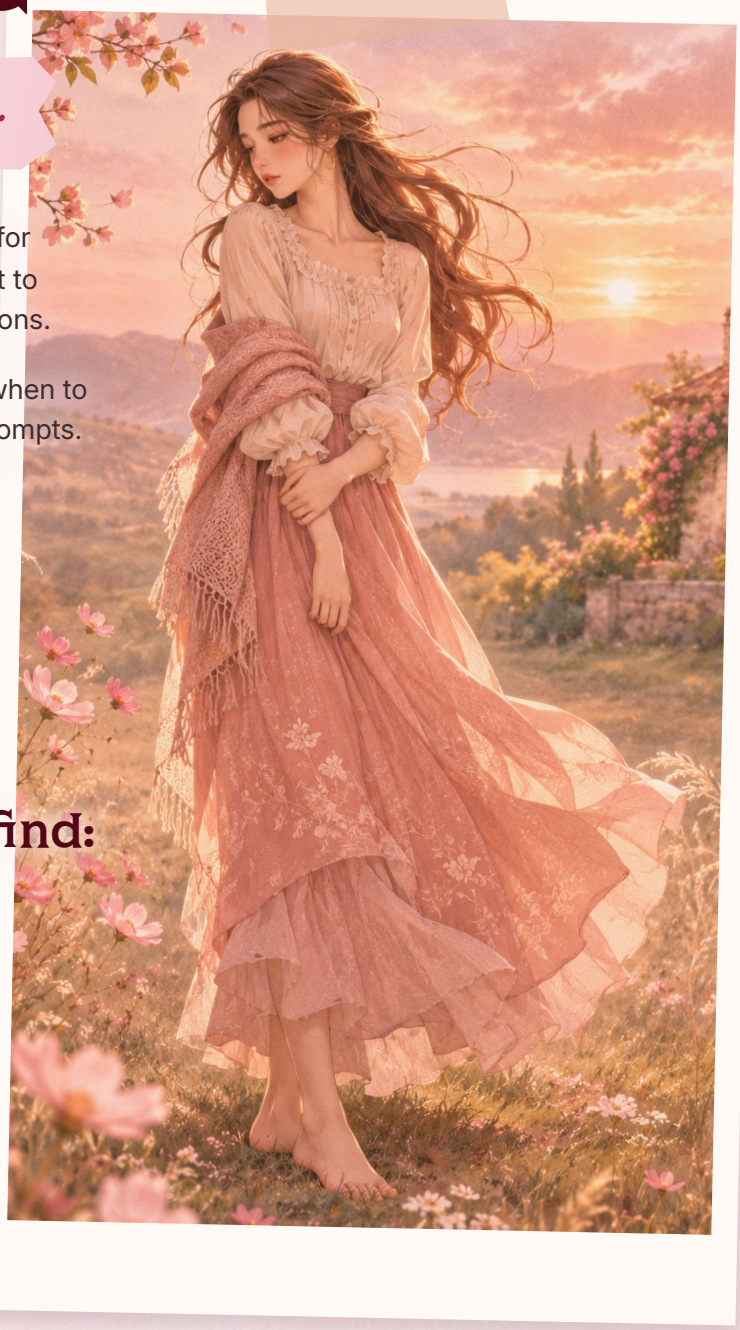
03 Write stronger AI prompts

> "Design is not about adding more. It is about choosing with intention."

THE GLOW UP CODE / A PRACTICAL BEGINNER'S GUIDE

Welcome

I'm glad you're here.



This free guide previews **12 of 120 styles** for creators, designers and builders who want to make better, more intentional visual decisions.

You'll explore real visual examples, learn when to use each style, and try ready-to-use AI prompts. The complete library contains **120 visual references**.

In this sample, you'll find:

- 12 of 120 styles, explained simply
- Three visual examples per style
- Prompts for every example
- Use cases and watch-outs

> *A clearer visual language helps you create work that feels credible and connects with the right people.*

Geraldine ♡

GERALDINE PRADO
FOUNDER, THE GLOW UP CODE

How to Use This Guide

A simple way to get the most value from the examples, explanations and prompts in this preview of 12 of 120 styles.



01 Explore the styles

Meet 12 styles from the 120 pages references library. Start with the one closest to your project, not necessarily the first page.



02 See real examples

Compare three visual studies for each style. Notice the light, texture, shapes and interface details that make the language recognisable.



03 Use the AI prompts

Try the prompt beside each example, then change the subject, purpose and setting to suit your own idea.



04 Apply it to your work

Use the “Best for”, “When to use” and “When to avoid” notes to choose with intention. A style is useful only when it serves the message.

✦ Quick tip You don’t have to follow the styles one by one. Return to the references that are most relevant to what you’re working on now.



01 / Ceramicist

AI-generated visual study

PHOTOGRAPHY | SAMPLE 01 OF 12 / LIBRARY 001

Photorealistic photography

Real light, real intention

- Believable window light
- Natural skin texture
- One sharp focal point
- Calm credibility

AI Prompt Guide

EXAMPLE 01 / CERAMICIST

Create a photorealistic study of a ceramicist at a sunlit workbench, clay on her hands, a half-formed vase in front. Use believable window light, natural skin texture, and one sharp focal point. A constructed study, not documentary proof.

Photorealistic photography

LIBRARY 001 / IN PRACTICE

What it is

Making a scene look as if a camera could have captured it: real light, real materials, believable skin and space.

✧ BEST FOR

Brand stories, real products, about pages, and editorial headers that need the viewer to trust what they are seeing.

Examples in use



02 / Tailor



03 / Breakfast

Use it when...

Choose this when honesty matters more than spectacle. Brief one clear subject, one believable light source, and natural texture. Use it instead of hyperrealism when you want calm credibility, not a jaw-drop close-up.

Avoid it when...

Avoid synthetic faces, extra fingers, and impossible reflections. A “too perfect” person reads as fake and burns trust.

AI prompt guide

TWO SUBJECTS / SAME VISUAL LANGUAGE

02 / Tailor

Create a photorealistic study of a tailor pinning a charcoal wool coat on a dress form beside a tall window. Show natural skin, fabric nap, and pins catching the light. One sharp focal point, believable window light. A constructed study, not documentary proof.

03 / Breakfast

Create a photorealistic breakfast still life: linen, a ceramic cup of coffee, a torn croissant, and a knife with butter, lit by morning window light. Believable materials and crumbs. 4:3 crop, no text, no labels.

AI-generated visual studies. Fictional products and labels in interface examples.



01 / Sliced fig

AI-generated visual study

PHOTOGRAPHY | SAMPLE 02 OF 12 / LIBRARY 002

Hyperrealistic imagery

Let texture tell the story

Micro-texture

Crop tight

Specular highlights

Heightened sharpness

AI Prompt Guide

EXAMPLE 01 / SLICED FIG

Create a hyperrealistic close-up of a sliced fig on dark stone, every seed and droplet of syrup rendered with heightened sharpness. Push specular highlights and micro-texture beyond ordinary photography without uncanny distortion. Crop tight, 4:3, no text or labels.

Hyperrealistic imagery

LIBRARY 002 / IN PRACTICE

What it is

Pushing detail past ordinary photography so texture itself becomes the subject.

✧ BEST FOR

Premium hero art, unusual close-ups, and high-impact campaigns where a material should feel almost touchable.

Examples in use



02 / Blackberry



03 / Watch

Use it when...

Use it when the story is the surface: fruit, metal, leather, syrup, skin. Crop tight and heighten specular highlights. Do not use it when the viewer must believe this is documentary proof, or as a busy background behind UI.

Avoid it when...

It can look artificial and overpower the message. If the detail shouts louder than the offer, you chose the wrong intensity.

AI prompt guide

TWO SUBJECTS / SAME VISUAL LANGUAGE

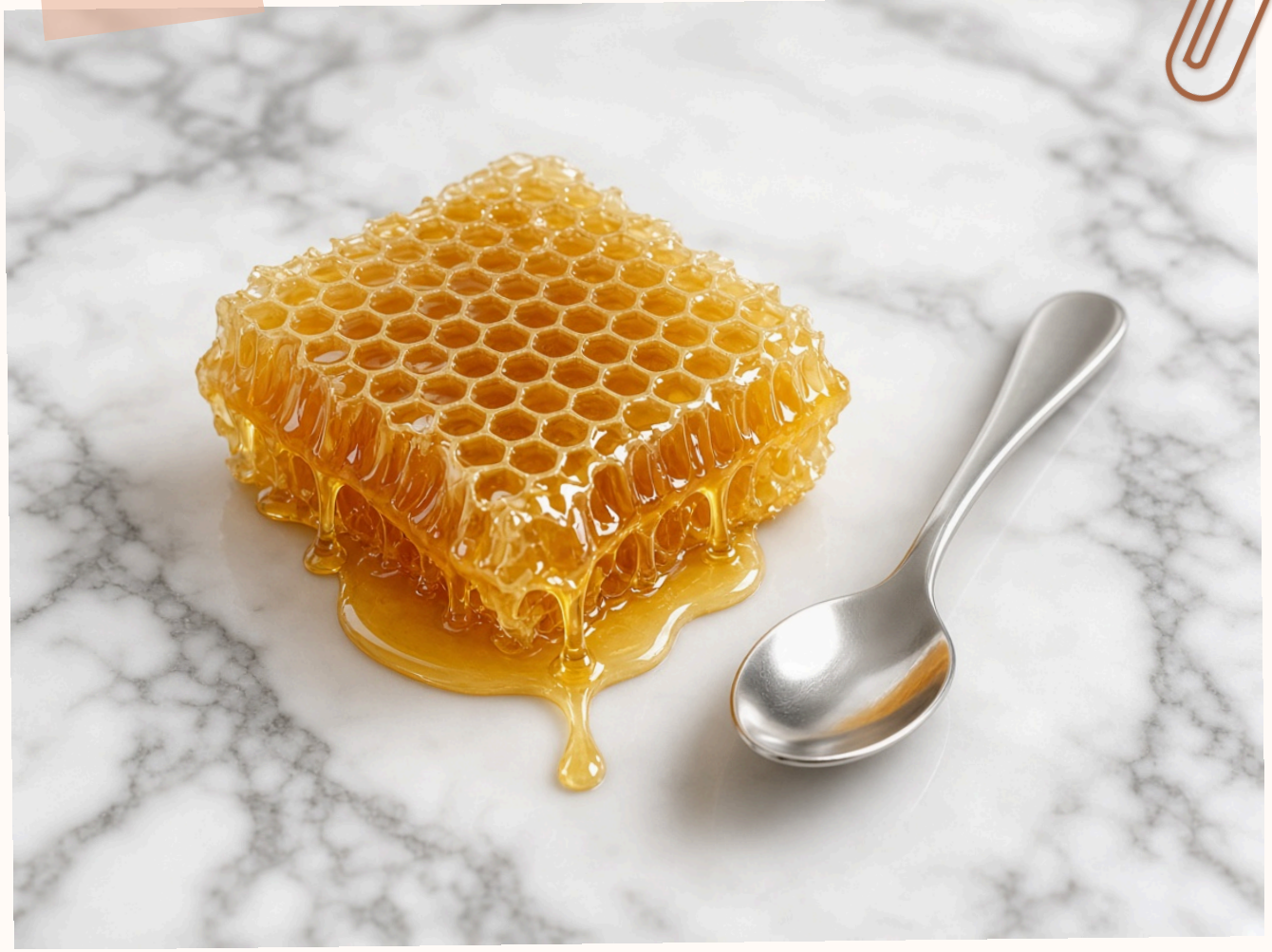
02 / Blackberry

Create a hyperrealistic close-up of a split blackberry on wet slate, every drupelet and bead of juice rendered with heightened sharpness. Push specular highlights and micro-texture beyond ordinary photography without uncanny distortion. Crop tight, 4:3, no text or labels.

03 / Watch

Create a hyperrealistic close-up of a watch crown, brushed steel, and worn leather strap. Show pores in the leather and machining marks in the metal. Heightened sharpness, no logos, no readable brand names. 4:3 crop.

AI-generated visual studies. Fictional products and labels in interface examples.



01 / Honeycomb

AI-generated visual study

3D | SAMPLE 03 OF 12 / LIBRARY 039

Photorealistic 3D render

Build what does not exist yet

- Accurate materials
- Soft global light
- Contact shadows
- Camera control

AI Prompt Guide

EXAMPLE 01 / HONEYCOMB

Render a photorealistic 3D still life of a dripping honeycomb and a silver spoon on marble. Believable materials, soft global light, accurate viscosity. 4:3 crop, no text, no watermark.

Photorealistic 3D render

LIBRARY 039 / IN PRACTICE

What it is

Building a believable object or space that does not have to exist yet.

✧ BEST FOR

Products before manufacturing, architecture, packaging, and campaign stills you cannot shoot.

Examples in use



02 / Perfume



03 / Headphones

Use it when...

Use it when you need full control over camera, materials, and composition. Ask for accurate viscosity, metal, glass, and contact shadows. Disclose that it is a render wherever legal or scientific accuracy matters.

Avoid it when...

A render that pretends to be a photograph can become a trust problem. Label simulations when accuracy counts.

AI prompt guide

TWO SUBJECTS / SAME VISUAL LANGUAGE

02 / Perfume

Render a photorealistic 3D perfume bottle with cold condensation, sitting on pale travertine beside a single drop of liquid. Believable glass, metal cap, and moisture. Soft global light. 4:3 crop, no text, no watermark.

03 / Headphones

Render a photorealistic 3D pair of brushed-aluminum over-ear headphones resting on oak. Accurate materials, soft contact shadows, no logos. 4:3 crop, no text.

AI-generated visual studies. Fictional products and labels in interface examples.



01 / Night greenhouse

AI-generated visual study

2D ILLUSTRATION | SAMPLE 04 OF 12 / LIBRARY 025

Digital painting

Mood, made visible

- Mood and brushwork
- Controlled lighting
- One focal subject
- Readable anatomy

AI Prompt Guide

EXAMPLE 01 / NIGHT GREENHOUSE

Paint a night greenhouse, glass and tropical leaves lit from inside, as a detailed digital painting with controlled lighting. Keep the mood lush but the focal plant readable. No UI chrome, no signatures.

Digital painting

LIBRARY 025 / IN PRACTICE

What it is

Painted atmosphere and emotion that a straight photograph would flatten.

✧ BEST FOR

Story-led heroes, games, editorial features, and bookish landing sections.

Examples in use



02 / Rainy cafe



03 / Dancer

Use it when...

Use it when mood and brushwork should carry the idea. Keep one readable focal subject and controlled light. Do not use it for corporate UI chrome, checkout, or anywhere a real photograph would be more trustworthy.

Avoid it when...

Painterly images can clash with a very corporate interface. Match the surrounding product, or isolate the painting as a hero, not as a random tile.

AI prompt guide

TWO SUBJECTS / SAME VISUAL LANGUAGE

02 / Rainy cafe

Paint a rainy city street seen from inside a cafe window, as a detailed digital painting. Keep the reflections readable and one figure crossing outside as the focal point. No UI chrome, no signatures.

03 / Dancer

Paint a dancer mid-turn in a dim rehearsal room, as a detailed digital painting with controlled warm sidelight. Keep anatomy readable. No UI chrome, no signatures. 4:3 crop.

AI-generated visual studies. Fictional products and labels in interface examples.



01 / Florist

AI-generated visual study

2D ILLUSTRATION | SAMPLE 05 OF 12 / LIBRARY 019

Flat vector illustration

Clarity in a few shapes

- Simple shapes
- Limited palette
- Large readable forms
- Clarity beats realism

AI Prompt Guide

EXAMPLE 01 / FLORIST

Illustrate a florist opening her shop at morning, flat vector shapes, a limited blush-and-ink palette, and large readable forms. No outlines unless needed for contrast, no embedded words, no fake screenshots.

Flat vector illustration

LIBRARY 019 / IN PRACTICE

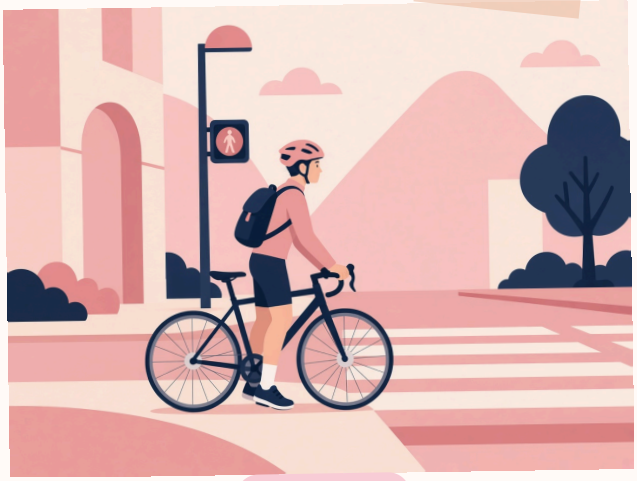
What it is

Explaining an idea quickly with large, simple shapes and a limited palette.

✧ BEST FOR

Onboarding, empty states, friendly explainers, and landing sections that must read at a glance.

Examples in use



02 / Cyclist



03 / Bakery

Use it when...

Use it when clarity beats realism and the image has to survive a small mobile crop. Keep forms big and the colour count low. Do not add fake depth, tiny props, or embedded words that become noise.

Avoid it when...

Too many generic blobs become anonymous. If you could swap the picture into any other startup and nobody would notice, it failed.

AI prompt guide

TWO SUBJECTS / SAME VISUAL LANGUAGE

02 / Cyclist

Illustrate a cyclist waiting at a crosswalk in flat vector shapes, using a limited blush-and-ink palette and large readable forms. No outlines unless needed for contrast, no embedded words, no fake screenshots.

03 / Bakery

Illustrate a bakery counter with two customers and a clerk, flat vector shapes, limited blush-and-ink palette, large readable forms. No embedded words, no fake screenshots. 4:3 crop.

AI-generated visual studies. Fictional products and labels in interface examples.



01 / Tram

AI-generated visual study

2D ILLUSTRATION | SAMPLE 06 OF 12 / LIBRARY 022

Hand-drawn sketch

Keep the human hand

- Expressive lines
- Paper-like ground
- Clear focal figure
- Energy and readability

AI Prompt Guide

EXAMPLE 01 / TRAM

Sketch a crowded tram interior in loose hand-drawn pencil, expressive lines and a clear focal passenger. Preserve energy without losing readability. Paper-like ground, no typed labels.

Hand-drawn sketch

LIBRARY 022 / IN PRACTICE

What it is

Showing thinking, process, and a human hand in the work.

✧ BEST FOR

Creator sites, workshop materials, learning notes, and early concepts that should feel in progress.

Examples in use



02 / Park bench



03 / Kitchen

Use it when...

Use it when polish would make the idea feel dishonest. Keep expressive lines and one clear focal figure. Do not use it for luxury checkout, banking, or anything that needs institutional gravity unless that tension is deliberate.

Avoid it when...

Messy lines can reduce trust in formal products. Energy is not the same thing as unreadability.

AI prompt guide

TWO SUBJECTS / SAME VISUAL LANGUAGE

02 / Park bench

Sketch someone reading on a park bench in loose hand-drawn pencil, with trees suggested behind and a clear focal figure. Paper-like ground, no typed labels.

03 / Kitchen

Sketch a cook at a busy kitchen pass in loose hand-drawn pencil: pans, plates, and one focused face. Preserve energy without losing readability. Paper-like ground, no typed labels. 4:3 crop.

AI-generated visual studies. Fictional products and labels in interface examples.



01 / Musician

AI-generated visual study

2D ILLUSTRATION | SAMPLE 07 OF 12 / LIBRARY 034

Collage illustration

Different pieces, one idea

- Contrasting cut pieces
- Visible seams
- One shared idea
- Intentional balance

AI Prompt Guide

EXAMPLE 01 / MUSICIAN

Collage a musician from three or four contrasting cut pieces: a photographed hand, printed fabric, and drawn instruments, balanced as one idea. Keep the seams visible and intentional. No readable headlines in the scraps.

Collage illustration

LIBRARY 034 / IN PRACTICE

What it is

Combining unlike pieces into one idea, with the seams left visible on purpose.

✧ BEST FOR

Creative portfolios, magazines, culture pages, and campaign concepts that need contrast.

Examples in use



02 / Traveler



03 / Skyline

Use it when...

Use it when the mix is the message: photograph plus print plus drawing. Keep three or four pieces in balance around one idea. Do not dump random scraps on the page and call it a style.

Avoid it when...

Without a shared idea, collage looks messy rather than authored. Consistency of idea matters more than consistency of medium.

AI prompt guide

TWO SUBJECTS / SAME VISUAL LANGUAGE

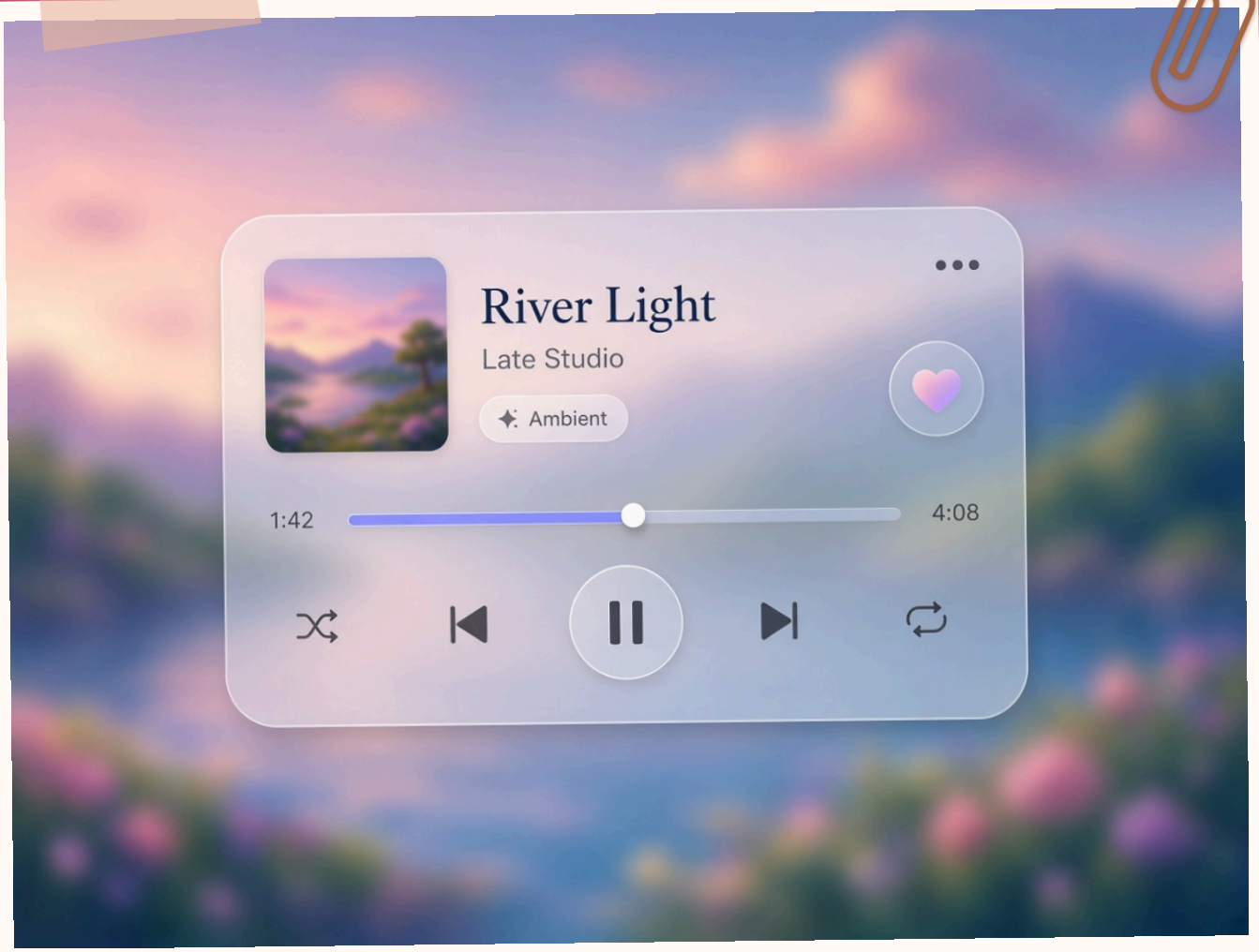
✧ 02 / Traveler

Collage a traveler from three or four contrasting cut pieces: a photographed eye, torn ticket-colored paper, and a drawn suitcase, balanced as one idea. Keep the seams visible and intentional. No readable headlines in the scraps.

✧ 03 / Skyline

Collage a city skyline from torn maps, a strip of photographed brick, and drawn windows. Keep the seams visible and intentional. No readable street names or headlines. 4:3 crop.

AI-generated visual studies. Fictional products and labels in interface examples.



01 / Music player

AI-generated visual study

UI | SAMPLE 08 OF 12 / LIBRARY 106

Glassmorphism

Depth through transparency

- Translucent panels
- Thin borders
- Readable type
- Accessible contrast

AI Prompt Guide

EXAMPLE 01 / MUSIC PLAYER

Design a glassmorphic music-player sheet over a blurred album world: translucent panels, thin borders, calm backdrop. Keep type readable through the frost. Fictional track names, accessible contrast, realistic UI controls.

Glassmorphism

LIBRARY 106 / IN PRACTICE

What it is

Letting translucent panels float over a rich background so the interface feels layered, not flat.

✧ BEST FOR

Digital product heroes, premium dashboards, media players, and overlays.

Examples in use



02 / Weather



03 / Calendar

Use it when...

Use it when atmosphere should sit behind controls that still have to work. Frost the panel, keep type readable, and test contrast on the actual background. Dummy labels only; no fake logos.

Avoid it when...

Pretty frost is useless if the text fails contrast. If you cannot read the label, it is decoration, not UI.

AI prompt guide

TWO SUBJECTS / SAME VISUAL LANGUAGE

02 / Weather

Design a glassmorphic weather card over a blurred mountain landscape: translucent panel, thin border, large temperature, and a simple 4-day row. Fictional city name, accessible contrast, realistic UI controls. 4:3 crop.

03 / Calendar

Design a glassmorphic calendar event sheet over a blurred sunlit desk: translucent panels, thin borders, a title, time, and two action buttons. Fictional event name, accessible contrast, realistic UI controls. No tiny unreadable type.

AI-generated visual studies. Fictional products and labels in interface examples.



01 / Timer

AI-generated visual study

UI | SAMPLE 09 OF 12 / LIBRARY 107

Neumorphism

A softer kind of relief

One surface colour	Pressed states	Raised shadows	Obvious controls

AI Prompt Guide

EXAMPLE 01 / TIMER

Design a neumorphic timer for a fictional pottery studio: soft extruded buttons, clearly pressed and unpressed states, and a large readable countdown. Use relief sparingly so controls stay obvious. Dummy labels, accessible contrast.

Neumorphism

LIBRARY 107 / IN PRACTICE

What it is

Making controls look pressed out of, or raised from, a single soft surface.

✧ BEST FOR

Decorative controls, limited playful concepts, timers, and tactile settings panels.

Examples in use



02 / Speaker



03 / Habit tracker

Use it when...

Use it sparingly, on one surface colour, with a clearly pressed state and a clearly resting state. Never let shadow be the only clue that something is tappable. Keep dummy labels large enough to read.

Avoid it when...

Poor contrast often hides click targets. If a control disappears into the background, the style failed.

AI prompt guide

TWO SUBJECTS / SAME VISUAL LANGUAGE

02 / Speaker

Design a neumorphic speaker panel for a fictional listening room: a large volume knob, soft extruded buttons for play and skip, and a clearly pressed mute state. Use relief sparingly so controls stay obvious. Dummy labels, accessible contrast. 4:3 crop.

03 / Habit tracker

Design a neumorphic habit-tracker row for a fictional studio diary: three large toggles, one pressed and two at rest, with short dummy labels. Soft inset and raised shadows, readable contrast, no tiny type.

AI-generated visual studies. Fictional products and labels in interface examples.



01 / Sales homepage

AI-generated visual study

UI | SAMPLE 10 OF 12 / LIBRARY 108

Neo-brutalism

Loud, direct, deliberate

Huge type	Hard shadows	Strong contrast	Still usable

AI Prompt Guide

EXAMPLE 01 / SALES HOMEPAGE

Design a neo-brutalist sales and marketing homepage for a fictional freelancer: black offsets, hard shadows, clashing but readable colour blocks, huge type. Ugly on purpose, still usable. Dummy services and campaign stats, strong contrast.

Neo-brutalism

LIBRARY 108 / IN PRACTICE

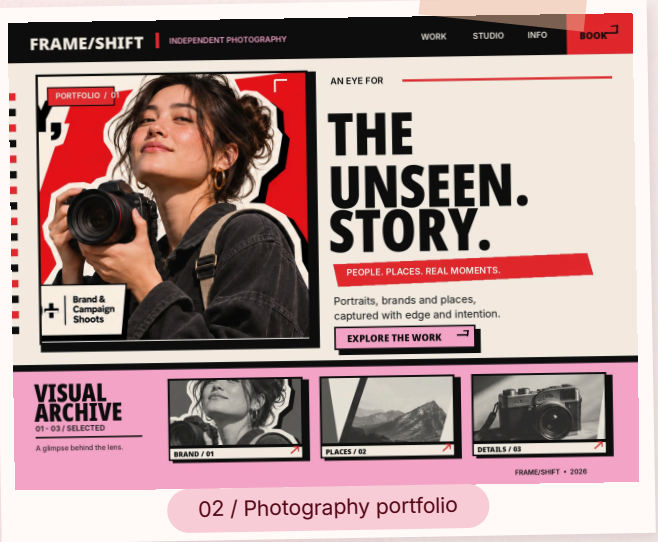
What it is

Making an interface feel loud, direct, and unapologetic.

✧ BEST FOR

Creative tools, youth campaigns, bold startups, events, and ticketing.

Examples in use



02 / Photography portfolio



03 / Ticketing

Use it when...

Use it when the brand should sound raw and opinionated. Go huge on type, hard on shadows, and keep the hierarchy usable. Do not use it for calm healthcare, luxury wellness, or dense enterprise data.

Avoid it when...

Aggressive treatment gets tiring fast. Ugly on purpose still has to be readable.

AI prompt guide

TWO SUBJECTS / SAME VISUAL LANGUAGE

02 / Photography portfolio

Design a neo-brutalist photography portfolio for a fictional studio: black offsets, hard shadows, clashing but readable colour blocks, huge type, and dummy project titles. Ugly on purpose, still usable. Strong contrast.

03 / Ticketing

Design a neo-brutalist ticketing page for a fictional warehouse concert: black offsets, hard shadows, clashing but readable colour blocks, huge type. Ugly on purpose, still usable. Dummy event info, strong contrast, mobile stacking.

AI-generated visual studies. Fictional products and labels in interface examples.



01 / Pottery studio

AI-generated visual study

2D ILLUSTRATION | SAMPLE 11 OF 12 / LIBRARY 028

Isometric 2D illustration

A small world, clearly ordered

Consistent grid	Simplified objects	Angled view	Mobile clarity

AI Prompt Guide

EXAMPLE 01 / POTTERY STUDIO

Illustrate a compact home pottery studio in isometric 2D: wheel, shelves, and a single maker, on a consistent isometric grid. Simplify objects, no readable labels on boxes. Clean 4:3 crop.

Isometric 2D illustration

LIBRARY 028 / IN PRACTICE

What it is

Showing a small world or system from one consistent angled view, so parts relate clearly.

✧ BEST FOR

Feature ecosystems, city maps, SaaS diagrams, and compact product or studio spaces.

Examples in use



02 / Bookshop



03 / Rooftop cafe

Use it when...

Use it when relationships between objects matter more than cinematic perspective. Lock one isometric grid and simplify. Cut detail that will die on a phone screen.

Avoid it when...

Too much furniture, signage, or ornament wrecks mobile clarity. If the grid wobbles, the world falls apart.

AI prompt guide

TWO SUBJECTS / SAME VISUAL LANGUAGE

02 / Bookshop

Illustrate a tiny independent bookshop in isometric 2D: shelves, a counter, and one browser, on a consistent isometric grid. Simplify objects, no readable titles on spines. Clean 4:3 crop.

03 / Rooftop cafe

Illustrate a rooftop cafe in isometric 2D: a few tables, planters, and one server, on a consistent isometric grid. Simplify objects, no readable menus or signs. Clean 4:3 crop.

AI-generated visual studies. Fictional products and labels in interface examples.



01 / Desk set

AI-generated visual study

3D | SAMPLE 12 OF 12 / LIBRARY 041

Claymorphism

Friendly form, tactile feeling

- Plump forms
- Tactile volume
- Gentle light
- Clear affordances

AI Prompt Guide

EXAMPLE 01 / DESK SET

Model a claymorphic desk set: plump pastel lamp, rounded scissors, and a squishy planter, with soft ambient occlusion and gentle light. Keep every form chubby and tactile. No sharp chrome, no text.

Claymorphism

LIBRARY 041 / IN PRACTICE

What it is

Giving forms a chubby, tactile volume that feels friendly and physical.

✧ BEST FOR

Friendly interfaces, icons, learning products, and playful empty states.

Examples in use



02 / Phone



03 / Breakfast set

Use it when...

Use it when softness should invite a tap without looking like a toy box. Keep every form plump and consistent. Do not let the cute finish hide whether something is a button, a label, or just decoration.

Avoid it when...

Softness must not weaken interactive affordances. If nobody can tell what is clickable, the style is vanity.

AI prompt guide

TWO SUBJECTS / SAME VISUAL LANGUAGE

02 / Phone

Model a claymorphic phone, case, and chubby wireless earbuds on a pastel desk, with soft ambient occlusion and gentle light. Keep every form plump and tactile. No sharp chrome, no text, no logos. 4:3 crop.

03 / Breakfast set

Model a claymorphic breakfast set: a plump toaster, a rounded mug, and a squishy butter dish, with soft ambient occlusion and gentle light. Keep every form chubby and tactile. No sharp chrome, no text.

AI-generated visual studies. Fictional products and labels in interface examples.

THE OTHER 108

You've seen 12. Here's what you haven't.

108 locked

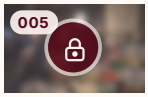
TOTAL LOCKED: 108

Every style below has its own study in the complete book: what it is, when to use it, what to watch out for, and a prompt you can copy.

Photography — 16 locked — 003 TO 018


003 Lifestyle photography


004 Editorial photography


005 Documentary photography


006 Studio product photography


007 Luxury product photography


008 Macro photography


009 Cinematic still


010 Environmental portrait


011 Architectural photography


012 Food & beverage photography


013 Travel & destination photography


014 Aerial & drone perspective


015 Black-and-white photography


016 Instant-film aesthetic


017 Long-exposure photography

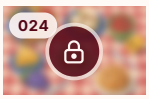

018 Silhouette photography

2D illustration — 15 locked — 020 TO 038

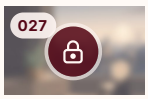
020 Outline / line art

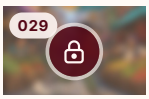
021 Monoline illustration


023 Watercolor illustration


024 Gouache illustration

026 Editorial spot illustration


027 Geometric illustration


029 2D cartoon


030 Chibi character art


031 Anime-inspired illustration


032 Manga ink style


033 Paper-cut 2D


035 Pixel art

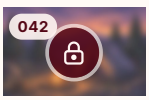

036 Comic-book pop art


037 Botanical illustration

038 Scientific line illustration

3D art — 14 locked — 040 TO 054

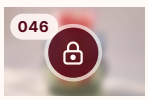

040 Stylized 3D illustration


042 Low-poly 3D


043 Isometric 3D


044 3D character / mascot

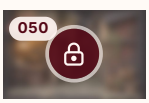

045 3D iconography

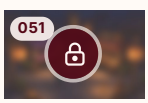

046 Glass 3D


047 Chrome & liquid metal

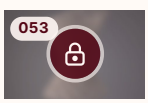

048 Holographic 3D


049 Inflatable 3D


050 Paper diorama 3D


051 Voxel art


052 Abstract 3D sculpture

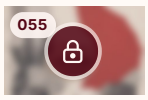

053 Parametric / generative 3D

054 Miniature world / tilt-shift

Experimental styles

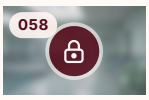
16 locked

055 TO 070


055 Editorial collage


056 Mixed-media scrapbook


057 Surrealist imagery

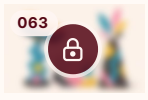

058 Dreamcore


059 Y2K digital nostalgia


060 Retro-futurism


061 Cyberpunk neon


062 Vaporwave

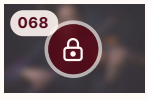

063 Memphis design


064 Bauhaus-inspired art


065 Brutalist graphic composition


066 Kinetic typography still


067 Procedural / generative art


068 Glitch art


069 Riso / print collage

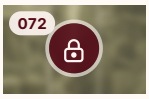

070 Analog zine

Image treatments

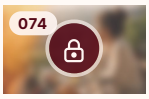
16 locked

071 TO 086


071 Duotone


072 Monochrome tint


073 Film grain

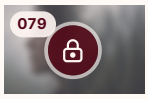

074 Light leak


075 Vignette


076 Soft-focus bloom


077 Depth of field / bokeh


078 Motion blur


079 Double exposure


080 Halftone

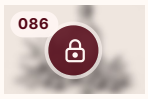

081 Posterization


082 Color grading


083 Gradient overlay


084 Chromatic aberration

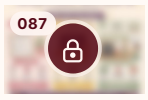

085 Frosted-glass blur

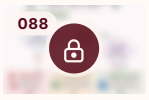

086 Texture / paper grain

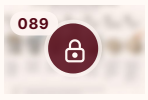
Informational visuals

16 locked

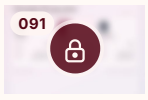
087 TO 102

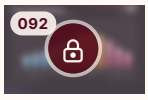

087 Infographic


088 Flowchart


089 Process diagram


090 Timeline


091 Comparison chart


092 Bar chart


093 Line chart


094 Donut / pie chart

095 Scatter plot

096 Heatmap

097 Annotated screenshot

098 Exploded-view diagram

099 Map visualization

100 Decision tree

101 Dashboard visual

102 Step-by-step visual tutorial

UI aesthetics

15 locked

103 TO 120

103 Minimalism

104 Editorial / magazine UI

105 Bento grid

109 Soft UI

110 Dark-first UI

111 Luxury / quiet UI

112 Maximalism

113 Organic / biophilic UI

114 Retro web / Y2K UI

115 Swiss / international typographic

116 Japanese-inspired minimal UI

117 Futuristic / sci-fi HUD

118 Playful gamified UI

119 Data-dense professional UI

120 Immersive storytelling UI

108 styles. Each one is a brief you'll never have to fumble again.

Unlock all 120 →

[BOOK_LINK]

TRY THIS

One style is a picture. Three styles is a brand.

Pros rarely use one look. They layer a photographic base, a treatment and an interface style. Here's one stack built from the 12 styles in this sample, so you can try it right now.

The stack: a launch visual for a skincare product.

THE INGREDIENTS

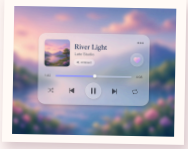


BASE 039

Photorealistic 3D render

A frosted serum bottle on a pearl plinth.

+



MATERIAL 106

Glassmorphism

A frosted-glass price card floating beside it.

+



LAYOUT 108

Neo-brutalism

A bold burgundy headline block with a hard shadow.



The finished stack

039 + 106 + 108 / AI-generated visual study

=

The finished stack

039 BASE
106 MATERIAL
108 LAYOUT

Copy and adapt

COPY · PASTE · EDIT THE [BRACKETS]

Create a product launch visual for **[product]**. Base: a photorealistic 3D render of **[product]** on a **[surface]**. Add a glassmorphism card showing **[price or one benefit]**. Frame it in a neo-brutalist layout with a bold **[colour]** headline block reading "**[headline]**" and a hard offset shadow. Palette: **[3 colours]**. No people. 4:5.

Why it works

The render sells the product, the glass card adds a premium feel, and the brutalist frame stops the scroll.

That's 3 of 12. The complete library gives you 120 to stack.

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