

# MadAI Cheat Sheet

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## Prompting best practices

<b>Basic shapes</b>	specular	<b>Noises</b>
sphere	diffuse lighting	fBm
cube	soft shadow	vnoise
pyramid	hard shadow	voronoi
platonic solid	fresnel	flowNoise
torus	bloom	<b>Camera</b>
capsule	glow	camera angle
cylinder	outline	camera orbit
plane	curvature	FOV
<b>Rendering</b>	normal displacement	<b>Animation</b>
3d	deformation	breathe
raymarching	greeble	wobble
sdf	outline	flicker
ambient occlusion	repeat in X Y Z axis	bounce
lighting	pMod	rotozoom
shading	depth fog	sine warp

## Tips

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Make short iterative prompts (as opposed to one big descriptive prompt), ie. :

- Create a sphere in 3d with lighting
  - Add camera angle controls
  - Add depth fog
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