

GTA VI Prompt

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Image Model: Nano Banana Pro

Prompt :

Transform this exact image into a cinematic visual inspired by Grand Theft Auto VI. Preserve the original composition, facial features, pose, and subject identity while enhancing it with a polished next-generation video game aesthetic.

Apply hyper-realistic rendering with cinematic lighting, HDR effects, detailed skin textures and natural imperfections (not cartoonish), subtle stylization inspired by GTA VI character design, vibrant but controlled color grading (Miami/Vice City-inspired tones, warm highlights, teal shadows), depth of field and environmental atmosphere for immersion, clean, sharp focus with AAA video game quality.

Use a grounded semi-realistic style inspired by GTA VI character design — modern, refined, and immersive, without exaggerated or comic-like features. Add balanced Miami/Vice

City-inspired color grading with warm highlights, teal shadows, neon ambience, and atmospheric depth.

Include realistic depth of field and sharp AAA-quality focus to create the feel of a high-budget open-world game cutscene.

If applicable, enhance the background with a modern Vice City vibe, including neon lights, palm trees, luxury urban scenery, reflective streets, and cinematic sunset or night lighting.

Important requirements:

- Do not convert into cartoon, comic, cel-shaded, or GTA V-style art
- Avoid thick outlines or unrealistic proportions
- Keep the subject recognizable and authentic
- Maintain realism with only subtle stylization

A realistic GTA VI-inspired render that looks like a character from a modern AAA open-world game.