

Red Dead Redemption

Prompt



Image Model: Nano Banana Pro

Prompt :

Transform this image so it looks like a screenshot from a video game set in the Red Dead Redemption 2 universe. Maintain the exact composition, pose, expression, framing, camera angle, and layout of elements from the original image, but reinterpret everything as if the scene existed in the Old West of 1899. All characters must be given clothing, accessories, and appearances inspired by Red Dead Redemption 2, featuring cowboy hats, distressed leather coats, vests, neckerchiefs, boots, gun belts, holsters, and weathered fabrics—while retaining the original character's identity adapted to the Western style.

Replace any modern, futuristic, urban, or fantastical elements with Old West equivalents, preserving the scene's core concept. Futuristic settings, modern cities, or sci-fi environments must be converted into ranches, saloons, small frontier towns, forests, mountains, campsites, trains, or natural landscapes typical of the American West. Modern weapons must become vintage revolvers, rifles, or shotguns, and any advanced technology must be reinterpreted in a way that is consistent with the era.

The final image must clearly resemble a AAA video game for PS5 or PC, inspired by Red Dead Redemption 2 and rendered in a modern engine like Unreal Engine 5. Use highly detailed 3D models; rich textures of leather, wood, metal, and weathered fabric; cinematic lighting; volumetric sunbeams; soft depth of field; dust particles; subtle fog; detailed vegetation; and the natural atmosphere of the American West. The result should look like an in-game screenshot or a cutscene from Red Dead Redemption 2, maintaining the look of a video game rather than a real photograph, live-action film, concept art, or illustration.