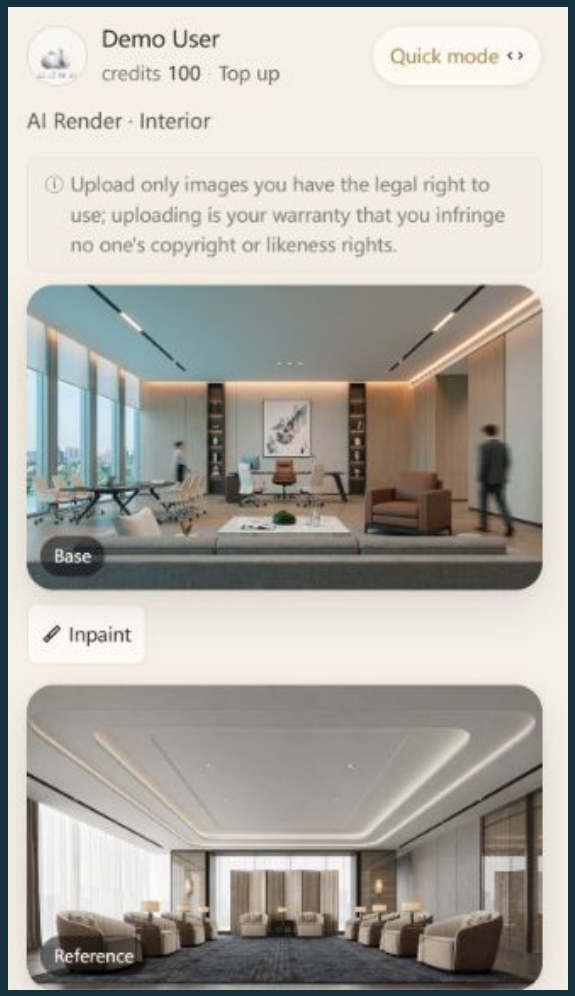
YD AI

A REAL-SCREEN WALKTHROUGH

From your first image to a finished presentation

English user guide

Real website screenshots, numbered actions and public Gallery examples explain where to click and how to write the prompt.



Screenshots show the actual updated website running in a demonstration environment. Account data and example task entries are illustrative. No new model generation was made for this guide. Public works are credited separately.

Edition: 15 October 2026. Models, prices, credits and account benefits follow the live website.

01 / DO IT ON THE WEBSITE

Find your starting point

Switch the interface language, sign in, and choose the job you want to do.

LANGUAGE AND SIGN IN 1



TRY IT NOW 3



1 Choose English

Open the language control and select English. The language choice changes the interface, not text written by other users.

2 Sign in to your own account

Use the sign-in control. Complete the verification and consent steps shown on screen.

3 Select Try it now

Enter the workbench. Start image creation from Quick, use Agent for a conversation, or open Projects to organize saved work.

REAL INTERFACE DETAILS - ENLARGED

Actual UI · Demo content · No new generation run

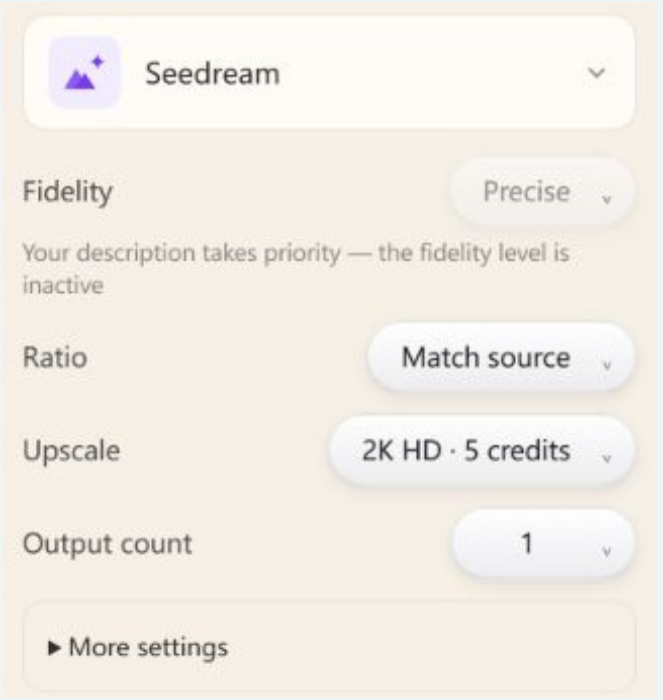
Screenshot labels follow this edition. Available features and model options may change with your account and the live website.

02 / DO IT ON THE WEBSITE

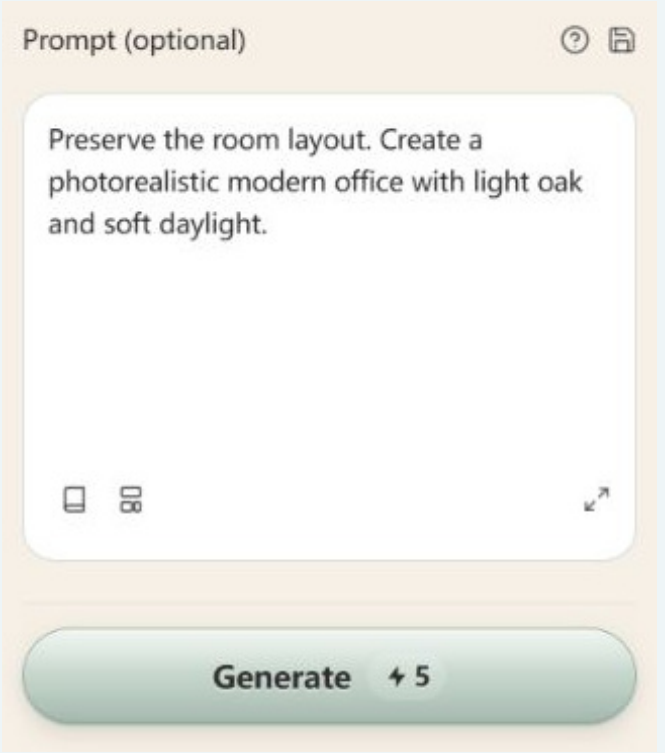
Make your first image

Start with one clear idea and review the live credit estimate before submitting.

MODEL AND OUTPUT SETTINGS 1



PROMPT AND GENERATE 2



1 Choose the model and output

Open Quick mode and the AI Render workspace. Select an available model, ratio and output size for this job.

2 Write a clear instruction

Describe the subject, materials, lighting and view. Add a base or reference only when it serves a purpose.

3 Check, then Generate

Choose the available model, ratio, quality and count. Read the credit estimate; submit once and follow the task status.

REAL INTERFACE DETAILS - ENLARGED

Actual UI · Demo content · No new generation run

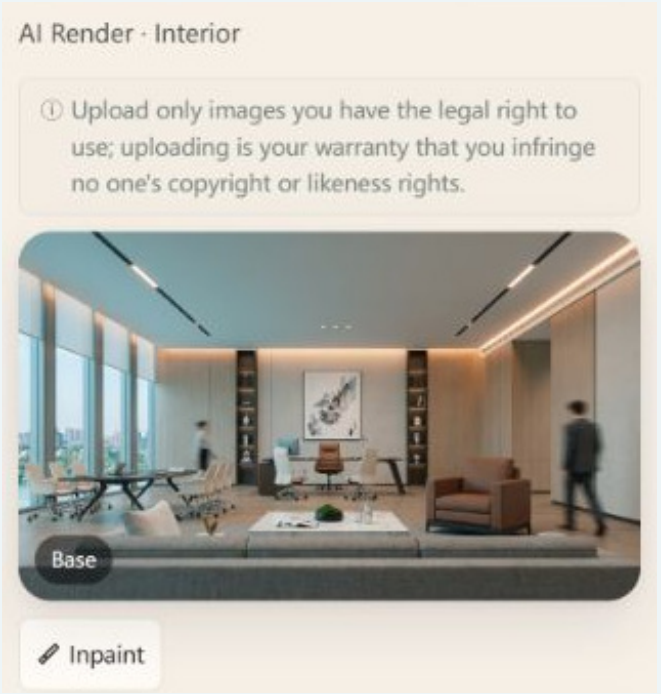
A text-only starting prompt: Modern living room, pale oak floor, beige linen sofa, soft daylight, eye-level wide view.

03 / DO IT ON THE WEBSITE

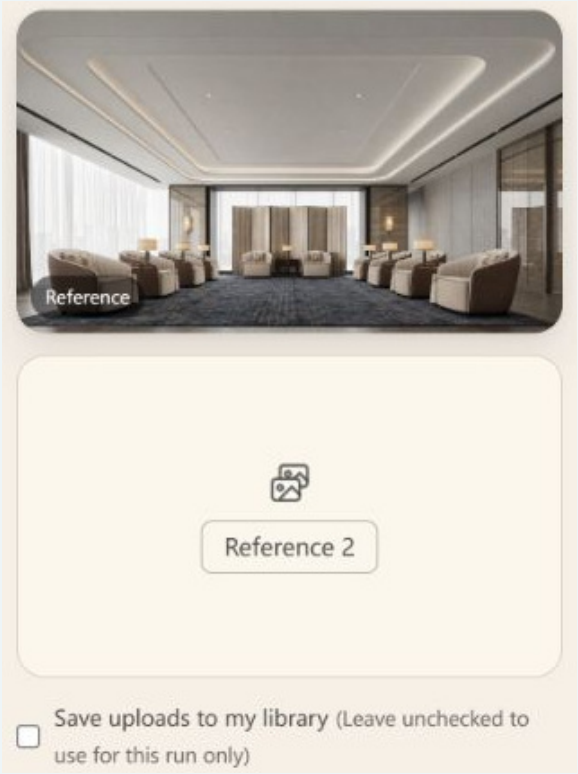
Give each image a clear role

Base communicates structure. Reference communicates appearance. State what should remain unchanged.

BASE AND INPAINT 1



REFERENCES AND SAVE CHOICE 2



1 **Add the base**

Use a sketch, render, photograph or plan when the existing composition matters.

2 **Add coherent references**

Use references for materials, furniture, color or mood. Identify which reference should guide which change.

3 **Inspect More settings**

Open optional settings only when needed. Formats, reference limits and compatible controls depend on the selected model.

REAL INTERFACE DETAILS - ENLARGED

Actual UI · Demo content · No new generation run

Example: Keep the camera, walls and window positions from the base; use the reference only for the chair. Inspect the result for unintended changes.

PROMPT METHOD

Write a prompt the image can follow

A short, concrete instruction is easier to inspect and revise than a pile of adjectives.

1. **1. Subject and goal**

   What space or object should appear, and what is this image for?

2. **2. Preserve the important parts**

   For an input image, name the camera, layout, walls or objects that must stay.

3. **3. Describe visible choices**

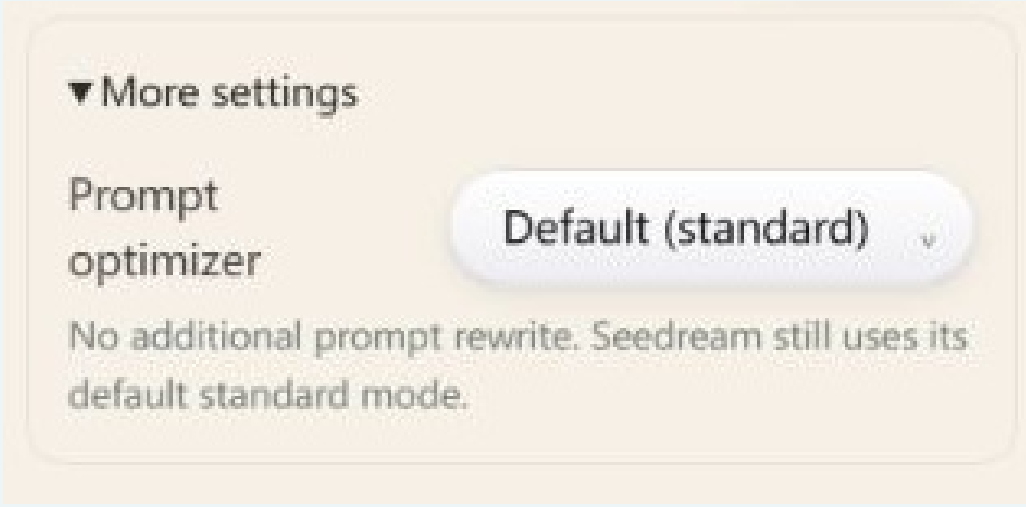
   Name a few materials, colors and lighting conditions that work together.

4. **4. Set view and composition**

   Describe viewpoint and framing. Match the output ratio to where it will be used.

5. **5. Review one change at a time**

   Avoid conflicting adjectives. Inspect the result, then change one instruction for the next run.



PROMPT EXAMPLE - TEACHING TEXT

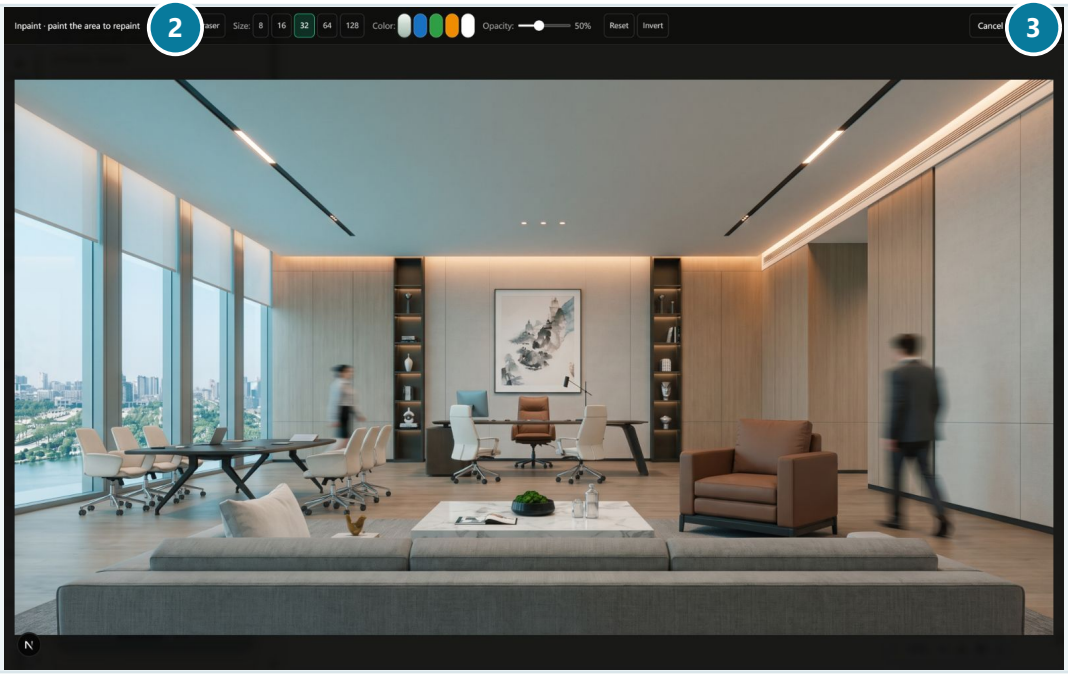
Modern cafe interior. Keep the base camera and circulation. Pale oak, warm white walls and beige linen seats. Soft morning daylight, eye-level wide view.

Check the Prompt optimizer choice in More settings. Keep your goal and preservation rules clear. Quality adjectives do not set actual pixel dimensions.

04 / DO IT ON THE WEBSITE

Change an existing image

A useful editing instruction includes both the replacement and the preservation rule.



DETAIL - ENLARGED FROM THE SCREENSHOT



Actual UI · Demo content · No new generation run

1 Open AI Edit and add the base

Choose the image-editing workspace and load the image you want to change.

2 Describe the exact change

Name the object or area, the new appearance, and what should remain unchanged. Use an available mask tool when supported.

3 Check the whole result

After generation, inspect areas outside the intended edit as well. Revise one instruction at a time.

Example: Replace only the armchair with the reference chair. Keep the room, other furniture, lighting and camera unchanged. This is an instruction, not a guarantee.

05 / DO IT ON THE WEBSITE

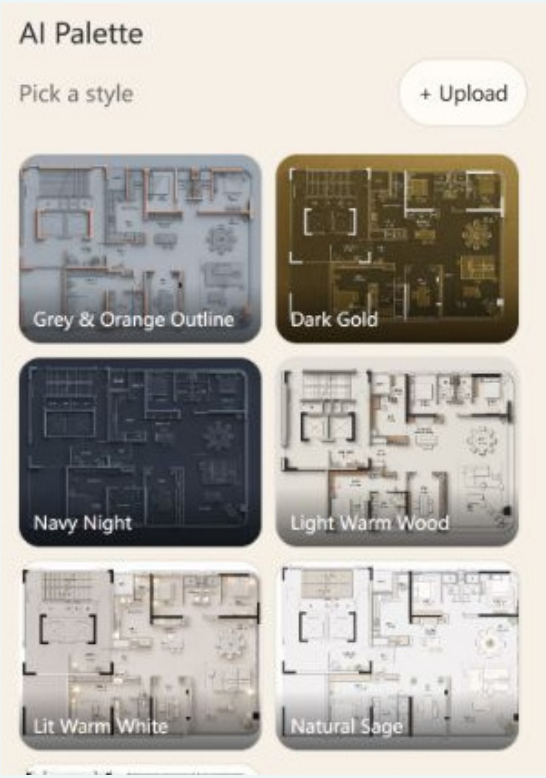
Give a plan a consistent palette

Use a clear drawing, a coherent color direction, and an explicit request to preserve geometry.

PLAN INPUT AND REFERENCE 1



STYLE PALETTE 2



1 Load a legible plan

Open the floorplan workspace and add the drawing. Keep the original file for comparison.

2 Set the visual direction

Select an available style or use a suitable reference. Specify colors and materials instead of simply asking for a better image.

3 Generate and verify

Review the estimate, generate, then compare walls, openings, room boundaries and labels against the original.

REAL INTERFACE DETAILS - ENLARGED

Actual UI · Demo content · No new generation run

AI output is a presentation draft. Check technical accuracy yourself. The public floor-plan style case later in this guide is a separate example, not a test of this tool.

06 / DO IT ON THE WEBSITE

Use Agent to develop an idea

Start with the goal, add relevant images, and keep each follow-up focused.

DESCRIBE YOUR REQUEST



1 Open Agent

Choose Agent mode. Describe the space, deliverable and constraints in ordinary language.

2 Attach only useful context

Add images that help explain the request. Say which image is the base and what each reference contributes.

3 Review before another action

Read the response and inspect the canvas. Model actions may consume credits; check the live interface before submitting.

REAL INTERFACE DETAILS - ENLARGED

Actual UI · Demo content · No new generation run

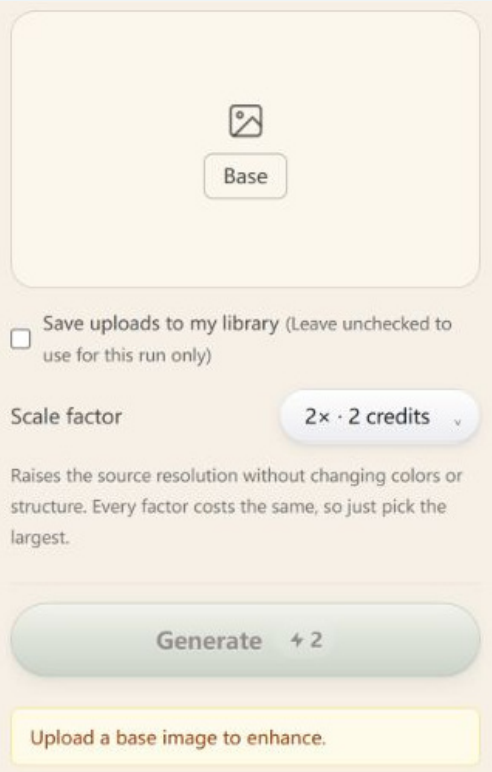
Example: Help me develop a warm cafe interior. Keep the circulation from the base. First suggest a material and lighting direction.

07 / DO IT ON THE WEBSITE

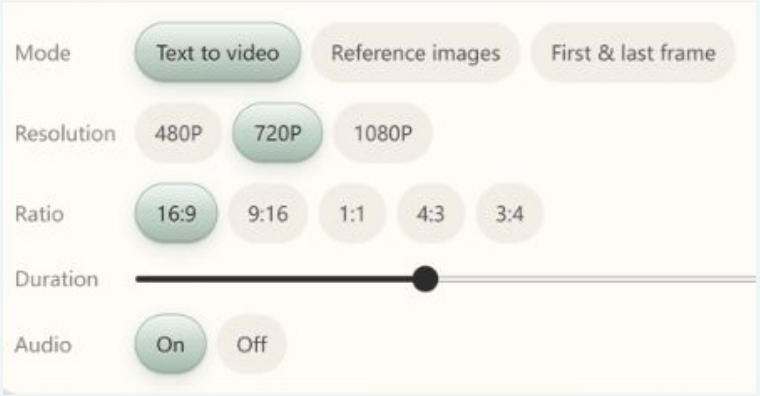
Enhance an image. Prepare a video.

These are separate tools. Use the controls currently enabled for your account.

ENHANCE 1



VIDEO SETTINGS - DETAIL 3



1 Enhance: add the source image

Open Enhance and upload the image you want to enlarge. This tool needs a base image; it does not use the normal reference or prompt controls.

2 Choose the available scale factor

Select the available enlargement option, check the live estimate, then submit. Inspect details and edges in the result.

3 Video: check availability first

Open Video. If a model is enabled, choose text or frame inputs, duration and resolution as available. Review the estimate before generating.

REAL INTERFACE DETAILS - ENLARGED

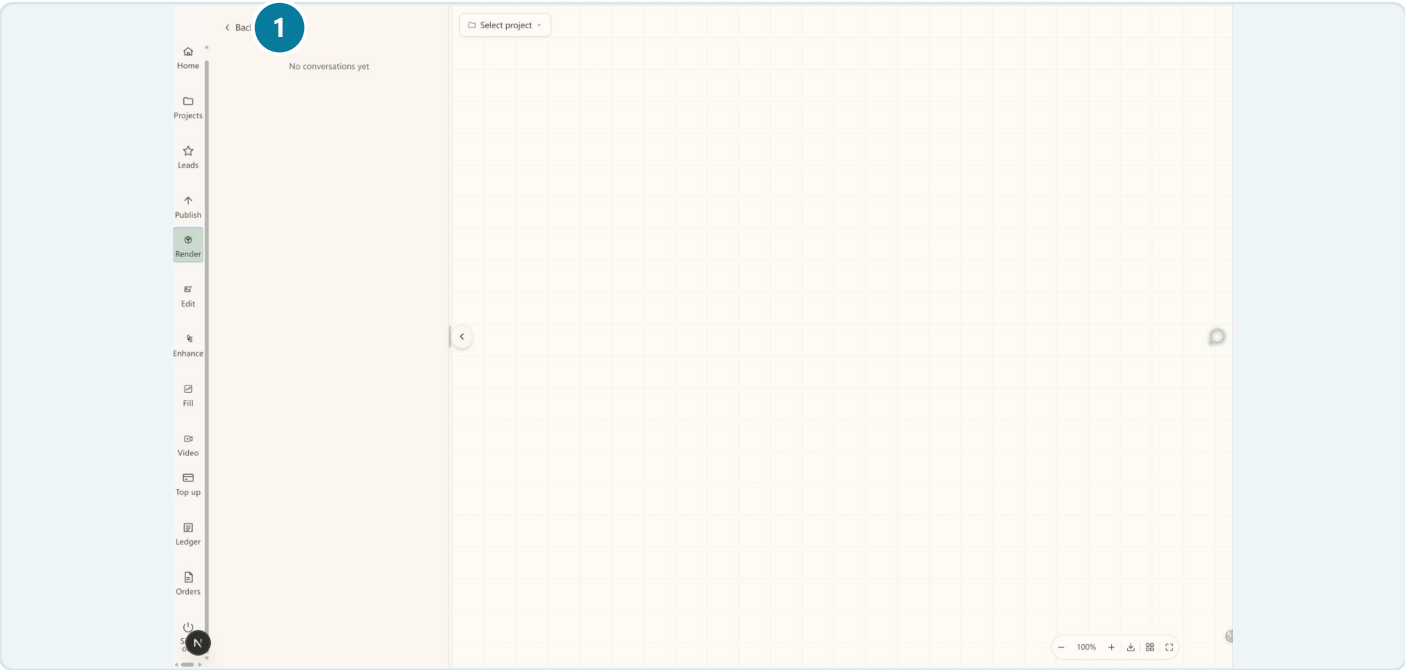
Actual UI · Demo content · No new generation run

Video models, supported modes, durations and prices are live configuration. A disabled service cannot be started from this guide.

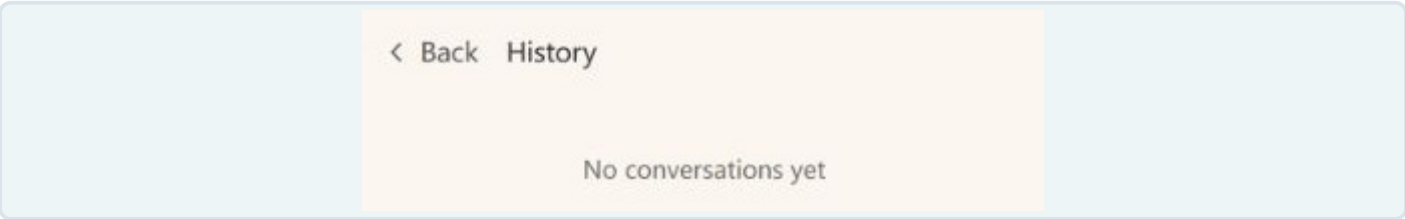
08 / DO IT ON THE WEBSITE

Inspect the canvas and task details

Use the workspace to inspect results and the task record to understand what was submitted.



DETAIL - ENLARGED FROM THE SCREENSHOT



Actual UI · Demo content · No new generation run

1 Select the relevant image or task

Use the canvas and available task-history controls to find the result you need.

2 Check the submitted inputs

A task can show its base and reference attachments when they exist and access is permitted. Text-only tasks have no uploaded inputs.

3 Save or download deliberately

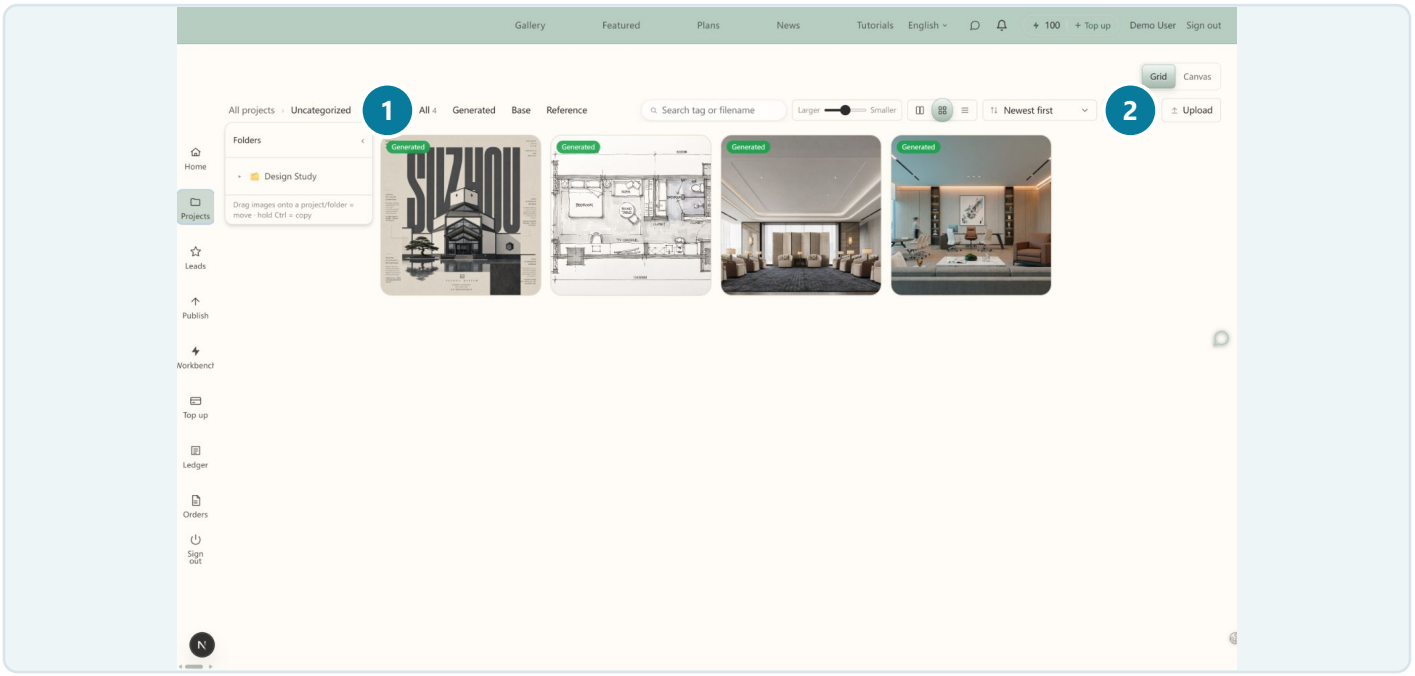
Use the available save and download actions. Saving to My Library is a separate choice from keeping an attachment in task history.

Unsaved input images can remain task attachments without consuming personal-library quota. Previously deleted images are not promised to be recoverable.

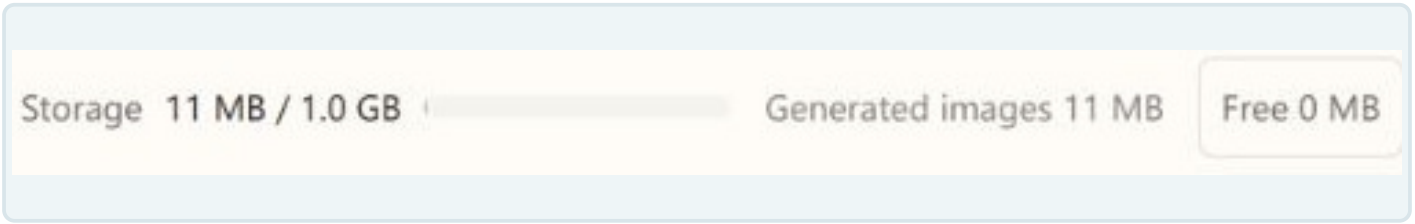
09 / DO IT ON THE WEBSITE

Save what you need. Check your space.

Library is your saved collection. It is separate from public Gallery and Featured.



DETAIL - ENLARGED FROM THE SCREENSHOT



Actual UI · Demo content · No new generation run

1 Open Library

Find saved uploads and generated assets. Use the available filters or batch-selection controls.

2 Check before deleting

Select only items you no longer need. Read the confirmation, especially when an image is used by a project or public post.

3 Watch storage refresh

After a completed deletion, inspect the refreshed capacity display. In-use or protected references may have different retention behavior.

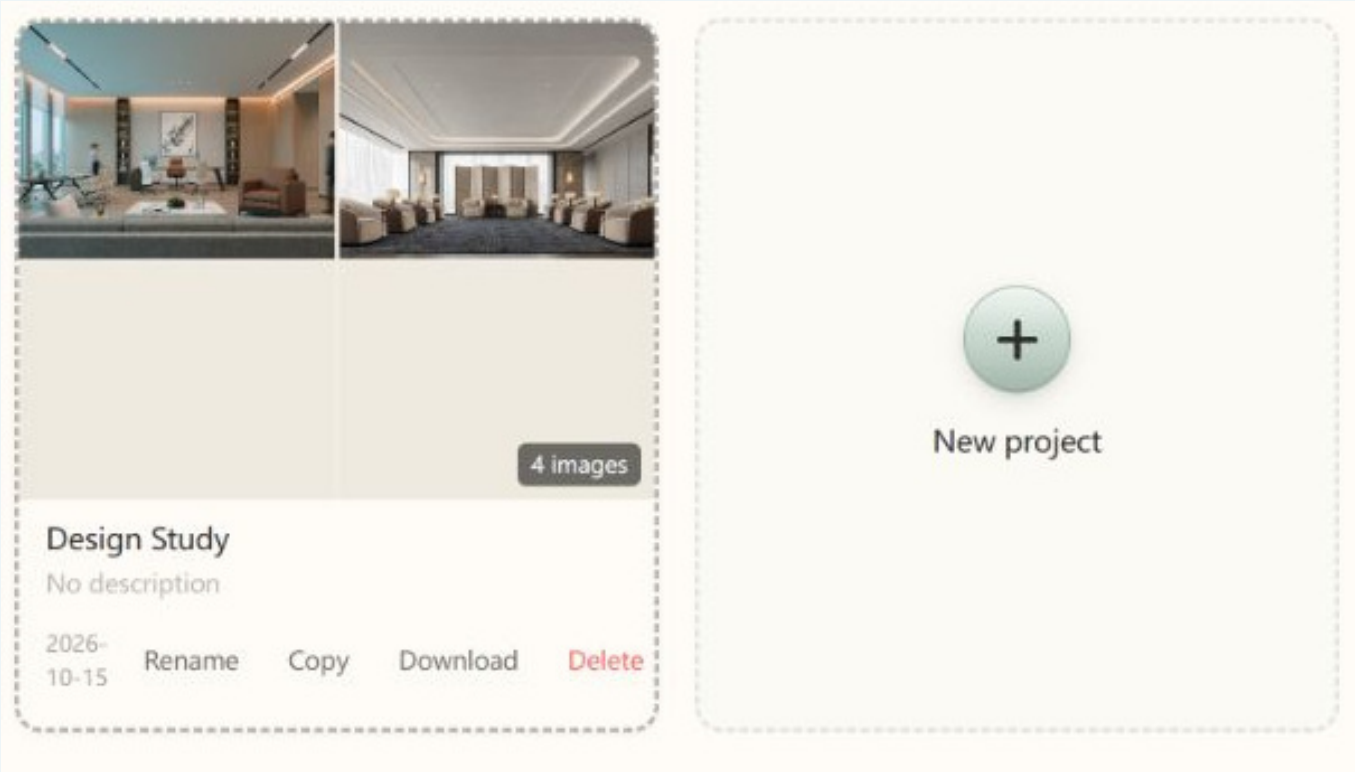
Choosing not to save an input to My Library should not consume personal-library quota. Keep your own local originals for important work.

10 / DO IT ON THE WEBSITE

Keep a project together

Use clear names so you can find the right version later.

OPEN OR CREATE A PROJECT



1 Open Projects

Create or open the project you are working on. Choose the available project or folder controls.

2 Group related assets

Place related saved work together. Use a consistent name for room, view and revision.

3 Check the destination

Before moving or deleting, confirm that you selected the right project and assets.

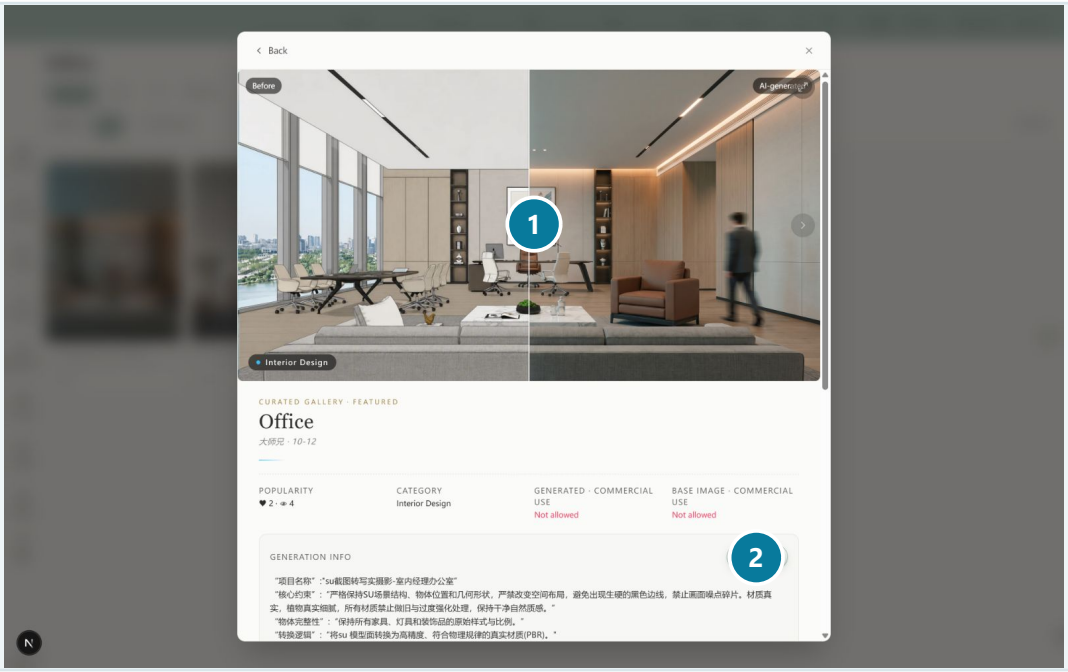
REAL INTERFACE DETAILS - ENLARGED

Actual UI · Demo content · No new generation run

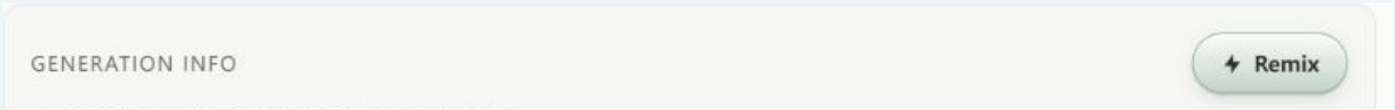
A practical name: Cafe / Main view / Daylight / v02. Organizing assets does not replace a local backup.

Learn from Gallery, then publish

Study the visible prompt and parameters. Public publication follows the review workflow.



DETAIL - ENLARGED FROM THE SCREENSHOT



Actual UI · Demo content · No new generation run

1 Open a public work

Look at the result and any prompt or parameters the author has chosen to share.

2 Use Remix when available

Import permitted information into the workbench. Original inputs depend on the author's sharing permissions; matching is not guaranteed.

3 Publish your own eligible work

Use the publish control and complete the submission. If before/after is selected, follow any request to supply the required input images.

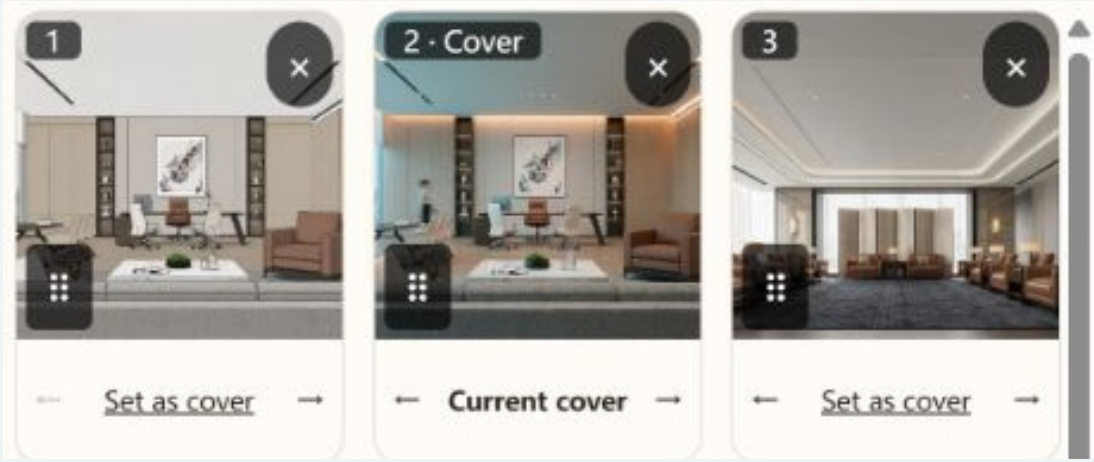
Do not assume another creator's images or hidden inputs are yours to republish. Review status controls whether a submission becomes public.

Publish a photo slideshow

Arrange the images first. The cover is a separate choice from their playback order.

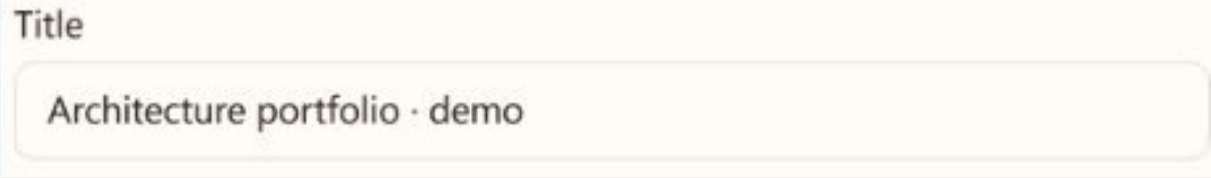
DRAG TO REORDER - SET THE COVER

2



TITLE - EDITING EXAMPLE

3



1 Open Publish photo slideshow

Open My Leads from the Leads area, then choose the photo-slideshow upload entry when available to your account.

2 Upload and order the images

Add multiple images, then drag to arrange their playback order. The workflow has no fixed item-count limit.

3 Choose the cover and text

Select the cover, enter the title and description, and check that the content belongs to you or is authorized.

REAL INTERFACE DETAILS - ENLARGED

Actual UI · Demo content · No new generation run

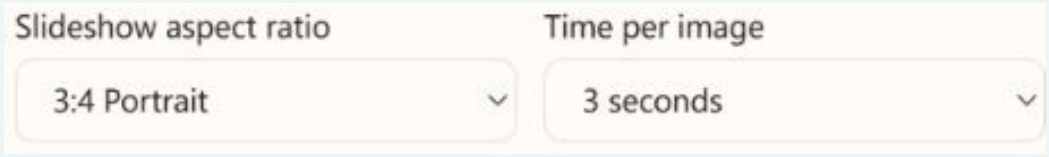
Supported image formats: JPG, PNG and WebP. Current file validation permits up to 50 MB per file. Follow the actual upload feedback.

13 / DO IT ON THE WEBSITE

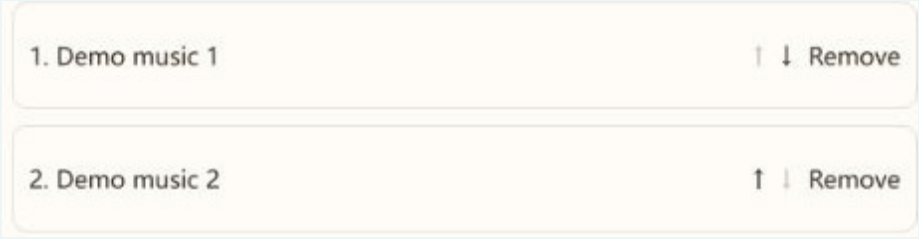
Set the rhythm and sound

Preview the complete loop before submitting it for review.

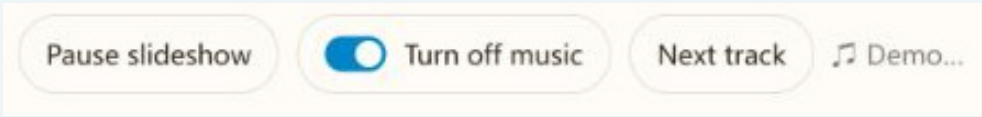
RATIO AND TIME PER IMAGE



MUSIC PLAYLIST



PREVIEW - MUSIC SWITCH



1 Choose ratio and interval

Use original or an available fixed ratio. Set the image interval from 1 to 30 seconds.

2 Set background music

Upload MP3, WAV or M4A tracks, up to 50 MB per file. Check the playlist order before previewing.

3 Preview, sound and submit

Preview the crossfade loop. Use the player's music switch. Sound starts when allowed; use Enable sound if blocked. Submit for review.

REAL INTERFACE DETAILS - ENLARGED

Actual UI · Demo content · No new generation run

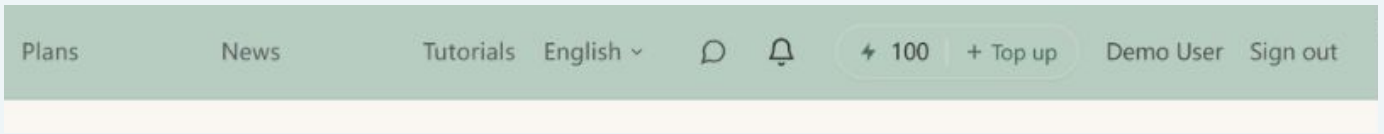
Browsers can block audible autoplay. Use authorized music. Editing a published slideshow can require review again.

14 / DO IT ON THE WEBSITE

Check credits and get help

Use current account information for prices, benefits and service availability.

PLANS, CREDIT BALANCE AND TOP UP



SUPPORT MESSAGE AND HUMAN HELP



1 Check account and credit history

Review your active plan, credit balance and recorded transactions. Rates and benefits can change; read the current page before paying.

2 Open the support entry

Use the visible online-support or human-support control. Some contact options require sign-in.

3 Send useful diagnostic details

Include the task number, time, workspace, visible error and a relevant screenshot. Keep passwords, verification codes and API keys private.

REAL INTERFACE DETAILS - ENLARGED

Actual UI · Demo content · No new generation run

A useful support message: Task ID / time / what I expected / what happened / screenshot. Include the relevant credit record when asking about a charge.

PUBLIC CASE 01 / LOOK FIRST

SU screenshot to a realistic office

Turn an SU office screenshot into a realistic interior while constraining the existing structure and furniture arrangement.

PUBLIC BEFORE IMAGE



PUBLISHED RESULT



Compare the outlined model surfaces with the realistic wood and fabric treatment. Look closely at the daylight, furniture placement and material boundaries.

Public record: model not disclosed; ratio = original; quality = medium. These are source-task values, not current model recommendations.

PUBLIC CASE 01

SU screenshot to a realistic office

Study what changes, what stays, and the language that makes that distinction clear.



SOURCE PROMPT - SHORT EXCERPT TRANSLATED

"Keep the SU scene structure, object positions, and geometry unchanged."

Public Gallery work | Author: 大师兄

https://www.ydai.art/gallery/y9b2haog1lzr1ibej0cgpk5h

TEACHING ADAPTATION

Convert the SU office screenshot in image 1 into realistic interior photography. Preserve the camera view, room geometry, furniture positions, and proportions. Remove black model outlines. Use off-white fabric wall panels, pale wood veneer, and a light timber floor. Combine soft daylight from the windows with concealed interior lighting. Keep materials clean and natural; avoid artificial aging and excessive sharpening.

1. State the camera, geometry, and placement constraints before the desired realism.
2. Assign each material to a surface: wall panels, veneer, and flooring.
3. Describe daylight and concealed lighting instead of relying on vague quality words.

The example is based on an existing public work. This adaptation was not run. Outcomes vary by model, inputs and settings.

PUBLIC CASE 02 / LOOK FIRST

Replace lounge seating while preserving the room

Change the target seating design while constraining the room, camera, and surrounding furnishings.

PUBLIC BEFORE IMAGE



PUBLISHED RESULT



Compare the brown leather seating with the pale upholstered replacement. Check the furniture count, scale and the surrounding room as well as the new fabric.

Public record: model not disclosed; ratio = original; quality = medium. These are source-task values, not current model recommendations.

PUBLIC CASE 02

Replace lounge seating while preserving the room

Study what changes, what stays, and the language that makes that distinction clear.



SOURCE PROMPT - SHORT EXCERPT TRANSLATED

"Replace the armchairs in image 1 with the design in image 2."

Public Gallery work | Author: CLH

https://www.ydai.art/gallery/x3ok6sdbl5442xwampqkv72p

TEACHING ADAPTATION

Image 1 is the room to edit. Use image 2 only as the reference for the armchair shape and upholstery. Replace the armchairs in image 1 with that design, keeping their positions, count, and scale appropriate to the room. Preserve the composition, camera view, walls, ceiling, carpet, and lighting. Change only the target seating and retain a soft, modern minimalist atmosphere.

1. Assign a clear role to each image: room source versus furniture reference.
2. Limit the edit with an explicit target-seating-only instruction.
3. Inspect seat count, scale, contact shadows, and occlusion after generation.

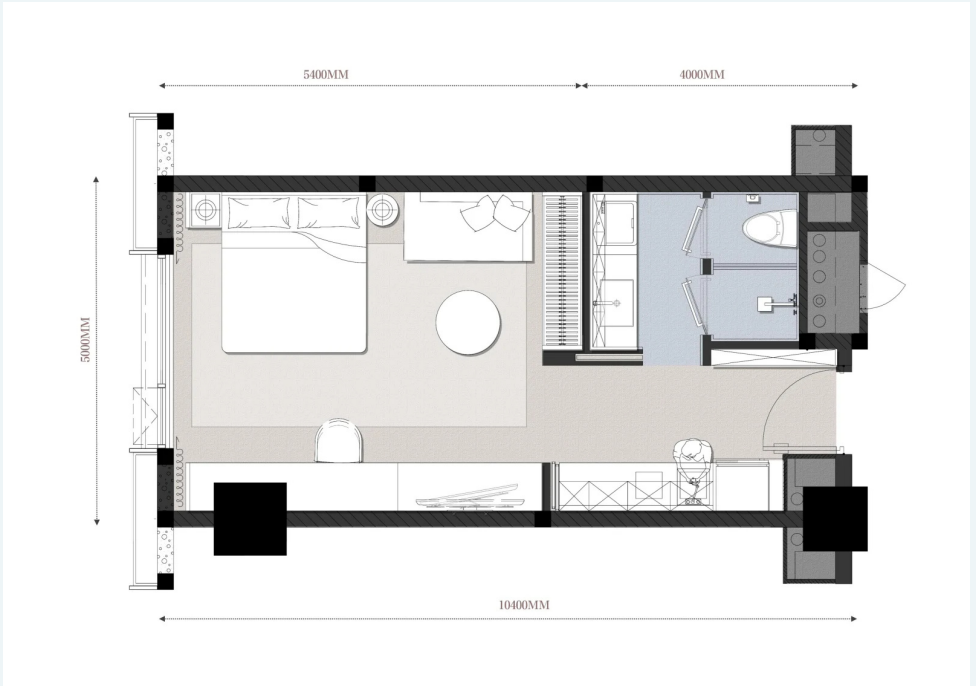
The example is based on an existing public work. This adaptation was not run. Outcomes vary by model, inputs and settings.

PUBLIC CASE 03 / LOOK FIRST

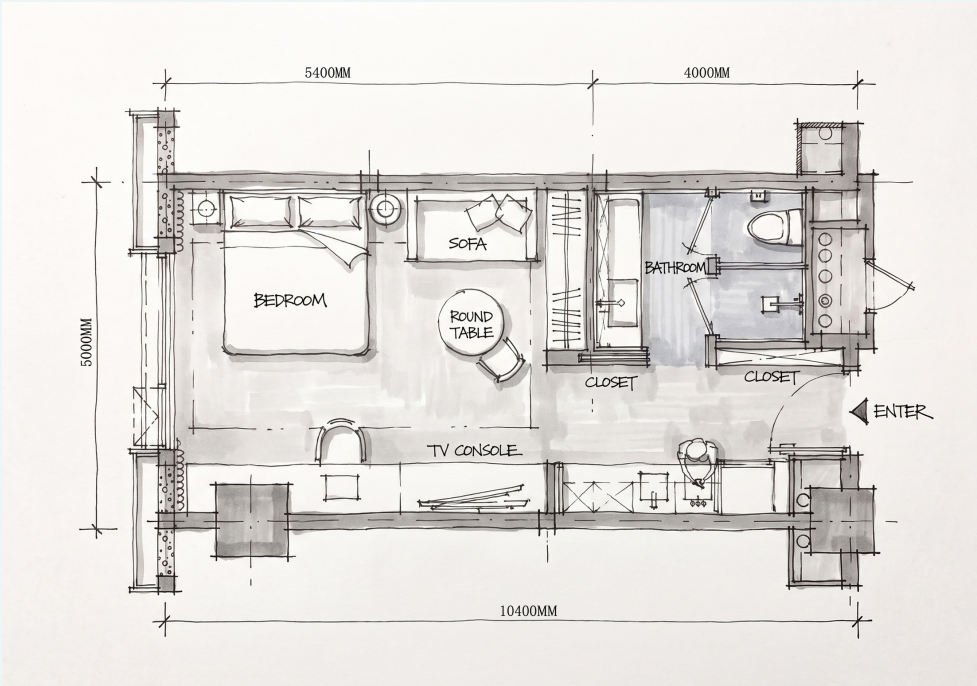
A hand-drawn style for a floor plan

Use the original plan as the structural source for a pen-and-wash presentation.

PUBLIC BEFORE IMAGE



PUBLISHED RESULT



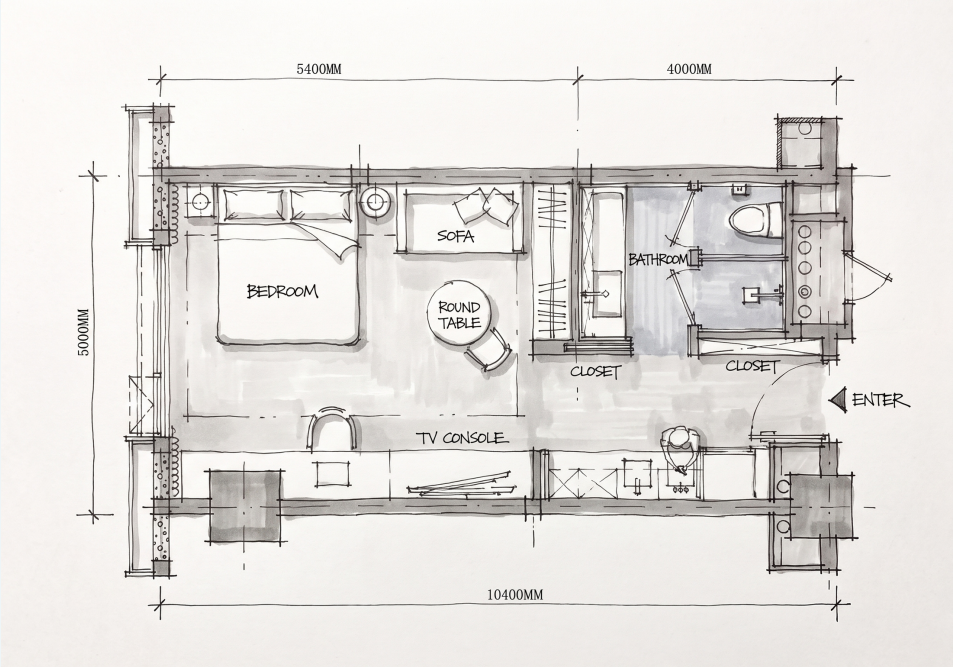
Compare the original plan with the pen lines and pale gray washes. Check room boundaries, openings and labels against the source.

Public record: model not disclosed; ratio = original; quality = medium. These are source-task values, not current model recommendations.

PUBLIC CASE 03

A hand-drawn style for a floor plan

Study what changes, what stays, and the language that makes that distinction clear.



SOURCE PROMPT - SHORT EXCERPT TRANSLATED

"Keep the floor-plan layout in image 1 unchanged."

Public Gallery work | Author: CLH

https://www.ydai.art/gallery/pvxh8l0byt3m7l5evl635h9l

TEACHING ADAPTATION

Use image 1 for the floor-plan layout and image 2 only for the drawing style. Preserve walls, openings, furniture placement, and entrance relationships. Present the hotel suite with natural pen lines and pale gray washes on white paper. Use a monochrome palette and clear, simplified furniture symbols. Keep axes and dimension lines readable, use short uppercase English room labels, and center the plan with generous margins.

1. Lock the layout first, then describe linework, palette, and paper treatment.
2. Specify a clear palette, such as monochrome with pale gray washes.
3. Check openings, dimensions, and labels against the source; this is presentation artwork, not a construction drawing.

The example is based on an existing public work. This adaptation was not run. Outcomes vary by model, inputs and settings.

PUBLIC CASE 04 / LOOK FIRST

An architectural illustration poster

Define the architectural subject, headline, and layout relationships for a concept poster.



PUBLISHED RESULT ONLY

The building illustration sits in front of the large SUZHOU title. A restrained palette and generous whitespace establish a clear visual hierarchy. This case shows the public result only.

This public work is square. For a different destination, choose a suitable ratio in the workbench and adjust the composition to fit.

Public record: model not disclosed; ratio = original; quality = medium. These are source-task values, not current model recommendations.

PUBLIC CASE 04

An architectural illustration poster

Study what changes, what stays, and the language that makes that distinction clear.



SOURCE PROMPT - SHORT EXCERPT TRANSLATED

"Use an illustration of the building at the center of the poster."

Public Gallery work | Author: CLH

https://www.ydai.art/gallery/v4fs9s140u5prvmyigxjqy9e

TEACHING ADAPTATION

Create a minimalist architectural poster about Suzhou Museum. Place an illustration of the building in the central foreground, with a large, bold SUZHOU headline behind it. Layer the building and typography while keeping the main architectural silhouette clear. Use only a few short notes about the design concept, an off-white and charcoal palette, and generous whitespace. Avoid dense small text, a headline that fully hides the subject, and unrelated decoration.

1. Set a hierarchy for the building, headline, and supporting text.
2. Describe the foreground/background relationship instead of stacking style adjectives.
3. Start with a short headline; check small text, factual claims, and spelling before publishing.

The example is based on an existing public work. This adaptation was not run. Outcomes vary by model, inputs and settings.