Reference Face Mode – New Toy on the Block!

In July 2024 the editor received its latest new feature: the long-awaited "Reference Face" mode, which allows you to upload a face shot and insert it into a custom generated image. Currently the feature is still in Beta, and its particulars are subject to change. But here's what we know right now...

1. Strength does nothing in Reference Face mode.

This is likely to change in the near future, but for now, it's all about Attention – which means the power of your Prompt.

2. Inpainting and Outpainting are not affected by Reference Face mode.

Again, this feature is likely to open up soon, enabling you to do all sorts of consistent character designs and model-mixing in multiple poses and settings.

3. High Attention (greater than 5) can produce unwanted effects such as "aging."

Because of the way the mode works, it's possible for elements of the background to work their way into the model, producing unwanted effects and details in face and body. At the higher levels, these details can appear as dirt, creases, wrinkles or blemishes, causing the model to appear "older" than they really are. In general, it's best to keep Attention pretty low for the first round of a face reference.

4. Best Practices

Ref Face mode works best with high resolution images where all facial features can be seen, and it usually produces headshots or upper body shots. With prompting and vertical orientation it's possible to get a medium or full body shot, but it's not necessarily easy. The image generation process may slightly alter the model's face. It will sometimes reach *beyond* the face, changing hair, posture, or surrounding elements.

Example:

Reference Pic	+	Prompt	=	Result

naked woman with large breasts, standing in front of a huge american flag