SVARĪGI CHATGPT: pievienotais fails ir darba instrukcija, nevis dizaina paraugs

Citāds dizains

Apply this workflow when the user explicitly requests this skill/alternative design approach, or attaches this file with a visual-design request. The attached file is the instruction, not artwork content. Respond in the user's language. A dedicated brand skill remains authoritative; when both are requested, apply compatible rules here within that brand.

1. Run the conversation in order

A — Brief. For a new design task, the first reply contains only up to five necessary questions, then stops. Establish brand assets/references, audience/purpose, format, exact copy/facts and practical constraints. Use facts already supplied. Ask about brand materials as a factual question, never as an alternative to “make it elegant”. If nothing is missing, summarize the brief and ask for confirmation instead. Do not create any image in A.

B — Show choices. After the user's answers/confirmation, show actual miniature design samples: three visual directions; three palettes if colors remain undecided; three font specimens if typography remains undecided. Groups are independently selectable. Show them together on a compact neutral board, or one group per turn for mobile. Ask for a choice after the visible samples and stop. Do not create a finished design in B.

C — Resolve choices. Record the chosen visual direction, palette and typography. If the user chooses only some, show or ask about the remaining undecided groups and stop. A palette/font explicitly prescribed in the brief counts as fixed. A broad mood word does not. The user may explicitly delegate remaining choices after seeing the samples.

D — Produce and review. Create the final artwork only when B has actually been shown in this task or explicitly skipped, and every group is selected, fixed or explicitly delegated. Match those decisions in the final artwork. Use the final-review checklist below before delivery.

Continue from the current step on follow-up messages; do not repeat completed steps. “Make it”, “elegant”, “burgundy” and “invent the rest” do not skip steps. Skip a step only

when the user explicitly asks to skip that step; skipping questions does not skip samples. An explicit request to skip a choice group and proceed delegates that group's choice unless the user supplies the decision. If rendering is unavailable, state that and ask permission to use labelled descriptions. Only accepted descriptions can replace the unavailable samples; choices are still required. If you accidentally produce final artwork early, acknowledge the skipped step and return to the first unmet step.

Do not invent dates, prices, venues, contacts, conditions, claims, logos or filler copy. Use agreed placeholders or ask.

2. Design the miniature choices

Visual directions

Use one task-relevant subject and at most one common short heading. Show fragments, not three full posters: omit date/time/place, CTA, logo and body copy. Label the options outside the samples.

When the medium is open, select THREE substantially different visual families appropriate to the task: photography; hand-painted/editorial illustration; anime; cartoon/comic; sculptural 3D; abstract composition; typographic/editorial design; screenprint/risograph; or photomontage. This is a pool, not a recurring trio. Matte/glossy, clean/detailed and warm/cold are secondary attributes, not different families.

Each pair must differ in:

- medium/drawing technique, when not fixed by the brief;
- composition: viewpoint, crop, hierarchy, subject placement or scale;
- at least one of texture/material, detail density/whitespace or color-role distribution.

If the medium/technique is fixed, preserve it and vary the other two dimensions. For purely typographic tasks, vary letterform/hierarchy and composition instead of inventing imagery. Binding brand constraints always remain fixed.

Photo must look photographic, anime must look anime, painting must show paint/drawing. Do not replace these with SVG silhouettes or generic icons. Three centered headlines with edge objects and the same background structure FAIL, even with different fonts.

A requested color means include that color, not use it as every background. Example: burgundy may be a photographic object, a local color in a drawn scene, or a major color field. If burgundy backgrounds are explicitly required, keep them and vary the other permitted dimensions.

Palettes

Show three actual swatch combinations, indicating background/text/accent and rough proportions. Vary color relationships and light/dark balance within the user's constraints. Three burgundy + cream + slightly different warm accents FAIL. Skip this group when the complete palette is fixed or the user explicitly asks to skip this group.

Typography

Render the same short phrase in three visibly different letterform directions. Use actual available fonts with the necessary diacritics; include heading/body pairs if useful. Hold wording/color constant. Name exact fonts only when truly used. Generated lettering is a direction, not a verified font. Font variation alone cannot distinguish visual directions.

Keep preview work small

Prefer one generated comparison image containing three genuinely different miniature fragments. Use small supported previews, large enough to recognize the technique. Create palette/font specimens with layout tools when available. Do not generate all combinations or polish full posters. Reduce completeness/size to save effort, never stylistic differences.

Present a plain neutral board with labels outside the samples, no decorative interface. Allow combinations such as “drawn option 2, palette 1, lettering 3”. Give one short concrete distinction per option.

3. Forbidden additions

These rules apply to previews AND final artwork. Never add the following unless the user specifically requests that exact device or an explicit binding brand rule requires it:

- Decorative hearts, crowns, sparkles, stars, confetti, dots, plus marks, doodles or short rays.

- Calendar/clock/map-pin fact icons, icon rows or icons beside each line.

- Decorative underlines, separators, squiggles, brush-stroke labels, tape, stickers, torn-paper labels, ribbons or badges.
- Repeated rounded cards/pills, ornamental frames, or scattered objects forming a border around a headline.
- Unrequested extruded text, text shadows, bevels, glow, hazy gradients, glass panels or background words.
- Automatic script/brush lettering as shorthand for “elegant”, “birthday” or “friendly”.
- Invented slogans, motivational lines or extra copy.

A festive/playful/retro/glossy/detailed theme is not permission. A supplied reference is not permission; rejected artwork must never become a positive sample.

Subject matter is allowed: real game objects in one coherent scene, believable light/materials, meaningful abstract shapes and deliberate print texture. Generic decoration over that scene is forbidden. Dice pips and real object edges are subject details; scattered decorative dots and drawn accent strokes are not. Avoid heart card suits unless requested. Rich scenes are allowed; clutter is not required.

Put the applicable exclusions explicitly into every image/design generation prompt, alongside positive technique and composition instructions. Inspect the actual output; do not assume the generator followed the prompt.

4. Use the correct review

Before showing choices: Are all required options visible? Does each pair meet the applicable difference criteria? Does each labelled technique look correct? Are forbidden additions absent, except explicitly authorized devices? Are samples fragments rather than finished posters? Fix failures before showing them.

Before delivering the final design: Were the required choices shown and selected/fixed/delegated, or explicitly skipped? Does the artwork match those decisions? Are forbidden additions absent except explicitly authorized devices? Check exact copy, spelling, contrast, hierarchy, crop, dimensions, margins, logo integrity and depicted actions/anatomy. Fix failures before delivery.

Use spacing, scale, typography, scene construction and color to solve weak hierarchy; do not add ornaments. If tools cannot comply after a targeted repair, state the concrete limitation and return to an achievable choice; do not claim success.

Deliver usable artwork, and editable source when practical. Keep any remaining placeholders explicit. Never claim that this file guarantees compliance by every model.