





















# Generative Al for Engaging User Storyboards

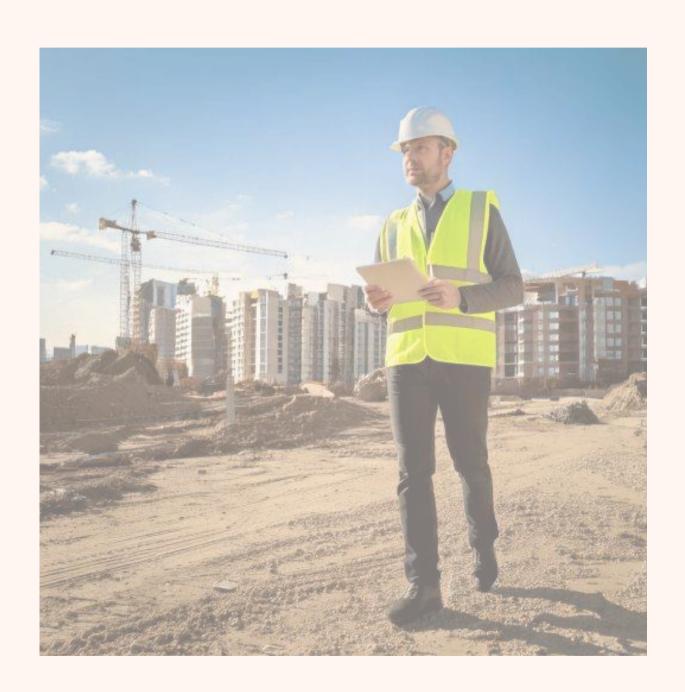
ConveyUX, Seattle February 2025

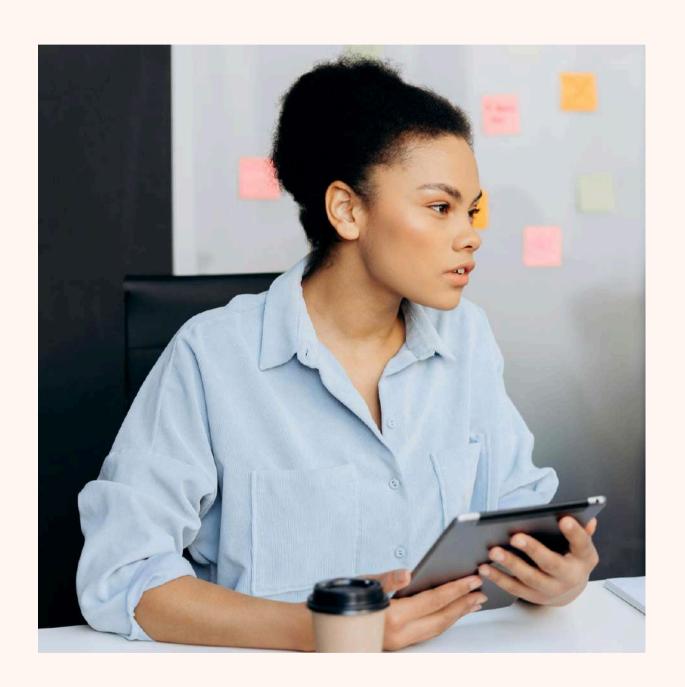
Tetiana Gulei | tetianagulei.com

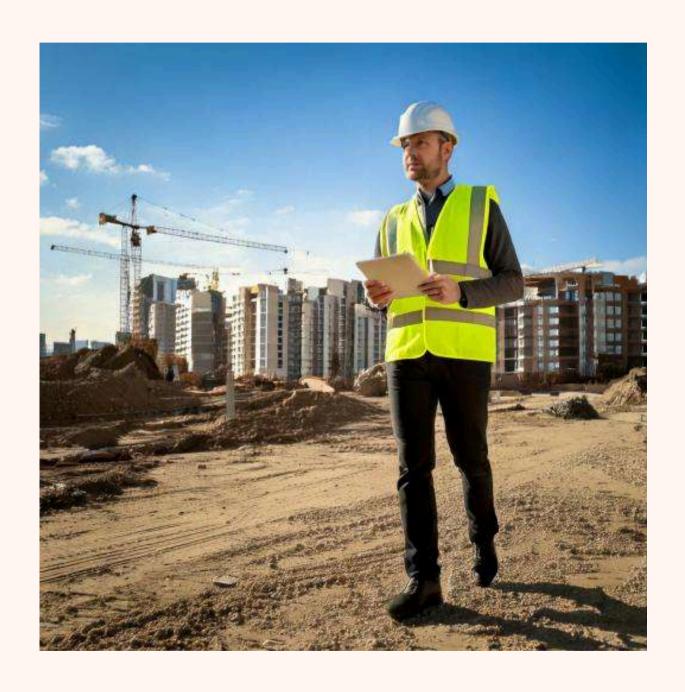
#### Let's test your intuition

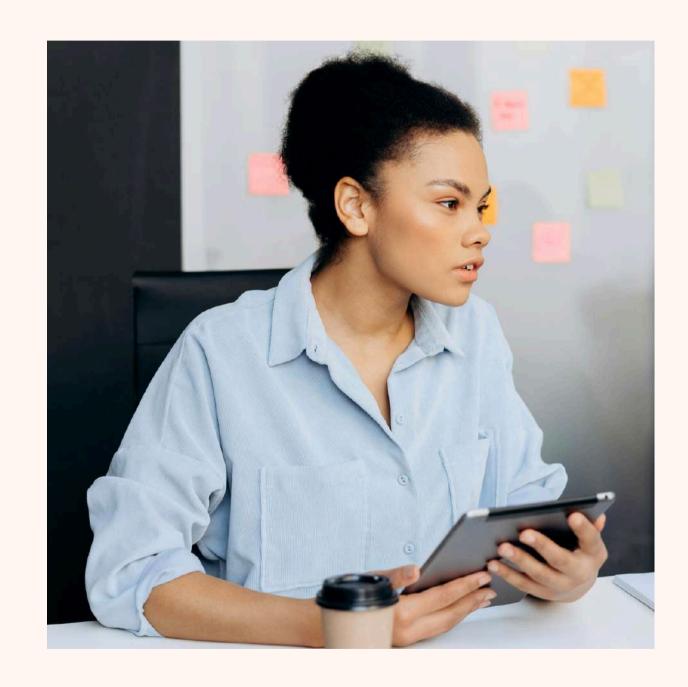
Raise your hand if you think it's Al















#### Agenda



2

3

Why storyboards?

Using Generative Al

Lessons learnt



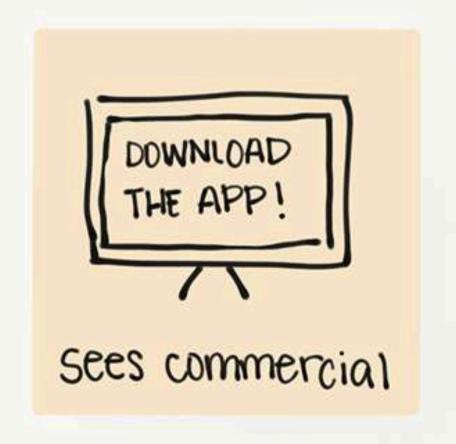
#### Hello! I'm Tetiana Gulei

linkedin.com/tetiana-gulei tetianagulei.com

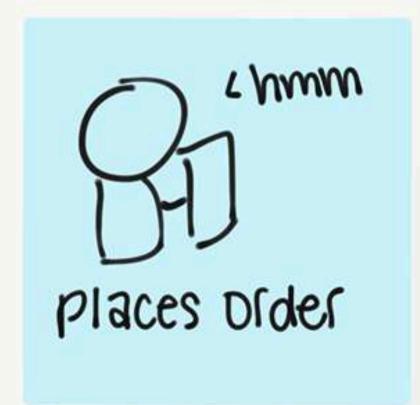
From Ukraine, based in the Netherlands

Senior UX Designer @BIMcollab Instructor @LinkedIn Learning

Source: Nielsen Norman Group





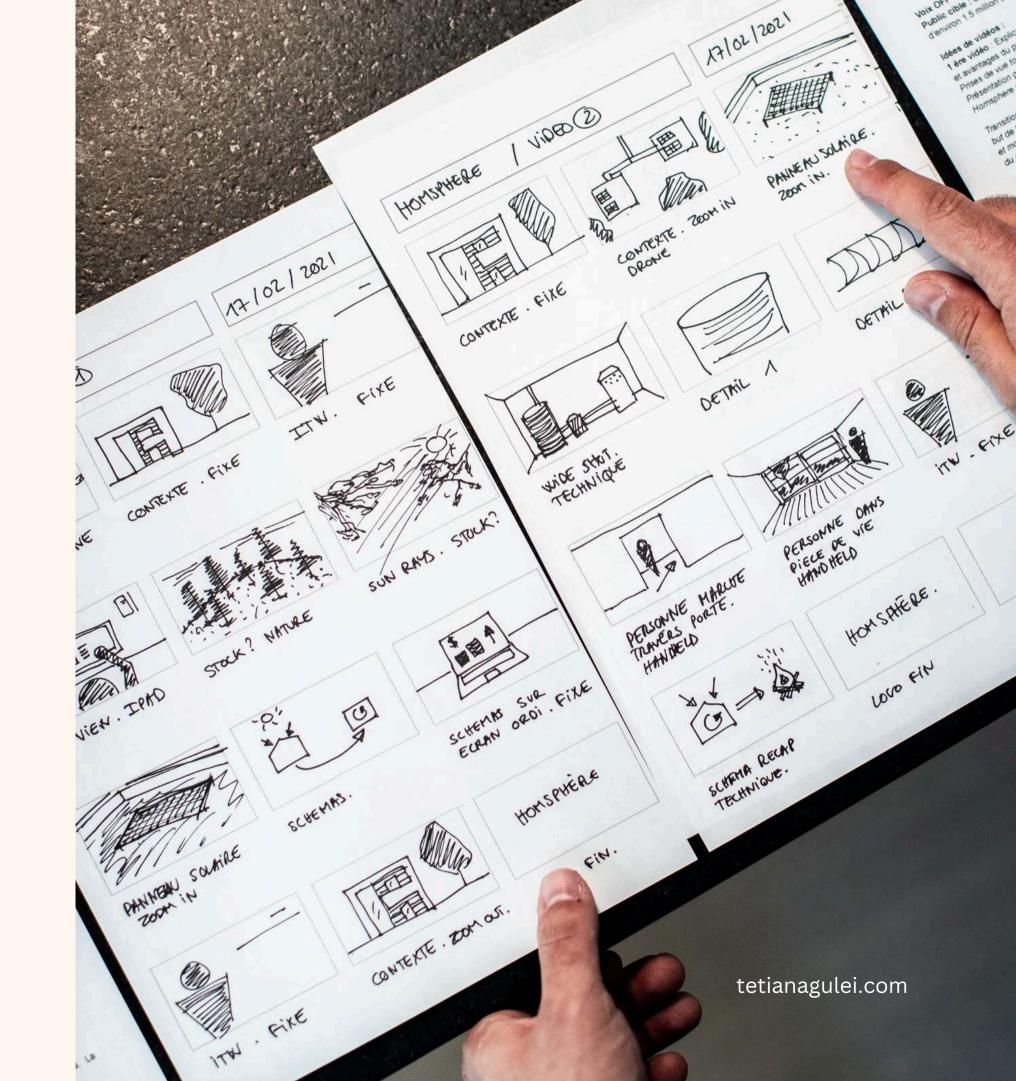




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### What are storyboards?

- Visualization of user's journey with a product
- Communicate a story through images



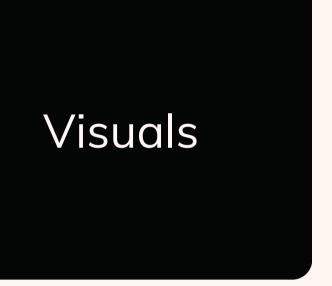
#### In UX Design

- Illustrate complex design ideas
- Give clarity to stakeholders and team





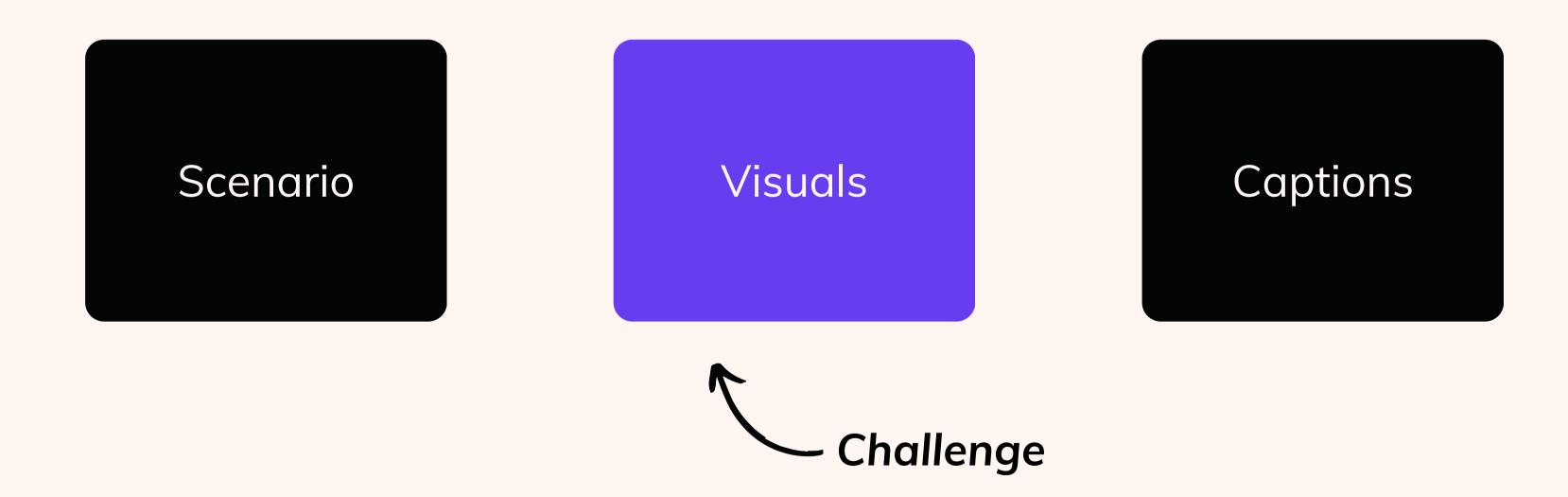
Scenario

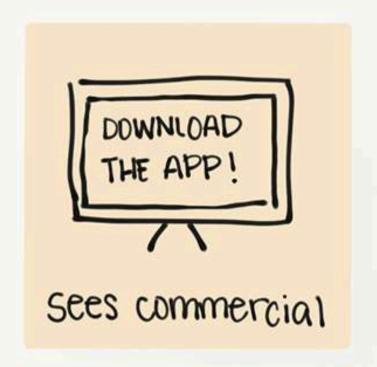


Captions

Scenario Visuals Captions

#### How to make visuals engaging?















It's timeconsuming 1

It's timeconsuming 2

You need proficiency in sketching

1

It's timeconsuming 2

You need proficiency in sketching

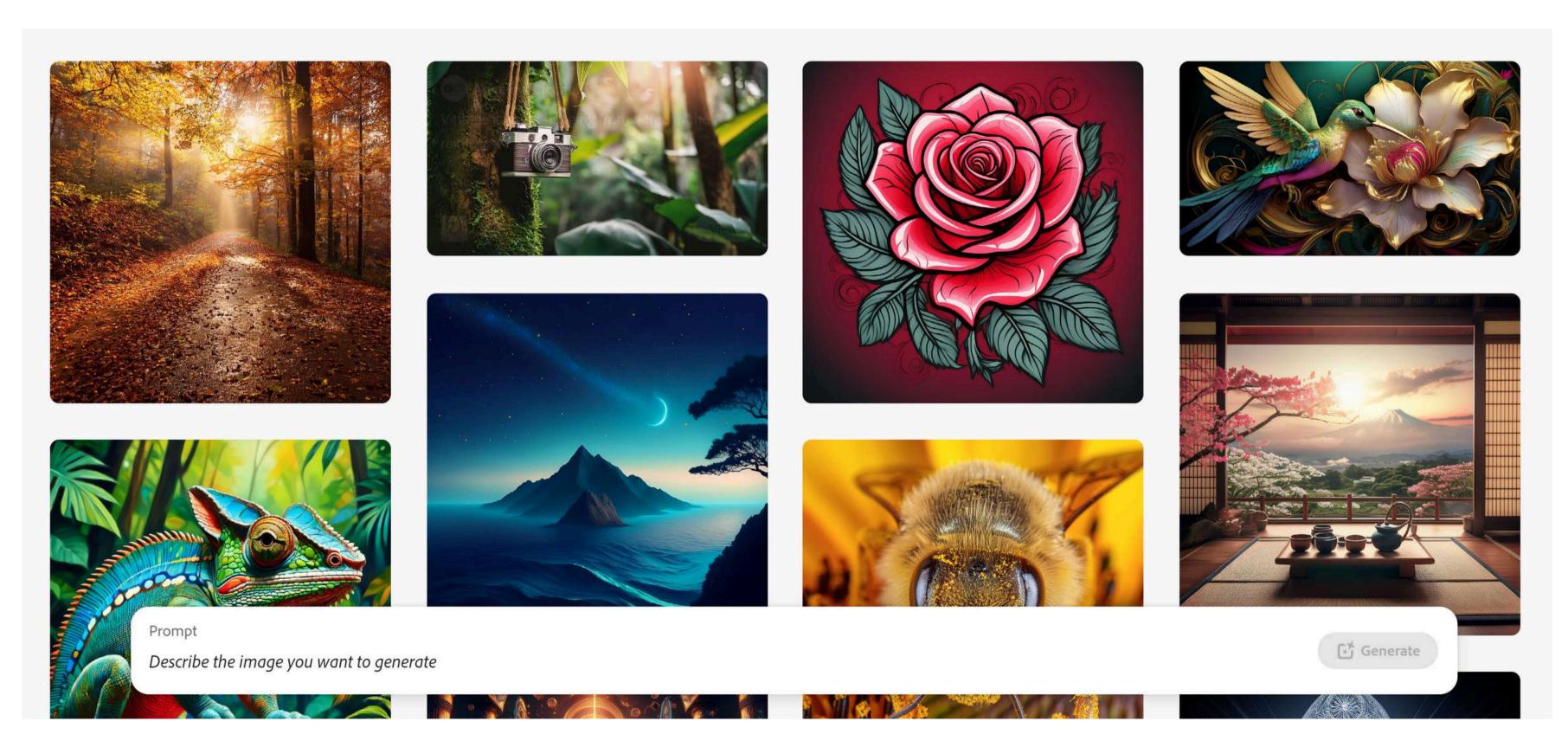
3

Stock images lack consistency

### But then, I started exploring Generative Al

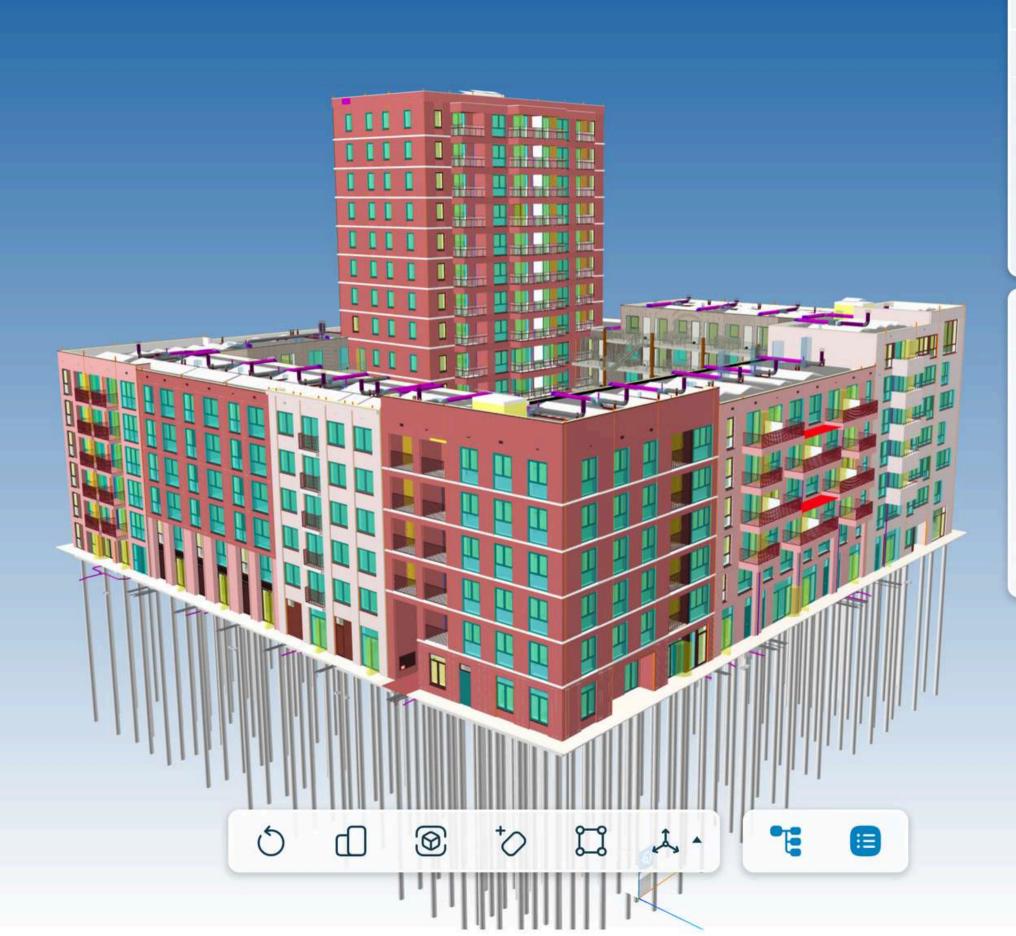
## Adobe cute white cat dressed as a cook wearing a tall toque holding a bowl with cheese detailed kitchen in

#### firefly.adobe.com



#### The project

3D Model Webviewer



Models Objects

Description

Models Objects

All models

Model

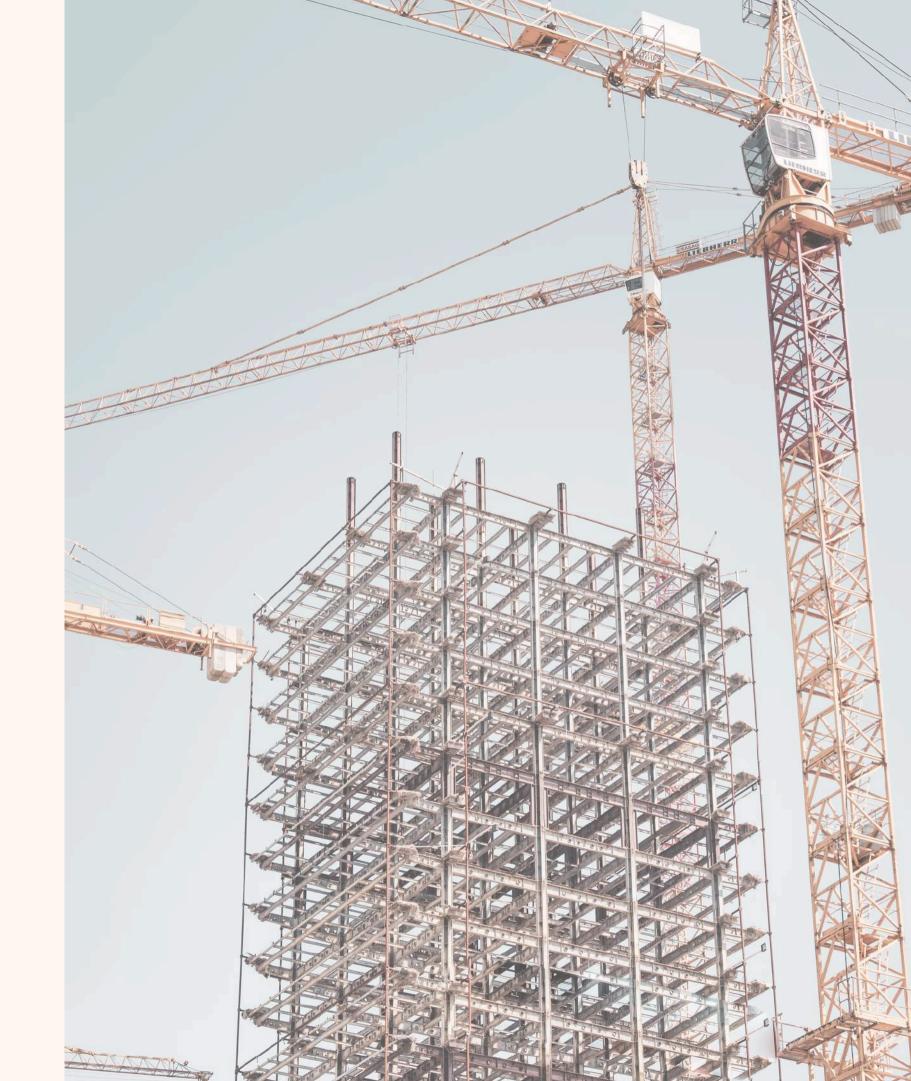
#### **Properties**

Select an object to see properties



#### New Demand

- On-site usage for construction projects
- Various features
- Responsive design



#### Shape product direction

with engaging Al-generated storyboards

Before using Generative Al

#### Get clarity on:

#### Main User Scenario

Before using Generative Al

#### Get clarity on:

Main User Scenario

Key Scenes

Before using Generative Al

#### Get clarity on:

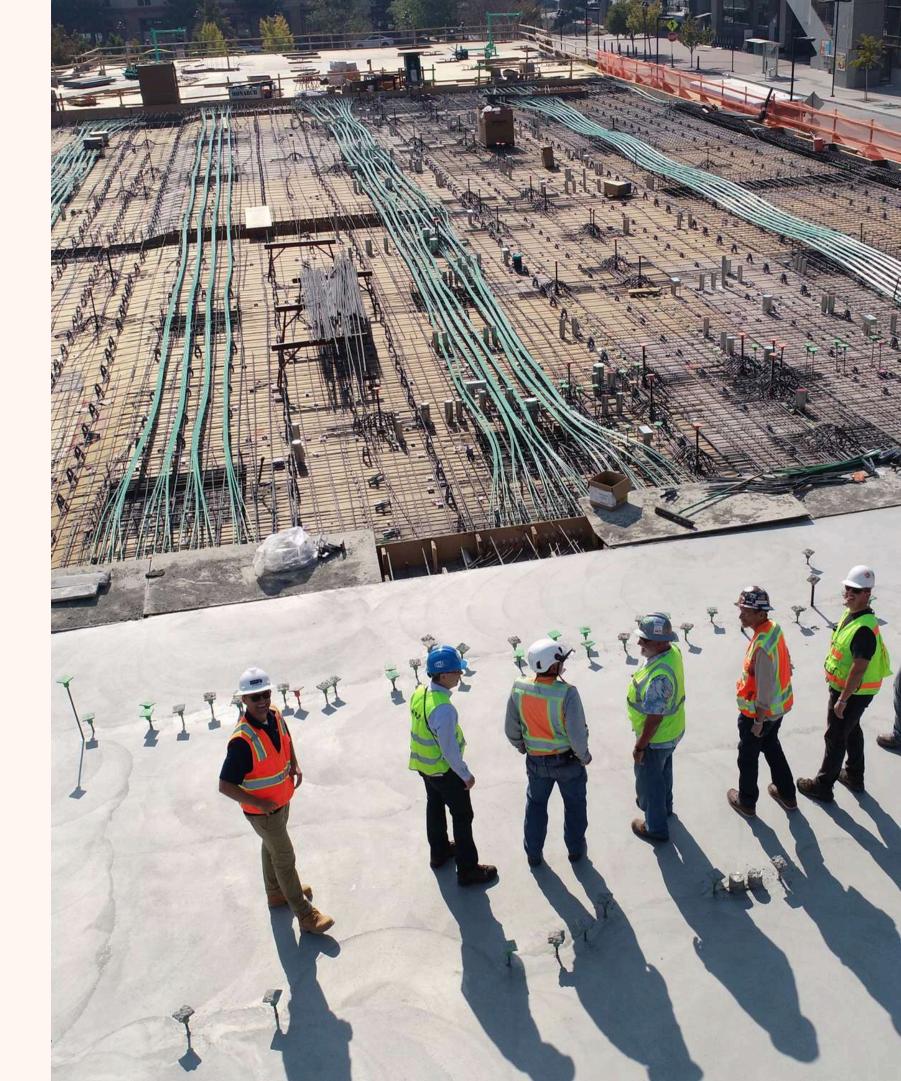
Main User Scenario

Key Scenes

Context

User persona

#### Architect - Joe



Main User Scenario

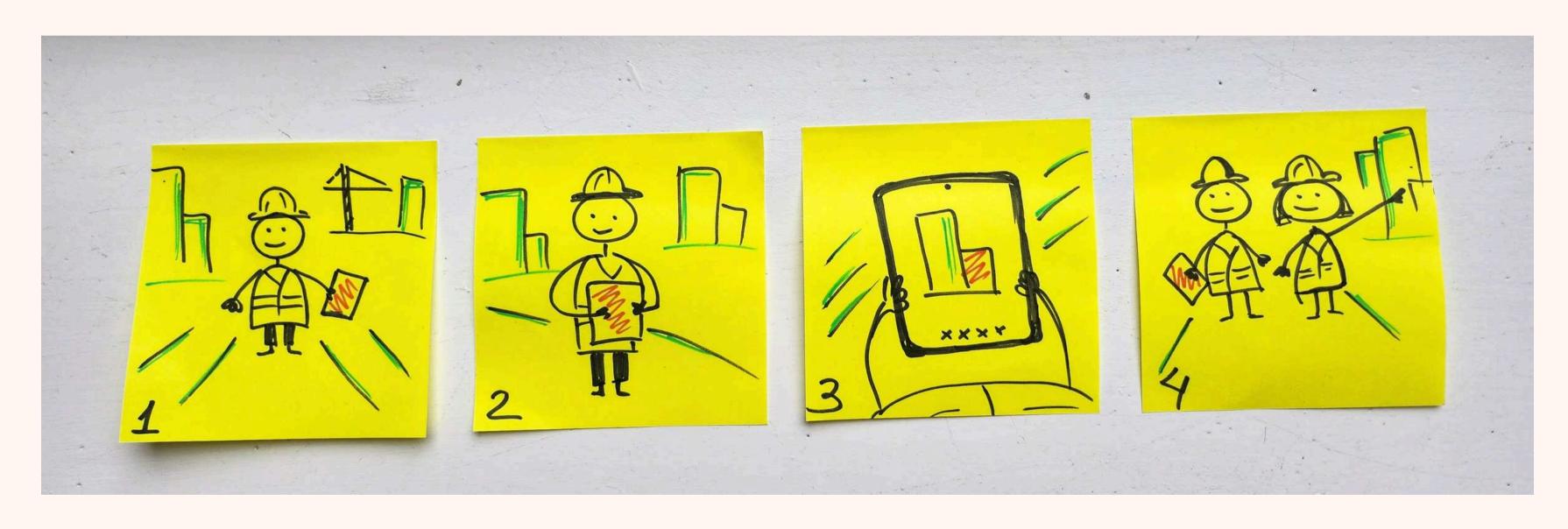
### An architect uses a tablet on-site to compare a 3D model with the actual building progress.

#### 4 Key Scenes

Compare with the Open the 3D Arrive at the Interact with actual site model web the 3D model construction (multiple (close up) viewer site characters)

#### Before Adobe Firefly

#### My Sketches



## Adobe cute white cat dressed as a cook wearing a tall toque holding a bowl with cheese detailed kitchen in

#### **Key Scenes**

Arrive at the construction site

#### The Used Prompt



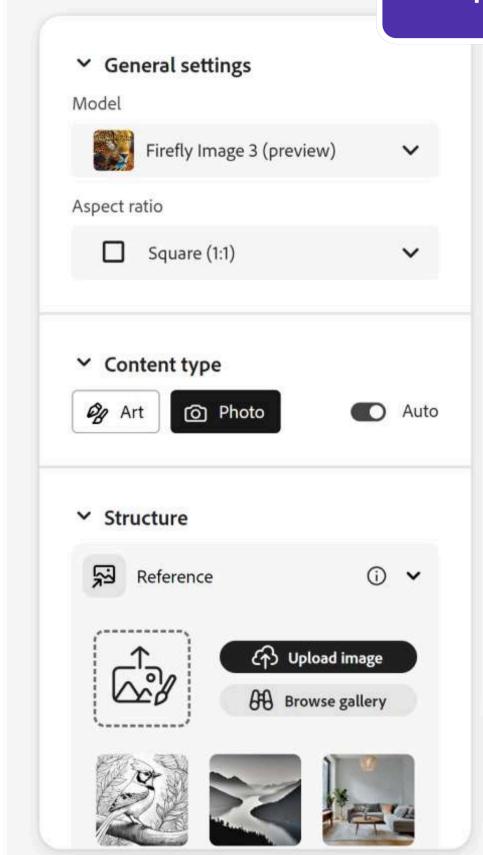








#### First result













Prompt

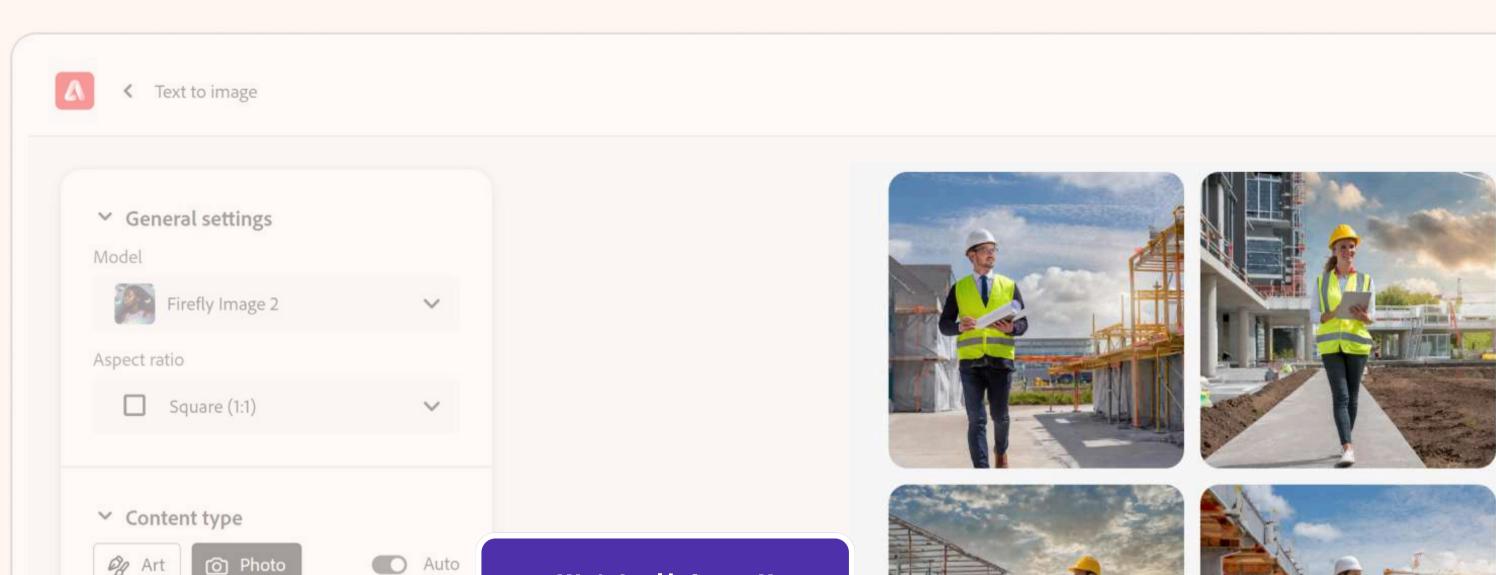
An architect arriving at a construction site, holding a tablet in one hand, wearing a hard hat and safety vest.



Suggestions







"Walking"

"Full body"





Prompt

Photo settings

→ Structure

Reference

Auto <

(i) v

价 Upload image

Browse gallery

An architect walking at a construction site, holding a tablet in one hand, wearing a hard hat and safety vest, full body



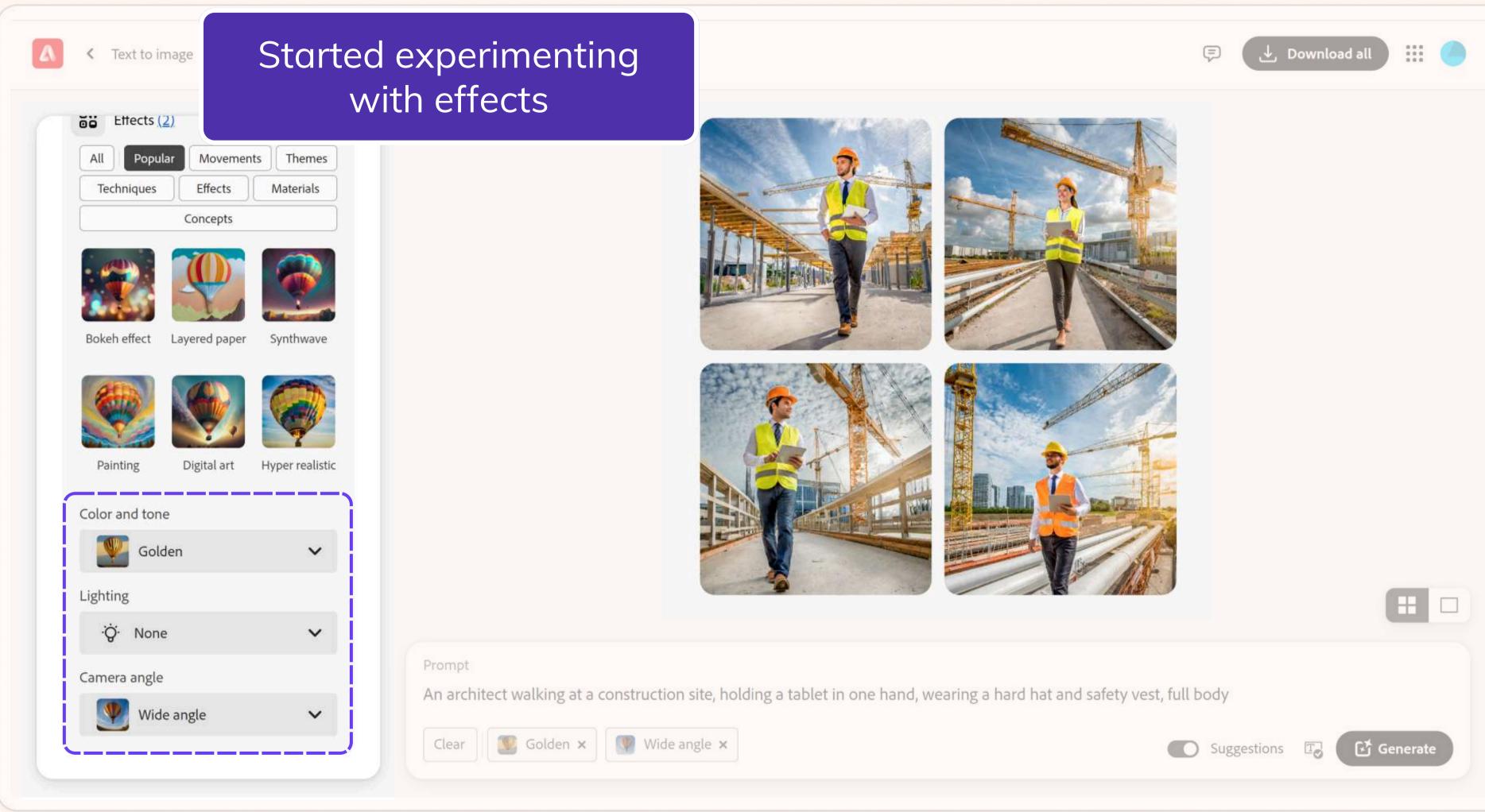
(=)

Download all

Suggestions







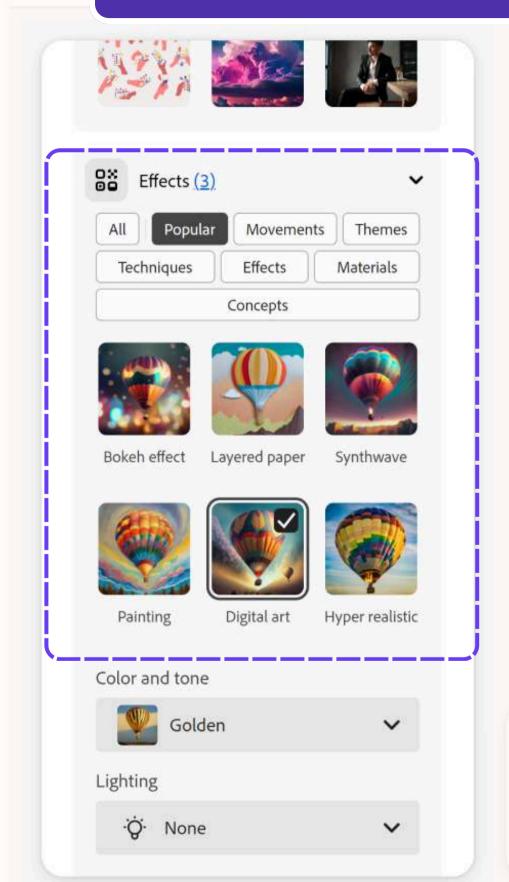
#### Illustrative effect







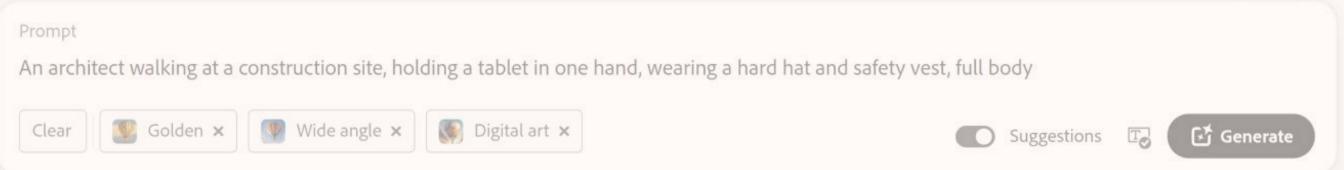


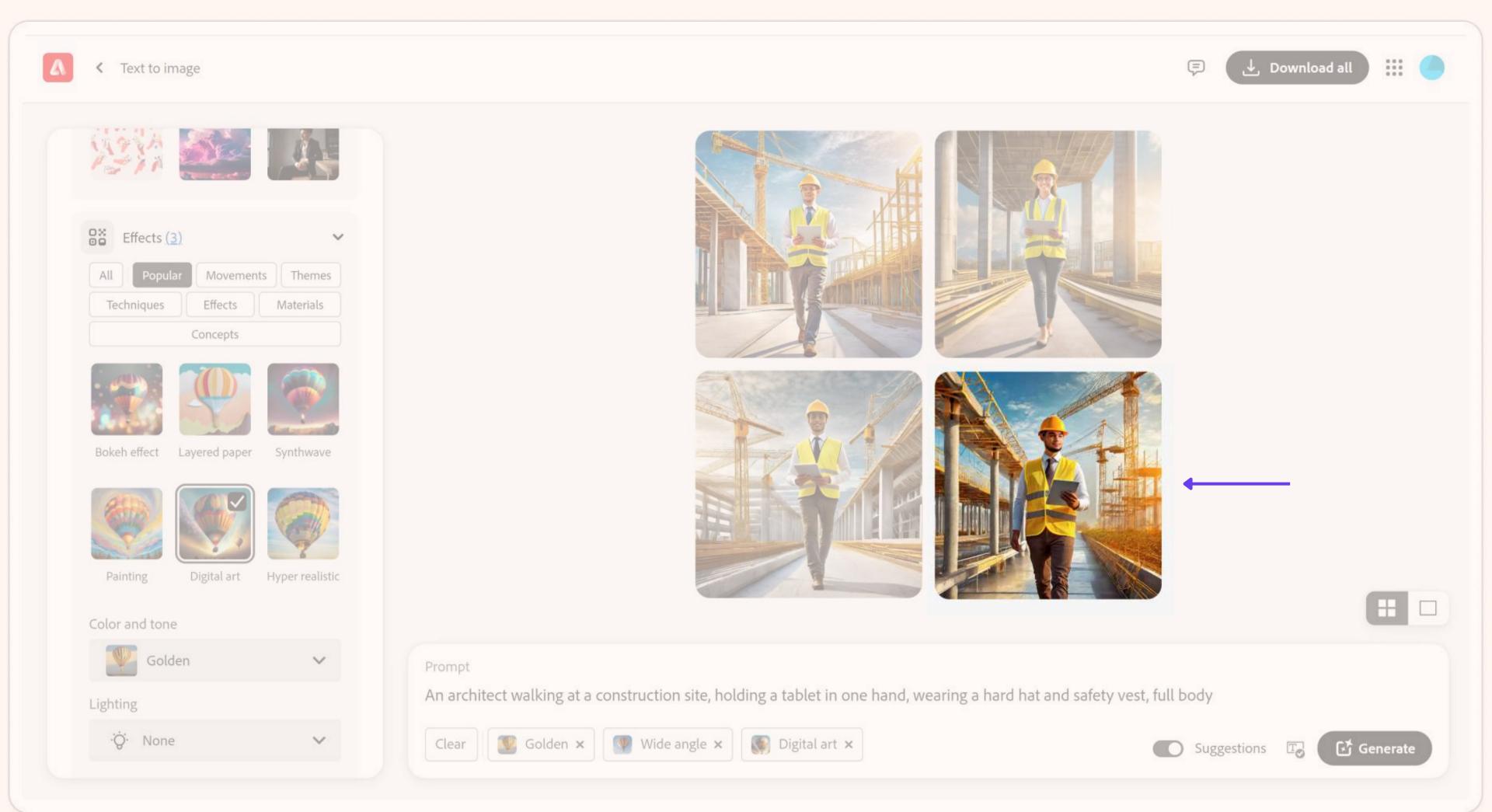






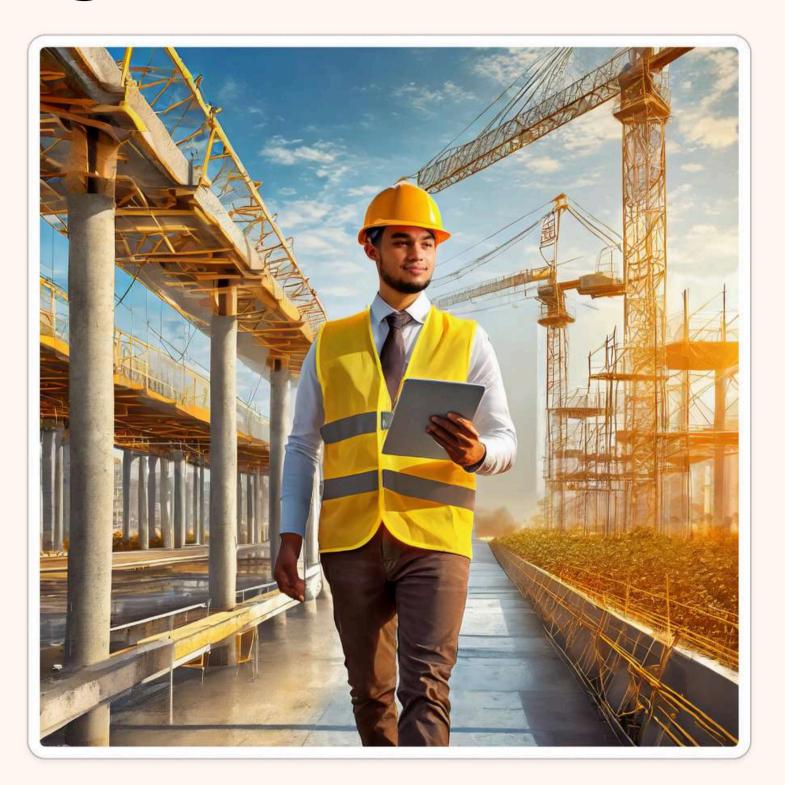






### Our first Al-generated visual!

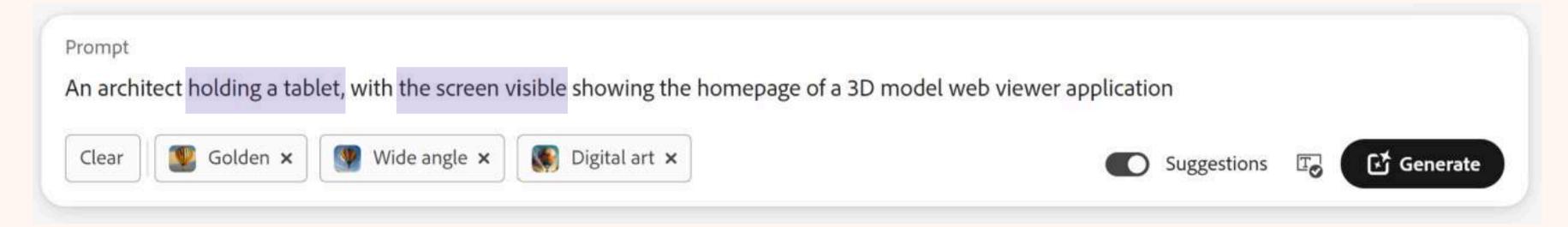
Arrive at the construction site



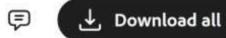
### **Key Scenes**

Open the 3D model web Arrive at the viewer on the construction tablet site

### The Used Prompt

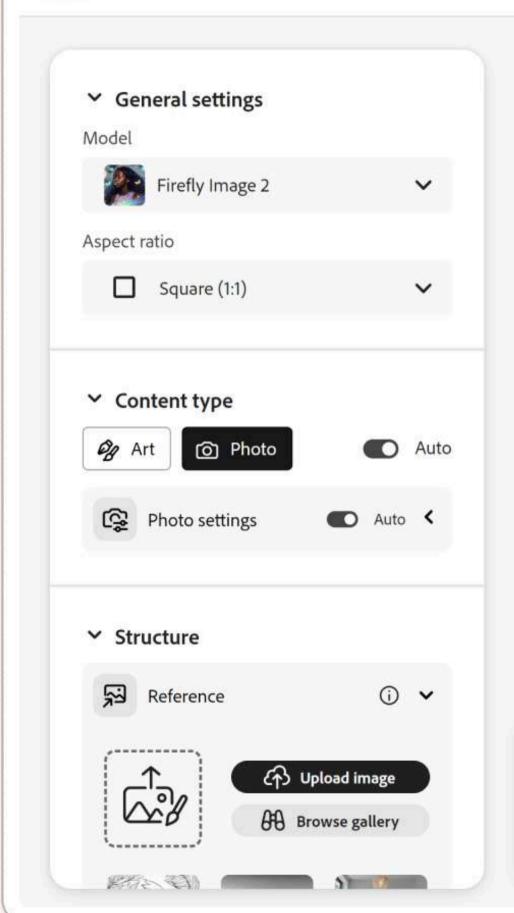












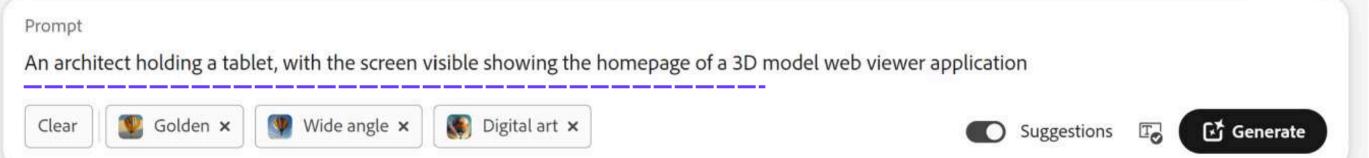










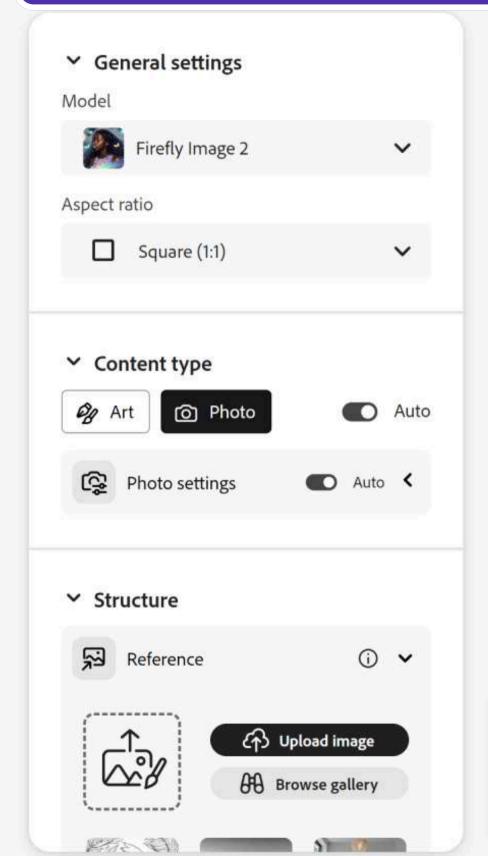


#### Where is my first character?









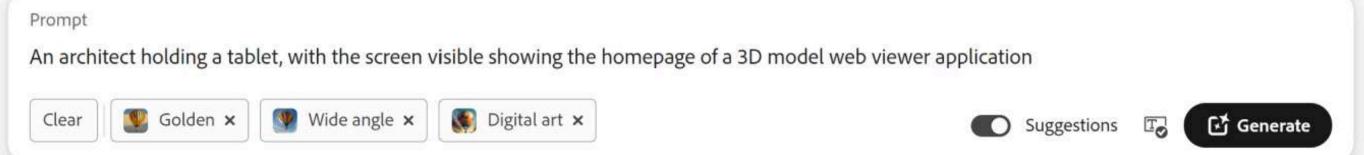












#### 1st scene



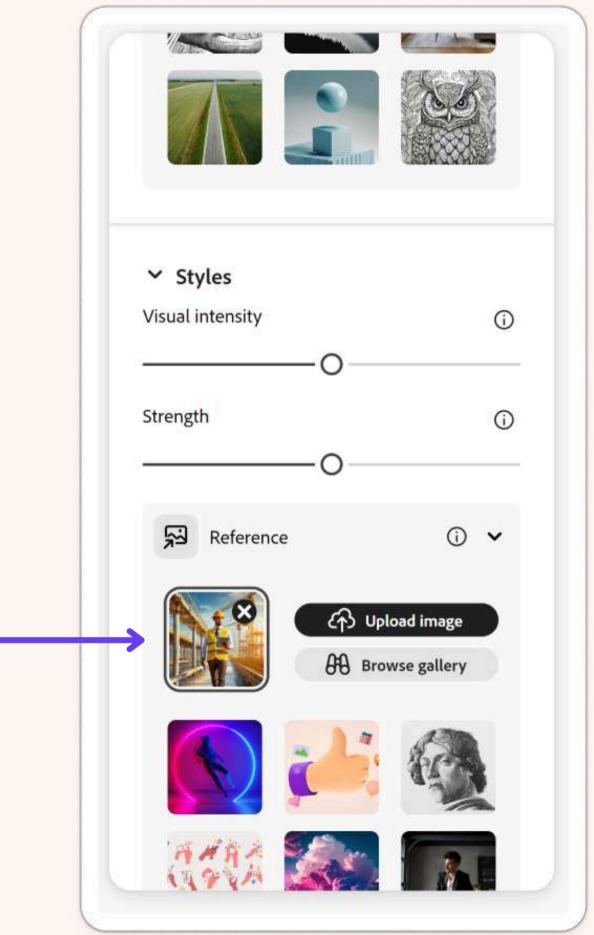
#### 2nd scene



### Style reference

 Match the next images to a reference image's style

 Create a consistent look across multiple assets



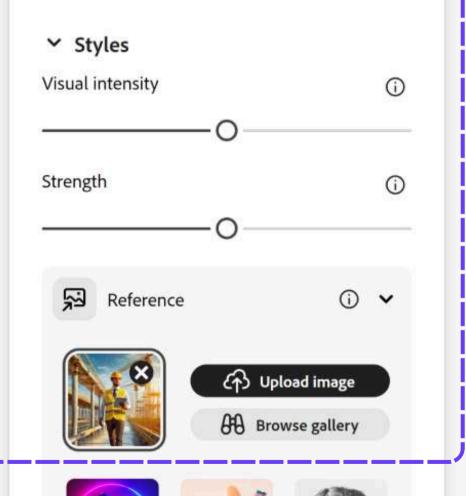
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#### Style reference









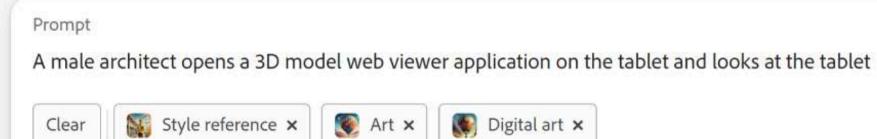












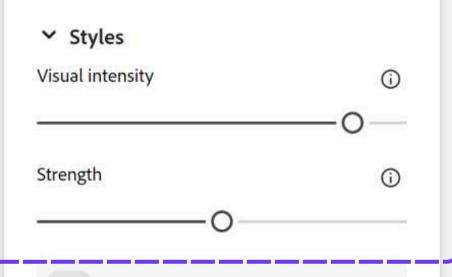


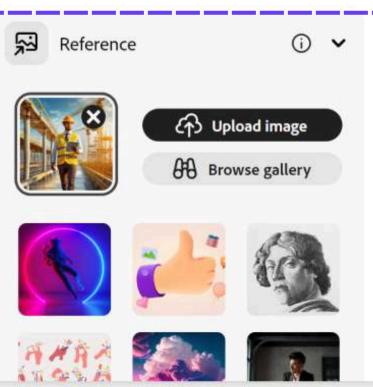
#### High visual intensity





















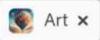
Prompt

A male architect opens a 3D model web viewer application on the tablet and looks at the tablet





Style reference ×









Suggestions I



**→** Download all



#### Low visual intensity







1

~	Styles

Visual intensity

Strength





















#### High strength











\*\*\*

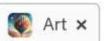
**⊥** Download all

Prompt

A male architect opens a model web viewer application on the tablet and looks at the tablet

Clear



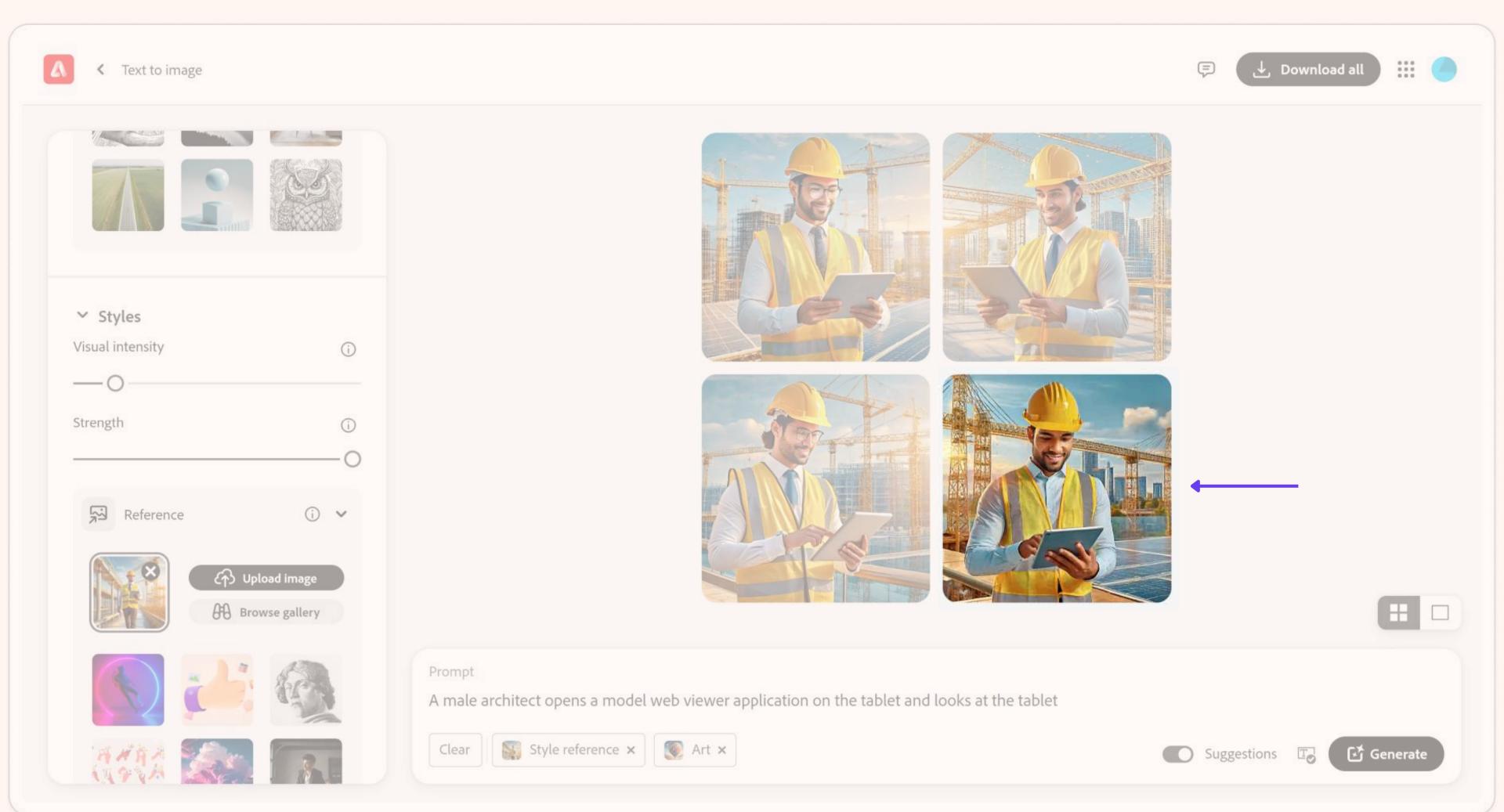




Suggestions I



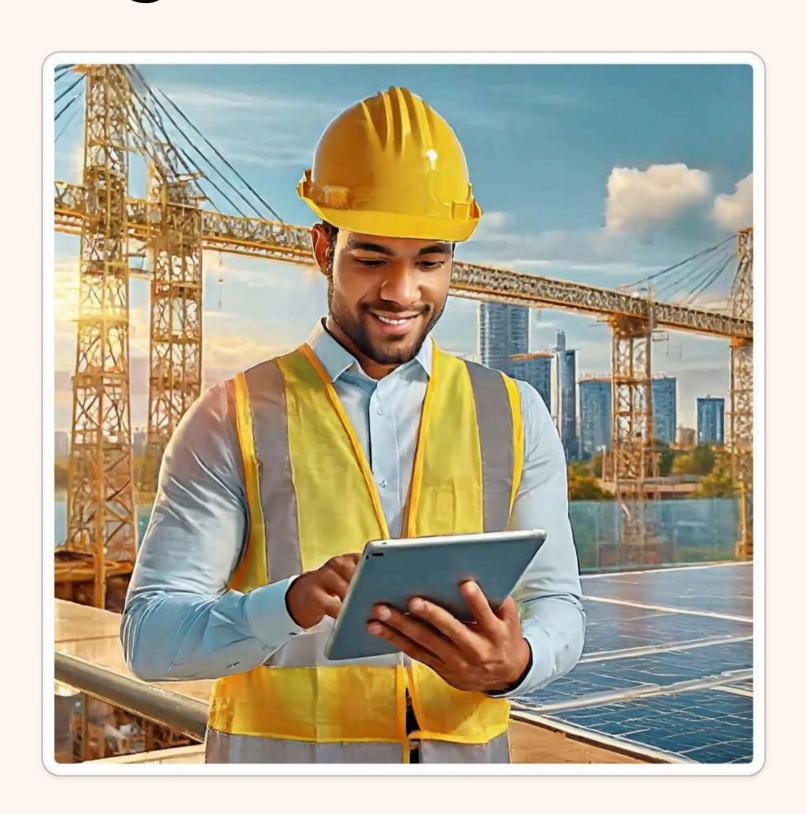




### Our second Al-generated visual!

2

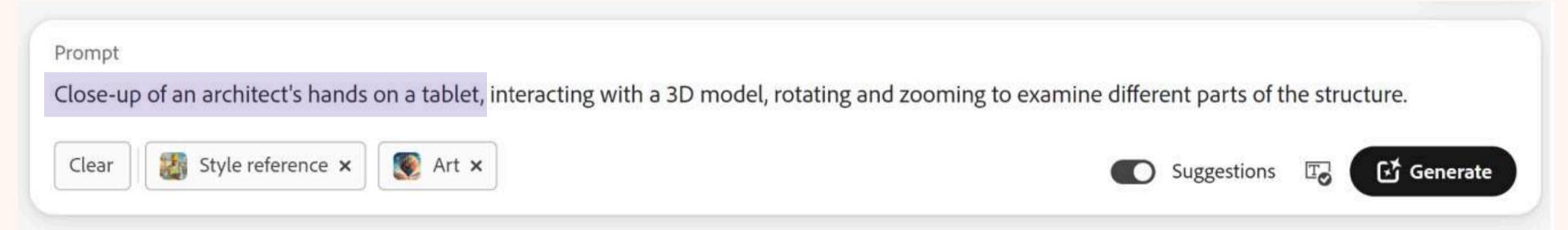
Open the 3D model web viewer on the tablet



### **Key Scenes**

Open the 3D model web Interact with Arrive at the viewer on the the 3D model construction (close up) tablet site

#### The Used Prompt

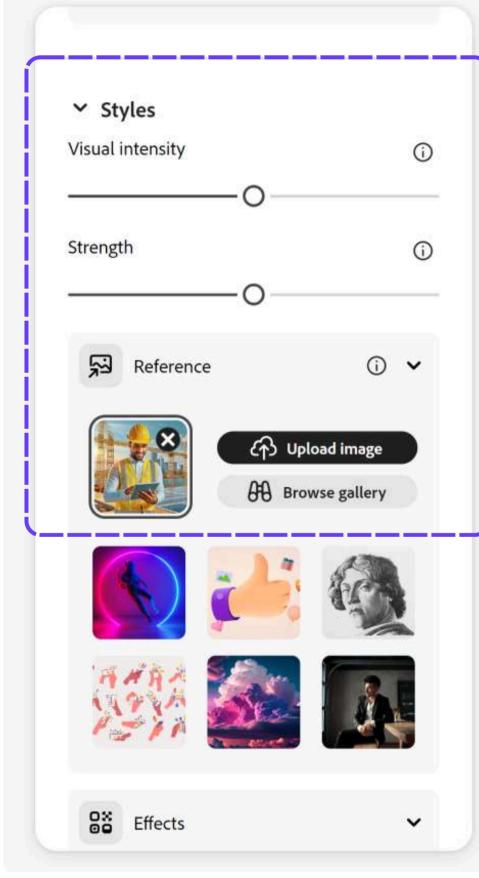


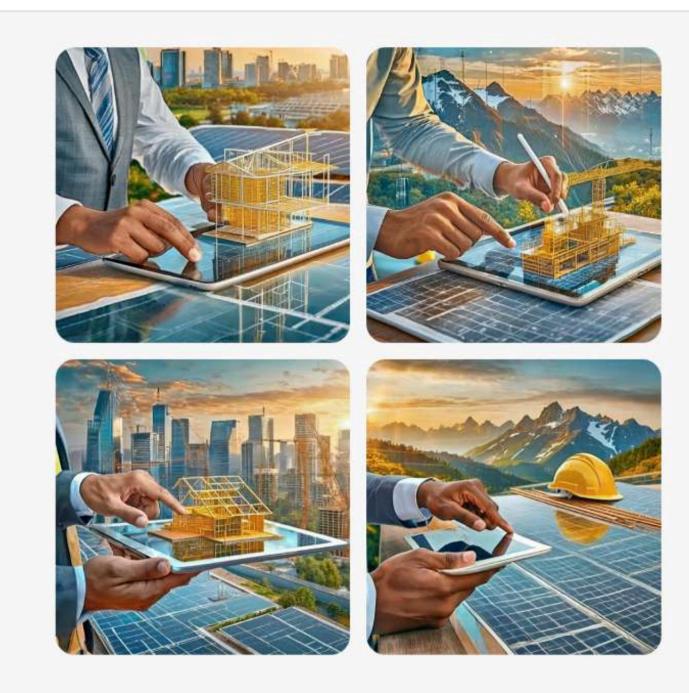
#### Style reference













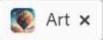


Close-up of an architect's hands on a tablet, interacting with a 3D model, rotating and zooming to examine different parts of the structure.

Clear



Style reference x



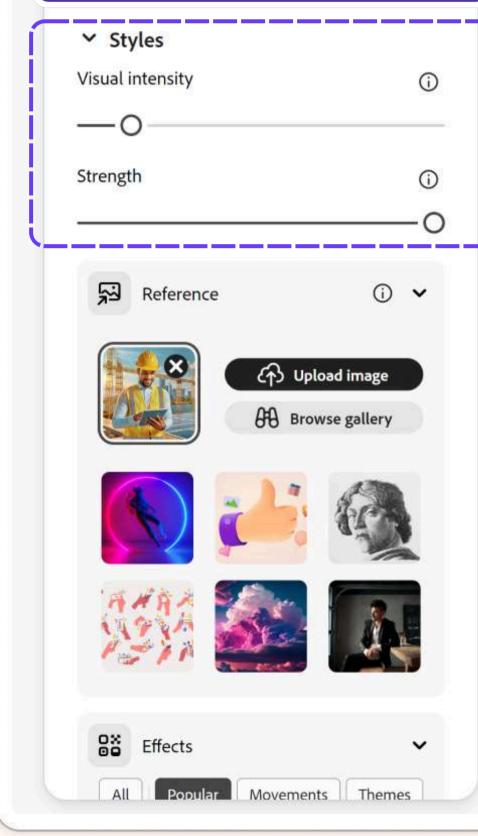


Suggestions I



**☑** Generate

#### Low visual intensity



#### High strength













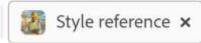


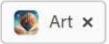


Prompt

Close-up of an architect's hands on a tablet, interacting with a 3D model, rotating and zooming to examine different parts of the structure.

Clear

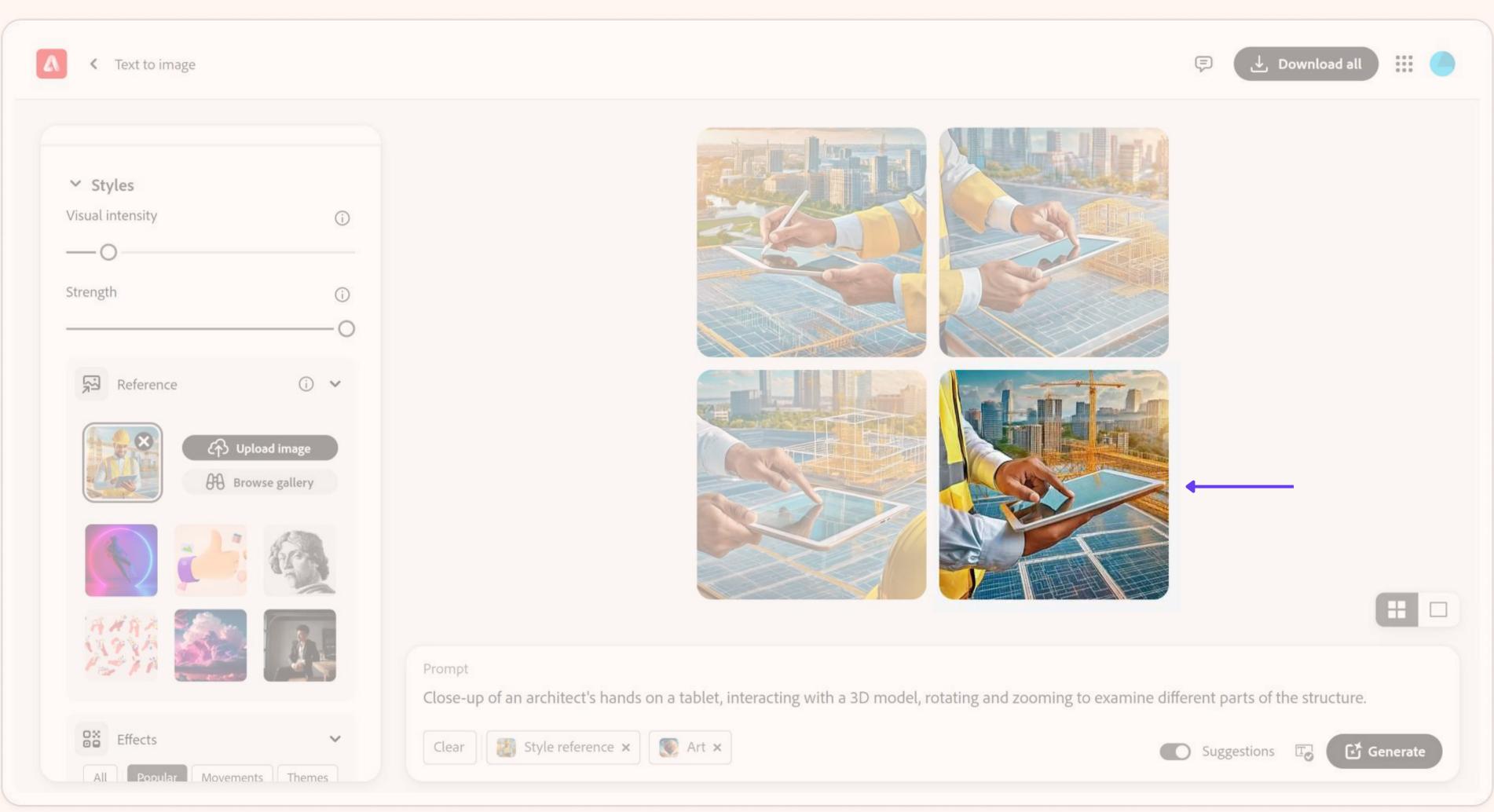






Suggestions 🖫

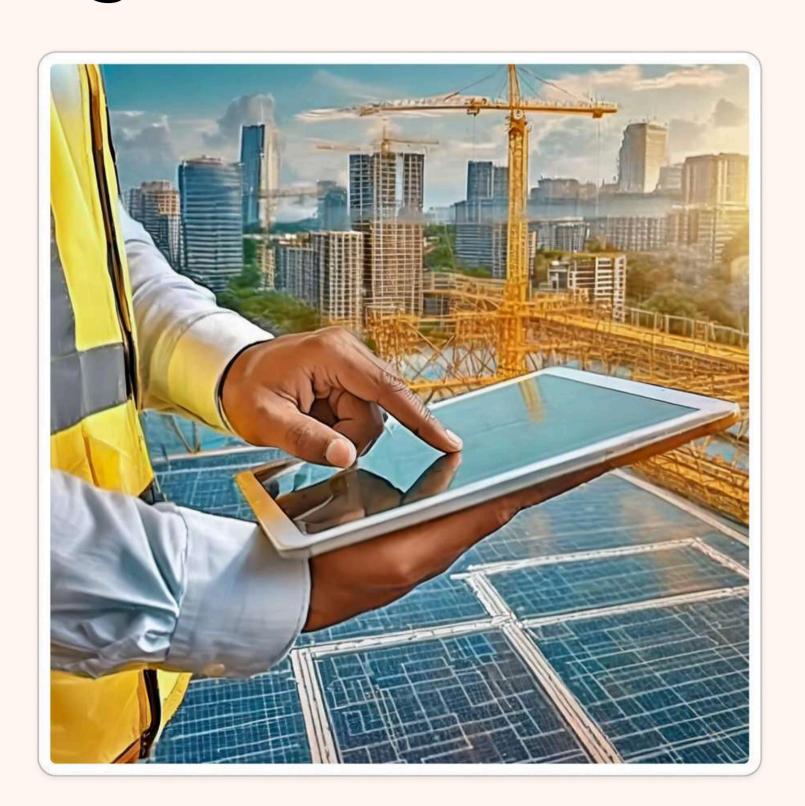




### Our third Al-generated visual!

3

Interact with the 3D model (close up)



#### Key Scenes

Arrive at the construction

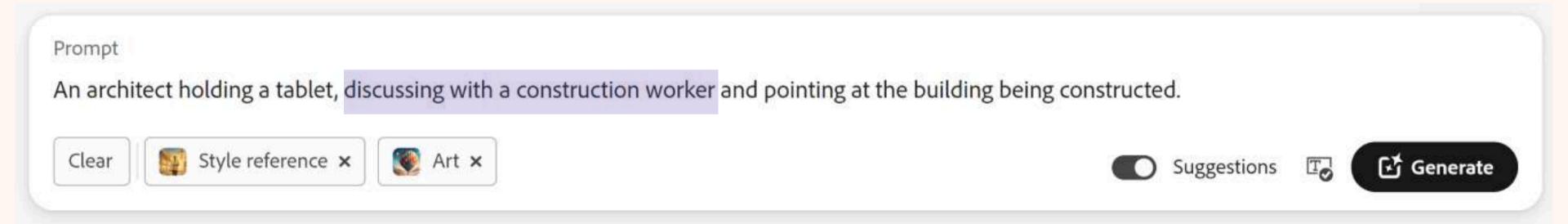
site

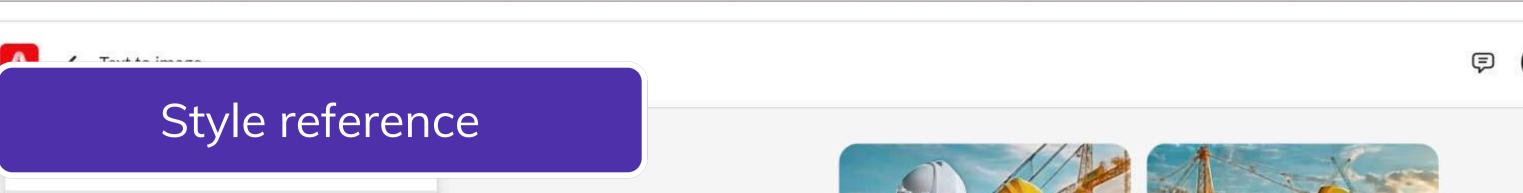
Open the 3D model web viewer on the tablet

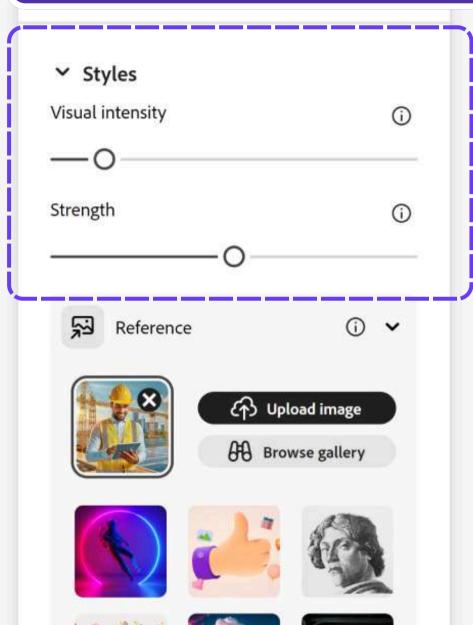
Interact with the 3D model (close up)

Compare with the actual site (multiple characters)

### The Used Prompt







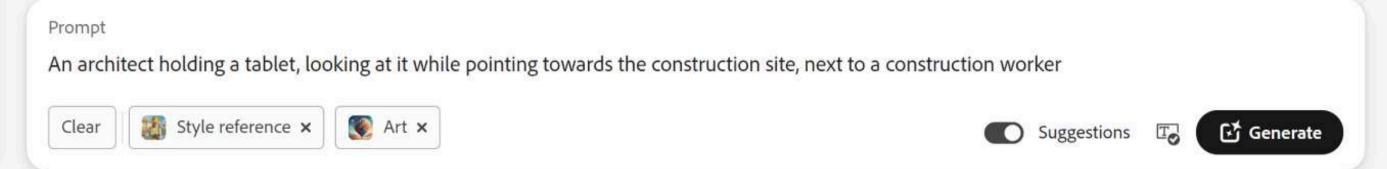
Effects

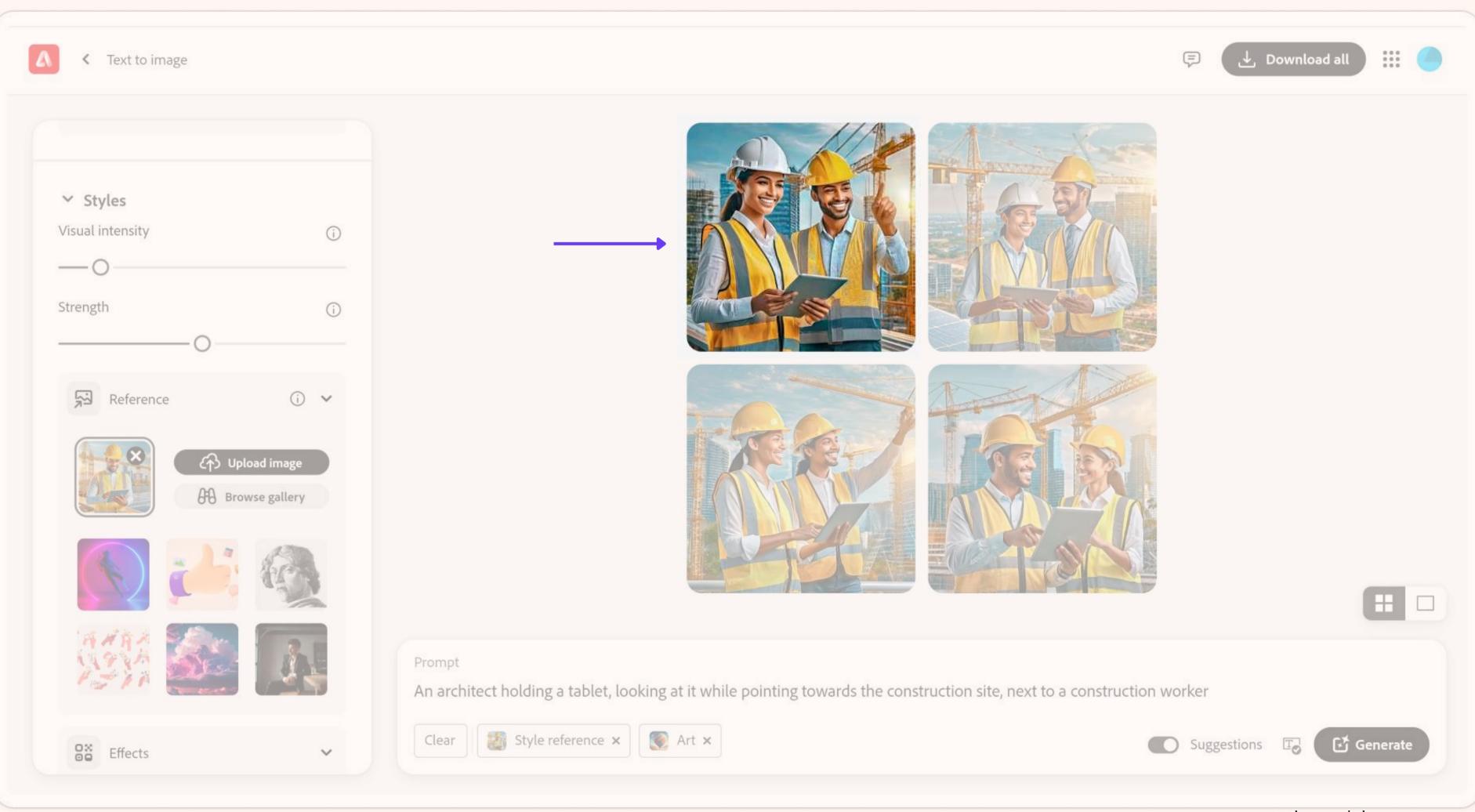




:::

**⊥** Download all





#### Final Result!









Arrive at the construction site

Open the 3D model web viewer on the tablet

Interact with the 3D model (close up) Compare with the actual site (multiple characters)

#### Al-generated images





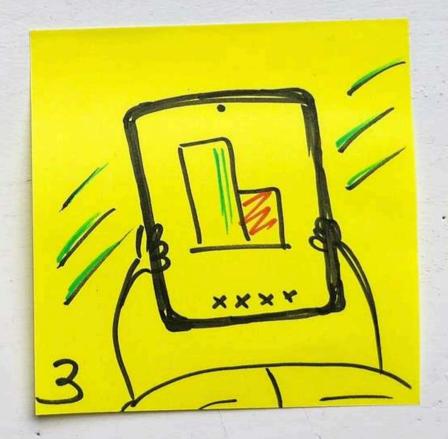




#### My sketches









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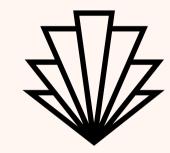
# Key Learnings



Prompt quality matters



Plan ahead for efficiency



Use reference images for consistency



Al is still limited

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#### Avoid

Vague prompts



"Architect at a construction site"

#### Avoid

Vague prompts

X

"Architect at a construction site"

Contradictory instructions

X

"Architect in a bright but shadowy area"

#### Avoid

Vague prompts

"Architect at a construction site"

Contradictory instructions

"Architect in a bright but shadowy area"

List of words

"Architect with tablet, team, equipment, cranes."

### Better prompts

Descriptive

### Better prompts

Descriptive

Detailed

### Better prompts

Descriptive

Detailed

Specific

#### Be aware of character biases























### Unexpected biases

- Toward architectural styles
- High-profile urban over rural projects
- Modern Western architectural style















### What can you do?

1

Be mindful of how you craft prompts

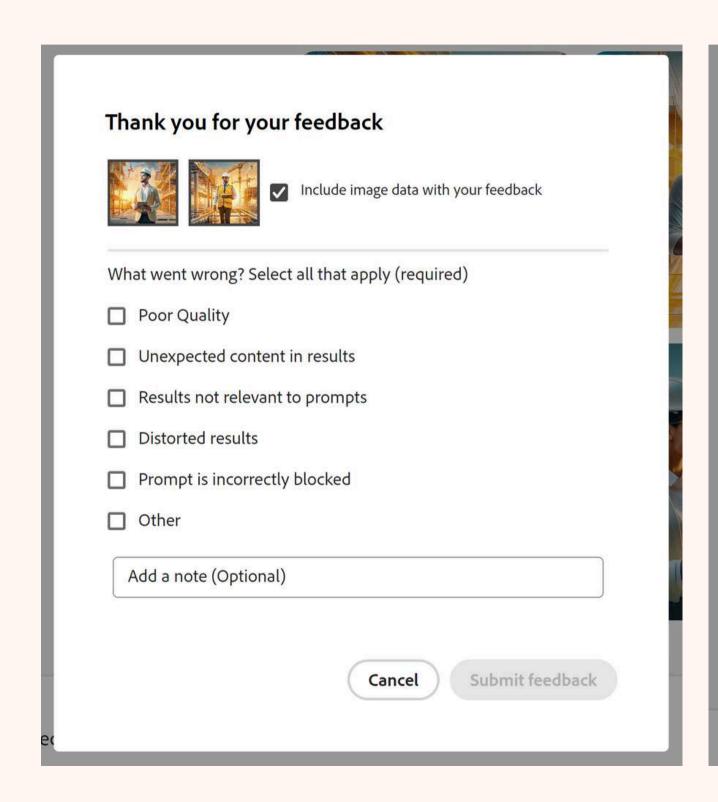
2

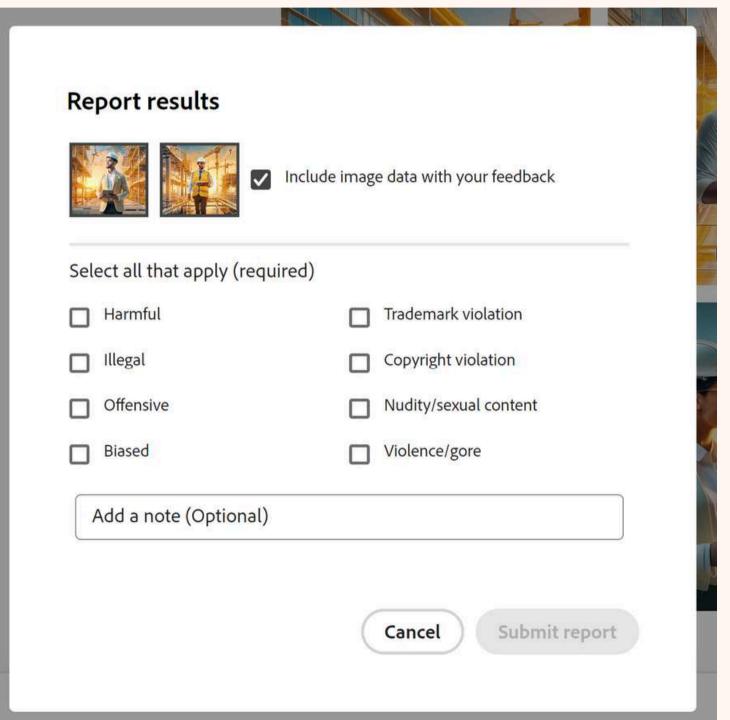
Use inclusive reference images

3

Stay critical

### Submit your feedback

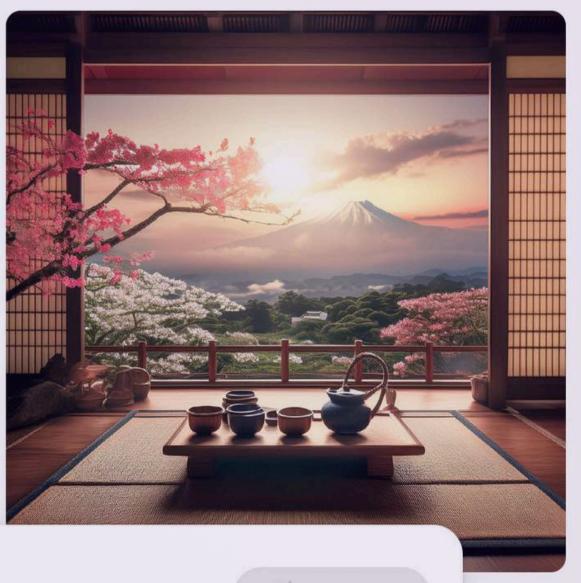












### Give it a try!

Explore the possibilities of Al image generators for your storyboards





## Thank you!

Let's connect

tetianagulei.com linkedin.com/in/tetiana-gulei

slides and resources

