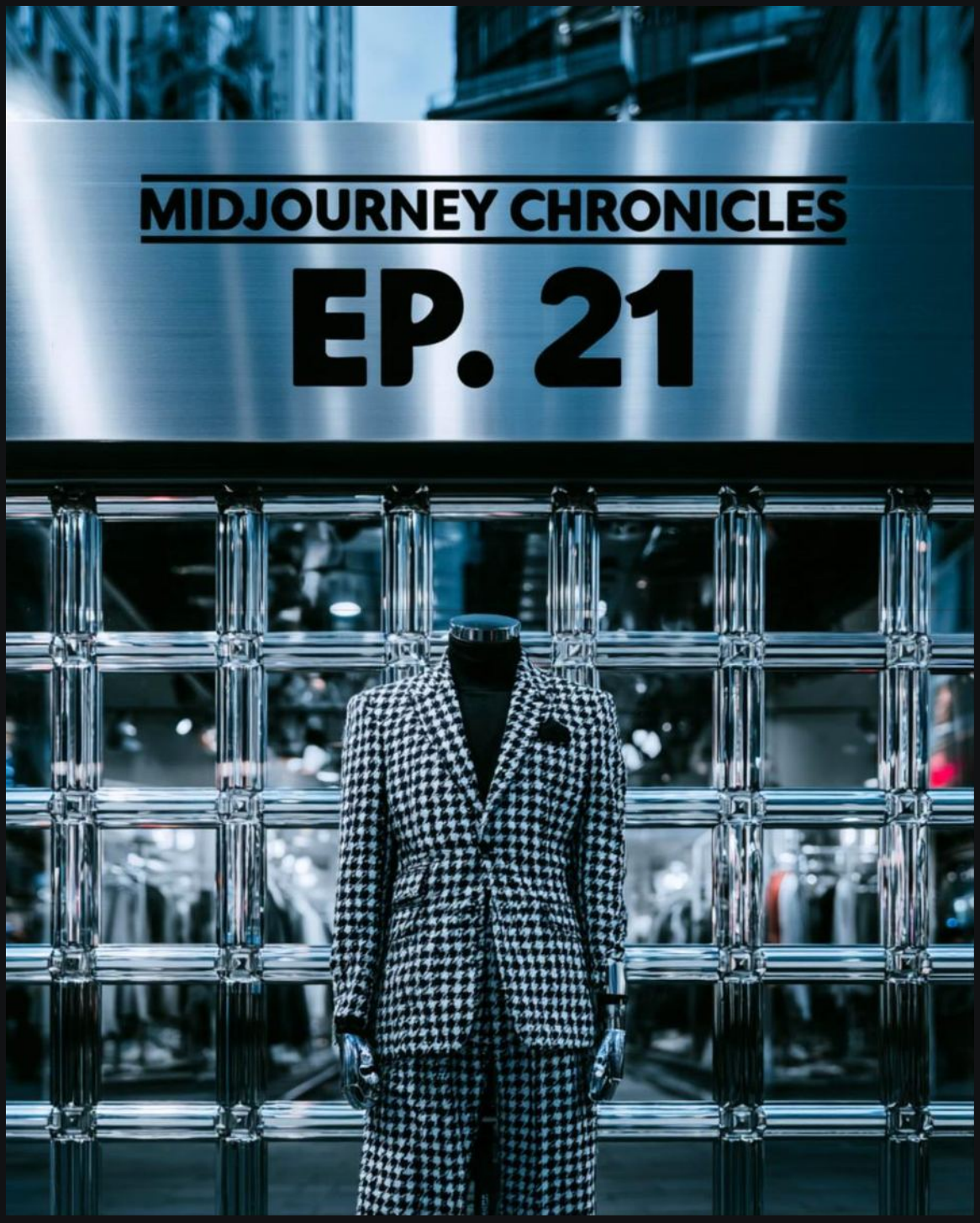


It's all about squares

How many can you fit in one frame?

`--sref 8361319527`

Reference guide · full prompts for every image in the post

The idea

A style I built with Midjourney's Style Creator. Squares, metal, mirrors, houndstooth, plaid and cool colours.

The code already knows what a square is. Your job is to place the squares inside a real photo: on the clothes, on the wall, floating in the air. Ask for "a room of mirror tiles" and you get a mirror room. Ask for a real place in daylight and you get the look below.

WHERE THE SQUARES GO

Fabric	houndstooth, plaid, windowpane check
Wall	glass blocks, mirror squares, brushed steel, mosaic panels
Air	matte white cubes floating, stacked or exploding
Accent	one teal door/wall + one warm note (red lips, red light)

PARAMETERS

```
--chaos 5 --ar 4:5 --raw --sref 8361319527 --sw 150 --stylize 250 --v 8.2
```

`--raw`	keeps it photographic
`--sw 150`	the daylight look; 300 = bigger cubes, harsher contrast
`--stylize 250`	enough polish without plastic skin
`--chaos 5`	four close variations per job

TWO FORMULAS



ACTION — low angle, plaid, floating cubes, blue sky



PORTRAIT — houndstooth, glass blocks, teal accent

Starter prompts

ACTION

```
a very low angle wide photograph of [WHO] in an oversized [PLAID OUTFIT] [DOING WHAT] [WHERE], matte white cubes floating in the air around them, clear deep blue sky, bright midday sun --chaos 5 --ar 4:5 --raw --sref 8361319527 --sw 150 --stylize 250 --v 8.2
```

PORTRAIT

```
a medium portrait of [WHO] in a black and white houndstooth [GARMENT] [POSE], the wall behind made of glass blocks and small mirror squares, a teal door at the edge of the frame, [LIGHT], shallow depth of field --chaos 5 --ar 4:5 --raw --sref 8361319527 --sw 150 --stylize 250 --v 8.2
```

THE SLOTS

[WHO]	a skater · an older woman · a BMX rider · a young man with a sharp fade
[PLAID OUTFIT]	grey plaid shirt and baggy pants · plaid jacket and bucket hat
[DOING WHAT] [WHERE]	riding through shallow water on a waterfront pier · jumping off a ledge at a skatepark
[GARMENT]	blazer · overcoat · cape
[POSE]	sitting at a café window · leaning against the wall · chin resting on her hand
[LIGHT]	soft afternoon daylight · hard sunlight streaking through the glass

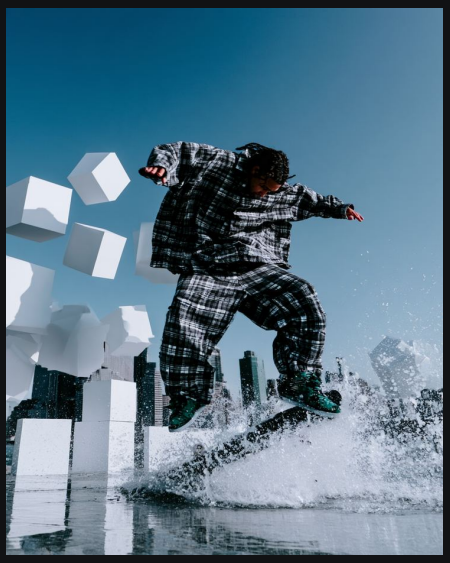
FILLED IN

```
a very low angle wide photograph of a BMX rider in an oversized black and white plaid jacket and plaid bucket hat jumping off a concrete ledge at a waterfront skatepark, matte white cubes floating in the air around him, clear deep blue sky, city skyline far behind, bright midday sun --chaos 5 --ar 4:5 --raw --sref 8361319527 --sw 150 --stylize 250 --v 8.2
```



01 · Skater and floating cubes

Action · very low angle wide · --sw 300



In the post (--sw 300)



--sw 150: a cube flies right at the lens



--sw 300: a swarm of small cubes

Same prompt, four jobs: plaid, splash and cubes hold every time. The sky and the cube size are what move.

FULL PROMPT

```
a very low angle wide photograph of a skater in an oversized grey plaid shirt and baggy plaid pants riding through shallow water on a waterfront pier, matte white cubes floating in the air around him, water splashing, city skyline under a clear blue sky, bright midday sun --chaos 5 --ar 4:5 --raw --sref 8361319527 --sw 300 --stylize 250 --v 8.2
```

02 · Glass-block portrait

Portrait · medium shot



In the post



In the post: glass squares blurred in front



Earlier job: red lips, freckles

Nobody asked for the hand on the chin or the squares in the foreground: the code added both.

FULL PROMPT

```
a medium portrait of a woman in a black and white houndstooth blazer sitting at a café window, the wall behind her made of glass blocks and small chrome squares, soft afternoon daylight, a teal door at the edge of the frame, shallow depth of field --chaos 5 --ar 4:5 --raw --sref 8361319527 --sw 150 --stylize 250 --v 8.2
```

03 · BMX and a cube swarm

Action · very low angle wide



In the post

The plaid even runs down the bike frame. Hundreds of small cubes read as motion.

FULL PROMPT

```
a very low angle wide photograph of a BMX rider in an oversized black and white plaid jacket and plaid bucket hat jumping off a concrete ledge at a waterfront skatepark, matte white cubes floating in the air around him, clear deep blue sky, city skyline far behind, bright midday sun --chaos 5 --ar 4:5 --raw --sref 8361319527 --sw 150 --stylize 250 --v 8.2
```

04 · Man in a houndstooth coat

Portrait · medium shot · low angle



In the post

Look at the mirror squares: they reflect the coat, so the pattern multiplies across the wall.

FULL PROMPT

```
a medium portrait of a young man with a sharp fade in a black and white houndstooth overcoat leaning against a wall of glass blocks and small mirror squares, a teal door at the edge of the frame, hard afternoon sunlight streaking through the glass, calm direct gaze, shallow depth of field --chaos 5 --ar 4:5 --raw --sref 8361319527 --sw 150 --stylize 250 --v 8.2
```

05 · Silver hatchback

Car · low angle



In the post

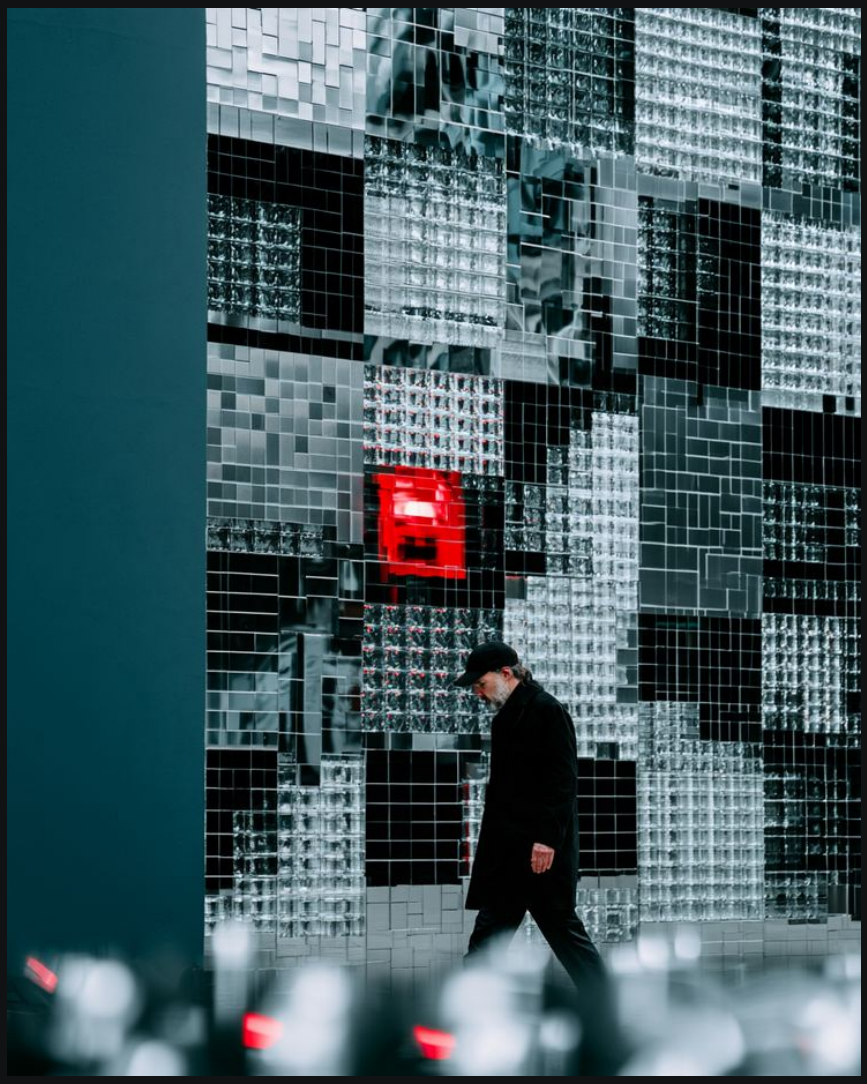
Three kinds of square in one frame: the cubes, the window grid, the car's boxy shape.

FULL PROMPT

```
a low angle photograph of a silver 1980s hatchback parked on an empty concrete plaza, matte white cubes stacked and floating around it, a building facade of square windows behind, clear blue sky, hard noon sunlight, long shadows --chaos 5 --ar 4:5 --raw --sref 8361319527 --sw 150 --stylize 250 --v 8.2
```

06 · Mosaic wall walker

Street · telephoto



In the post

Telephoto flattens the wall into a pattern. The red light is the one warm note.

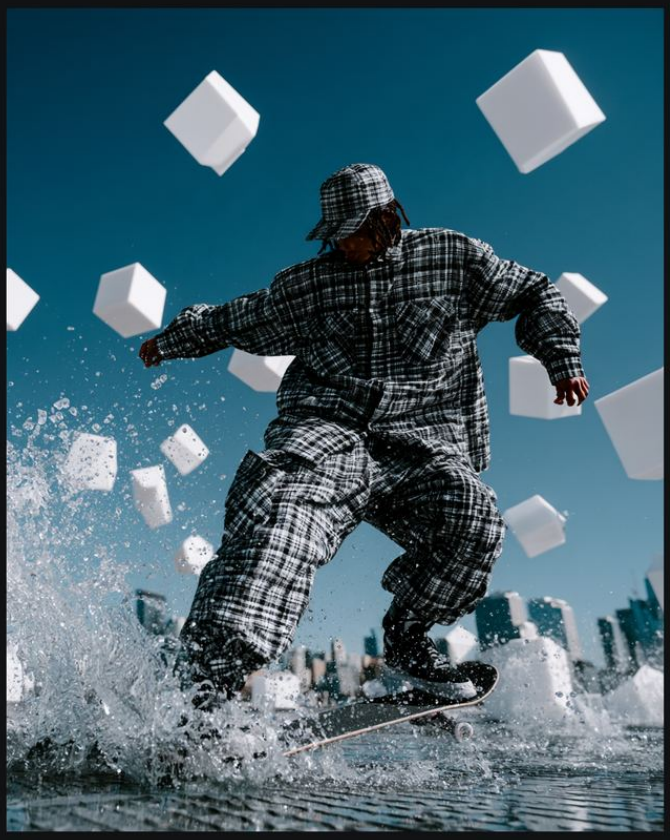
FULL PROMPT

```
a telephoto street photograph of a man in a black cap and dark coat walking past a huge wall made of mixed square panels of mirror, glass block, brushed steel and black tiles, a plain teal wall section on the left, a red traffic light glowing between the panels, out-of-focus city lights in the foreground, overcast daylight --chaos 5 --ar 4:5 --raw --sref 8361319527 --sw 150 --stylize 250 --v 8.2
```

Tip · --sw 150 vs --sw 300

Same prompt, same settings, only the style weight changes.

--sw 150



--sw 300



- At 300 the cubes get bigger and closer to the lens, the contrast gets harsher and the splash heavier.
- It does NOT turn the pier into a mirror room. The weight sets how hard the style pushes; the surfaces you name decide the scene.
- Our opening skater is --sw 300. Neither is "better": 150 is cleaner, 300 is louder.

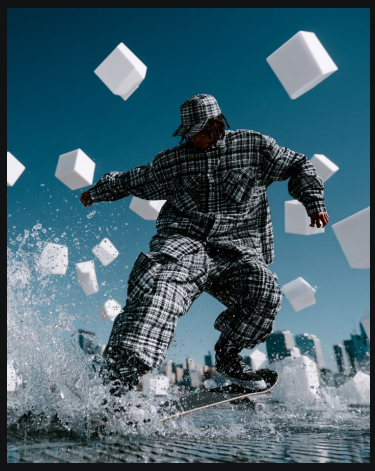
MIRROR ROOMS HAPPEN WHEN YOU ASK FOR THEM



Glass blocks + black cubes asked for → you get them

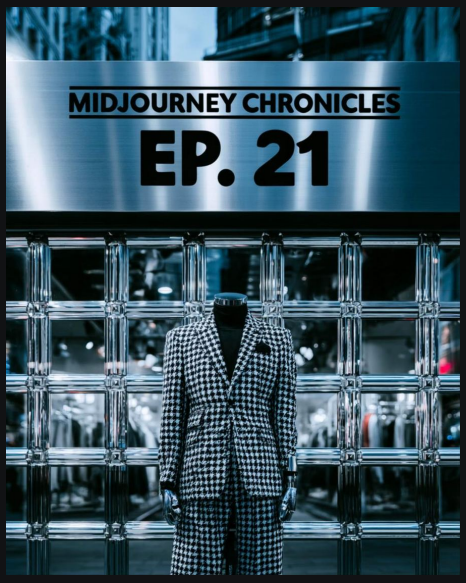


--sw 300, motion blur



--sw 150 (left side of the comparison)

The cover



- Sign facing the camera, bold black letters "spanning the full width".
- Cover at --sw 150: at --sw 300 the letters broke apart.
- Keep "text" and "letters" out of --no on covers.

COVER PROMPT

```
a cinematic street photograph of a menswear shop front at dusk, above the window a wide brushed-steel sign facing the camera, the whole sign fully visible in the frame, the sign reads "MIDJOURNEY CHRONICLES" in bold black letters spanning the full width on the top line and "EP. 21" large below it, below the sign a shop window framed by a mirrored square grid with a mannequin in a black and white houndstooth suit, chrome details, cool evening light --chaos 5 --ar 4:5 --raw --sref 8361319527 --sw 150 --stylize 250 --v 8.2 --no credits, small print, fine print, billing block, watermark, signature, logo, repeated text, duplicate letters, cropped sign
```

Cheat sheet

Squares go somewhere
Fabric, wall or air. Name the surface, don't just say "squares".

Daylight beats neon
Midday sun and blue sky keep it photographic; dark interiors drift into mirror rooms.

Black and white patterns
Houndstooth and plaid read best; colour plaids fight the palette.

One teal, one warm
A teal door or wall plus red lips or a red light ties the frame together.

Low angle for action
Very low and wide makes the cubes and the subject tower over the camera.

Covers at --sw 150
Higher weights break the lettering.

Faces can vanish
Action poses sometimes hide the face behind an arm. Check each variation.

--sw is a volume knob
150 cleaner, 300 louder. Same scene either way.

Your turn

Challenge

One subject, squares in three places: the fabric, the wall and the air. Post your result and tell us the subject.

Bonus

Run the same prompt at --sw 150 and --sw 300 and post both side by side.

CREDITS

Style --sref 8361319527 made with Midjourney's Style Creator. All images: Midjourney V8.2.