# HANDS.

EVERYONE SAYS AI CAN'T DO THESE.

**One lipstick.**
**Seven hands.**
**No mistakes.**



# ONE REFERENCE.
## Seven grips.




ATTACHED TO EVERY CALL

SAME ENGRAVING, SAME BRUSHING

CHECKED AT 100%, EVERY TIME

Generate the product alone first. Then hand the tool that file with every scene, and describe the hand like a person, not a prop.



Consistency is a reference problem, not a prompt problem.

# WET.




01 · WET

Name the grip. Which fingers, where they press, what the pressure does to the skin.

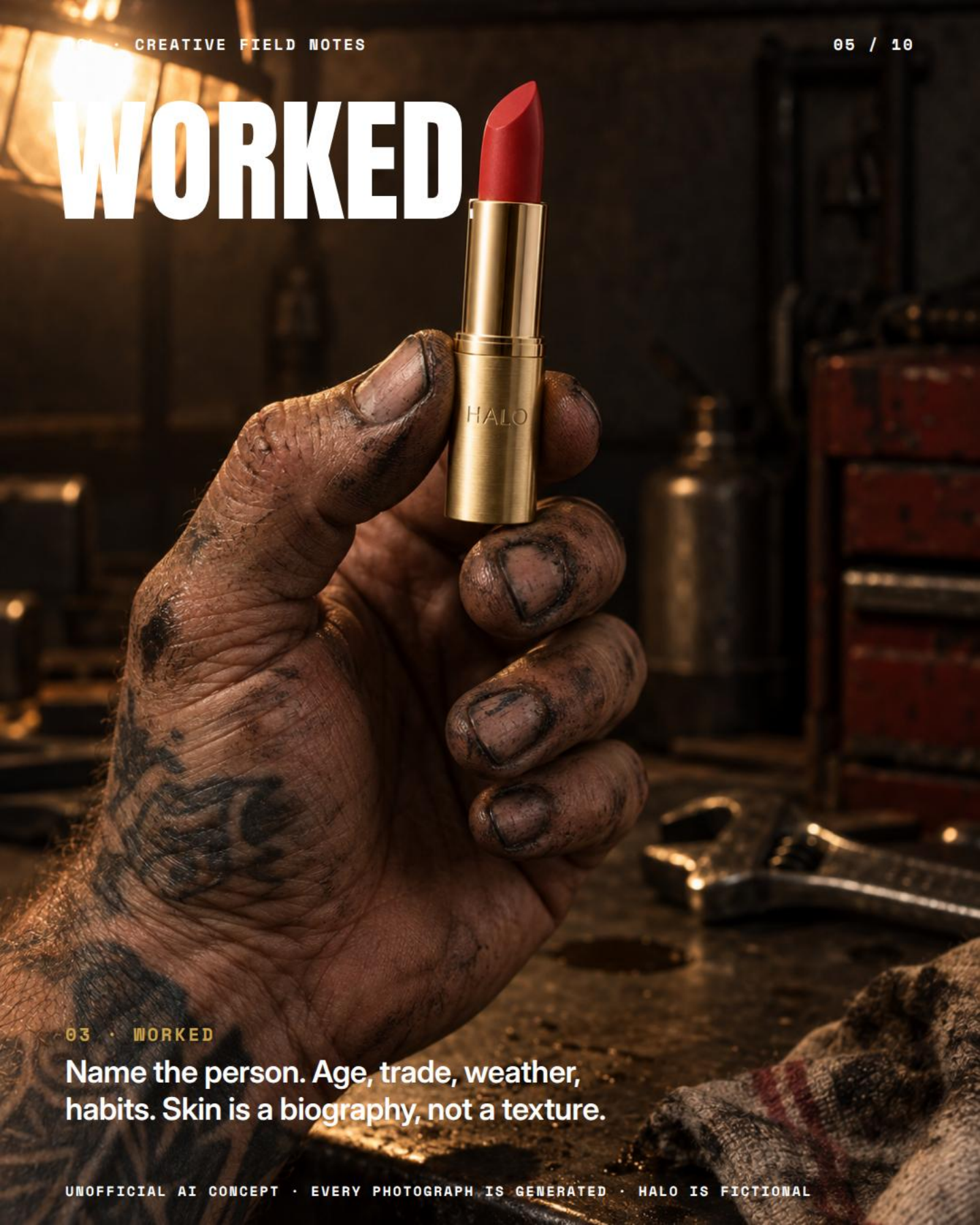
# COLD.




02 · COLD

Name the weather. Cold changes leather, skin and the grip itself.

# WORKED




03 · WORKED

Name the person. Age, trade, weather, habits. Skin is a biography, not a texture.

04 · AGED

## One hard light. A hand is a landscape; flat light hides the joints that prove it.



# DONE.




05 · DONE

## Give it something real to hold. A locked product anchors scale and contact.

# DRESSED.




06 · DRESSED

Let the world touch it. Water, snow, grease, silk, sand: contact proves the hand.

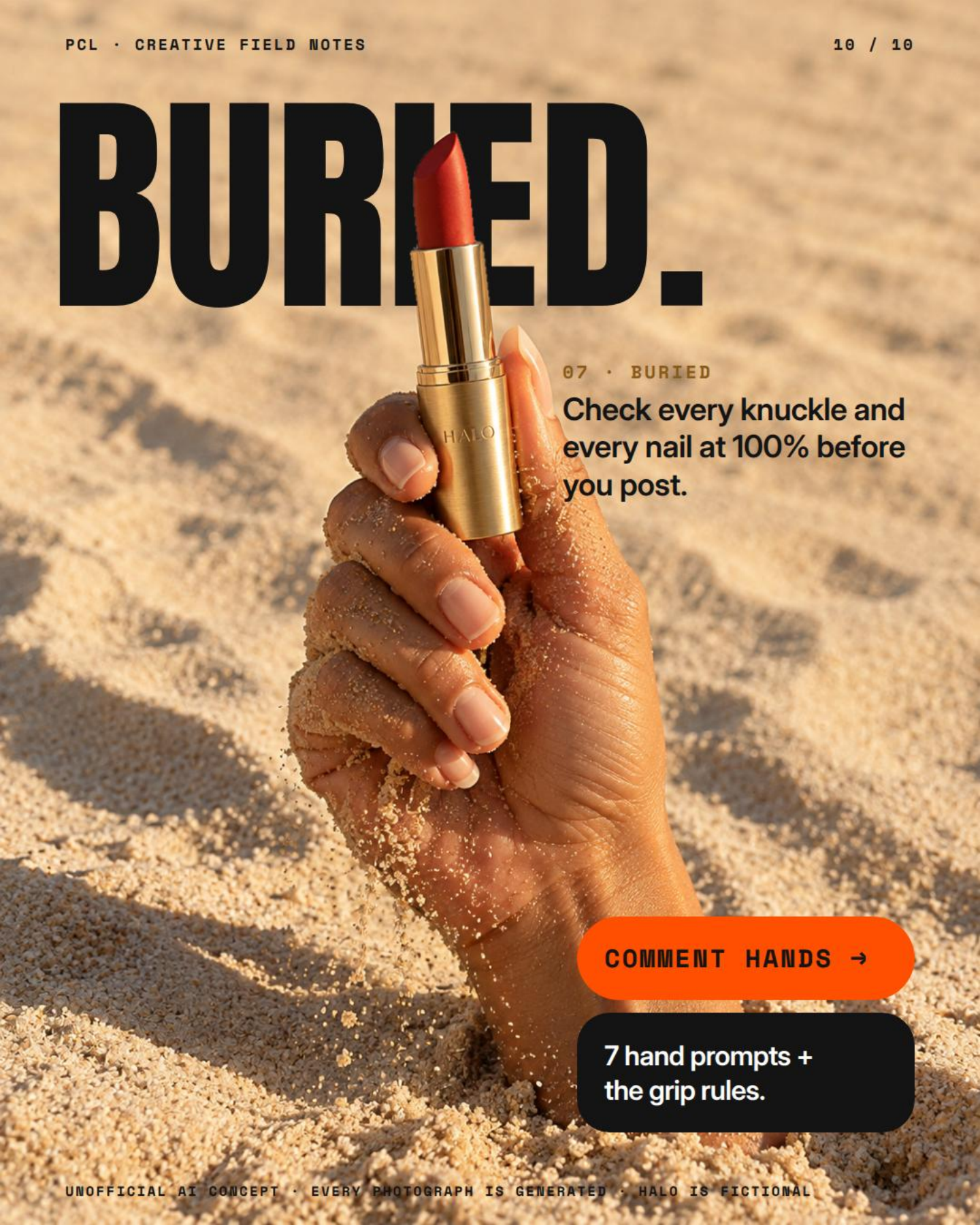
# SEVEN HANDS.

## One rule each.

| | | |
|---|---|---|
| 01 | WET | Name the grip. |
| 02 | COLD | Name the weather. |
| 03 | WORKED | Name the person. |
| 04 | AGED | One hard light. |
| 05 | DONE | Give it something real to hold. |
| 06 | DRESSED | Let the world touch it. |
| 07 | BURIED | Check every knuckle at 100%. |

The hand is the model. Direct it like one.

# BURIED.




07 · BURIED

Check every knuckle and every nail at 100% before you post.

COMMENT HANDS →

7 hand prompts + the grip rules.