

Made by [@Khrystofor03](#)

Link to account: https://janitorai.com/profiles/49beb6e4-ea95-4ba8-83d4-a095e3052ea7_profile-of-khrystofor-03

“INVESTIGATION” REPORT

On the subject: “*Who* created image of Vemrassas and *how?*”
or “Short Guide to YoDayo Image Generation”

Short story on “How this happened”:

So, I decided to port “Dragon Bully” from c.ai to janitor.ai. And, I have already learned that certain authors from c.ai like to use other people’s images without credits. And character.ai image was cropped. So I reverse searched it into... image of janitor.ai port of this bot. So I used it (because there were zero other results).

Then, [@Mangostool](#) commented on my bot saying that image is “pretty” (on which I 1000% agree with Mangostool). Also, they asked, what Lora or model did I use – and I promised, that I will do a whole investigation and will find answer. And I always keep my promises.

So, that’s how I decided to find out, from where does this image comes.

After that, I remembered, that the other person on janitor.ai ([@Bigfluffycorndog](#) <- they also created the first Vemrassas port to janitor.ai) had links to the profile of original Vemrassas’s creator on YoDayo ([Zaphbael](#)). So, I decided to check it out.

And that’s how the idea of this came to my mind – to document all my journey. I hope that you, dear reader, will enjoy it)

We can see the image in question on the next page (Fig. 1).

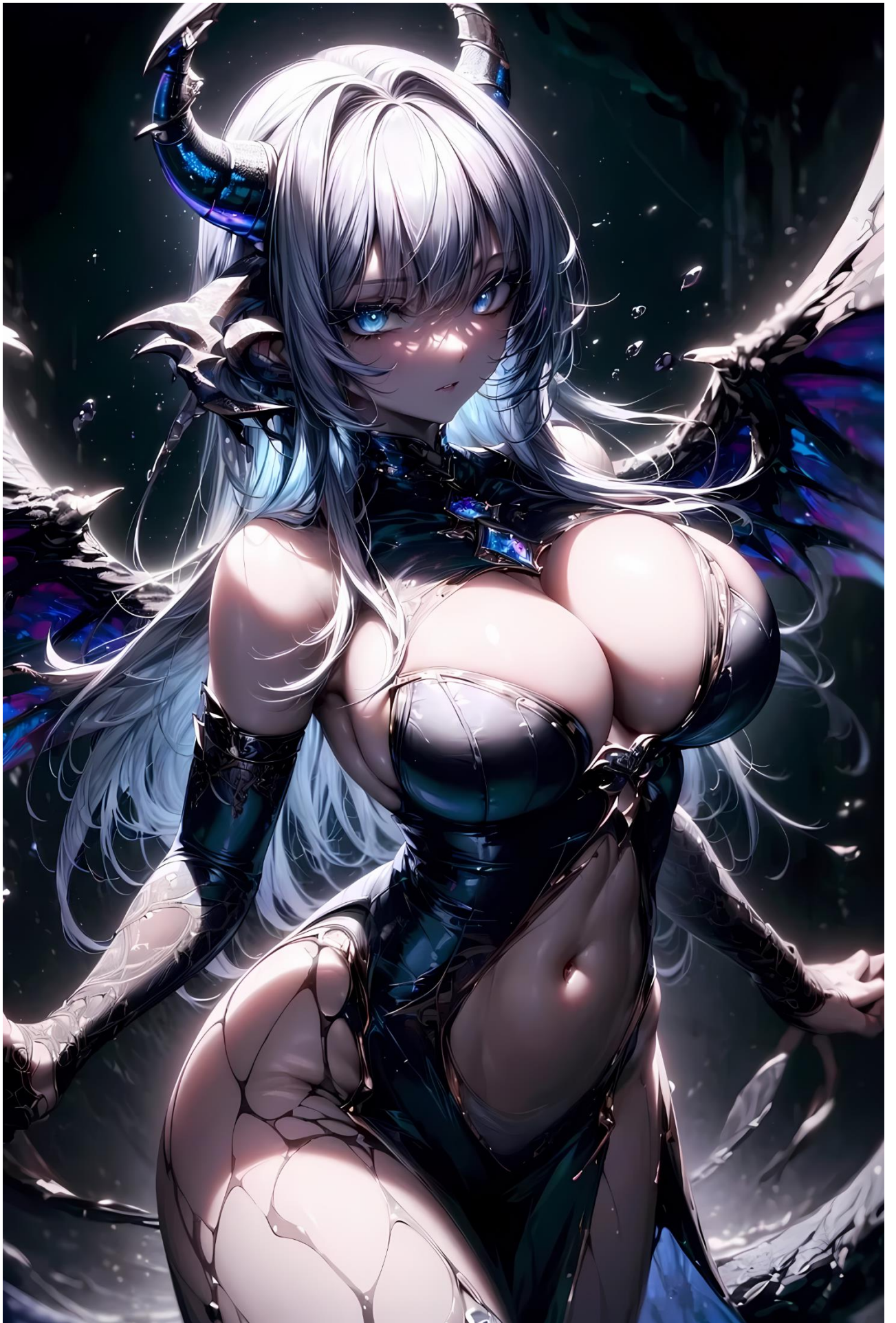


Fig.1 Image of “Vemrassas (Dragon Bully)”

So, I registered on the YoDayo (with age and allowing every type of content in the settings of my account) – and thoroughly reviewed Zaphbael profile.

What I find out:

The original bot – [link to it](#).

Also, I found out that YoDayo has whole fricking image generator – with posts, comments, models, LoRAs and everything that even Tensor.art doesn't have.

I don't remember any post talking about YoDayo image generator in the subreddit. Oh, probably because of subreddit rules, that prohibit the discussion of other chatting platforms – that's why everyone either talking about Tensor.art or Pixai.art.

Also, the site's mobile app has name "Moescape AI".

We get 50 free credits every day. And next day they expire.

Back to the topic.

I found the post of this image – [link to the post](#)

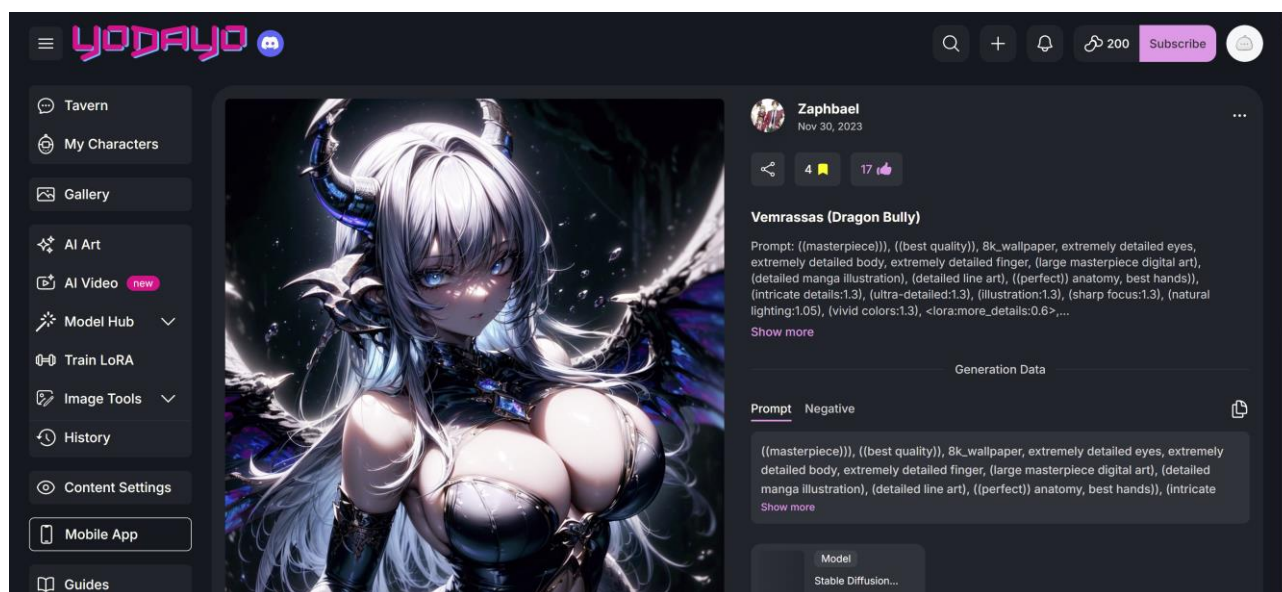


Fig. 2. Zaphbael post

So, here is information, prompts and settings, that he used to generate this image:

Prompt: ((masterpiece)), ((best quality)), 8k_wallpaper, extremely detailed eyes, extremely detailed body, extremely detailed finger, (large masterpiece digital art), (detailed manga illustration), (detailed line art), ((perfect)) anatomy, best hands)), (intricate details:1.3), (ultra-detailed:1.3), (illustration:1.3), (sharp focus:1.3), (natural lighting:1.05), (vivid colors:1.3), <lora:more_details:0.6>, <lora:beautiful_detailed_eyes:0.6>, expressive eyes, perfect face, (((ultra quality)))

((32k)), (vivid)), oracle, night time, dark, glowing, glowing eyes, (theme), void, <lora:shiori_novella:0.7>, (fully colored)), (masterpiece)), (best quality)), (ultra detailed)), (beautiful detailed shading)), (cinematic shading), beautiful detailed lighting, cinematic lighting, (beautiful detailed glow)), cinematic glow, depth of field, beautiful detailed eyes, (high saturation)), (realistic:0.3), (chromatic aberration:0.3), vivid, (detailed skin)

((Hyper detailed face)), (Beautiful eyes)), (Divine lighting)), (masterpiece), best quality, ((ultra-detailed, 8k quality)), (Female)) expressive eyes, perfect face, perfect anatomy, perfect body, (realistic), 男, ((blue hair)), ((long hair)), ((dark blue eyes)), 黄色い目, ((ocean blue eyes)), perfect skin, (adult, serious), ((Detailed body)), ((standing in a dark cave full of ice)), ((blue Dragon horns on her head)), ((blue Dragon tail)), ((blue Dragon wings)), ((horns in a spiral shape)), ((blue scales)), ((big breast)), ((dragon clothing))

Negative: easynegative, worst quality, low quality, By_bad_artist-neg, bad-artist, badhandv4, badhandsv5-neg, bad_prompt_version2, bad-picture-chill-75v, ng_deepnegative_v1_75t, ((FULL BODY)), ((Torso showing))FastNegativeEmbedding, negative_hand-neg, verybadimagenegative_v1.3, FastNegativeV2, BadDream, UnrealisticDream, realisticvision-negative-embedding, ((Bad anatomy)), ((3 hands))

Model: Stable Diffusion Anime

Sampling Method: DPM++ 2M Karras

Sampling Steps: 30

CFG Scale: 10

Seed: 1839348380

Canvas Size: 512x768

Here is link to the image generator -> [CLICK HERE](#)

So let's talk about the image generator. We can see the picture of it:

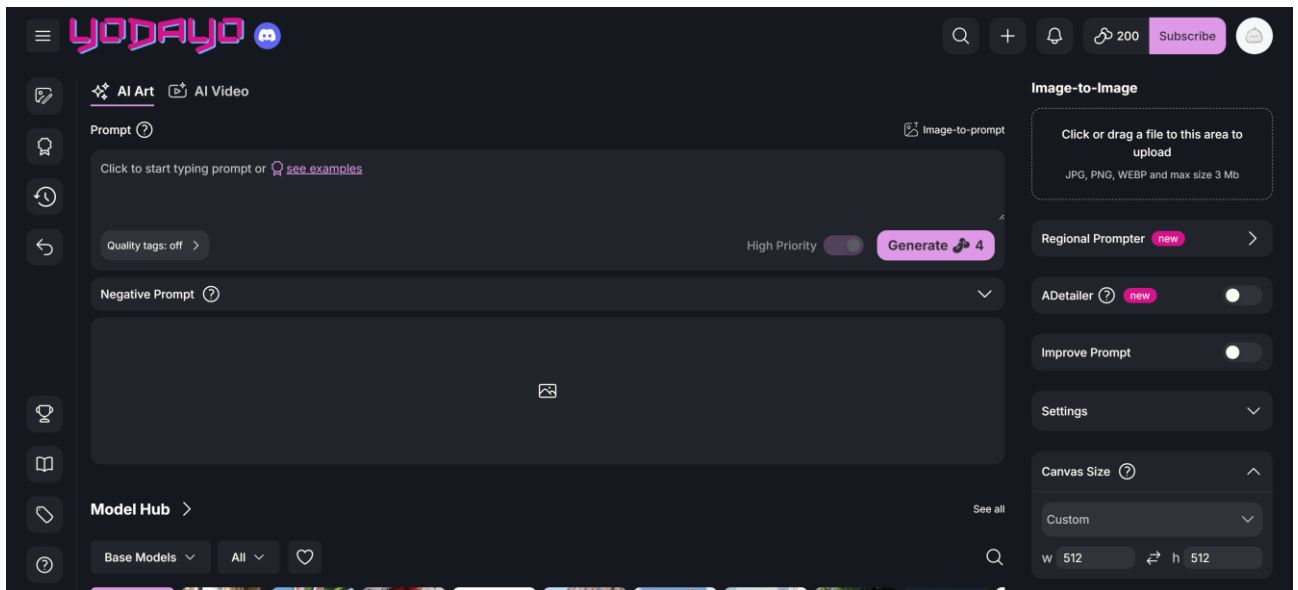


Fig. 3. Image gen main area

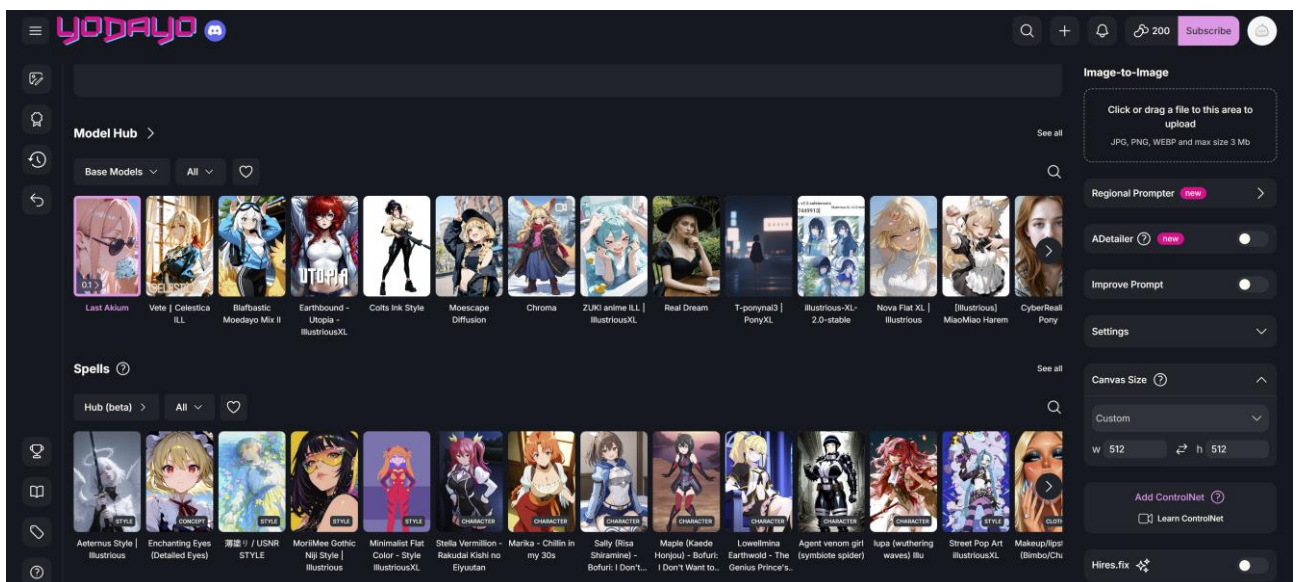


Fig. 4. Image gen Models and Spells

So, we can use “Magnifying glass” to search for models by name.

Here is the models that Zaphbael recommended to use in one of his posts (except the Vete | Celestica ILL).

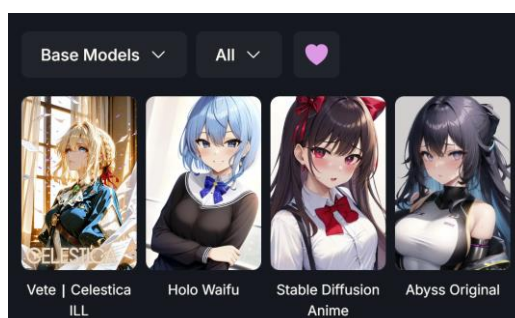


Fig. 5. Really good models

So, I added the **Vete | Celestica ILL**, because it looks really good (this model came out after Zaphbael quit the botmaking). Also, it is expensive – each generated image eats 4 credits.

So, top 3 models are

- 1. Stable Diffusion Anime**
- 2. Holo Waifu**
- 3. Abyss Original**

Each of them use only 2 credits per image generated in High priority – so, 25 images per day. If you choose LOW priority, each image costs only 1 credit! Which is amazing! So, **you can generate 50 images per day!**

*(Note, that I added after completing the “investigation” – it cost 1 credit not per image, but per attempt. And, if you choose “**Low priority**” + **4 images**, you can generate **200 free images per day** while using multiple different LoRAs and sampling methods. This is wild!)*

He used **Stable Diffusion Anime**. (Original model got yeeted, but someone reuploaded it, so I can’t promise that it will be good)

So, I decided to recreate his success with my own hands (“same” mode, parameters and prompts).

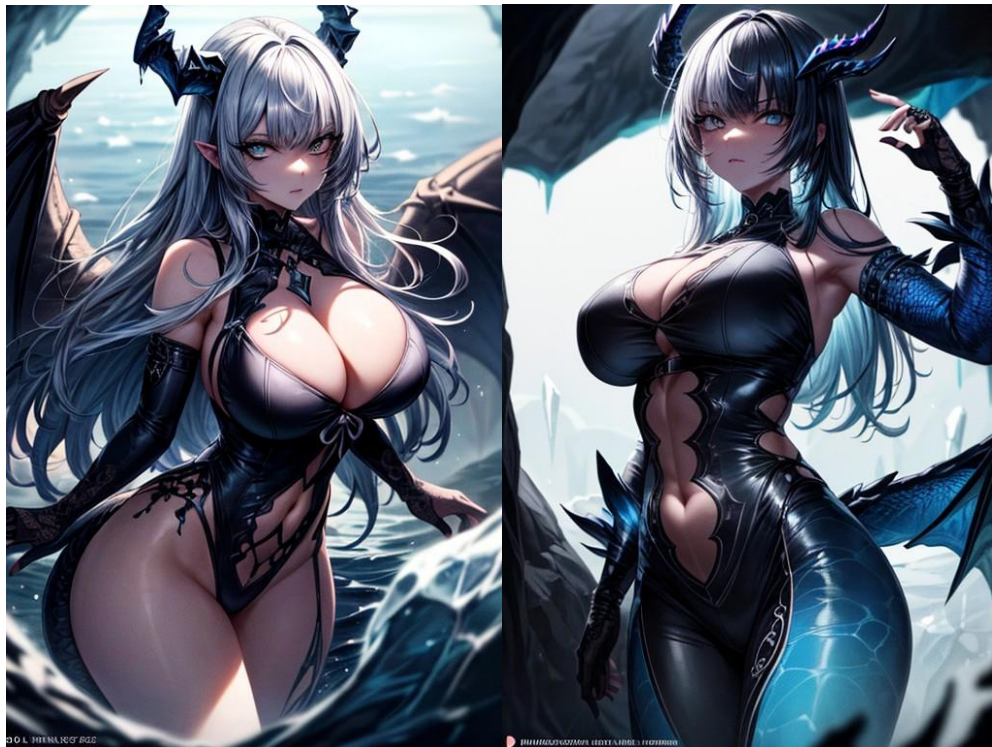


Fig. 6. What have I done...

Then, I saw that this was only **remotely** close.

And I realized – I, dumbass, forgot about the LoRAs...

I genuinely thought that they are automatic or something. Why did I thought it? Because they weren't highlighted in the Zaphbael posts.

I looked through th gallery and discovered, that I'm lucky enough that Zaphbael is this generous – other people even hide their prompts on the post, not just models.

So, yeah, I tried searching for his LoRAs that he used (They are called Spells on YoDayo):

Here are my results o search:

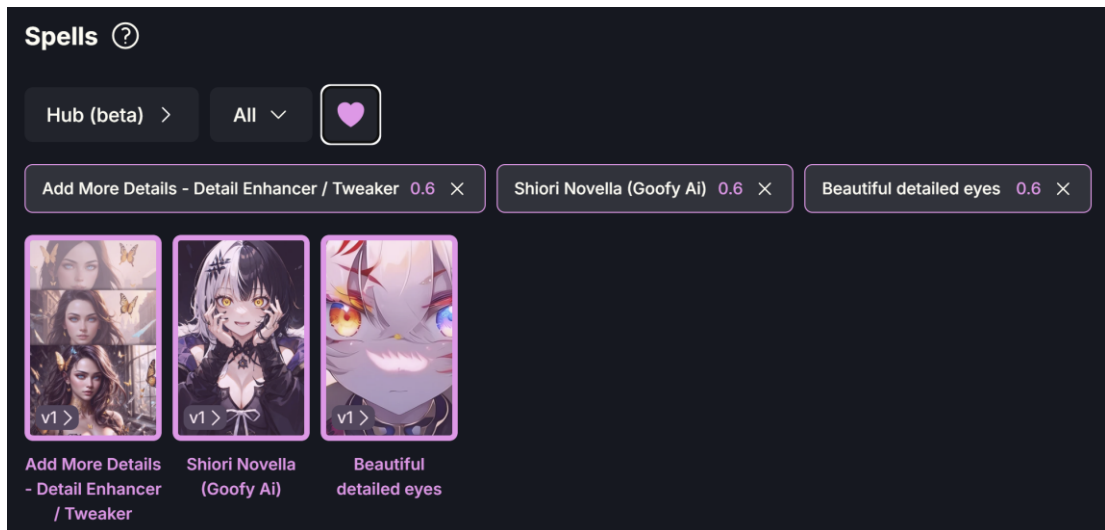


Fig. 7. Goofy ahh spells

Now! I hope everything will be OKAY. If something goes wrong – I'm using Hires.fix.

Also, despite all those Spells, the cost of image generation didn't increase – unlike on Tensor.art. And... here is the result

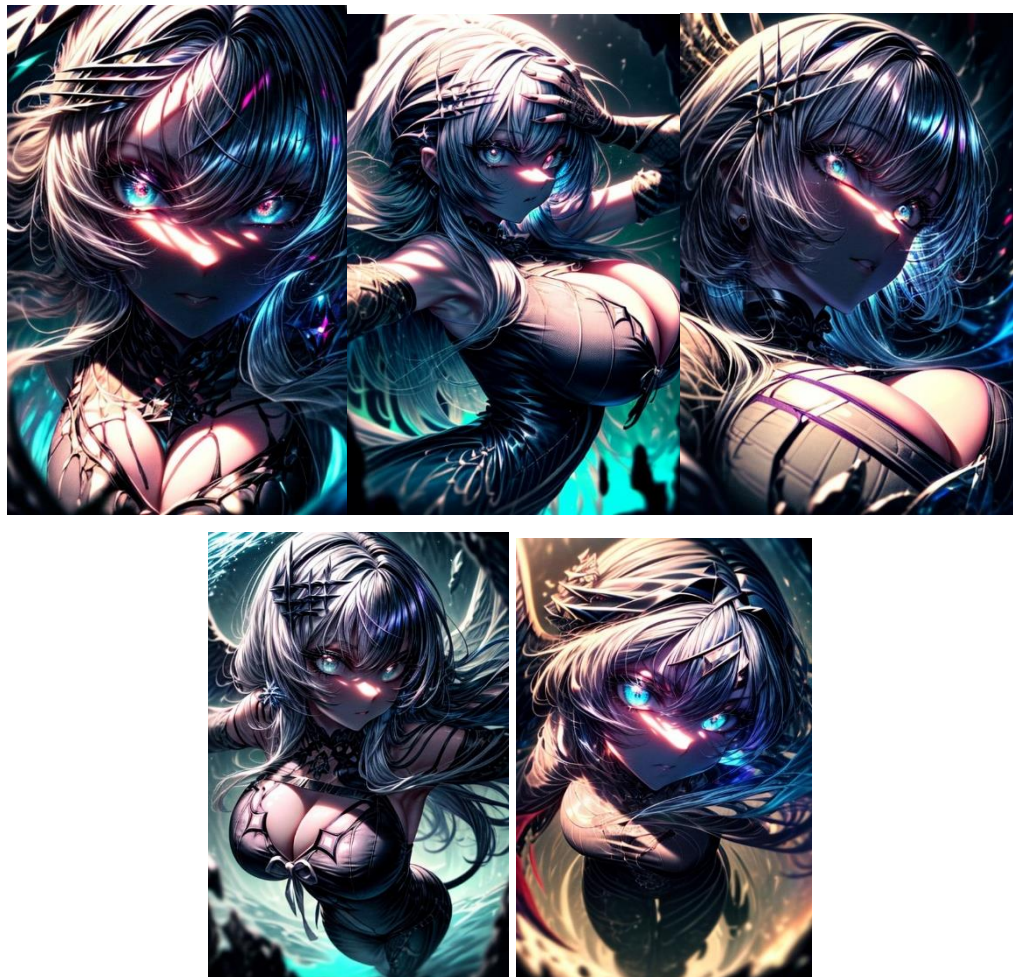


Fig. 8. What have I done 2.0

I saw one feature that I didn't like - the **Shiori Novella Spell** (idk who she is, probably Vtuber or something) was overriding the entire head section. Like, how did he even manage to generate something so gorgeous with **this** in his prompt???

So, I started experimenting and tweaking his prompt – after all, **TWO years** have passed since that image was created.

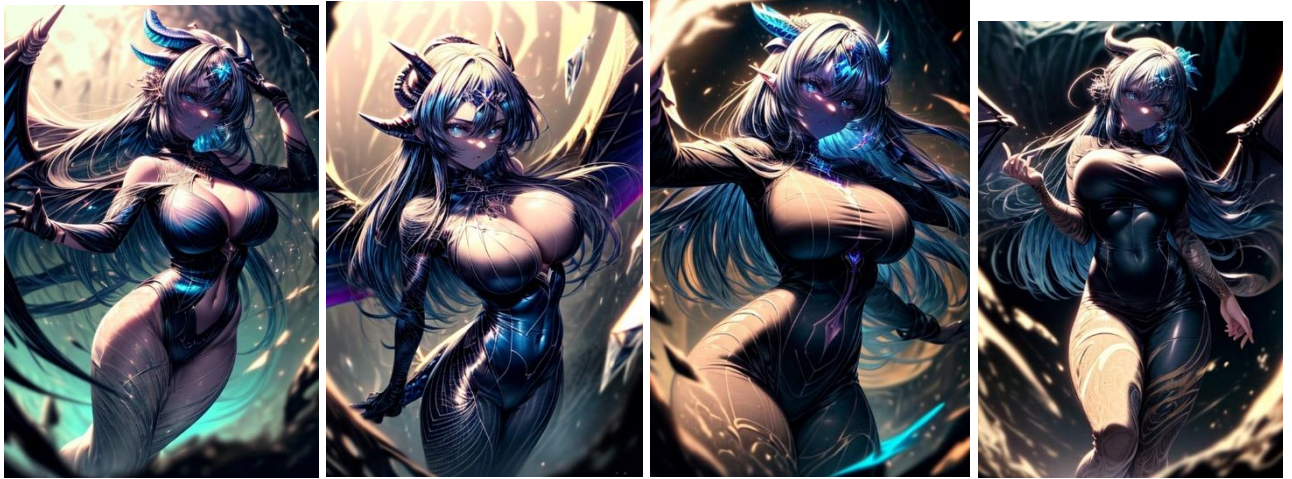


Fig. 9. THIS... is a dragon.

Prompt to fig. 9: ((masterpiece)), ((best quality)), 8k_wallpaper, extremely detailed eyes, extremely detailed body, extremely detailed finger, (large masterpiece digital art), (detailed manga illustration), (detailed line art), ((perfect)) anatomy, best hands)), (intricate details:1.3), (ultra-detailed:1.3), (illustration:1.3), (sharp focus:1.3), (natural lighting:1.05), (vivid colors:1.3), <lora:more_details:0.6>, <lora:beautiful_detailed_eyes:0.6>, expressive eyes, perfect face, (((ultra quality))), (((32k))), (((vivid))), oracle, night time, dark, glowing, glowing eyes, (theme), void, (((fully colored))), (((masterpiece))), (((best quality))), (((ultra detailed))), (((beautiful detailed shading))), (cinematic shading), beautiful detailed lighting, cinematic lighting, ((beautiful detailed glow)), cinematic glow, depth of field, beautiful detailed eyes, ((high saturation)), (realistic:0.3), (chromatic aberration:0.3), vivid, (detailed skin), ((full body)),

((Hyper detailed face)), ((Beautiful eyes)),((Divine lighting)),(masterpiece), best quality, (((ultra-detailed, 8k quality))),((Female)) expressive eyes, perfect face, perfect anatomy, perfect body, (realistic),男, ((blue hair)), ((long hair)), ((dark blue eyes)),黄色い目, ((blue eyes)), perfect skin, (adult, serious), ((Detailed body)), ((standing in a dark cave full of ice:1.5)), ((blue Dragon horns on her head:1.5)), ((blue Dragon tail)), ((blue Dragon wings)), ((horns in a spiral shape)), ((blue scales)), ((big breast)), ((dragon clothing))

I slightly improved prompt and wanted to see, if I break something (I won't use Hires.fix, because that shit eats 20 credits per attempt – I'm experimenting, not doing something good)



Fig. 10. More dragon girls!!!

Prompt to fig. 10: (((masterpiece))), ((best quality)), 8k_wallpaper, extremely detailed eyes, extremely detailed body, extremely detailed finger, (large masterpiece digital art), (detailed manga illustration), (detailed line art), ((perfect)) anatomy, ((best hands)), (intricate details:1.3), (ultra-detailed:1.3), (illustration:1.3), (sharp focus:1.3), (natural lighting:1.05), (vivid colors:1.3), <lora:more_details:0.6>, <lora:beautiful_detailed_eyes:0.6>, expressive eyes, perfect face, (((ultra quality))), (((32k))), (((vivid))), oracle, night time, dark, glowing, glowing eyes, (theme), void, (((fully colored))), (((masterpiece))), (((best quality))), (((ultra detailed))), (((beautiful detailed shading))), (cinematic shading), beautiful detailed lighting, cinematic lighting, ((beautiful detailed glow)), cinematic glow, depth of field, beautiful detailed eyes, ((high saturation)), (realistic:0.3), (chromatic aberration:0.3), vivid, (detailed skin), ((full body)), (blue lighting),

((Hyper detailed face)), ((Beautiful eyes)),((Divine lighting)),(masterpiece), best quality, (((ultra-detailed, 8k quality))),((Female)) expressive eyes, perfect face, perfect anatomy, perfect body, (realistic), ((blue hair)), ((long hair)), ((dark blue eyes)), ((blue eyes)), perfect skin, (adult, serious), ((Detailed body)), ((standing in a dark cave full of ice:1.5)), ((blue Dragon horns on her head:1.5)), ((blue Dragon tail)), ((blue Dragon wings)), ((horns in a spiral shape)), ((blue scales)), ((big breast)), ((dragon clothing))

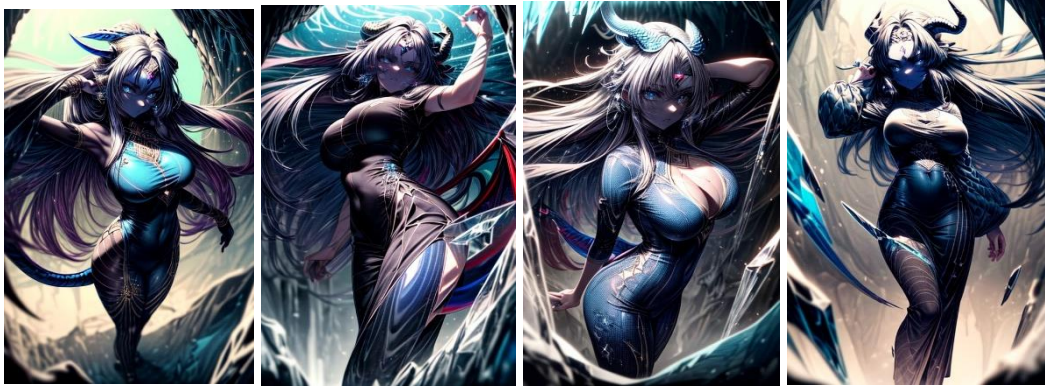


Fig. 11. More dragon mommy

Prompt to fig.11: (((masterpiece))), ((best quality)), 8k_wallpaper, extremely detailed eyes, extremely detailed body, extremely detailed finger, (large masterpiece digital art), (detailed manga illustration), (detailed line art), ((perfect)) anatomy, ((best hands)), (intricate details:1.3), (ultra-detailed:1.3), (illustration:1.3), (sharp focus:1.3), (natural lighting:1.05), (vivid colors:1.3), <lora:more_details:0.6>, <lora:beautiful_detailed_eyes:0.6>, expressive eyes, perfect face, (((ultra quality))), (((32k))), (((vivid))), oracle, night time, dark, glowing, glowing eyes, (theme), void, (((fully colored))), (((masterpiece))), (((best quality))), (((ultra detailed))), (((beautiful detailed shading))), (cinematic shading), beautiful detailed lighting, cinematic lighting, ((beautiful detailed glow)), cinematic glow, depth of field, beautiful detailed eyes, ((high saturation)), (realistic:1.1), (chromatic aberration:0.3), vivid, (detailed skin), ((full body)), (blue lighting),

((Hyper detailed face)), ((Beautiful eyes)), ((Divine lighting)), (masterpiece), best quality, (((ultra-detailed, 8k quality))), ((Female)) expressive eyes, perfect face, perfect anatomy, perfect body, ((blue hair)), ((long hair)), ((dark blue eyes)), ((blue eyes)), perfect skin, (adult, serious), ((Detailed body)), ((standing in a dark cave full of ice:1.5)), ((blue Dragon horns on her head:1.5)), ((blue Dragon tail:1.5)), ((blue Dragon wings:1.5)), ((blue scales)), ((big breasts)), ((dragon clothing))

Now, I will try to use different direction – **reverse engineer Fig. 1** using the YoDayo tool “**Image to text**”.

Here is “prompt”: 1girl, large_breasts, breasts, dress, solo, blue_eyes, cleavage, clothing_cutout, horns, navel, wings, bare_shoulders, black_dress, detached_sleeves, looking_at_viewer, long_hair.

Then, I used this prompt as a base and made ChatGPT describe her image.

Result: <lora:more_details:0.6>, <lora:beautiful_detailed_eyes:0.6>, ((1girl:1.4)), ((blue_eyes:1.3)), ((silver_hair:1.3)), (long_hair:1.2), (horns:1.4), (curved_horns:1.2), (blue_crystal_horns), (pointed_ears:1.2), ((demon_girl:1.4)), (solo), (looking_at_viewer:1.3), (serious_expression:1.1), ((large_breasts:1.4)), (cleavage:1.3), (tight_black_dress:1.3), (clothing_cutout:1.3), (bare_shoulders:1.2), (detached_sleeves:1.2), (sleeveless), (thigh_cut_dress:1.2), (navel:1.2), (curvy body:1.2), (shiny_skin:1.1), (dark_skin accents), (crystal_or_gem_embellishments), (blue_gems:1.2), (dragon_wings:1.3), (demonic_wings:1.2), (dark_wings_with_blue_membranes:1.3), (wet_skin:1.1), (dramatic_lighting:1.3), (dark_background), (high detail), (anime style:1.2), (fantasy character design:1.2)

Let’s see, what we will get, shall we?

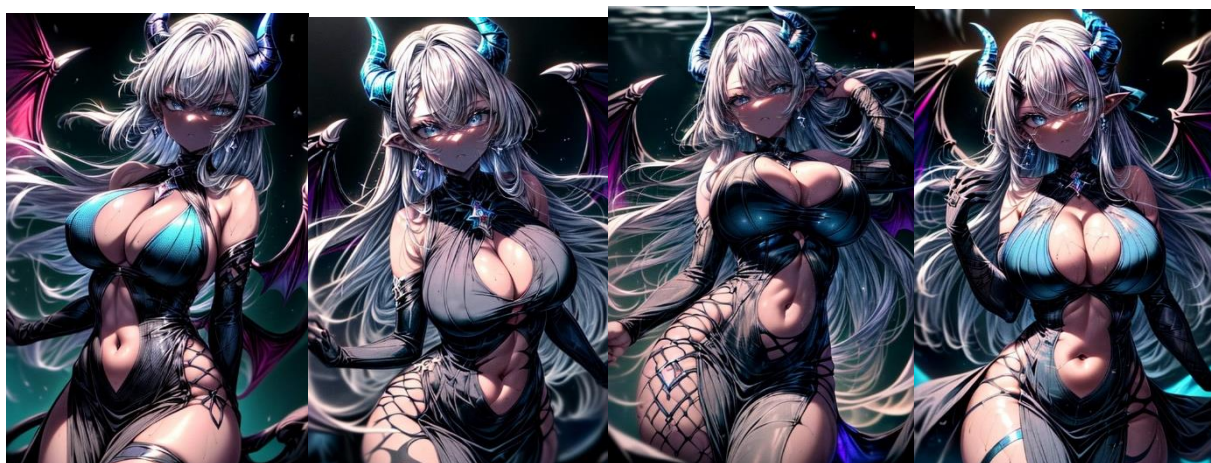


Fig. 12. Almost perfect dragonussy

This looks much better than what I was getting. I don’t know, how he made something so good with his... bad prompt. Now, a few more changes and I will do something really good.

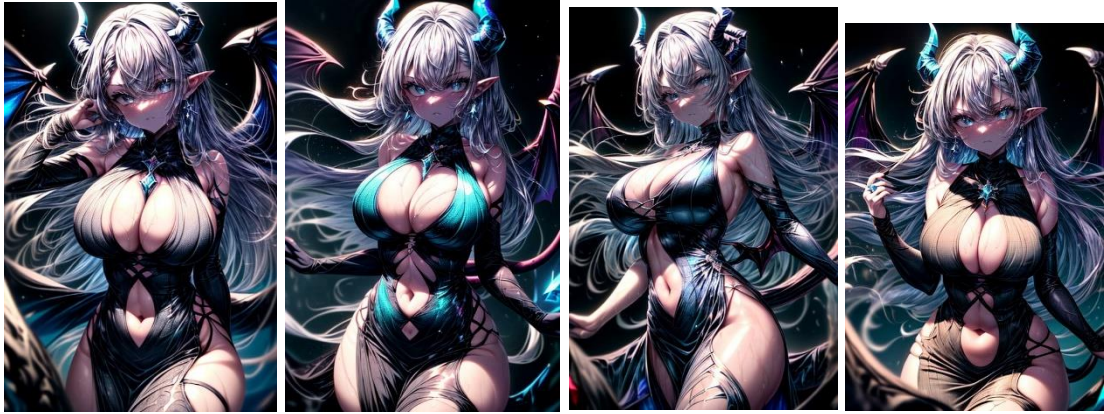


Fig. 13. Perfect dragon gf

Prompt for fig. 13.: <lora:more_details:0.6>, <lora:beautiful_detailed_eyes:0.6>, ((1girl:1.4)), ((blue_eyes:1.3)), ((silver_hair:1.3)), (long_hair:1.2), (horns:1.4), (curved_horns:1.2), (blue_crystal_horns), (pointed_ears:1.2), ((demon_girl:1.4)), (solo), (looking_at_viewer:1.3), (serious_expression:1.1), ((large_breasts:1.4)), (cleavage:1.3), (tight_white_dress:1.3), (clothing_cutout:1.3), (bare_shoulders:1.2), (detached_sleeves:1.2), (sleeveless), (thigh_cut_dress:1.2), (navel:1.2), (curvy_body:1.2), (shiny_skin:1.1), (white_skin_accents), (perfect_skin:1.1), (crystal_or_gem_embellishments), (blue_gems:1.2), (dragon_wings:1.3), (dark_wings_with_blue_membranes:1.3), (wet_skin:1.1), (dramatic_lighting:1.3), (dark_background), (high_detail), (anime_style:1.2), (fantasy_character_design:1.2)

I tried doing upscaling (Hires.fix), but it is so bad that I won't include even images (either I wanted too much upscaling, but it made her body in wrinkles, like it was covered in clothes).

...
...
...
...

I was joking. I will include the images. And settings – so we could laugh together at how bad I'm at upscaling stuff 🤔

So, here are the settings:

Upscaler: R-ESRGAN 4x+ Anime6B

Upscale By: 3 (from 512x768 to 1536x2304)

Hires Steps: 15

Denoising Strength: 0,55

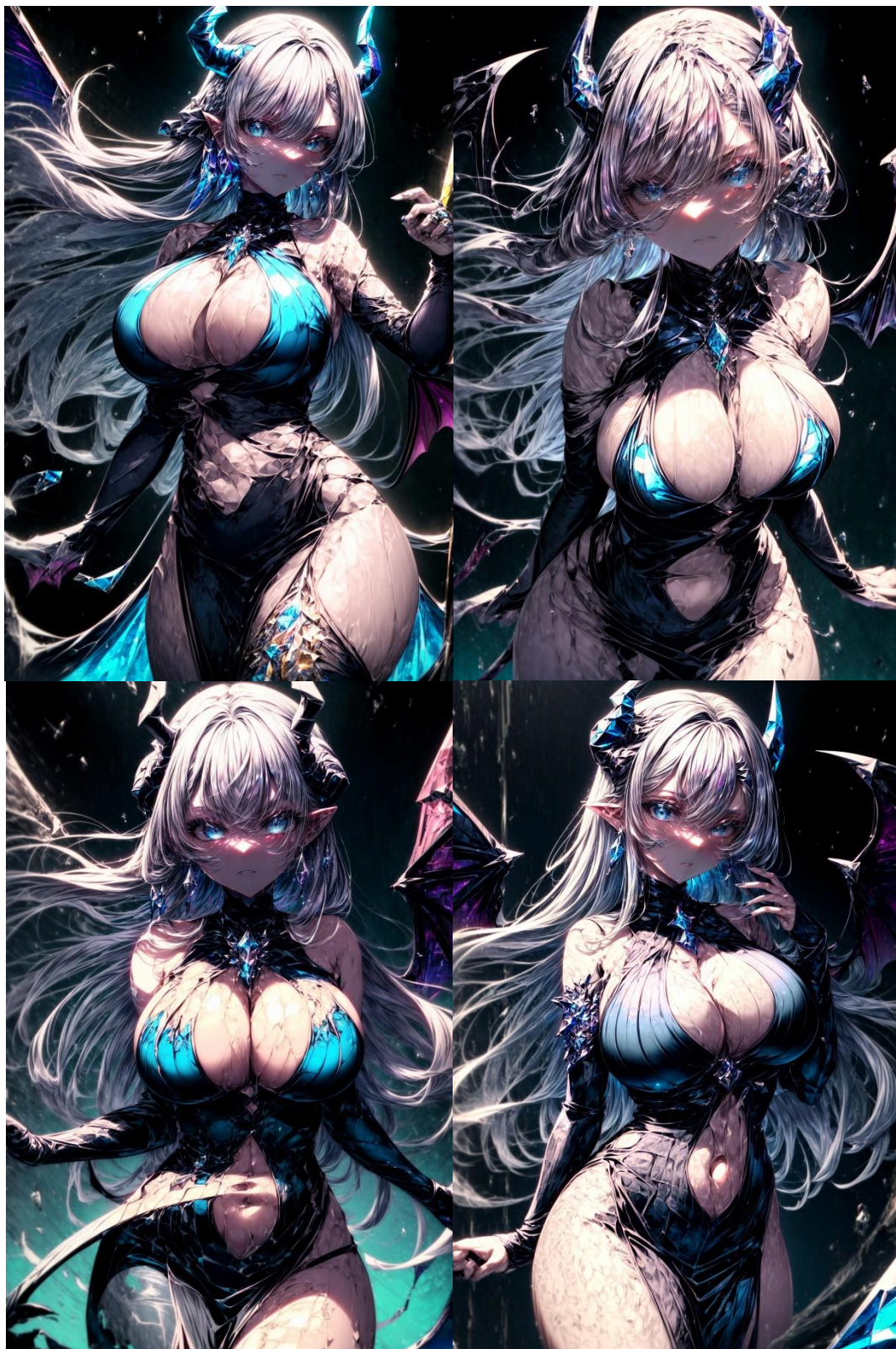


Fig. 14. Why are you like this ... V3

Upscaler: R-ESRGAN 4x+ Anime6B

Upscale By: 3 (from 512x768 to 1536x2304)

Hires Steps: 10 (*I reduced this*)

Denoising Strength: 0,55

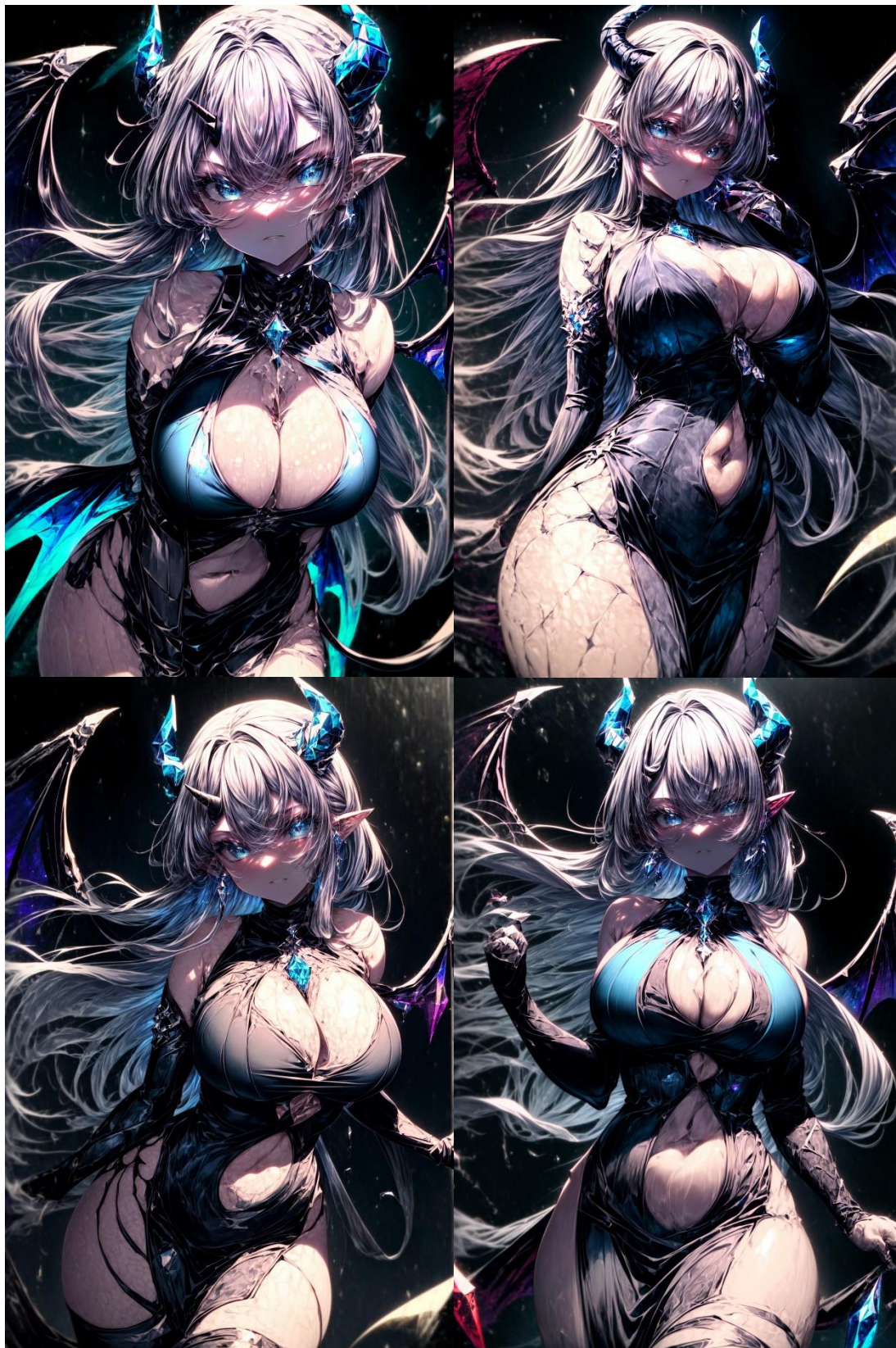


Fig. 14. Why are you like this... Mk4

So, for the next two sets, I tried next stuff – I generated four images, using next set of prompts, then, got the seed, then, using the same seed but with generated other images

Positive prompt: <lora:more_details:0.7>, <lora:beautiful_detailed_eyes:0.7>, ((1girl:1.4)), ((blue_eyes:1.3)), ((silver_hair:1.3)), (long_hair:1.2), (horns:1.4), (curved_horns:1.2), (blue_crystal_horns:1.4), (pointed_ears:1.2), ((demon_girl:1.4)), (solo), (looking_at_viewer:1.3), (serious_expression:1.1), ((large_breasts:1.4)), (cleavage:1.3), (tight_dress:1.3), (white_dress:1.2), (clothing_cutout:1.3), (bare_shoulders:1.2), (detached_sleeves:1.2), (sleeveless), (thigh_cut_dress:1.2), (navel:1.2), (curvy_body:1.2), (shiny_skin:1.1), (white_skin:1.1), (perfect_skin:1.1), (crystal_or_gem_embellishments), (blue_gems:1.2), (dragon_wings:1.3), (wings_with_blue_membranes:1.3), (dramatic_lighting:1.3), (dark_background:1.1), (high_detail), (anime_style:1.2), (fantasy_character_design:1.2),

Negative prompt: easynegative, worst quality, low quality, By_bad_artist-neg, bad-artist, badhandv4, badhandsv5-neg, bad_prompt_version2, bad-picture-chill-75v, ng_deepnegative_v1_75t, FastNegativeEmbedding, negative_hand-neg, verybadimagenegative_v1.3, FastNegativeV2, BadDream, UnrealisticDream, realisticvision-negative-embedding, ((Bad anatomy)), (((3 hands))), ((watermark)), (text), (signature), (toned_skin), (deformed_fingers), (deformed_hand)

Settings, that are valid for both next attempts:

Upscaler: R-ESRGAN 4x+ Anime6B

Upscale By: 3 (from 512x768 to 1536x2304)

Hires Steps: 15

Denoising Strength: 0,3 (*I reduced this*)

For **first attempt**, I used next LoRA (Spell) settings (including the Spell menu):

<lora:more_details:0.6>, <lora:beautiful_detailed_eyes:0.6>

For **second attempt**:

<lora:more_details:0.7>, <lora:beautiful_detailed_eyes:0.7>

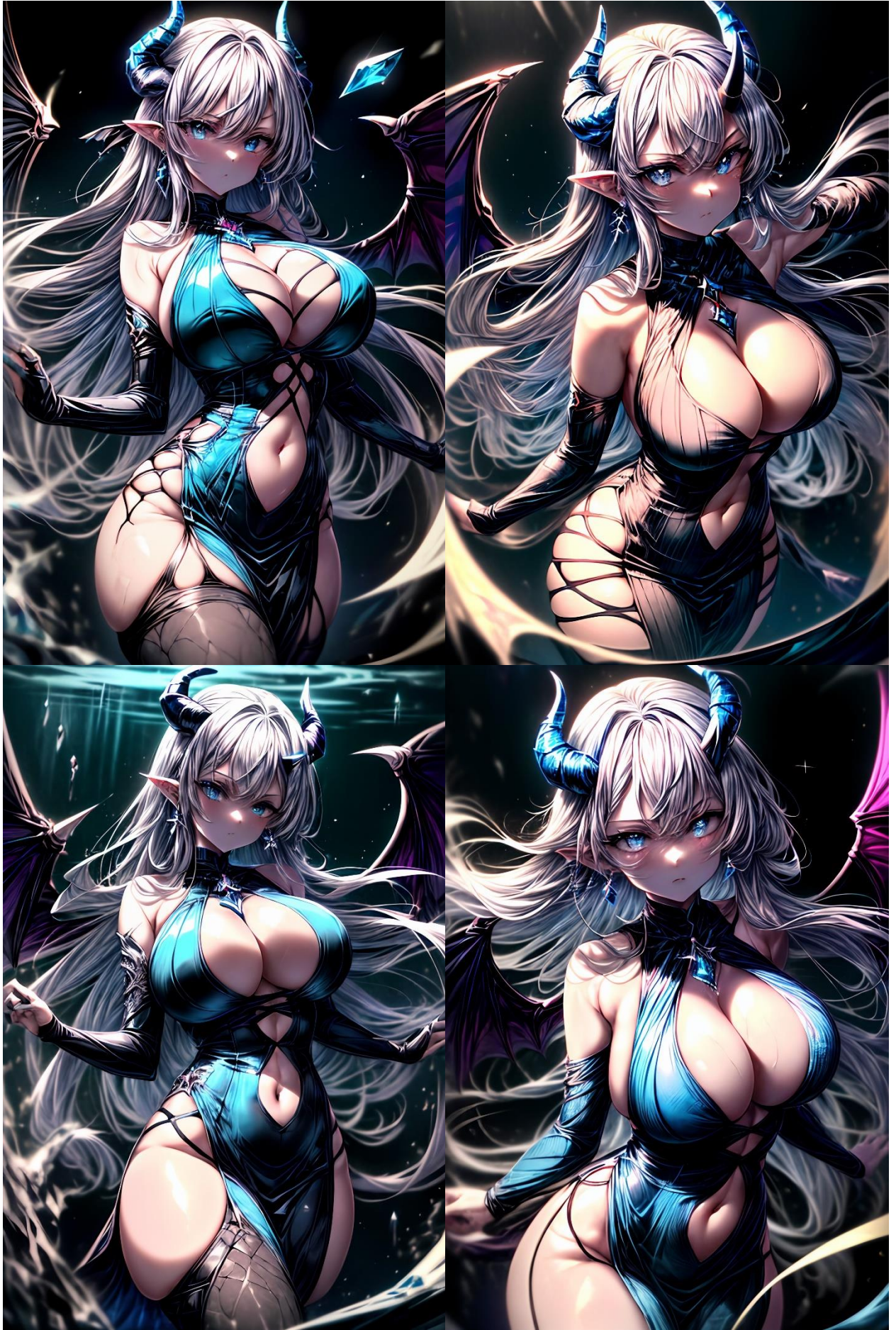


Fig. 15. LoRA settings on 0.6

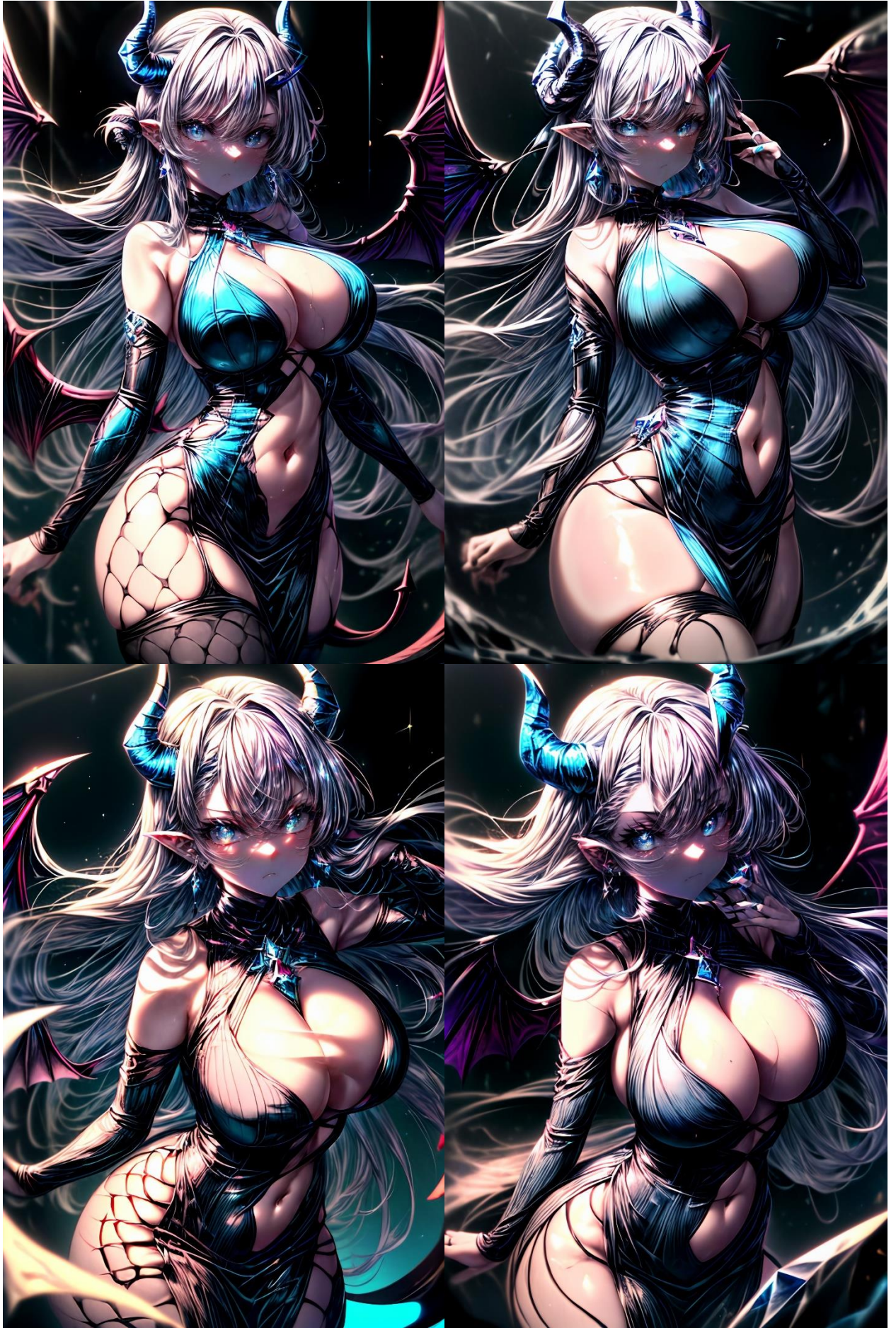


Fig. 16. LoRA settings on 0.7

So, is it any good? Honestly, I don't know – I managed to do upscaling, but it still not as high quality as I wished it to be. And **keep the denoising low** for the old models, like the one I'm using – it makes awful artifacts starting from 0,35 (I'm NOT including that set). Also, don't overtune the LoRAs (Spells) – because it makes “nightmare” images, like on fig. 8.

This upscaling Hires.fix drained all my credits – I literally have 1 of them right now. So, I will do two last sets. And for them I will use the next prompt.

Here is my **final prompt**:

masterpiece, best quality, very aesthetic, absurdres, <lora:more_details:0.6>, <lora:beautiful_detailed_eyes:0.6>, ((1girl:1.4)), ((blue_eyes:1.3)), ((silver_hair:1.3)), (long_hair:1.2), (horns:1.4), (curved_horns:1.2), (blue_crystal_horns:1.4), ((dragon_girl:1.4)), (solo), (looking_at_viewer:1.3), (serious_expression:1.1), ((large_breasts:1.4)), (cleavage:1.3), (tight_dress:1.3), (white_dress:1.2), (clothing_cutout:1.3), (bare_shoulders:1.2), (detached_sleeves:1.2), (sleeveless), (thigh_cut_dress:1.2), (navel:1.2), (curvy_body:1.2), (shiny_skin:1.1), (white_skin:1.1), (perfect_skin:1.1), (crystal_or_gem_embellishments), (blue_gems:1.2), (blue_dragon_wings:1.5), (blue_dragon_tail:1.3), (wings_with_blue_membranes:1.5), (dramatic_lighting:1.3), (dark_background), (high_detail), (anime_style:1.2), (fantasy_character_design:1.2)

Negative prompt:

easynegative, worst quality, low quality, By_bad_artist-neg, bad-artist, badhandv4, badhandsv5-neg, bad_prompt_version2, bad-picture-chill-75v, ng_deepnegative_v1_75t, FastNegativeEmbedding, negative_hand-neg, verybadimagenegative_v1.3, FastNegativeV2, BadDream, UnrealisticDream, realisticvision-negative-embedding, ((Bad anatomy)), (((3 hands))), ((watermark)), (text), (signature), (deformed fingers), (deformed hand)

Since I have already spent 12 hours on this research, “report” and prompt engineering, I will spend my PixAI.art tokens to upscale each of the last eight images.

After all, “If we are already eating, we shall drink as well”, heh...

So, I will do next:

upscale image -> resize it (300% of original) -> upscale again

(my 16000 tokens on PixAI are crying right now...)

Here are the four images I generated (without first four quality prompts):

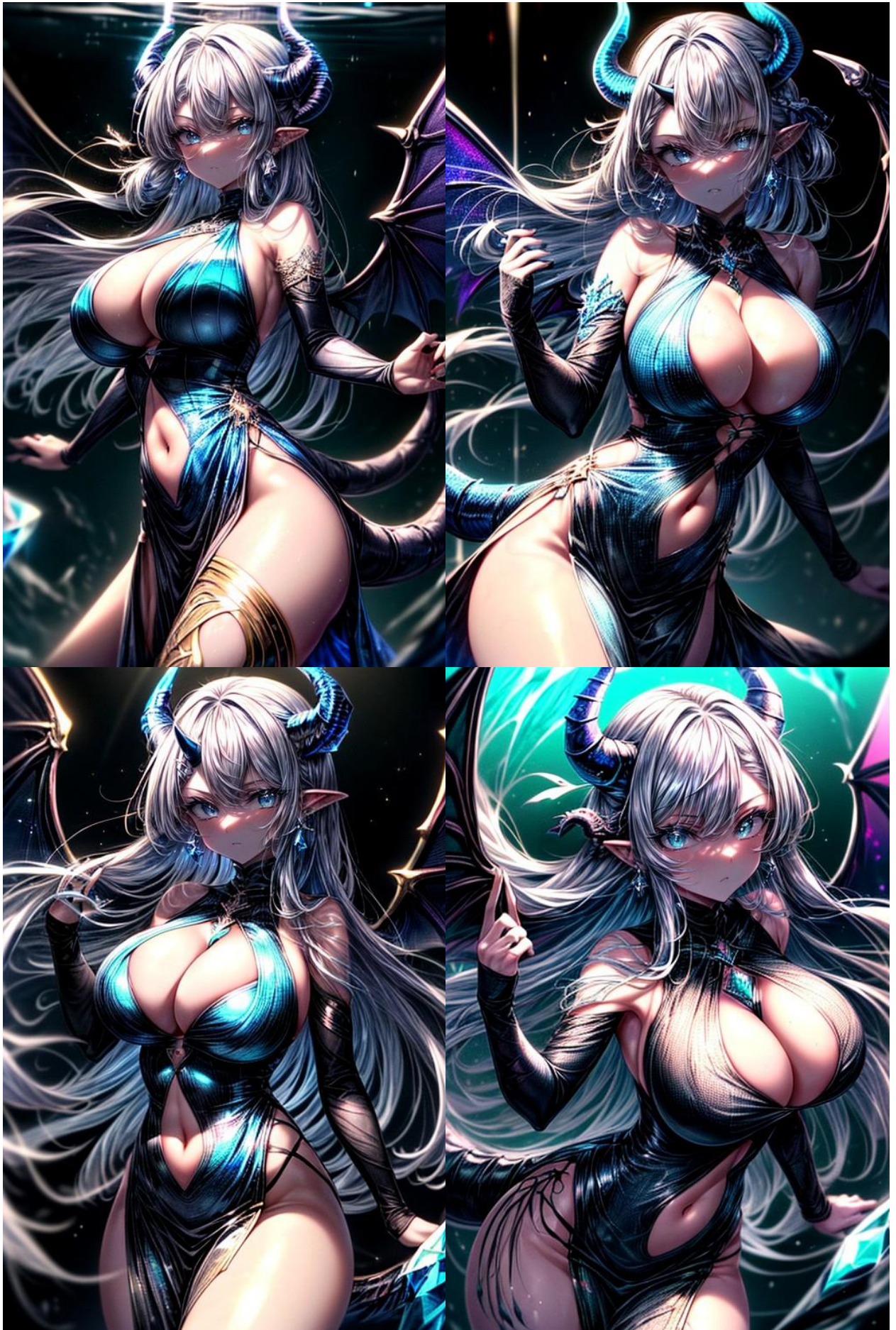


Fig. 17. The (almost) last attempt

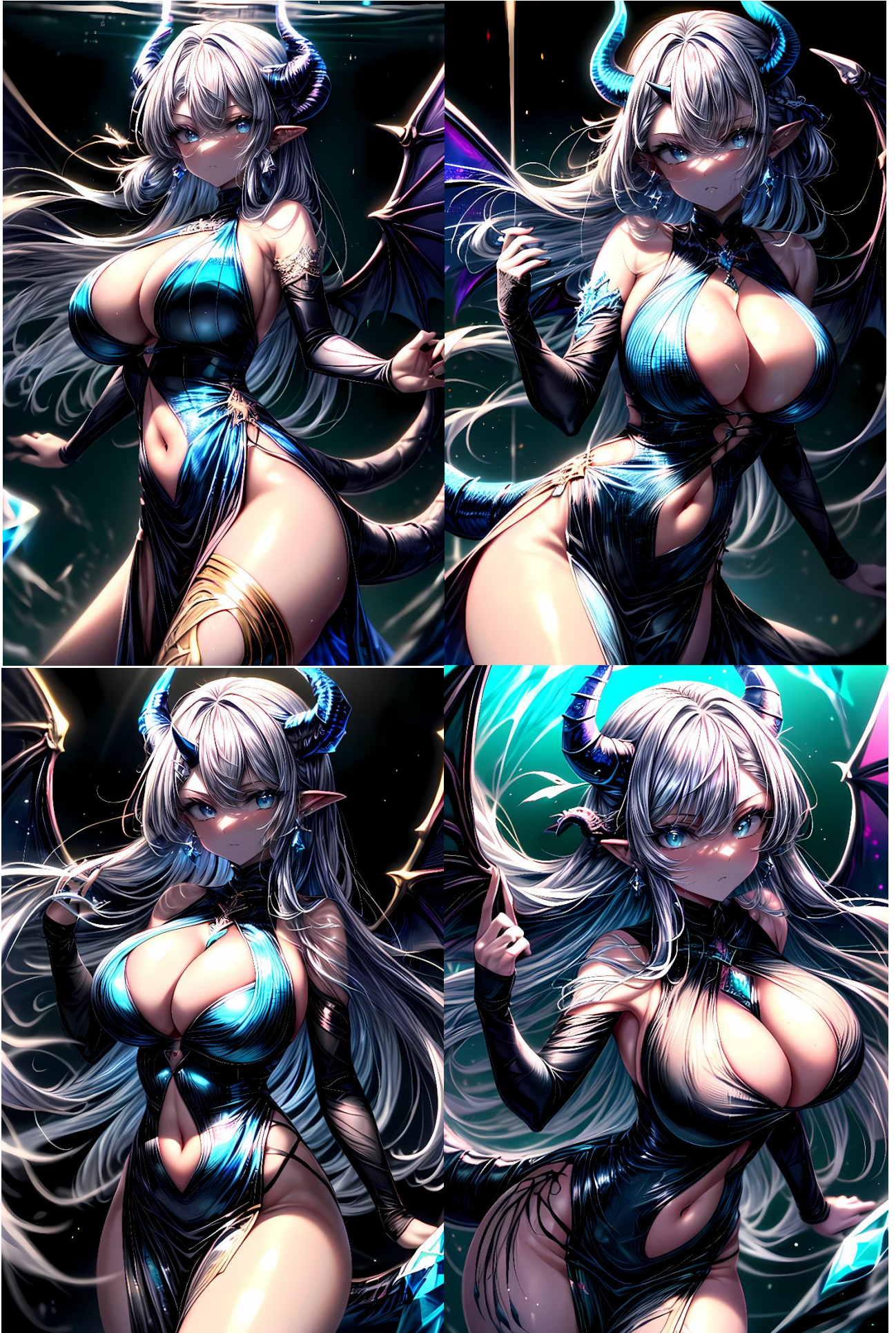


Fig. 18. Perfect representation of dragon demihumans

And the last attempt, that I decided to do. Since she looked too toned in last four images, here is variant with (**pale_skin:1.3**) instead of (**white_skin:1.1**) in the **positive prompt**, and (*tanned_skin*) added to *negative prompt*.

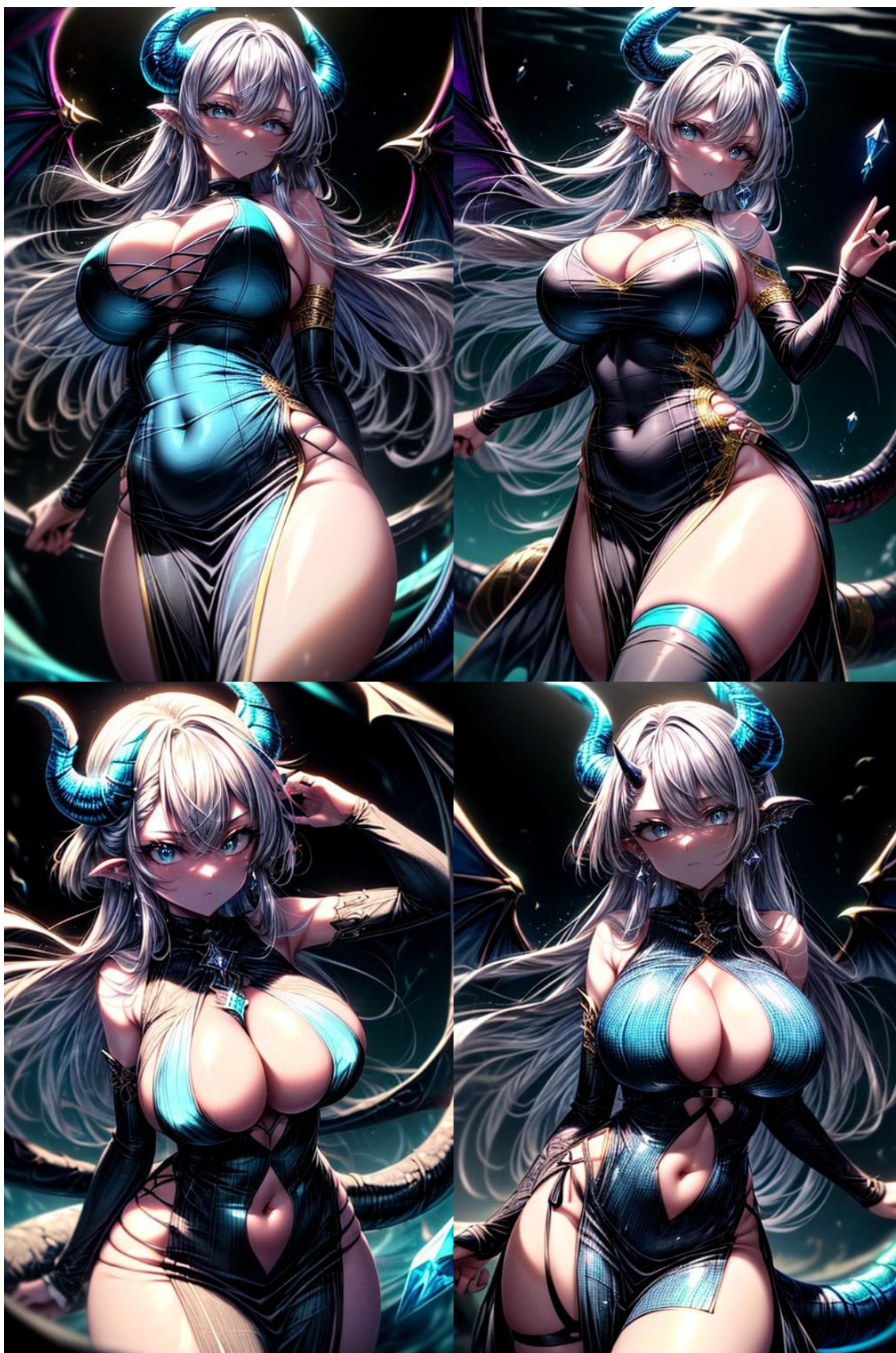


Fig. 19. Finita la comedia

We can't see clear changes. But I upscaled them nonetheless:



Fig. 20. La creatura de perfecto

...

...

?

?!

!!!

Hehe, I'm joking) That's not really the end – do you really think I wouldn't try different LoRA settings, Different models, and won't document it?

Yes, I answered the initial question – but what is the fun in doing only that, right?

I thought to end it here – but the next day have come and my credits have been refreshed. Twice. I don't know, why YoDayo gives me 50 daily credits two times – one at 0 a.m. and one at 12 a.m.

So here we are. I'm not going to change my prompt. For consistency.

I will improve the prompt (and the negative one) – so we could start creating some really good images. Or not good. We will see 😁

I tried improving my prompt using Zaphbael's quality prompts – but they ruin consistency, details, make weird horns, put some strip lines over bare chest and overall worsen the image. I spent 27 generations on that – 108 images in tries to use his work.

But it didn't help. So, I improved my prompt instead 😊. Here they are:

Positive prompt: masterpiece, best quality, very aesthetic, absurdres, <lora:more_details:0.6>, <lora:beautiful_detailed_eyes:0.6>, ((1girl:1.4)), ((blue_eyes:1.3)), ((silver_hair:1.3)), (long_hair:1.2), (horns:1.4), (curved_horns:1.2), (blue_crystal_horns:1.4), ((dragon_girl:1.4)), (solo), (looking_at_viewer:1.3), (serious expression:1.1), ((large_breasts:1.4)), (cleavage:1.3), (tight_dress:1.3), (dark_blue_dress:1.2), (clothing_cutout:1.3), (bare_shoulders:1.2), (detached_sleeves:1.2), (sleeveless), (thigh_cut_dress:1.2), (navel:1.2), (curvy body:1.2), (shiny skin:1.1), (white_skin:1.1), (perfect_skin:1.1), (crystal_or_gem_embellishments), (blue_gems:1.2), (blue_dragon_wings:1.5), (blue_dragon_tail:1.3), (wings_with_blue_membranes:1.5), (dramatic lighting:1.3), (dark_background:1.2), (high detail), (anime style:1.2), (fantasy character design:1.2)

Negative prompt: easynegative, worst quality, low quality, By_bad_artist-neg, bad-artist, badhandv4, badhandsv5-neg, bad_prompt_version2, bad-picture-chill-75v, ng_deepnegative_v1_75t, FastNegativeEmbedding, negative_hand-neg, verybadimagenegative_v1.3, FastNegativeV2, BadDream, UnrealisticDream, realisticvision-negative-embedding, ((Bad anatomy)), (((3 hands))), ((watermark)), (text), (signature), (deformed fingers), (deformed hand), (tanned skin), (tan), (black skin), (dark skin), (yellow skin),

So, we are going to try generating the image using the. But we will modify the <lora:more_details:0.6>.

So, we will generate the 4 images with <lora:more_details:0.6> for reference:

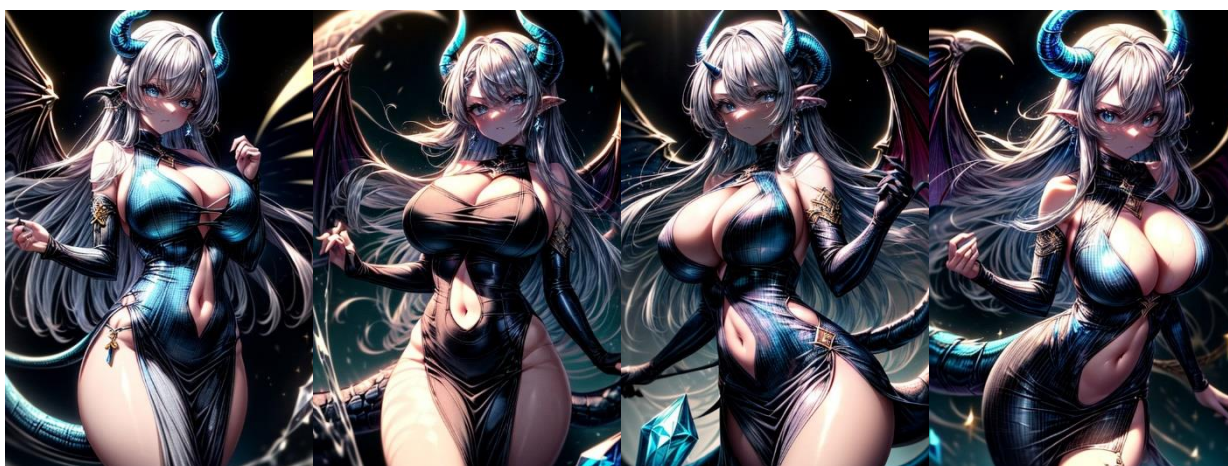


Fig. 21. "More details" set to 0.6

Now, we are going to increase the value and look at the results:



Fig. 21. "More details" set to 0.7



Fig. 22. "More details" set to 0.8

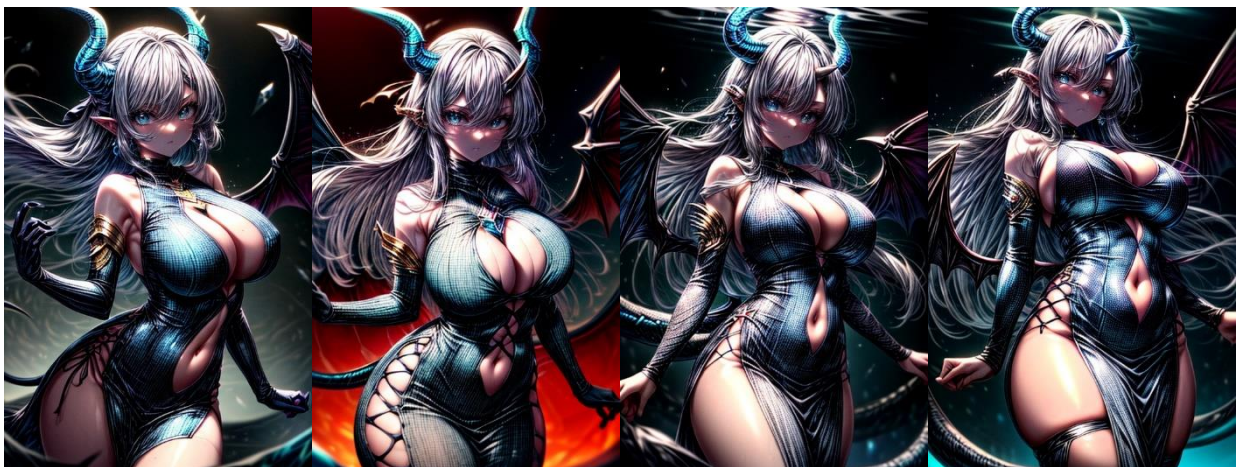


Fig. 23. "More details" set to 0.9



Fig. 24. "More details" set to 1.0



Fig. 25. "More details" set to 1.1



Fig. 26. "More details" set to 1.2

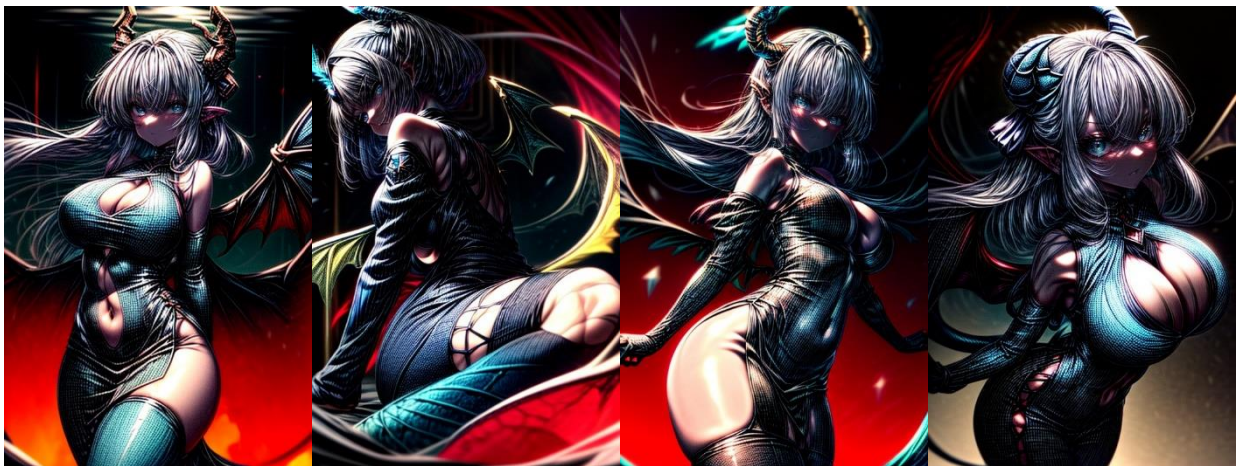


Fig. 27. "More details" set to 1.3



Fig. 28. "More details" set to 1.4



Fig. 29. "More details" set to 1.5

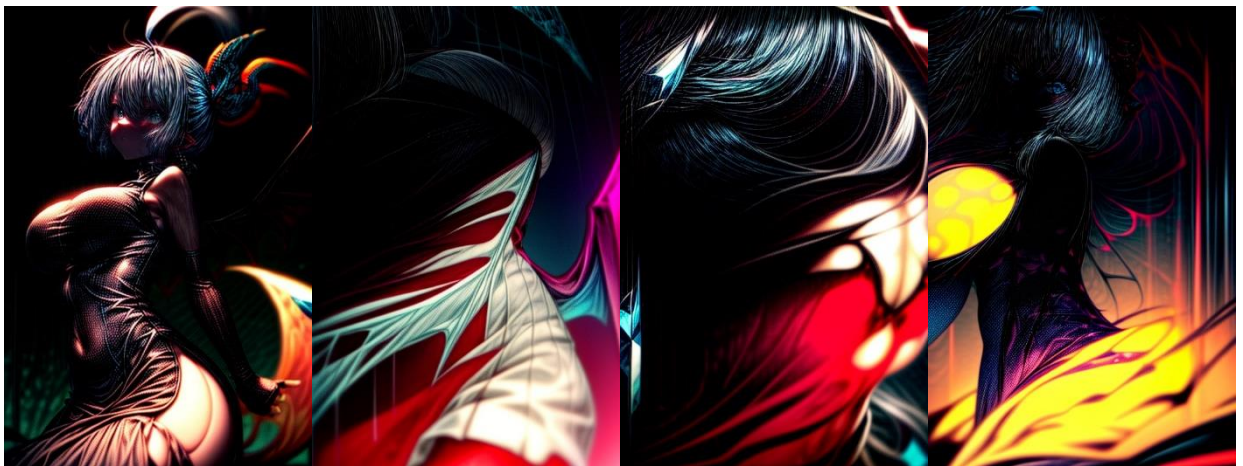


Fig. 30. "More details" set to 1.6



Fig. 31. "More details" set to 1.7

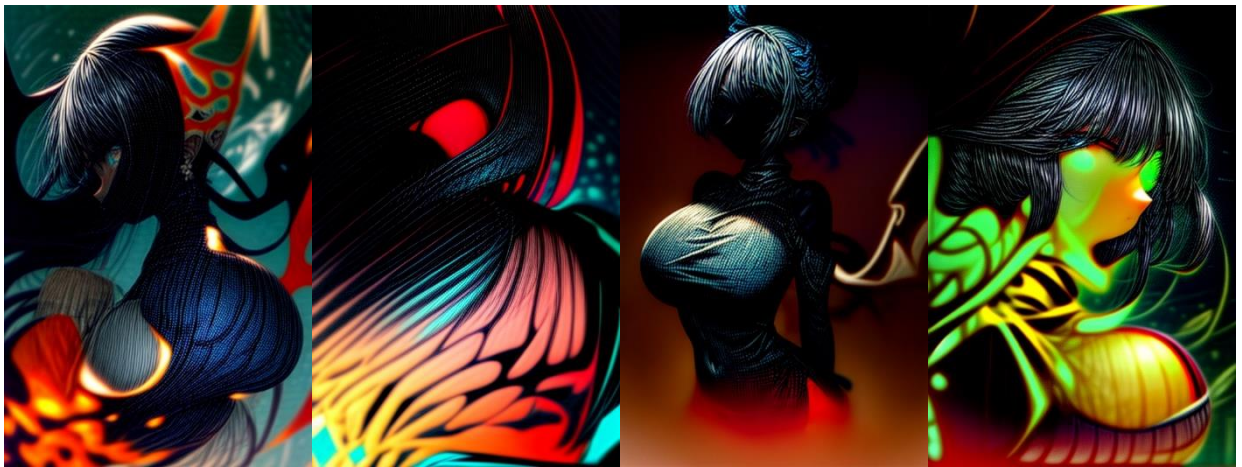


Fig. 32. "More details" set to 1.8

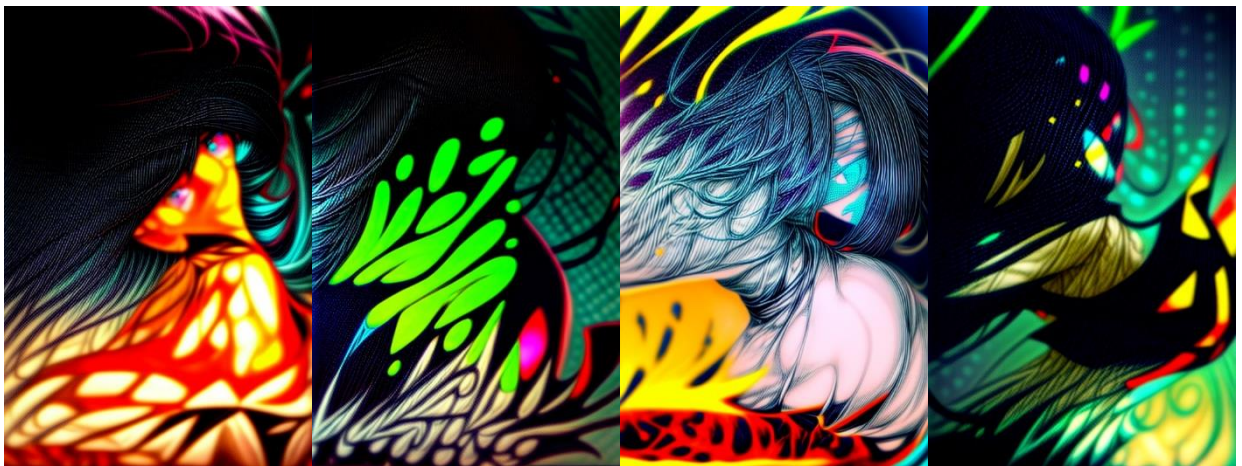


Fig. 33. "More details" set to 1.9



Fig. 34. “More details” set to 2.0

What we have learned from this? To **keep LoRAs lower than 1.5**, or else you might create something disturbing, scary or “modern art”.

Was it cool to look? Yes. But it was very long process for me (took around 2 hours to generate and put into document).

Since I want to try out other models, we won’t check the beautiful_detailed_eyes – especially since they are were interfering in the beginning of my “Investigation”. You can see at Fig. 8 their impact on images. They are scary.

So, what we will do now? I will use the **Holo Waifu** model and we will see, how different it is from the **Stable Diffusion Anime**.

Let’s generate some more images, shall we? I will generate 3 sets of images)

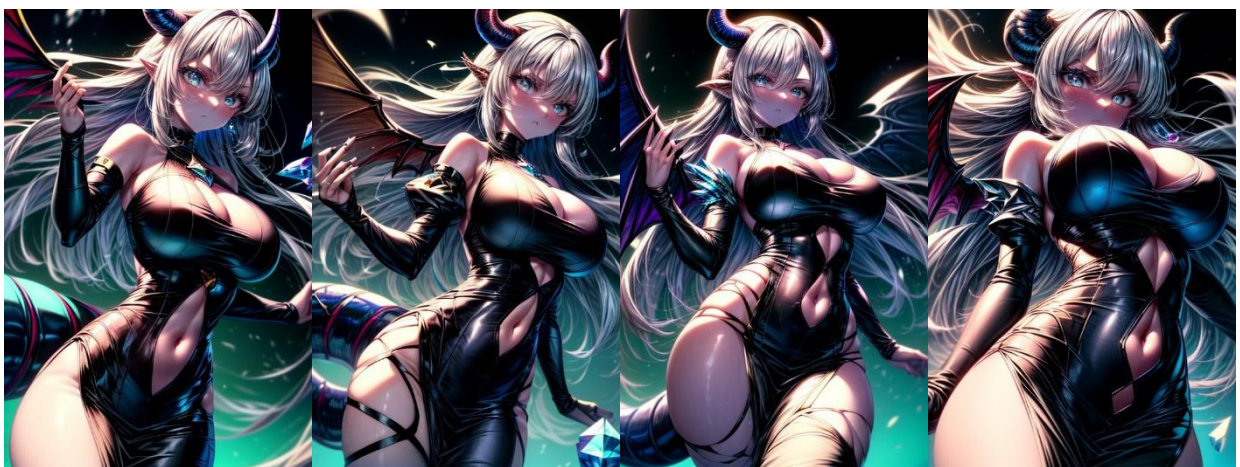


Fig. 35. Holo Waifu with “More details” set to 0.6

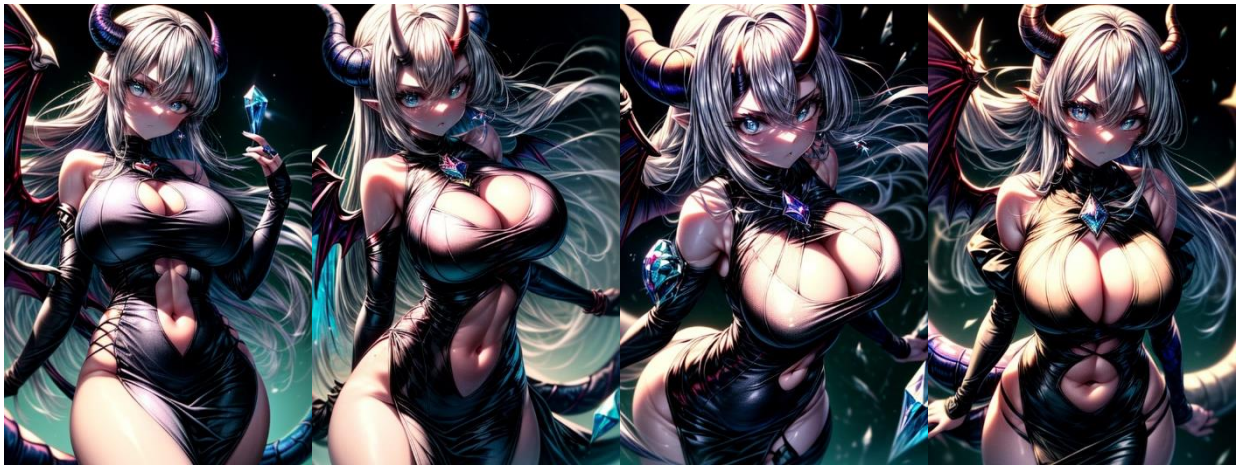


Fig. 36. Holo Waifu with “More details” set to 0.7

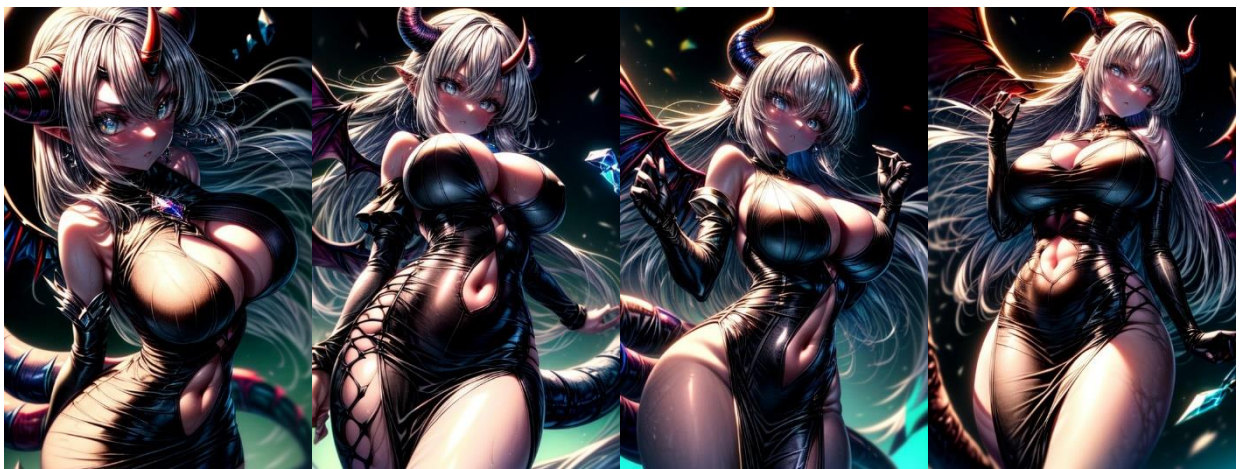


Fig. 37. Holo Waifu with “More details” set to 0.8

So, yeah, we can clearly see, that those two models are pretty similar (but the main difference is that our dragon is blushing). Even description states that: “Your one-stop virtual YouTuber shop. Very similar to Stable Diffusion Anime in terms of art style, but this model is specifically for Hololive vtubers.”

Now, we are going to use the **Abyss Original**. The description of this model is very simple: “The original Abyss Diffusion”.

Let’s try it out:



Fig. 38. Abyss Original with “More details” set to 0.6



Fig. 39. Abyss Original with “More details” set to 0.7

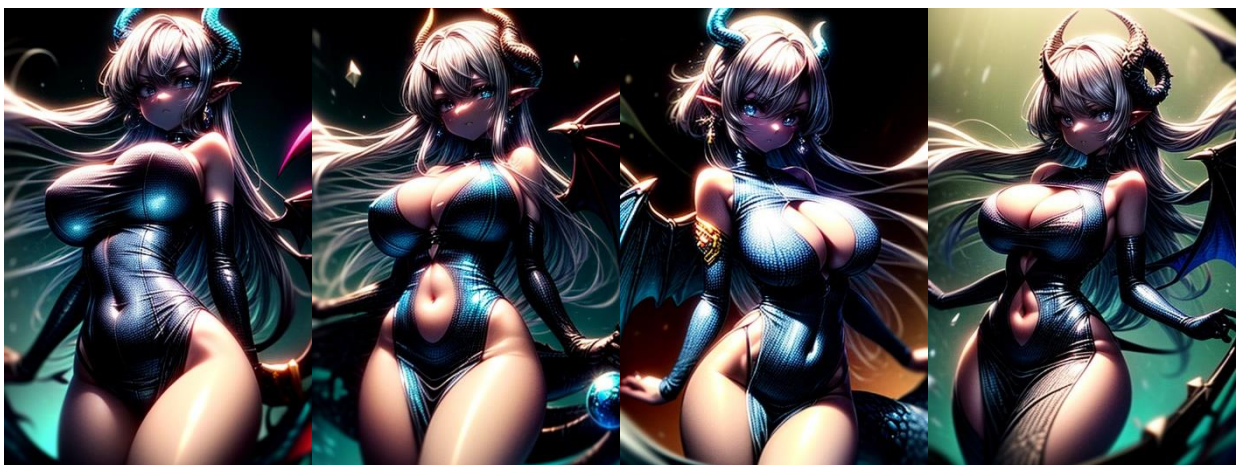


Fig. 40. Abyss Original with “More details” set to 0.8

Heh, pretty cool, right? Old but gold. A bit more of outsourced upscaling – and you can use it for bots or some other stuff. I really liked this. But, we have the last – the most expensive and the newest model to check out.

The name of the model is **Vete | Celestica ILL**.

So, the spells that I was using were incompatible, so I will use the other set of spells:

1. Add Micro Details - Concept (Illustrious / Pony)
2. Enchanting Eyes (Detailed Eyes)

Here is the image of them:

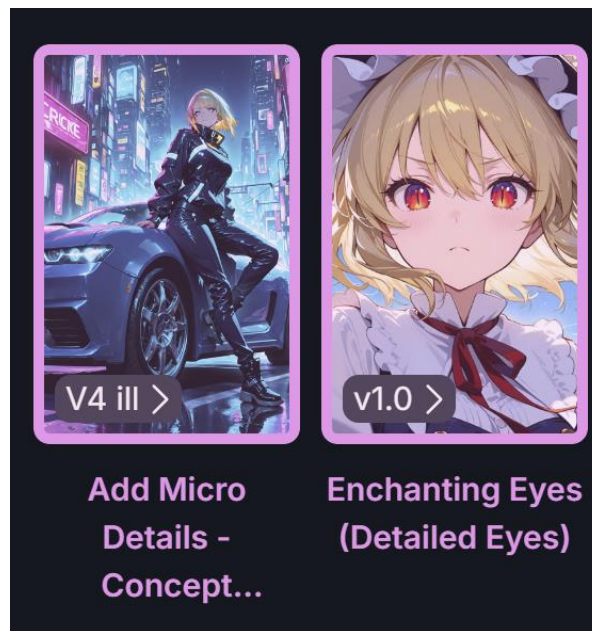


Fig. 41. New LoRAs (Spells)

So, I set the **Micro Details** one to 0.6, and **Enchanted Eyes** to 0.7.

Here is my updated prompt (that includes the new trigger words).

Positive Prompt: (masterpiece:1.4), (best quality:1.4), (ultra-detailed:1.3), (very aesthetic:1.3), (absurdres:1.4), (perfect anatomy:1.3), (addmicrodetails), (Enchanting Eyes), ((1girl:1.4)), ((blue_eyes:1.3)), ((silver_hair:1.3)), (long_hair:1.2), (horns:1.4), (curved_horns:1.2), (blue_crystal_horns:1.4), ((dragon_girl:1.4)), (solo), (looking_at_viewer:1.3), (serious expression:1.1), ((large_breasts:1.4)), (cleavage:1.3), (tight_dress:1.3), (dark_blue_dress:1.2), (clothing_cutout:1.3), (bare_shoulders:1.2), (detached_sleeves:1.2), (sleeveless), (thigh_cut_dress:1.2), (navel:1.2), (curvy body:1.2), (shiny skin:1.1), (white_skin:1.1), (perfect_skin:1.1), (crystal_or_gem_embellishments), (blue_gems:1.2), (blue_dragon_wings:1.5), (blue_dragon_tail:1.3), (wings_with_blue_membranes:1.5), (dramatic lighting:1.3), (dark_background:1.2), (high detail), (anime style:1.2), (fantasy character design:1.2)

So, here is the result of the first generation:



Fig. 42. Celestica ILL first attempt

This is... certainly a result...

I tried generating without any Spells – to see the raw result.



Fig. 43. Second attempt at new model

So... yeah, this doesn't look good at all (for me) – without the dramatic lighting it feels... soulless. It included everything that I have written in prompt, yes, but the all images look very similar – unlike the old models that generate variety. Maybe that's why generation per image here is 4 credits – because you don't need more than one. After all, the rest three of them will look almost exactly the same. I don't know what I was hoping for – maybe the model preview image gave me too much hope in it. But I'm utterly disappointed. I don't recommend this model – yes, I don't recommend it at all. Unless you like the art style – which is understandable, to be honest.

So, that's really the end. I have nothing left to do – after all, all questions are answered, all recommended models are tested, all credits are used – again.

Anyway, that's it. I hope you enjoyed my "investigation" on this matter.

I think, I achieved my goal – I would definitely use some of my images for the Vemrassas bot if I didn't have the original one.

It's shame, that I couldn't completely replicate the whole ambience and amount of detail that Zaphbael achieved through his prompt, LoRAs and model. And since his last bot is made 8 months ago, I don't think he is active on the YoDayo anymore. Ehhh, that's a shame...

At least I, [@Khrystofor03](#), did something good – discovered a new way to generate lots of pretty images. Like Christopher Columbus – was searching for India, but discovered America.

To summarize: you have my both positive and negative prompts.

Model name: Stable Diffusion Anime

LoRAs (Spells): Add More Details – Detail Enhancer / Tweaker (0,6);

Beautifully detailed eyes (0,6)

Sampling Method: DPM++ 2M Karras

Sampling Steps: 30

CFG Scale: 10

Canvas Size: 512x768

ADetailer: On

Number of Images: 4

Hires.fix info:

Upscaler: R-ESRGAN 4x+ Anime6B

Upscale By: 3 (from 512x768 to 1536x2304)

Hires Steps: 15

Denoising Strength: 0,3

Thank You for reading – I hope you enjoyed my yapping and research.

Have a good day or night! And stay healthy.

Good bye!!! 

P.S. Feel free to share or post this document at any platform you want – it only brings me joy to find that my efforts aren't fruitless or go in vain)