

Contains Portal: the ImageGen prompt archive

These prompts were saved during the October 20, 2026 design work. The tool was recorded as built-in image_gen; no model/version was recorded in these artifacts. Original images are concepts unless captioned as device screenshots.

Privacy substitutions: children's first names in the second dashboard round are replaced with Child A–D. Local reference-photo paths are omitted. No new generations were made to stand in for historical alternatives.

Round one: dashboard styles

01-midnight

Use case: ui-mockup. Asset type: high-fidelity landscape dashboard design proposal for a 1920x1080 Meta Portal home screen. Generate a single flat screen image, not a device in a room, no perspective or bezel. Exactly EIGHT separate equal-size widget cards in a strict FOUR-column TWO-row grid, all cards visible, no merged cards and no extra panels. Compact but easily readable across a room, generous spacing and restrained typography. Header "Your day" small. These are illustrative mockups, sample weather and arrival values. Eight widget cards content: San Francisco / 94131 / 56°F / Partly cloudy; Cupertino / 61°F / Sunny; J / Embarcadero / Church & 28th / 5 min / Then 14 · 23 min; clock 10:24 / Tuesday, October 20; photo album card with a tasteful scenic landscape photograph and tiny "Photos · preview" label; Muse card with small microphone icon and "Hey Muse"; two tasteful empty placeholders each labeled "Add widget". Avoid unrelated widgets, graphs, invented app controls, excessive fine print or realistic personal family photos. All text must fit in its card. Style: elegant midnight navy, subtle blue-gray borders, warm amber J transit accent, white numerals, softly rounded 22px cards, restrained clean dashboard like a polished evolution of an existing dark navy smart display. Order top weather SF, weather Cupertino, transit, clock; bottom photos, Muse, Add widget, Add widget. Header subtitle "01 · Midnight".

02-warm-paper

Use case: ui-mockup. Asset type: high-fidelity landscape dashboard design proposal for a 1920x1080 Meta Portal home screen. Generate a single flat screen image, not a device in a room, no perspective or bezel. Exactly EIGHT separate equal-size widget cards in a strict FOUR-column TWO-row grid, all cards visible, no merged cards and no extra panels. Compact but easily readable across a room, generous spacing and restrained typography. Header "Your day" small. These are illustrative mockups, sample weather and arrival values. Eight widget cards content: San Francisco / 94131 / 56°F / Partly cloudy; Cupertino / 61°F / Sunny; J / Embarcadero / Church & 28th / 5 min / Then 14 · 23 min; clock 10:24 / Tuesday, October 20; photo album card with a tasteful scenic landscape photograph and tiny "Photos · preview" label; Muse card with small microphone icon and "Hey Muse"; two tasteful empty placeholders each labeled "Add widget". Avoid unrelated widgets, graphs, invented app controls, excessive fine print or realistic personal family photos. All text must fit in its card. Style: warm ivory paper background with charcoal typography, muted terracotta transit accent, fine beige borders, 16px rounded corners, quiet Scandinavian interior aesthetic, large crisp readable numbers with serif touches in the clock. Order top clock, transit, weather SF, weather Cupertino; bottom Muse, photos, Add widget, Add widget. Header subtitle "02 · Warm paper".

03-oled

Use case: ui-mockup. Asset type: high-fidelity landscape dashboard design proposal for a 1920x1080 Meta Portal home screen. Generate a single flat screen image, not a device in a room, no perspective or bezel. Exactly EIGHT separate equal-size widget cards in a strict FOUR-column TWO-row grid, all cards visible, no merged cards and no extra panels. Compact but easily readable across a room, generous spacing and restrained typography. Header "Your day" small. These are illustrative mockups, sample weather and arrival values. Eight widget cards content: San Francisco / 94131 / 56°F / Partly cloudy; Cupertino / 61°F / Sunny; J / Embarcadero / Church & 28th / 5 min / Then 14 · 23 min; clock 10:24 / Tuesday, October 20; photo album card with a tasteful scenic landscape photograph and tiny "Photos · preview" label; Muse card with small microphone icon and "Hey Muse"; two tasteful empty placeholders each labeled "Add widget". Avoid unrelated widgets, graphs, invented app controls, excessive fine print or realistic personal family photos. All text must fit in its card. Style: near-black OLED dashboard, clear thin gray separators, softly square cards, high contrast white typography, restrained electric mint accents, functional transport-display feel with clean typography, no glows or gradients. Order top transit, clock, weather SF, weather Cupertino; bottom Add widget, photos, Muse, Add widget. Header subtitle "03 · Focus".

04-soft-glass

Use case: ui-mockup. Asset type: high-fidelity landscape dashboard design proposal for a 1920x1080 Meta Portal home screen. Generate a single flat screen image, not a device in a room, no perspective or bezel. Exactly EIGHT separate equal-size widget cards in a strict FOUR-column TWO-row grid, all cards visible, no merged cards and no extra panels. Compact but easily readable across a room, generous spacing and restrained typography. Header "Your day" small. These are illustrative mockups, sample weather and arrival values. Eight widget cards content: San Francisco / 94131 / 56°F / Partly cloudy; Cupertino / 61°F / Sunny; J / Embarcadero / Church & 28th / 5 min / Then 14 · 23 min; clock 10:24 / Tuesday, October 20; photo album card with a tasteful scenic landscape photograph and tiny "Photos · preview" label; Muse card with small microphone icon and "Hey Muse"; two tasteful empty placeholders each labeled "Add widget". Avoid unrelated widgets, graphs, invented app controls, excessive fine print or realistic personal family photos. All text must fit in its card. Style: refined frosted glass cards over an extremely soft defocused dusk gradient of plum and navy, readable opaque white typography, subtle lavender and peach accents, calm ambient smart display aesthetic, no excessive blur on content. Order top photos, clock, weather SF, weather Cupertino; bottom transit, Muse, Add widget, Add widget. Header subtitle "04 · Dusk glass".

Round two: dashboard layouts

01-balanced-grid

Use case: ui-mockup. Asset type: high-fidelity flat landscape Meta Portal dashboard layout concept, 16:9 aspect ratio, 1920x1080-style composition. A single screen, no device bezel, room, perspective, or contact sheet. EXACTLY EIGHT separate non-overlapping widget cards, all eight fully visible. The eight cards are: (1) San Francisco weather 94131, current 53°F, High 67° Low 48°, mint hourly temperature line chart with small time labels; (2) Cupertino weather, current 56°F, High 73° Low 50°, mint hourly line chart; (3) J train to Embarcadero, Church & 28th, large 4 min and small Then 20 · 35 min; (4) digital clock 9:00 AM, Tuesday October 20; (5) photo album, an illustrative scenic coastal photo, tiny label Photos; (6) kids activities headed After school, readable list Child A – Soccer, Child B – Soccer, Child C – Dance, Child D – Playdate, no invented activity times; (7) Alarm with No alarm set and a clear Choose time control; (8) Muse card with Jollybot: a cheerful cream-colored oval pixel-art character, two black eyes, tiny smile, short arms and little feet, faint dark pixel stipple halo, no microphone-icon replacement, with Hey Muse below. All values and photos are illustrative. Style must match a calm

functional charcoal smart display: near-black charcoal background, subtle neutral gray translucent glass cards, delicate rounded rims and soft restrained top highlights, crisp off-white sans serif type, tiny mint and amber accents. No purple, no colored background gradient, no diagonal bands, no heavy bevels, no shiny skeuomorphic metal, no excessive glow. Do not add duplicate widgets, empty slots, new widget types, sidebar controls, or other app UI. Keep content comfortably within cards, clear and readable across a room. Header small Your day and the concept label. Layout: strict four equal columns by two equal rows, eight equal cards. TOP ROW from left to right: CLOCK, San Francisco WEATHER, Cupertino WEATHER, J TRAIN. BOTTOM ROW from left to right: PHOTOS, KIDS ACTIVITIES, ALARM, MUSE. Concept label exactly "01 · Balanced grid".

02-family-first-grid

Use case: ui-mockup. Asset type: high-fidelity flat landscape Meta Portal dashboard layout concept, 16:9 aspect ratio, 1920x1080-style composition. A single screen, no device bezel, room, perspective, or contact sheet. EXACTLY EIGHT separate non-overlapping widget cards, all eight fully visible. The eight cards are: (1) San Francisco weather 94131, current 53°F, High 67° Low 48°, mint hourly temperature line chart with small time labels; (2) Cupertino weather, current 56°F, High 73° Low 50°, mint hourly line chart; (3) J train to Embarcadero, Church & 28th, large 4 min and small Then 20 · 35 min; (4) digital clock 9:00 AM, Tuesday October 20; (5) photo album, an illustrative scenic coastal photo, tiny label Photos; (6) kids activities headed After school, readable list Child A – Soccer, Child B – Soccer, Child C – Dance, Child D – Playdate, no invented activity times; (7) Alarm with No alarm set and a clear Choose time control; (8) Muse card with Jollybot: a cheerful cream-colored oval pixel-art character, two black eyes, tiny smile, short arms and little feet, faint dark pixel stipple halo, no microphone-icon replacement, with Hey Muse below. All values and photos are illustrative. Style must match a calm functional charcoal smart display: near-black charcoal background, subtle neutral gray translucent glass cards, delicate rounded rims and soft restrained top highlights, crisp off-white sans serif type, tiny mint and amber accents. No purple, no colored background gradient, no diagonal bands, no heavy bevels, no shiny skeuomorphic metal, no excessive glow. Do not add duplicate widgets, empty slots, new widget types, sidebar controls, or other app UI. Keep content comfortably within cards, clear and readable across a room. Header small Your day and the concept label. Layout: strict four equal columns by two equal rows, eight equal cards. TOP ROW from left to right: KIDS ACTIVITIES, PHOTOS, CLOCK, MUSE. BOTTOM ROW from left to right: San Francisco WEATHER, Cupertino WEATHER, J TRAIN, ALARM. The family information and photo should feel immediately inviting but maintain equal card sizes. Concept label exactly "02 · Family first".

03-photo-focus

Use case: ui-mockup. Asset type: high-fidelity flat landscape Meta Portal dashboard layout concept, 16:9 aspect ratio, 1920x1080-style composition. A single screen, no device bezel, room, perspective, or contact sheet. EXACTLY EIGHT separate non-overlapping widget cards, all eight fully visible. The eight cards are: (1) San Francisco weather 94131, current 53°F, High 67° Low 48°, mint hourly temperature line chart with small time labels; (2) Cupertino weather, current 56°F, High 73° Low 50°, mint hourly line chart; (3) J train to Embarcadero, Church & 28th, large 4 min and small Then 20 · 35 min; (4) digital clock 9:00 AM, Tuesday October 20; (5) photo album, an illustrative scenic coastal photo, tiny label Photos; (6) kids activities headed After school, readable list Child A – Soccer, Child B – Soccer, Child C – Dance, Child D – Playdate, no invented activity times; (7) Alarm with No alarm set and a clear Choose time control; (8) Muse card with Jollybot: a cheerful cream-colored oval pixel-art character, two black eyes, tiny smile, short arms and little feet, faint dark pixel stipple halo, no microphone-icon replacement, with Hey Muse below. All values and photos are illustrative. Style must match a calm functional charcoal smart display: near-black charcoal background, subtle neutral gray translucent glass cards, delicate rounded rims and soft restrained top highlights, crisp off-white sans serif type, tiny mint and amber accents. No purple, no colored background gradient, no diagonal bands, no heavy bevels, no shiny skeuomorphic metal, no excessive glow. Do not add duplicate widgets, empty slots, new widget types, sidebar controls, or other app UI. Keep content comfortably within cards, clear and readable across a room. Header small Your day and the concept label. Layout: carefully aligned bento grid with EXACTLY

EIGHT cards at different sizes. Divide main screen into three equal-width vertical columns. LEFT column: a large photo card occupying upper three quarters of column; below it a short clock card and short alarm card side by side, total three cards in left column. MIDDLE column: San Francisco weather card above Cupertino weather card, each half-height, total two cards. RIGHT column: J train card top, kids activities middle, Muse with Jollybot bottom, total three cards. All column edges and gutters align. This layout gives photos the most visual area. Keep the clock and alarm compact, but fully legible. Concept label exactly "03 · Photo focus".

04-day-planner

Use case: ui-mockup. Asset type: high-fidelity flat landscape Meta Portal dashboard layout concept, 16:9 aspect ratio, 1920x1080-style composition. A single screen, no device bezel, room, perspective, or contact sheet. EXACTLY EIGHT separate non-overlapping widget cards, all eight fully visible. The eight cards are: (1) San Francisco weather 94131, current 53°F, High 67° Low 48°, mint hourly temperature line chart with small time labels; (2) Cupertino weather, current 56°F, High 73° Low 50°, mint hourly line chart; (3) J train to Embarcadero, Church & 28th, large 4 min and small Then 20 · 35 min; (4) digital clock 9:00 AM, Tuesday October 20; (5) photo album, an illustrative scenic coastal photo, tiny label Photos; (6) kids activities headed After school, readable list Child A – Soccer, Child B – Soccer, Child C – Dance, Child D – Playdate, no invented activity times; (7) Alarm with No alarm set and a clear Choose time control; (8) Muse card with Jollybot: a cheerful cream-colored oval pixel-art character, two black eyes, tiny smile, short arms and little feet, faint dark pixel stipple halo, no microphone-icon replacement, with Hey Muse below. All values and photos are illustrative. Style must match a calm functional charcoal smart display: near-black charcoal background, subtle neutral gray translucent glass cards, delicate rounded rims and soft restrained top highlights, crisp off-white sans serif type, tiny mint and amber accents. No purple, no colored background gradient, no diagonal bands, no heavy bevels, no shiny skeuomorphic metal, no excessive glow. Do not add duplicate widgets, empty slots, new widget types, sidebar controls, or other app UI. Keep content comfortably within cards, clear and readable across a room. Header small Your day and the concept label. Layout: carefully aligned bento grid with EXACTLY EIGHT cards at different sizes. LEFT narrow column occupying about22percentwidth: San Francisco weather above Cupertino weather, two tall cards. CENTER column occupying about25percentwidth: compact clock at top, a large tall kids activities card underneath, two cards. RIGHT section occupying remaining halfwidth: wide landscape photo card across the top half, and three smaller equal cards side by side below the photo, J TRAIN then ALARM then MUSE/Jollybot. Total 2+2+1+3=8 cards. Align all gutters, leave no empty space or extra cards. Kids activity text should be large with generous spacing. Concept label exactly "04 · Day planner".

Discover concepts

01-pocket-playground

Use case: ui-mockup. Create a polished, high fidelity full-screen touchscreen dashboard concept for a Meta Portal family learning screen for children ages 9–12, inspired by the joy, tactile clarity, charm and polish of Nintendo-designed interfaces. Original characters, no existing game characters or logos. Landscape 16:9, straight-on interface filling the image, no device bezel, no photographed room. It must look like an implementable real interface with legible large friendly rounded typography and generously sized controls, not a poster or a collage. Eight distinct learning widgets, with intentionally DIFFERENT SIZES AND SHAPES instead of an equal grid. All eight visible at once: 1 fun fact, 2 English word, 3 Spanish word, 4 brain teaser with reveal button, 5 science question, 6 kindness challenge, 7 creative challenge, 8 family conversation. English and Spanish must clearly relate: "curiosity" and "la curiosidad". Use concise real sample content and room to read. Main heading "Stay curious". Small home/page navigation along bottom. Original friendly little mascot may encourage exploration. Joyful rewards such as a few collected stars, but no competitive leaderboard or currency shop. Crisp purposeful

layout and beautiful generous spacing. This is a design concept, not an actual screenshot. **VARIATION 01 – POCKET PLAYGROUND.** Warm ivory backdrop, vivid coral, sky blue, butter yellow, mint and lavender; dark navy text. Tactile soft rounded toy-like panels with subtle raised edges and offset shadows, very restrained dimensional illustration. Use a large rounded-rectangle fact feature on the left with a cheerful planet illustration, two horizontal capsule-shaped language widgets stacked centrally, a medium rounded-square brain teaser, a tall arch-top science card, a compact circular kindness medallion, a wide creativity panel and a ticket-shaped talk-together card. Arrange these eight differently proportioned shapes into a cohesive elegant asymmetrical bento, no large dead zones. Playful graphic accents, clear reading order and actual useful text. Sample fact "Venus spins slowly" / "One spin takes longer than its year." Short button labels "Next", "Reveal", "Try it". Small discreet top-left variant label "01 · Pocket playground".

02-curiosity-board

Use case: ui-mockup. Create a polished, high fidelity full-screen touchscreen dashboard concept for a Meta Portal family learning screen for children ages 9–12, inspired by the joy, tactile clarity, charm and polish of Nintendo-designed interfaces. Original characters, no existing game characters or logos. Landscape 16:9, straight-on interface filling the image, no device bezel, no photographed room. It must look like an implementable real interface with legible large friendly rounded typography and generously sized controls, not a poster or a collage. Eight distinct learning widgets, with intentionally **DIFFERENT SIZES AND SHAPES** instead of an equal grid. All eight visible at once: 1 fun fact, 2 English word, 3 Spanish word, 4 brain teaser with reveal button, 5 science question, 6 kindness challenge, 7 creative challenge, 8 family conversation. English and Spanish must clearly relate: "curiosity" and "la curiosidad". Use concise real sample content and room to read. Main heading "Stay curious". Small home/page navigation along bottom. Original friendly little mascot may encourage exploration. Joyful rewards such as a few collected stars, but no competitive leaderboard or currency shop. Crisp purposeful layout and beautiful generous spacing. This is a design concept, not an actual screenshot. **VARIATION 02 – CURIOSITY CLUB.** A beautifully designed board-game-like dashboard on pale mint with cream paper, tomato red, deep green, turquoise, warm gold and soft peach. Eight playful activity panels form a compact two-row journey, connected by a subtle dotted trail, but still practical readable cards. Use an oversized landscape postcard for the fun fact, two small linked language capsules, an arch-shaped brain-teaser panel, a tall rounded notebook panel for science, a scalloped badge-shaped kindness widget, a broad creativity sketchbook with a folded corner, and a large rounded speech-bubble family-talk widget. Strong variation in size and silhouette, generous large text and clear buttons; content stays inside each shape. Original tiny smiling explorer mascot and little flag accents, tactile matte cut-paper finish, carefully crafted, sophisticated enough for preteens. Sample kindness "Thank someone for their effort." Creative challenge "Invent an animal that lives in the clouds." Family prompt "What did a mistake teach you?" Header subtitle "Pick a little adventure." Small discreet top-left variant label "02 · Curiosity club".

03-star-station

Use case: ui-mockup. Create a polished, high fidelity full-screen touchscreen dashboard concept for a Meta Portal family learning screen for children ages 9–12, inspired by the joy, tactile clarity, charm and polish of Nintendo-designed interfaces. Original characters, no existing game characters or logos. Landscape 16:9, straight-on interface filling the image, no device bezel, no photographed room. It must look like an implementable real interface with legible large friendly rounded typography and generously sized controls, not a poster or a collage. Eight distinct learning widgets, with intentionally **DIFFERENT SIZES AND SHAPES** instead of an equal grid. All eight visible at once: 1 fun fact, 2 English word, 3 Spanish word, 4 brain teaser with reveal button, 5 science question, 6 kindness challenge, 7 creative challenge, 8 family conversation. English and Spanish must clearly relate: "curiosity" and "la curiosidad". Use concise real sample content and room to read. Main heading "Stay curious". Small home/page navigation along bottom. Original friendly little mascot may encourage exploration. Joyful rewards such as a few collected stars, but no competitive leaderboard or currency shop. Crisp purposeful layout and beautiful generous spacing. This is a design concept, not an actual screenshot. **VARIATION 03 – STAR STATION.** A delightful premium space-themed learning console with a deep inky teal background, soft

lilac, bright tangerine, electric mint and warm cream panels. High contrast text. Original cute little comet mascot. Organize the eight widgets as an inventive mixed-size dashboard: a very large rounded panoramic science/question mission panel, compact circular kindness and creative challenge widgets with two short readable lines each, tall pill-shaped paired English and Spanish panels next to each other, a chunky rounded brain-teaser card, a wide ticket-shaped fact card and a broad speech-bubble family reflection panel. All eight actual usable widgets, visible simultaneously. Vary card proportions substantially; retain systematic gaps and highly legible typography. Inspired by joyful handheld-console menus, simple 2.5D puffy icons and subtle tactile shadows, not cyberpunk, no glassmorphism, no neon glow. Small progress strip of five stars with two lit: "Little discoveries". Fun fact sample "Coral is an animal!" Family prompt "What made you curious today?" Small discreet top-left variant label "03 · Star station".

Selected Pocket Playground edit

The selected concept and two existing dog photographs were references. Original photo files are not included.

Use case: ui-mockup edit. Edit Image 1, the selected Pocket Playground dashboard concept. Images 2 and 3 are identity references ONLY for the family's real pet dog; use the dog, not the people, photo backgrounds or photographic style.

Preserve the full-screen landscape 16:9 touchscreen interface, warm ivory backdrop, rounded navy lettering, beautiful colorful tactile toy-like panels, subtle shadows, original cheerful game-console polish, main heading "Stay curious", and the existing overall visual design. Make ONLY these requested refinements and the layout adjustments necessary to fit:

1. Remove the entire star reward/progress capsule at top right, its count text, every reward/star-counter element, and the "My Stars" bottom tab. No points, reward counts, collectible stars, scores or progress badges. Remove decorative star shapes too, using flowers, dots or simple curved marks if accents are needed.
 2. Replace the blue/yellow round headphone mascot at top left with a charming illustration of the exact DOG from reference photos. Keep its recognizable small chocolate-brown body, tan eyebrow patches/cheeks and legs, pale cream muzzle and chest, large warm dark eyes, small dark nose and broad triangular floppy ears. It is the same brown-and-cream dog shown in both dog reference photos. Make a polished cute stylized illustrated mascot with soft dimensional shading matching the interface, expressive friendly face and one raised paw, peeking into the header. No human, no headphones, no generic yellow puppy, no existing franchise character. Retain the dog's coloring and ear shape carefully. A simple blue collar detail is fine.
 3. Remove the ENTIRE pink "Creative Challenge" widget and its illustration/text/button. Do not replace it with another creative activity. There must now be exactly SEVEN widgets: Fun Fact; English Word; Spanish Word; Brain Teaser; Science Question; Kindness Challenge; Family Conversation.
 4. Reflow the lower area so it feels intentional with no empty hole: enlarge the yellow Kindness Challenge to a friendly rounded pill/badge panel on the bottom left; expand the cream ticket/speech-bubble Family Conversation card across the rest of the bottom row. Keep all seven cards fully visible, well aligned, large readable text, varied card shapes and sizes. Preserve the existing top card arrangement and linked language capsules as closely as practical.
 5. Bottom navigation should be simple and balanced: "Home", "Explore", "Learn", "Family". Remove the concept-number pill "01 · Pocket playground" from top left to give the dog room.
- Preserve the sample educational content and functional-looking controls in the remaining cards. Crisp accurate typography. No creative challenge, no stars UI, no reward tracker. This is a revised design mockup, not a physical device screenshot.

Implementation asset: dog

Transparent background requested: true.

Extract and recreate **ONLY** the illustrated brown-and-cream dog mascot from the top left of Image 1, with its identity matching the real dog in Images 2 and 3. A clean standalone game-interface mascot asset on genuinely transparent background. Friendly face, broad floppy ears, chocolate brown fur, tan eyebrows and cheeks, cream muzzle/chest, blue collar, one paw raised waving, another paw resting along the bottom edge. Preserve this exact appealing illustration style, soft polished toy-like shading and large expressive dark eyes. Dog upper body fully visible, centered, no cropping of ears or paws. No people, UI, background, letters, stars, shadows outside the dog, frames or decorations. Transparent cutout, square canvas, high quality.

Implementation asset: garden

Transparent background requested: false.

Create a 16:9 landscape illustrated background asset for the approved Pocket Playground family learning interface. Warm creamy ivory main canvas, very subtle pale peach softness at bottom. Tiny friendly foliage, rounded green bushes, a few flowers and smooth stones **ONLY** confined to the extreme bottom corners and edges, taking at most the bottom 8 percent. Small pastel blue clouds and a tiny distant terracotta-roof cottage in the extreme upper right, taking at most upper 10 percent. Main central 90 percent of image is nearly plain warm ivory, bright with no visible texture, perfectly empty for UI widgets. Polished playful console game soft 2.5D illustrations, matte and charming, matching Nintendo-like joyful family interface. **NO** UI, panels, cards, words, characters, animals, stars, points or reward icons. Flat straight-on 16:9 digital background.

Implementation asset: planet

Transparent background requested: true.

A standalone original cheerful orange planet character illustration for a polished playful family learning game interface. Large round orange-gold planet, subtle swirls and bands, two small dark shiny eyes and a happy little smile, rosy cheeks. Warm soft dimensional shading, colorful tactile toy-like digital illustration. Simple charming shape sophisticated children's console game polish. Planet fills most of square canvas, fully visible, no ring. Genuinely transparent background, **NO** stars, text, interface, floor, border or outer shadow. This is a decorative imaginary planet, no labels.

Implementation asset: puzzle

Transparent background requested: true.

Standalone friendly lilac laptop character illustration for a polished playful console-game learning interface. Small open laptop with rounded purple casing, screen has a simple happy face, two dark expressive eyes and tiny smile, soft pink cheeks. Three-quarter front view slightly turned, smooth

tactile matte toy shading. Centered fully visible on genuinely transparent background. Keep silhouette compact, high quality clean illustration, no cables, text, background, floor, outer shadow, stars or UI.

Implementation asset: science

Transparent background requested: true.

Standalone charming science-lab flask mascot illustration for a playful children's learning game interface. A round-bottom laboratory glass flask with a short neck, filled halfway with luminous but matte turquoise liquid, two round dark eyes and a tiny smiling mouth on the liquid, a few small round mint bubbles floating close above. Soft blue translucent glass edges, polished soft toy-like 2.5D digital illustration, bright navy outlines used sparingly. Large readable silhouette, centered fully visible on genuinely transparent background, no letters, UI, stars, floor, outer shadow, frame or other objects.