# Midjourney Chronicles · Ep. 7

MC Escher with a fever dream · SREF 229950833 · Reference guide

## The style

SREF 229950833 turns real places into impossible architecture: staircases climbing in every direction of gravity, rooms that fold over themselves, and fine engraved linework like an Escher print.

The key: the SREF alone gives a soft painted portrait with warm bokeh. The Escher look comes from the prompt: start with "MC Escher's artwork," and give a real place one rule that breaks. Interiors work best, because staircases, arches and ceilings give the twist something to grab onto.

## Settings

```
--ar 4:5 --style raw --sref 229950833 --sw 200 --stylize 75 --exp 25 --hd --v 8.1
```

The source wrote --raw. We write --style raw (--raw alone is not valid) and use 4:5 for the feed.

## Starter prompt

```
MC Escher's artwork, [REAL INTERIOR], [THE ONE RULE THAT BREAKS], [A PERSON OR ANIMAL REACTING (OR NOT)] --ar 4:5 --style raw --sref 229950833 --sw 200 --stylize 75 --exp 25 --hd --v 8.1
```

| Slot | What to put there |
|---|---|
| [REAL INTERIOR] | A named place: a Victorian railway station, a college library, a covered market, a country house hall |
| [THE ONE RULE THAT BREAKS] | Stairs in three gravities, escalators that loop forever, books turning into birds, a car parked on the ceiling |
| [A PERSON OR ANIMAL] | Someone who reacts, or better, someone who doesn't: the librarian who keeps reading |

## The dials

- --sw: lower (100–150) keeps your subject and spelling clean; higher (250+) pushes the Escher strangeness.
- --exp: 0–25 stays readable, 50 gets wild, 100 is the fever dream. Try a permutation: --exp {0, 25, 100}.
- Versions: if you permute versions, use --v {7, 8.1, 8.2} and leave out V6, which crashes the batch.

## Known quirks

- Everything comes out black-and-white engraving, even without asking. Challenge: can you get color? Try naming colors and lowering --sw to 100.
- Same prompt, different building on every reroll. Keep rerolling before you rewrite.

- Cover text: letters can come out tied together. Zoom in before you reroll.

## Leadenhall Market, upside-down cab



The cleanest example of the style: the arcade curls up into the sky and a black cab hangs from the ceiling.

```
MC Escher's artwork, inside Leadenhall Market in London, ornate painted iron and glass roof, the cobbled arcade curling upward until the shops hang overhead, a man in a bowler hat walking up the wall with an umbrella, a black cab parked on the ceiling --ar 4:5 --style raw --sref 229950833 --sw 250 --stylize 150 --exp 50 --hd --v 8.1
```

## Country house butler (filled-in example)



A nod to Escher's Hand with Reflecting Sphere. Interior + one impossible rule + a person = the slots filled in.

```
MC Escher's artwork, portrait of an elderly English butler with deep wrinkles and white
gloves, holding a polished silver sphere in his palm inside the great hall of a country house,
the sphere reflecting his face and the entire curved hall, the staircases, chandeliers and
portraits bending around the glass --ar 4:5 --style raw --sref 229950833 --sw 150 --stylize 50
--exp 25 --hd --v 8.1
```

## Oxford library: books into birds



A tessellation twist: the top shelves turn into flocks of birds. The librarian keeps reading.

```
MC Escher's artwork, the interior of an ancient Oxford college library, tall oak bookshelves
and rolling ladders, the books on the top shelves tessellating into flocks of birds that fly
out through the vaulted ceiling, an elderly librarian in tweed reading by lamplight,
unbothered --ar 4:5 --style raw --sref 229950833 --sw 200 --stylize 100 --exp 25 --hd --v 8.1
```

## Underground escalators, take 1



An endless climb toward an upside-down city.

```
MC Escher's artwork, a deep London Underground station interior, long wooden escalators that loop back into themselves in an endless impossible cycle, tiled curved tunnels, commuters in raincoats riding up and arriving at the bottom again --ar 4:5 --style raw --sref 229950833 --sw 200 --stylize 75 --exp 25 --hd --v 8.1
```

## Tip image: same prompt, take 2



Exactly the same prompt as take 1. With --exp, every reroll invents a different impossible structure, here curling tunnels instead of a straight climb. Reroll before you rewrite.

Prompt: same as take 1.

## Grand finale: the collage



Run with --preview and Conversational mode ON, and --exp pushed to 100. Library, pub, escalators, cathedral vaults and a clock-sphere all in one composition.

```
collage of English interiors reimagined as impossible architecture, cathedral spiral staircases, Victorian pubs, underground escalators, library shelves turning into birds, a butler's mirror sphere, all integrated into one harmonious composition --ar 4:5 --style raw --sref 229950833 --stylize 50 --exp 100 --hd --v 8.1 --preview
```

## The cover




A hanging departures board holds two short lines. Zoom in before you call a misspelling: here the letters are tied together, but it reads CHRONICLES.

```
MC Escher's artwork, the interior of a grand Victorian railway station in London, iron arches and staircases looping in impossible directions, commuters walking up the walls and across the ceiling, a large departures board hanging in the center displays two lines of bold lettering: "MIDJOURNEY CHRONICLES" on the top line and "EP. 7" large below it, amber letters on a black board --ar 4:5 --style raw --sref 229950833 --sw 150 --stylize 75 --hd --v 8.1 --no credits, small print, fine print, billing block, watermark, signature, logo, repeated text, duplicate letters
```