



CAD PROJEKT K&A

Operation manual

Creator AI

CAD Decor PRO 4.6

CAD Decor 4.6 + Render PRO

CAD Kitchens 8.6 + Render PRO

Tabele of Contents

1.	Introduction.....	3
2.	Launching the Creator AI.....	3
3.	Using Free Models.....	5
4.	Using paid models	7
4.1.	Obtaining an API Key	7
4.2.	Adding Credits	9
5.	The Creator AI window layout.....	9
5.1.	Left panel.....	10
5.2.	Image Editing.....	10
5.3.	Upscaling	17
5.4.	Image.....	17
5.5.	Bottom panel.....	19
6.	Image Generation.....	20
6.1.	Materials.....	20
7.	Exit.....	21
	Contact form	22

1. Introduction

Programs that include the Professional Rendering Module offer access to the “**Creator AI**”, an artificial intelligence-powered feature.

The Creator AI provides models designed for image editing and upscaling (the intelligent increase of image resolution). Users can choose from free and paid models. Free models are installed locally on the user’s device. This manual provides information on system requirements and installation instructions. To use paid models, users must log in or create an account on the Comfy platform. The entire process is described below.

Legal Disclaimer: CAD Projekt provides only technical integration (an interface). It is not responsible for the availability, quality, or time required to generate images; the accuracy of billing on the Comfy account; or the copyrights and terms of commercial use of the results produced by AI models. Payments are processed on an external platform. CAD Projekt does not handle payments.

2. Launching the Creator AI

After updating the program to the version that includes the "Creator AI" feature, the user can access it immediately. To begin using it, navigate to the Visualization tab by clicking the "Visualization" icon  located in the top toolbar or by pressing the [F12] key.

The Creator AI can be accessed by clicking AI icon  in three different locations in Visualization:

- In the top toolbar, next to the “Show lights” icon (Illustration 1),



Illustration 1 AI Creator icon in the top toolbar in Visualization

- Next to saved images in the visualization (Illustration 2),



Illustration 2 The Creator AI icon next to the folder where visualization views are saved

- Icon on the bottom toolbar above the “stamps” after selecting the “Materials” option in the left panel (Illustration 3).



Illustration 3 The Creator AI icon in the “Materials” tab

Select the icon in one of these locations and a new "Creator AI" window will open. By activating the AI features, you are agreeing to the terms of use, privacy policy, and licenses applicable to the Comfy environment and the models used within it (including Nano Banana and Flux).

If your program does not include the Render PRO module, clicking the Creator icon will display a message with this information, along with a link to purchase the module. Once you have bought the module, you will be able to use both the AI features and the advanced rendering capabilities.

The terms of use will be displayed when you launch the Creator AI for the first time. You should read these carefully before accepting them. After selecting the acceptance box and clicking 'Continue', a new window will open.

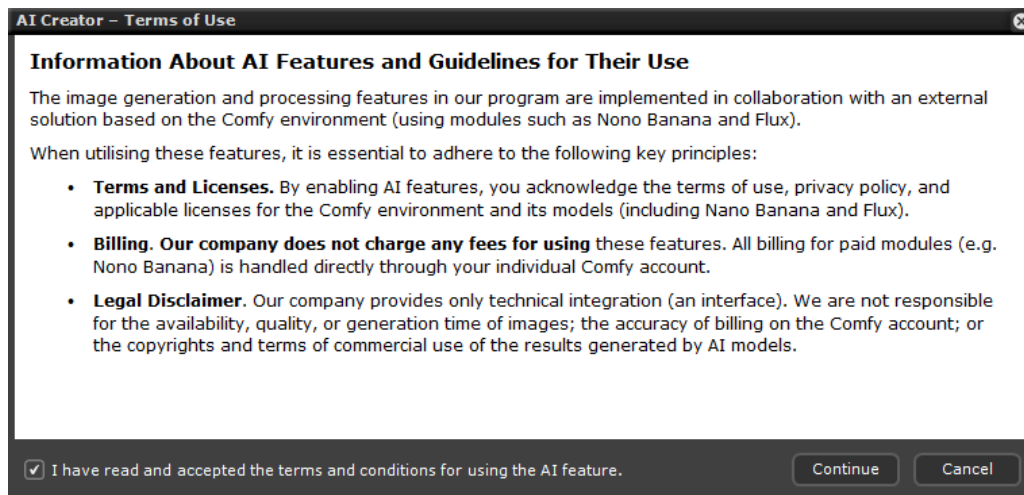


Illustration 4 Terms of Use

The AI settings are on the left. The middle section of the window first displays the source image and then the generated image.

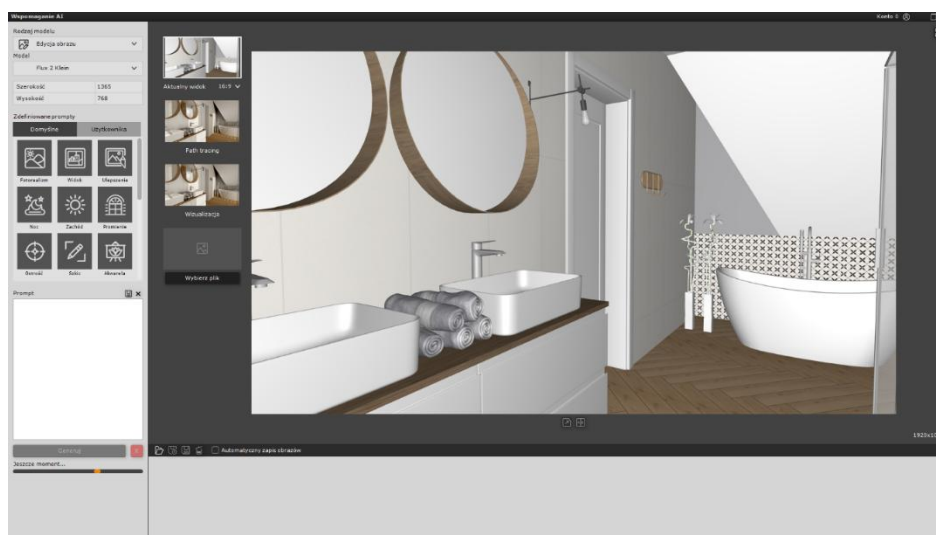


Illustration 5 View of the Creator AI window

To use the artificial intelligence modules, the user must download the free models (Illustration 6) or log in to the Comfy platform. These processes are described below.

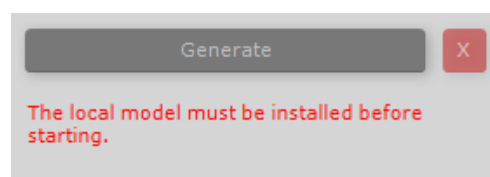


Illustration 6 Message informing there are no local models installed

3. Using Free Models

In addition to the AI functionality, we are providing the option to download free AI models. These models are installed locally on the user's device. They are not installed automatically. If a user wants to use them, they must download them using the Internet Updater.

In order to install the free models, your computer must meet the system requirements for the program with the Render PRO Module and have a GeForce RTX 20xx, 30xx, 40xx, or 50xx series graphics card. It is recommended that the graphics card has at least 8 GB of VRAM.

If your hardware does not meet the technical requirements, you will not be able to download these models. A message about this issue appears in the left panel of the Creator window below the "Generate" button. The panel also displays a message indicating that the drivers required to use the free models are outdated. You must update the drivers before using the models.

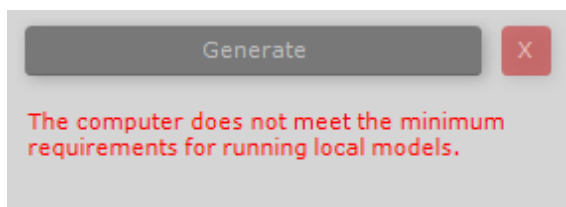


Illustration 7 Information on equipment that does not meet the requirements

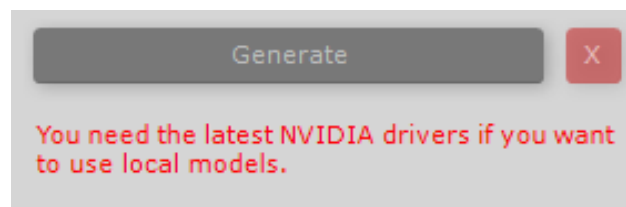


Illustration 8 Information of the lack of up-to-date drivers

Users who do not have the hardware required to run the free models can still use the paid models.



Free models can be downloaded using Internet Updater. To do this, start the online updater via the desktop shortcut or go to the program installation site, run the iUpdate.exe file and follow the instructions. The software must be switched off during the update.

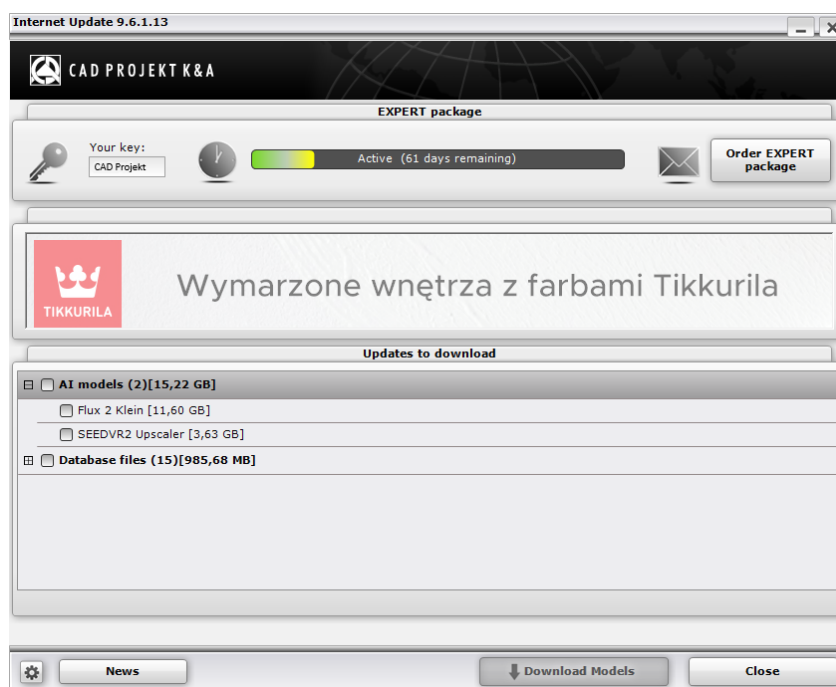


Illustration 9 Internet Updater

In the updater window, select the model that you would like to download (Illustration 9). The file size for each model is listed next to its name. Then select the "Download Models" option. Please be aware that downloading the models may take some time. Download speed depends on the user's hardware specifications and internet connection. Once the download is complete, the models are ready to use in the program.

For devices that do not meet the technical requirements, the models will appear on the download list in the Updater. However, they cannot be downloaded. When you attempt to download them, a message (Illustration 10) will appear stating that they cannot be downloaded. The models will be unchecked but will remain on the list.

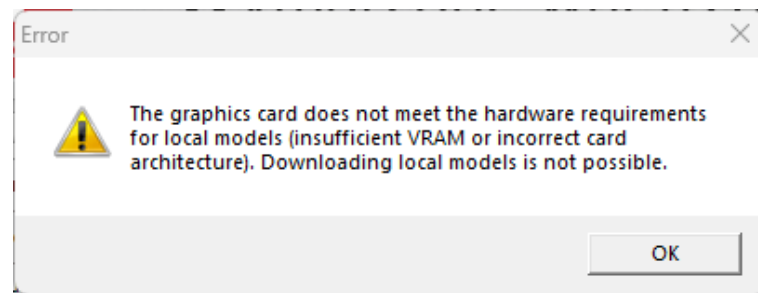


Illustration 10 Note Regarding Failure to Meet Hardware Requirements

4. Using paid models

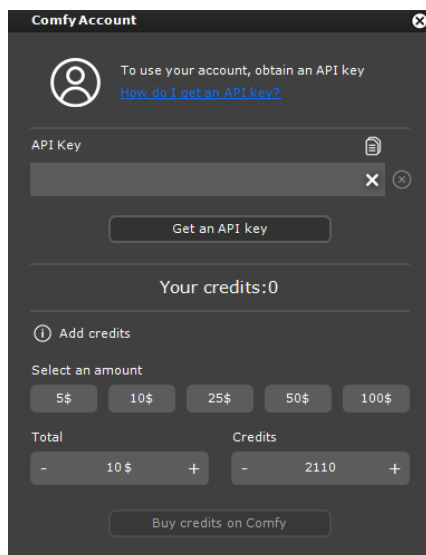


Illustration 11 Comfy Account window

The program provides access to paid AI models. This is possible thanks to its integration with the Comfy platform. After logging in, click "Account" in the upper-right corner  **Account 0**. When you click here, a new window titled "Comfy Account" will open (Illustration 11). To use the paid model, you must connect your account to your Comfy account by adding an API key. The program includes brief instructions on how to do so. You can view these instructions by clicking "How do I get an API key?".

Users must have credits to use paid models. Purchases are made through the Comfy platform. The process is described

later in this manual.

Payments are processed on an independent platform. CAD Projekt does not process them.

4.1. Obtaining an API Key

You can obtain an API key once you have an account on the Comfy platform. To do so, select the "Get API Key" option in the "Comfy Account" window. Your web browser will automatically open to the Comfy platform's login page (Illustration 12). If you have an account, log in. If not, click "Sign up" to create a new account.

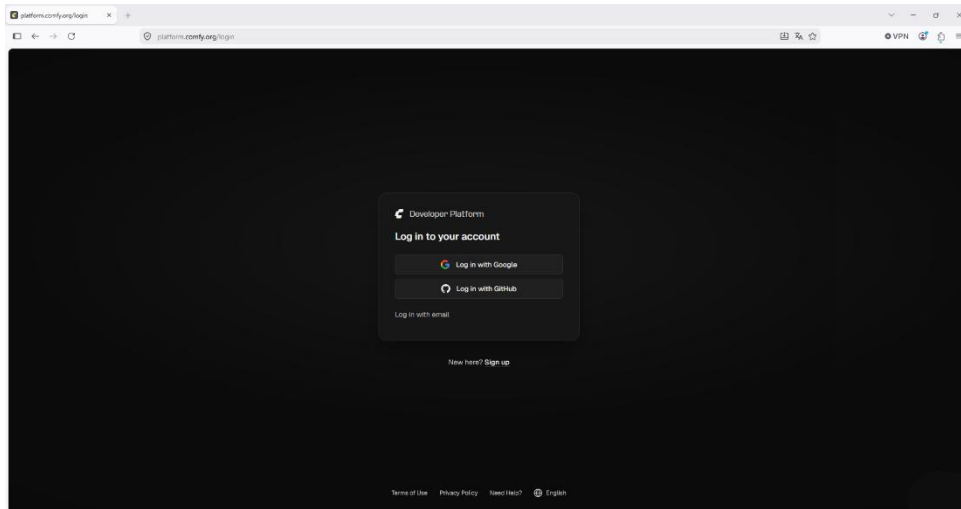


Illustration 12 The Comfy platform login page

After logging into your account, go to the “API Keys” tab in the right-hand panel, and then click the "New API Key" button + New API Key in the upper right corner (Illustration 13).

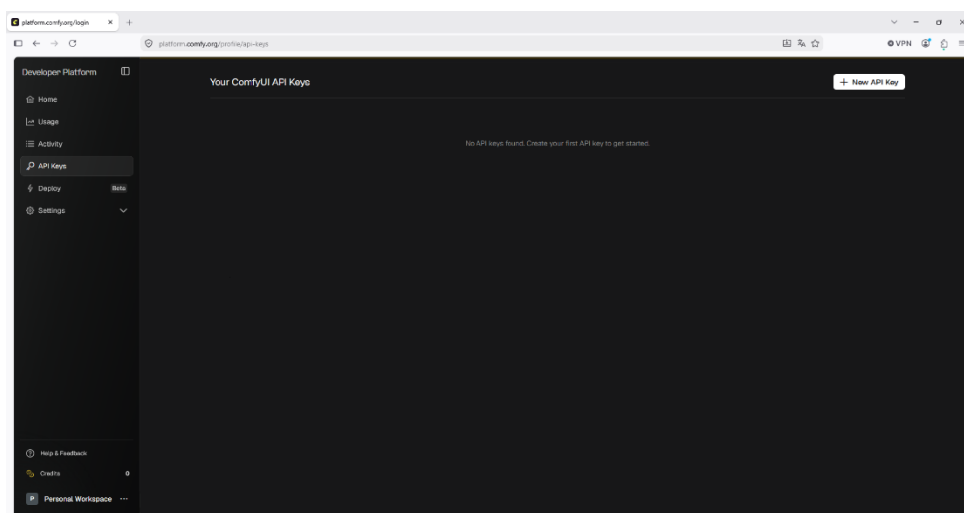


Illustration 13 View after logging in to the Comfy platform

A new window will open (Illustration 14), where you should enter the key name in the “Name (Required)” field. You can choose any name. Then click the “Generate” button in the lower-right corner.

Generate new API key
✕

Name (required)

Description (optional)

Close
Generate

Illustration 14 Generating an API Key

The key has been generated (Illustration 15). This key will only be displayed once. Do not close the window containing the key number until you have logged it into the program. You can copy the key using the icon  or the 'Copy' command by left clicking.

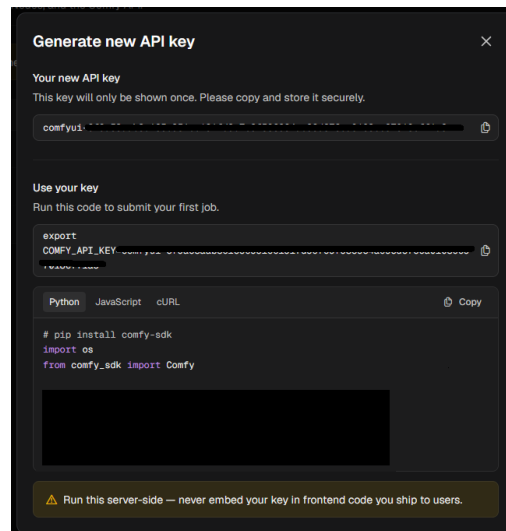


Illustration 15 Generated API Key

Return to the program window. Paste the code using the  icon or the “Paste” command. After a moment, the icon on the right should turn green. Your Comfy account information will appear at the top of the window. The API key is saved in the program. If you lose your API key, you can regenerate it by following the steps described above.

4.2. Adding Credits

You can purchase credits in the Comfy Account window. Below login information, you'll find the option to purchase credits. You can select the suggested amount or enter your own. The purchase is made on an external website.

Credit purchases are made through the Comfy platform. CAD Projekt does not process transactions directly. For any questions regarding the purchase, contact the Comfy platform.

After selecting the amount, choose the "Buy credits on Comfy" option. A new payment page will open. Follow the instructions. Once payment is complete, the top-up amount will automatically appear in your account. The number of credits available is also displayed in the upper-right corner next to the "Account" option.

5. The Creator AI window layout

The Creator AI window is divided into two sections. On the left are the AI model options. The preview of the image being edited takes up most of the window. In the upper-right corner is the Comfy account icon. Next to the name is information about available credits.

5.1. Left panel

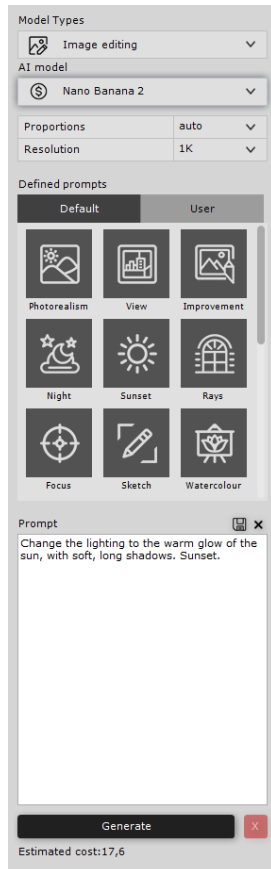


Illustration 16 The left panel covers AI features when using Image Editing models

At the top of the left panel, you can select the type of model: “Image Editing” or “Upscaling”. After selecting the AI type, choose the specific model you want to use. In both cases, there are free options and paid options, which are marked with a dollar sign (\$) (Illustration 17 and Illustration 18).

Below are the settings available for this model. They vary depending on the model you select. Here, you can select the minimum resolution of the image you create, as well as its size.

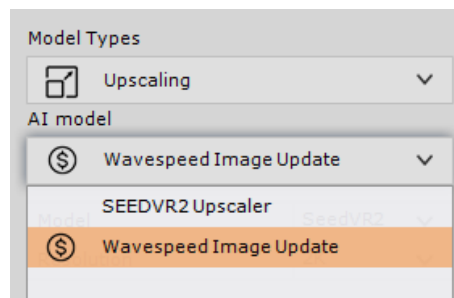


Illustration 17 Available Upscaling Models

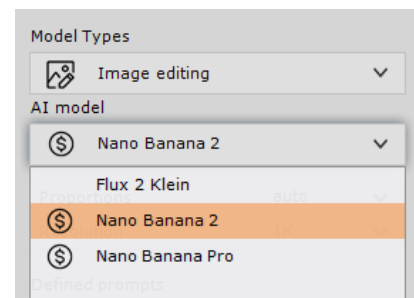


Illustration 18 Available Image Editing Models

The prompt options are located in the middle of the left panel. A prompt (a command for the AI) is text in which the user describes what the Creator AI should do with the image. It can specify both the scope of the changes and the expected appearance of the final image. The Creator AI comes with 21 predefined prompts. Users can write their own prompts and save them to the list later. More on this later in the guide.

Below the prompt options is a “Generate” button. Below that, the estimated cost in credits is displayed. If the user hovers the mouse over this area, the estimated cost in dollars will be shown.

5.2. Image Editing

Image editing allows you to modify the generated image according to the prompt you used. The program offers a variety of models:

- Free: Flux 2 Klein
- Paid: Nano Bannana 2 and Nano Bannana Pro

Below the options is a list of prompts, divided into default and user-defined prompts. The function provides twenty-one default prompts. You can edit the default prompts to suit the desired result. They are shown in the table below.

It is recommended that you use the last three prompts (Moodboard, RGB Colour, RAL Colour) in the paid models to achieve the desired results.

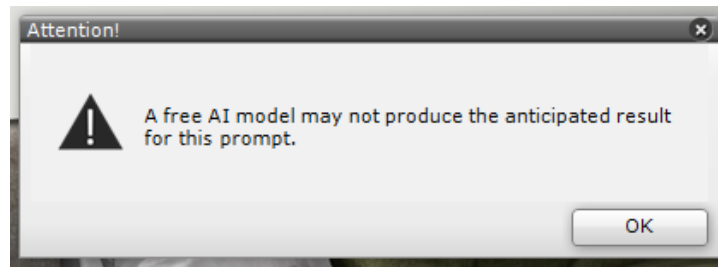
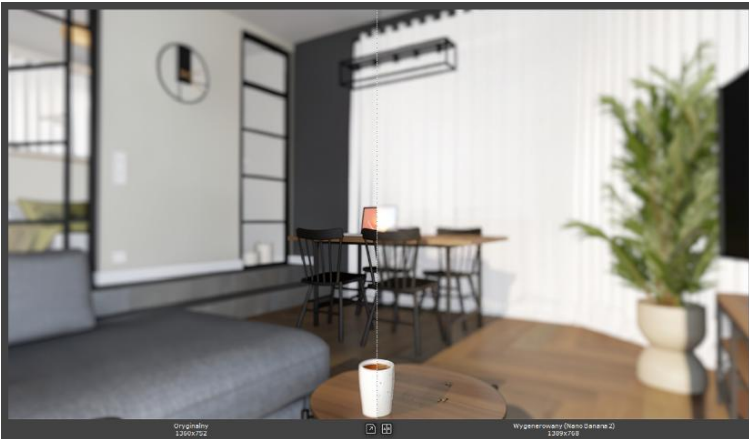
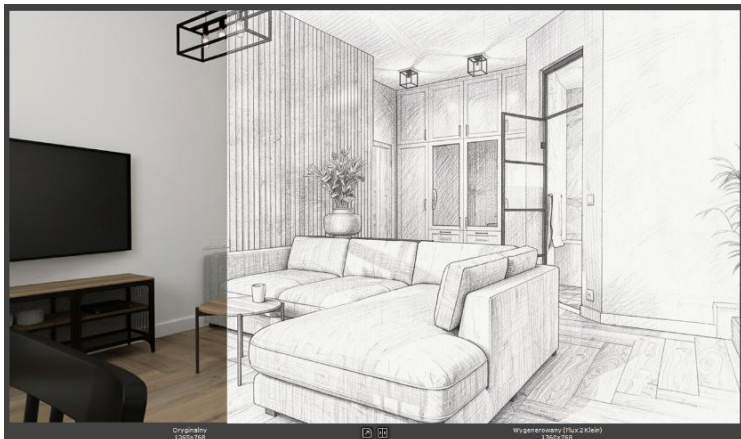
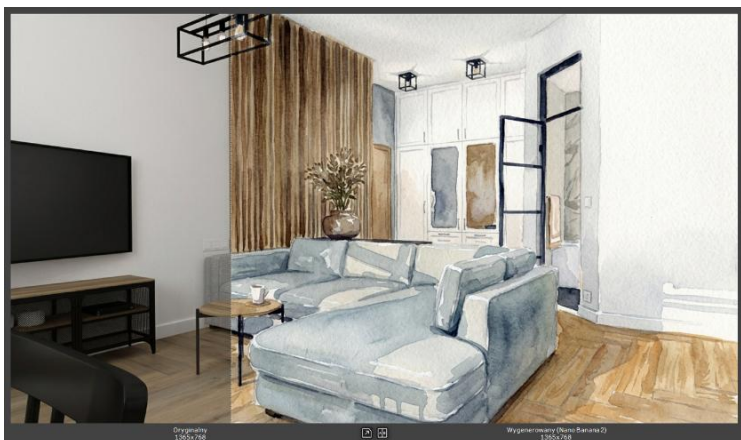
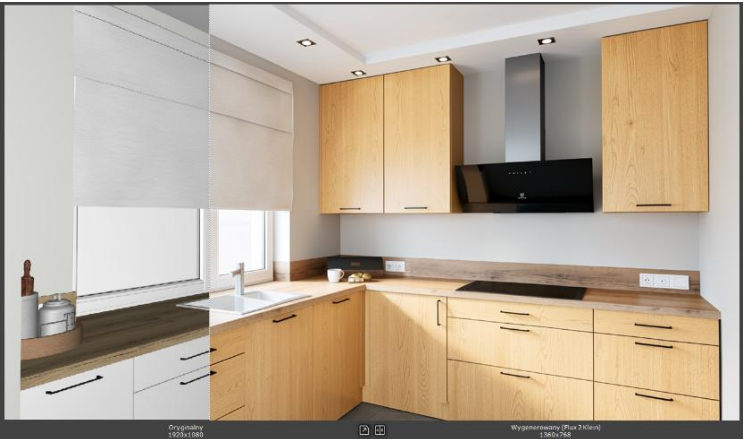
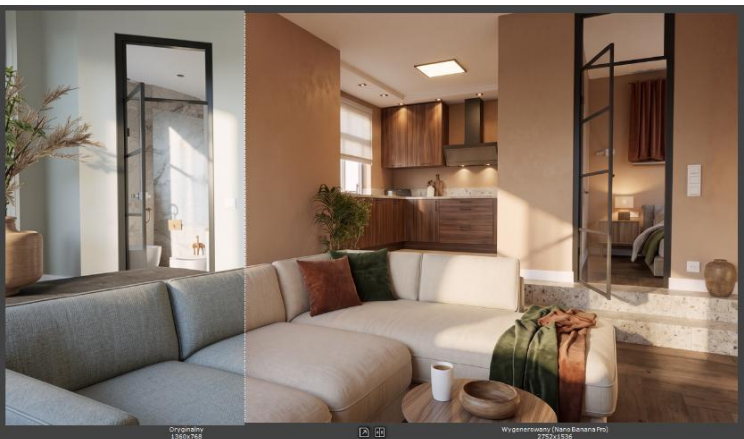


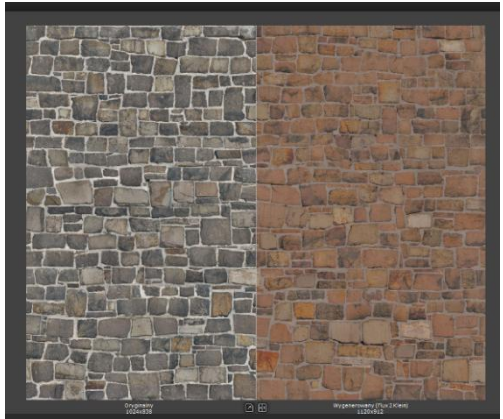
Illustration 19 Notice regarding the possibility of errors when using free models

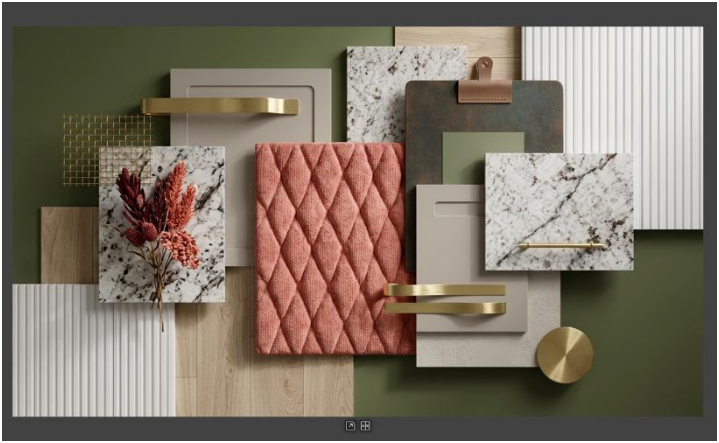
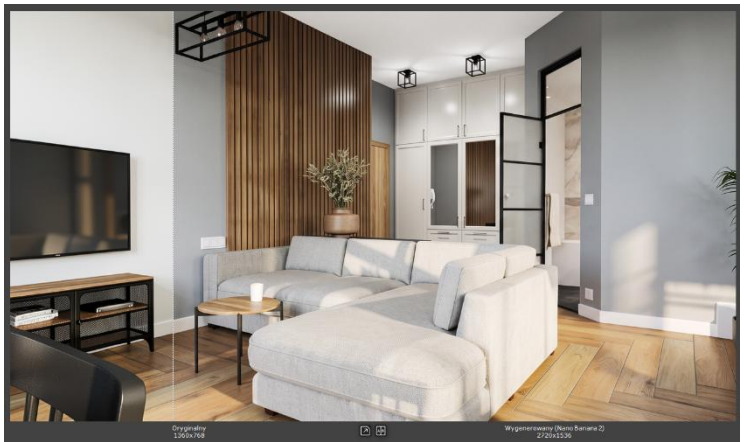
ID	Prompt Name	Description	Example
1	Photorealism	Transform the image so that it resembles a real photograph as closely as possible.	
2	View	Add a specific view outside the window. By default, this is a view of the city.	

3	Improvement	Improving the quality of visualizations.	
4	Noc	Change the lighting to a night scene.	
5	Sunset	Changing the lights so they resemble a sunset.	
6	Rays	Adding rays of light passing through the window.	

7	Focus	The image is focused on a single object in the foreground.	
8	Sketch	The picture looks as if it were drawn in pencil.	
9	Watercolour	The painting looks as if it were painted with watercolours.	
10	Cleaning	Remove all objects inside the room, leaving only the walls, doors, and windows.	

11	Kitchen	Adds kitchens.	
12	Fronts	Changing the cabinet fronts. By default, this changes to a warm-toned wood finish.	
13	Decoration	Adds a decorative touch.	
14	Makeover	Changing the cabinet fronts and colours, a complete makeover of the room's design.	

15	Modernism	A modernist-style room makeover.	
16	Texture Colour	Changing the texture colour.	
17	Texture quality	Improving texture quality.	
18	Albedo texture	Improving texture in relation to light and shadows.	

19	Moodboard	Creating a mood board based on an open image. Recommended for the paid models.	
20	RGB colour	Change the colour using the RGB palette. By default, a light shade of blue is selected. Recommended for the paid models.	
21	RAL colour	Change the colour according to the RAL palette. The default colour is gray. Recommended for the paid models.	

Users can write their own prompt or edit the default one and then save it. To do this, select the floppy disk icon above the prompt text. A new window will open (Illustration 20) where you can give it a title and edit its content. Saved prompts are located in the "User" list. Saved prompts can be edited. To do this, right-click on the prompt's name in the list and select "Edit" from the drop-down menu (Illustration 21). The prompt creation window will open again. Right-click on a prompt in the list to delete it by selecting the "Delete" option.

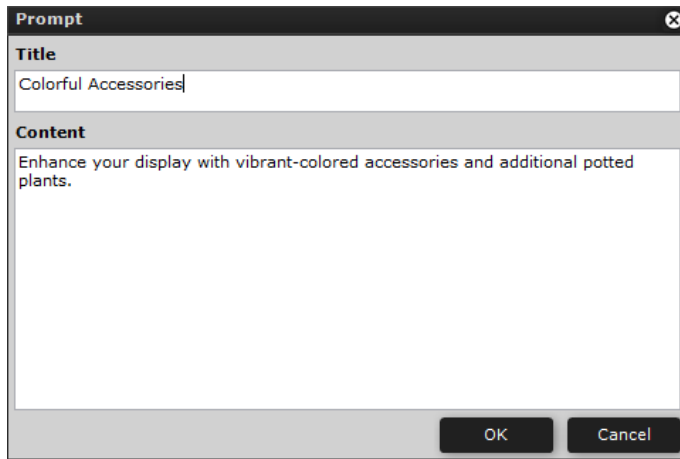


Illustration 20 Saving the user prompt

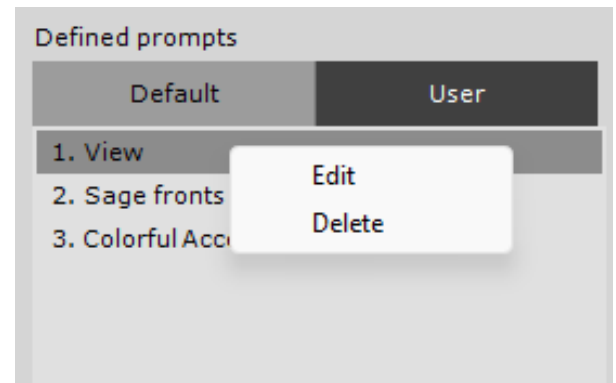


Illustration 21 List of user prompts with an edit option

After selecting a prompt, click the "Generate" button to generate an image. The generated image will appear in the center of the window.

5.3. Upscaling

Upscaling refers to the process of enlarging a lower-resolution image to a higher resolution while maintaining the best possible quality. It can be used to increase the resolution of an image generated in a visualization.

The program offers several upscaling models:

- Free: SEEDVR2 Upscaler
- Paid: Wavespeed Image Update (SeedVR2 and Ultimate)

When you select this model, the prompt options are greyed out. You cannot use them in this model.

After selecting a model, click the "Generate" button to generate the image. Once complete, it will be visible in the center of the window.

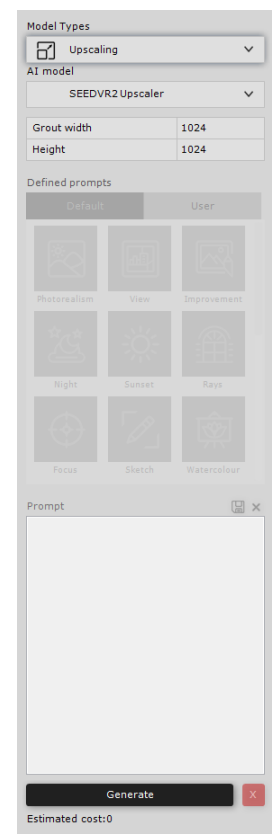


Illustration 22 View of the left panel after selecting an upscaling model

5.4. Image

The largest portion of the "Creator AI" window is taken up by the preview of the image being edited. To the left of the image are the image selection options. These can include the current view from a visualization, path tracing, the most recently created visualization, a material, or a file selected by the user.

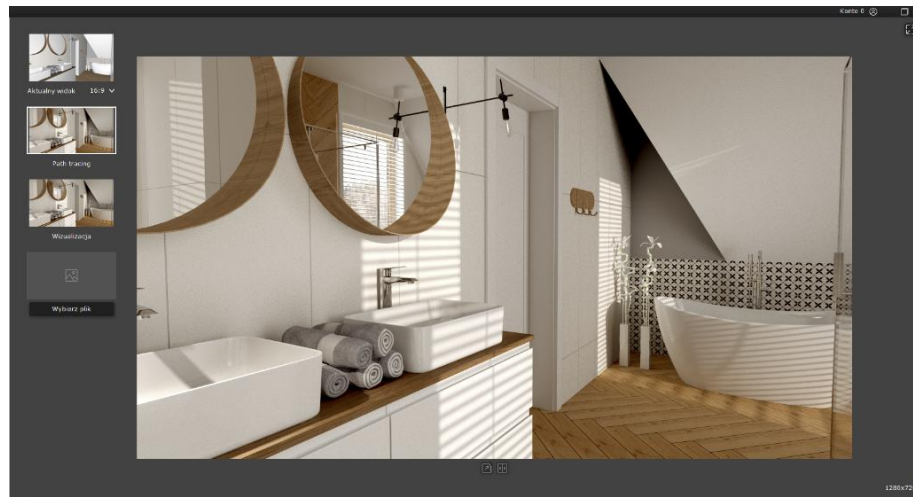


Illustration 23 View of the Creator AI window, the middle section of the window

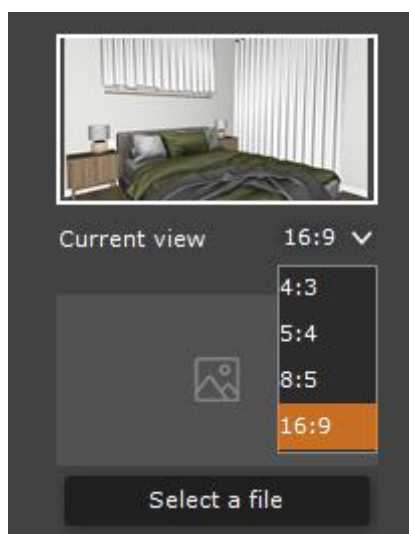


Illustration 24 Scaling the view

When you open Creator from the Materials tab, the selected material will be displayed. If you access the feature from the Render tab, the last rendered view will be displayed.

To open your own image, select the "Select a file" option. In the window that opens, select the location of the file, and then confirm your selection by clicking "Open".

Below the "Current View" thumbnail, to the right of its caption, there is a drop-down list of image scaling options (Illustration 24). These are 4:3, 5:4, 8:5, and 16:9. Any change to the aspect ratio is automatically updated in the view. This allows you to adjust the image to suit your needs.

Below the image are two icons: "Go to the source image" and "Compare the image you have created with its source". The first option opens the original image as it appeared before any changes were made. The second option allows you to compare the changes that were made to the image (Illustration 25). A dashed line will appear on the image; you can drag it to see what changes have been made to a specific area. The original image is on the left, and the generated image is on the right. Below are details about the image size and the model used to generate the image.

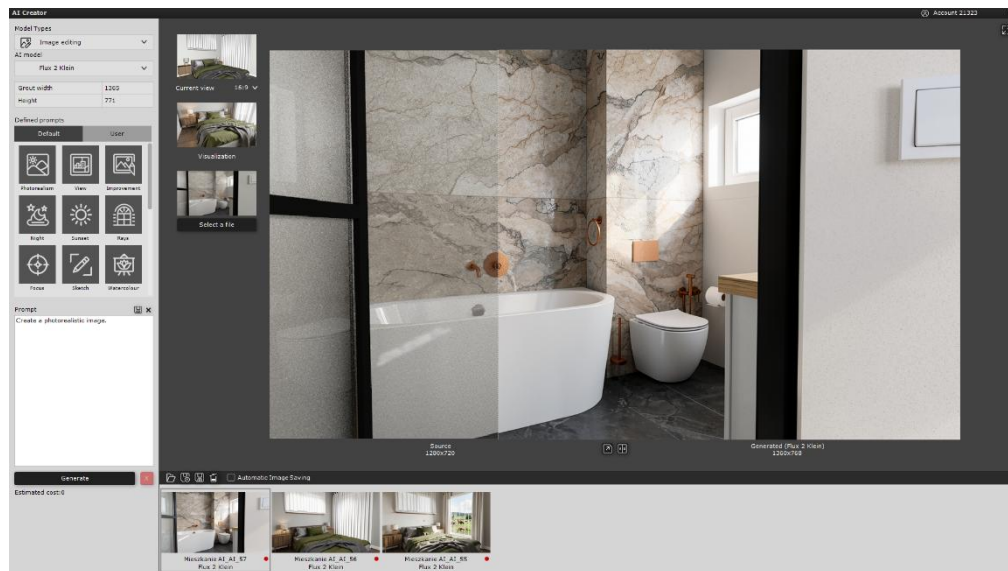


Illustration 25 View with the exclusive option "Compare the image you have created with its source"

On the right side of the window is the "Display the image in full-screen mode" icon . It opens the image on full screen. In the lower-right corner of the gray box is information about the image size.

5.5. Bottom panel

At the bottom of the window, you'll find options for saving the generated images. The bar above the images contains icons for saving options.

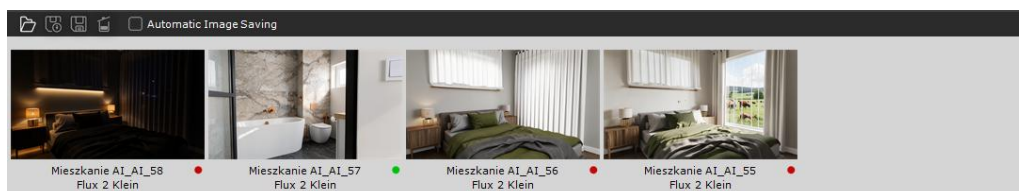


Illustration 26 View of the Creator AI window, the bottom part of the window.

The first icon  "Open project visualization folder" opens the folder where the visualization images are saved. The icon  "Save the selected items to the visualization folder" allows you to quickly save the images selected from the list to the project's visualization folder under a default name. Images saved this way will also appear in the bottom list of generated renders in the visualization. Icon  "Save as..." lets you choose a file name and the folder where the generated image will be saved. The last icon  "Delete selected" deletes the generated images. If you check the "Automatically Save Images" option, the generated images will be automatically saved in the project visualization folder.

Below are thumbnails of the generated images (Illustration 26). A red dot next to an image indicates that the image has not been saved. Once it is saved, the dot turns green.

6. Image Generation

Creator AI offers two types of models: upscaling and image editing. Users can use the suggested prompts or create their own. Prompts can be entered in any language.

To generate an image, select the “Generate” option located in the lower-left corner of the window. Below is information about the cost of generating the image. For free models, the cost is 0. For paid models, the cost is listed in credits. If you hover your mouse over this area, the estimated cost in dollars will be displayed (Illustration 28).

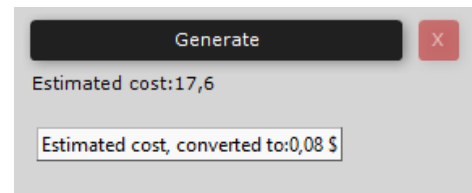


Illustration 27The cost of generating an image

The speed and quality of the generated images depend on the model selected and the capabilities of the user's hardware. Using the same prompt twice will produce two different results.

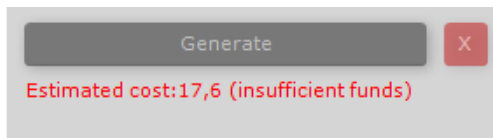


Illustration 28 Notice of Insufficient Funds

If a user does not have enough credits to generate an image, a message to that effect will appear below the “Generate” button.

If the user's computer does not have enough RAM, a message will appear stating this (Illustration 29). This may cause the device to slow down or freeze. The program will also ask if you want to save the project (Illustration 30). Once the project has been saved, the program will not display these messages again until the “Creator AI” window is closed.

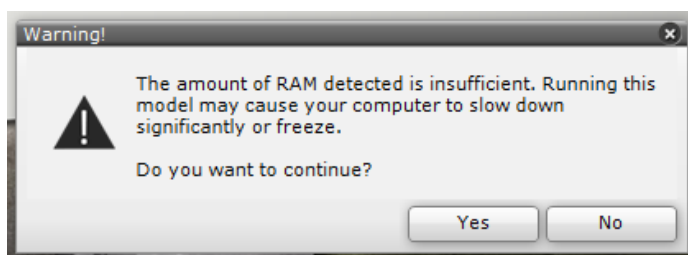


Illustration 29 Warning about insufficient RAM

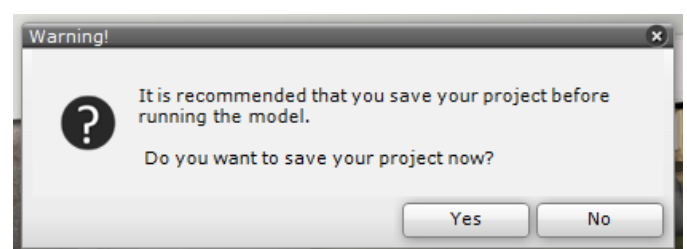


Illustration 30 Message recommending that the project be saved

6.1. Materials

The Creator allows you to improve the appearance of materials. The program offers three prompts for improving material quality: “Texture colour”, “Texture quality” and “Texture albedo”. To edit materials in the Creator, open it from the “Materials” tab with the texture you want to change selected.

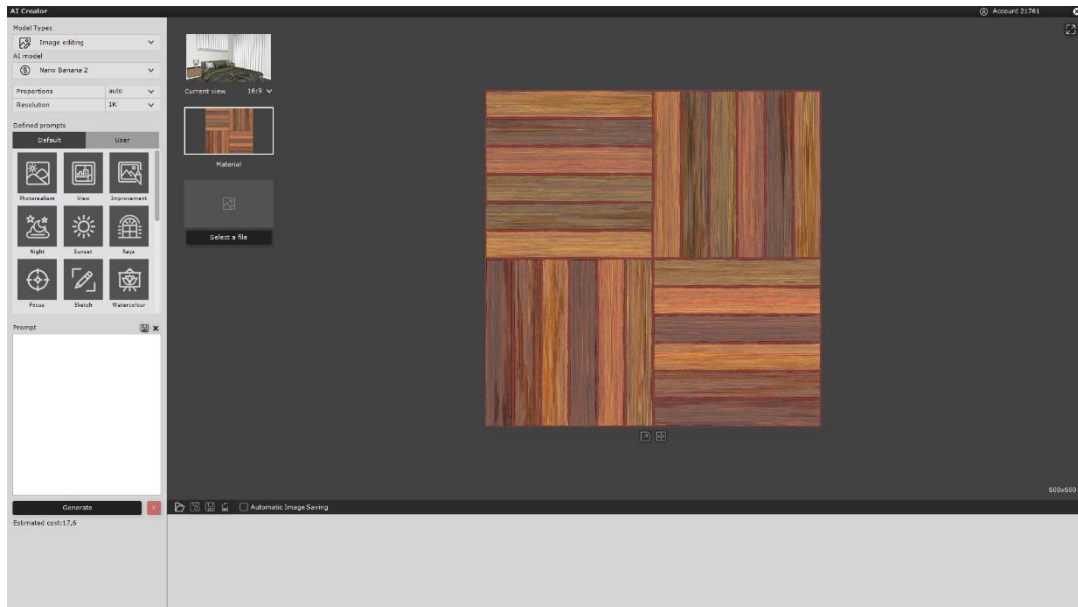


Illustration 31 Preview of the material in the Creator window

After editing the material, save it and then add it as a user material. This is described in a separate guide.

7. Exit

Exit the Creator AI by selecting the X icon in the upper-right corner of the window. If you have not saved all the generated images, you will receive a notification. Select "Yes" and the window will close, causing the generated images to be lost.

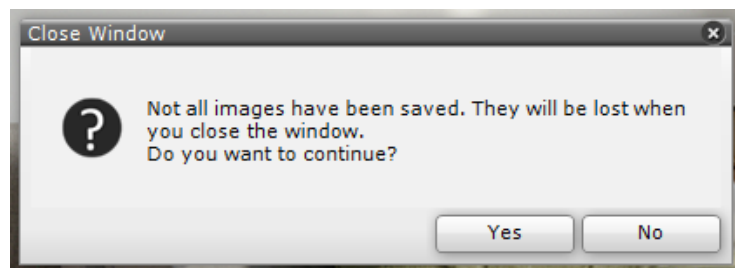


Illustration 32 Notice about unsaved images

Technical support

Mon-Fri from 8 a.m. to 5 p.m.

pomoc@cadprojekt.com.pl

tel. +48 61 662 38 83

Contact form

We would like to inform you that we provide training in the use of our programs. For more information, please visit our website: <https://www.en.cadprojekt.com.pl/trainings/>

Training section

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