

1 A Training Details

2 For all experiments, we used the CLIP ViT-B/32 model. Models were finetuned on the ImageNet-1k
3 training set for 5 epochs. The official ImageNet validation set was used. We used the AdamW
4 optimizer with a learning rate of $1e-5$, with a cosine learning rate scheduler. Due to computational
5 constraints, a consistent batch size of 128 was maintained across all methods. For baseline methods,
6 any additional method-specific hyperparameters were adopted from the default configurations pro-
7 vided in their publicly available codebases. All experiments were conducted with a single NVIDIA
8 RTX A5000 GPU and an AMD EPYC 7763 CPU.

9 B Datasets

10 We report all target datasets used for our experiments. Note that for training, the ImageNet-1K
11 training set was used.

Table B.1: List of datasets used in experiments, including number of classes and images. DG benchmarks are listed first. Each domain within a DG benchmark is treated as a distinct dataset. The number of images represent the validation/test set.

Dataset Name	Brief Description	# Classes	# Images
Domain Generalization (DG) Benchmarks			
Digits DG	Collection of digit recognition datasets.	–	–
MNIST	Grayscale handwritten digits (28x28).	10	6,000
MNIST-M	MNIST digits with color patches blended from BSDS500.	10	6,000
SVHN	Colored house numbers from Google Street View images (32x32).	10	6,000
SYN	Synthetically generated digit images (32x32).	10	6,000
Terra Incognita	Camera trap images of wild animals from different locations.	–	–
Location 100	Animal images from Location 100.	10	4,741
Location 38	Animal images from Location 38.	10	9,736
Location 43	Animal images from Location 43.	10	3,970
Location 46	Animal images from Location 46.	10	5,883
PACS	Object recognition with domain shifts.	–	–
Art Painting	Artistic paintings of objects.	7	2,048
Cartoon	Cartoon images of objects.	7	2,344
Photo	Photographic images of objects.	7	1,670
Sketch	Sketch drawings of objects.	7	3,929
Office-Home	Object recognition in different settings.	–	–
Art	Artistic depictions of everyday objects.	65	1,972
Clipart	Clipart images of everyday objects.	65	3,910
Product	Product images of everyday objects (typically clean backgrounds).	65	3,984
Real	Real-world photographic images of everyday objects.	65	3,902
Individual Benchmark Datasets			
Caltech-101	101 object categories (+1 background).	101	8,677
Oxford-IIIT Pets	Images of pet breeds.	37	3,669
Oxford Flowers 102	Images of flower categories.	102	6,149
Stanford Cars	Images of car makes, models, and years.	196	8,041
Food-101	Images of food categories.	101	25,250
FGVC Aircraft	Images of aircraft variants.	100	3,333

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Table B.1 – continued from previous page

Dataset Name	Brief Description	# Classes	# Images
SUN397	Scene understanding dataset with scene categories.	397	108,754
Describable Textures Dataset (DTD)	Textures in the wild, organized by 47 human-perceivable attributes.	47	1,880
EuroSAT	Satellite imagery of land use and land cover classes.	10	27,000
UCF101	Action recognition dataset of human action categories from videos.	101	13,320
ImageNet-1K	1.28M natural images in 1000 classes (ILSVRC 2012).	1000	50,000
ImageNet-V2	New test set for ImageNet-1K.	1000	50,889
ImageNet-Sketch	Sketch images corresponding to ImageNet-1K.	1000	50,000
ImageNet-A	"Natural adversarial examples" of 200 classes.	200	7,500
ImageNet-R	"Renditions" (art, cartoons, etc.) of 200 ImageNet classes.	200	30,000
WILDS Benchmark Datasets (Treated as Individual)			
Camelyon17-Wilds	Histopathological images for tumor detection with hospital-based shifts.	2	85,054
FMOW-Wilds	Satellite imagery for land use classification with temporal/regional shifts.	62	53,473

12 C Accuracy details

13 This section provides accuracy details for all target datasets. We report accuracies for both the original
 14 weights (before unlearning) and the unlearned weights. The average value across all datasets were
 15 reported in the main manuscript.

16 C.1 Using original weights (before unlearning)

Table C.1: Model performance on each dataset for all baselines using the original weights

Dataset Name	Zeroshot	FLYP	DANN	Adapter	CoOp	OOD	Ours
Digits DG							
MNIST	22.4	26.7	27.6	24.2	23.6	15.4	27.8
MNIST-M	16.8	18.4	22.7	11.9	14.9	17.3	16.2
SVHN	16.1	13.1	15.1	11.6	13.1	12.8	12.8
SYN	24.5	21.1	28.0	15.4	16.0	18.3	23.7
Terra Incognita							
Location 100	4.7	21.9	12.3	18.6	18.9	15.2	42.2
Location 38	4.8	32.3	34.7	20.6	20.4	11.4	35.6
Location 43	31.9	30.4	26.1	27.7	27.0	12.5	32.4
Location 46	23.1	32.1	24.3	23.0	22.4	7.2	36.4
PACS							
Art Painting	95.2	91.4	89.3	96.2	96.0	74.5	95.1
Cartoon	96.7	87.4	90.4	96.8	96.5	72.4	95.9
Photo	99.5	99.3	99.3	99.6	99.7	86.7	99.7
Sketch	83.3	75.9	58.7	84.1	84.0	68.8	88.3
Office-Home							

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Table C.1 – continued from previous page

Dataset Name	Zeroshot	FLYP	DANN	Adapter	CoOp	OOD	Ours
Art	77.5	73.8	72.2	78.3	77.4	63.5	77.6
Clipart	61.4	56.8	56.3	64.1	63.9	58.7	62.2
Product	85.9	78.0	77.2	87.3	86.8	70.0	84.8
Real	86.7	80.3	79.4	88.3	87.6	70.6	86.9
Caltech-101	83.4	84.5	83.0	83.2	83.4	63.1	88.9
Oxford-IIIT Pets	83.9	73.2	74.6	85.9	83.8	64.3	84.6
Oxford Flowers 102	60.1	30.8	31.4	64.6	64.9	9.2	53.2
Stanford Cars	52.2	20.0	21.2	56.4	55.7	1.6	40.6
Food-101	80.2	50.3	51.5	83.6	83.1	19.0	74.9
FGVC Aircraft	16.1	4.4	4.6	17.6	17.5	2.4	12.5
SUN397	60.2	51.8	51.0	57.8	58.3	30.6	63.8
Describable Textures Dataset	40.7	28.8	28.7	40.1	39.6	11.7	39.5
EuroSAT	30.3	26.0	23.9	38.1	38.2	16.2	39.2
UCF101	61.1	48.4	48.8	63.6	63.1	29.4	62.3
ImageNet-1K	54.2	69.1	69.0	59.5	59.9	71.0	75.0
ImageNet-V2	48.4	58.1	58.0	52.9	52.7	60.2	64.1
ImageNet-Sketch	32.3	35.3	33.1	32.3	32.8	40.5	42.9
ImageNet-A	26.2	18.1	18.3	28.5	27.9	13.6	26.2
ImageNet-R	59.7	55.8	53.7	58.9	58.8	45.2	65.0
Camelyon-Wilds	50.2	50.0	51.0	50.1	50.1	50.0	56.9
FMOW-V2 Wilds	16.5	7.9	9.8	13.2	12.8	11.3	12.9

17 **C.2 Using unlearned weights (after unlearning)**

Table C.2: Model performance on each dataset for all baselines using the unlearned weights

Dataset Name	Zeroshot	FLYP	DANN	Adapter	CoOp	OOD	Ours
Digits DG							
MNIST	33.5	22.4	28.4	29.3	28.9	18.9	40.6
MNIST-M	25.4	16.7	17.1	23.4	24.8	15.8	24.7
SVHN	13.8	13.5	12.0	15.7	16.7	12.0	16.5
SYN	24.6	22.8	18.1	17.4	19.7	13.0	29.0
Terra Incognita	–	–	–				
Location 100	27.8	13.6	22.9	23.2	22.5	9.1	21.5
Location 38	5.8	31.8	27.0	4.7	6.1	2.5	40.4
Location 43	26.5	27.6	25.9	22.2	23.4	9.2	28.1
Location 46	28.4	25.8	30.9	30.0	32.4	5.1	32.0
PACS	–	–	–				
Art Painting	93.8	87.0	86.3	93.9	92.9	65.2	92.1
Cartoon	94.6	82.8	87.8	92.1	94.1	63.4	92.8
Photo	99.5	99.5	99.0	99.0	98.0	80.0	99.6
Sketch	30.0	71.1	32.5	31.2	32.2	58.5	79.7
Office-Home	–	–	–				
Art	68.2	68.1	67.1	68.7	68.7	62.7	76.8
Clipart	50.7	53.7	53.3	47.0	46.7	50.9	61.3
Product	77.2	73.7	73.6	73.2	73.9	61.7	81.3
Real	80.4	76.9	76.9	78.9	78.1	66.6	83.4
Caltech-101	83.1	81.4	80.2	83.2	82.3	69.9	86.5
Oxford-IIIT Pets	74.9	71.0	69.3	74.2	76.4	67.5	81.0
Oxford Flowers 102	43.5	19.3	16.7	43.5	42.6	8.3	45.7

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Table C.2 – continued from previous page

Dataset Name	Zeroshot	FLYP	DANN	Adapter	CoOp	OOD	Ours
Stanford Cars	30.6	11.1	10.8	30.6	31.8	5.6	39.6
Food-101	66.3	34.3	33.6	65.9	63.4	17.4	62.4
FGVC Aircraft	8.0	2.7	2.2	8.0	7.1	1.1	9.4
SUN397	56.7	44.7	44.9	56.1	54.3	30.8	59.9
Describable Textures Dataset	30.7	25.6	24.9	31.1	30.2	9.8	35.0
EuroSAT	30.5	27.7	28.8	30.0	31.5	14.3	29.0
UCF101	55.5	42.1	41.8	55.1	56.6	36.7	56.9
ImageNet-1K	46.0	69.8	70.0	52.9	53.3	69.0	75.1
ImageNet-V2	40.4	58.4	58.2	45.7	46.2	58.2	63.9
ImageNet-Sketch	27.4	34.7	33.2	28.4	29.1	35.3	42.2
ImageNet-A	15.1	15.0	16.5	15.0	16.1	15.0	22.9
ImageNet-R	51.6	52.6	52.0	51.6	52.8	45.8	62.2
Camelyon-Wilds	50.2	53.0	51.9	60.0	59.7	50.5	55.0
FMOW-V2 Wilds	10.1	8.2	8.7	10.3	9.7	4.7	12.4

18 D OOD scores

19 This section provides the OOD scores for all target datasets. We report the OOD scores for both the
 20 original weights (before unlearning) and the unlearned weights. The average value was used to create
 21 the graphs in the main manuscript.

22 D.1 Using original weights (before unlearning)

Table D.1: Out-of-Distribution (OOD) detection scores using original weights.

Dataset Name	SNGP	Label	Average
Digits DG	–	–	–
MNIST	12.4	97.3	54.9
MNIST-M	8.1	97.8	52.9
SVHN	8.8	97.1	52.9
SYN	20.1	95.3	57.7
Terra Incognita	–	–	–
Location 100	10.0	92.5	51.2
Location 38	8.9	95.7	52.3
Location 43	9.5	94.1	51.8
Location 46	7.9	95.5	51.7
PACS	–	–	–
Art Painting	20.4	93.4	56.9
Cartoon	33.6	92.9	63.2
Photo	29.6	80.0	54.8
Sketch	35.1	92.3	63.7
Office-Home	–	–	–
Art	34.8	77.6	56.2
Clipart	28.8	83.2	56.0
Product	45.1	72.0	58.5
Real	43.1	69.6	56.3
Caltech-101	39.3	76.5	57.9
Oxford-IIIT Pets	57.2	62.6	59.9
Oxford Flowers 102	96.8	83.9	90.3
Stanford Cars	98.7	76.2	87.5

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Table D.1 – continued from previous page

Dataset Name	SNGP	Label	Average
Food-101	93.4	77.7	85.6
FGVC Aircraft	97.9	33.7	65.8
SUN397	71.6	76.7	74.2
Describable Textures Dataset	32.3	86.7	59.5
EuroSAT	50.5	98.2	74.3
UCF101	74.4	84.4	79.4
ImageNet-1K	51.6	0.0	25.8
ImageNet-V2	66.3	0.0	33.1
ImageNet-Sketch	85.5	0.0	42.8
ImageNet-A	87.7	0.0	43.9
ImageNet-R	87.8	0.0	43.9
WILDS Benchmark Datasets			
Camelyon-Wilds	0.8	79.2	40.0
FMOW-V2 Wilds	60.5	95.7	78.1

23 **D.2 Using unlearned weights (after unlearning)**

Table D.2: Out-of-Distribution (OOD) detection scores for unlearned model.

Dataset Name	SNGP	Label	Average
Digits DG	–	–	–
MNIST	93.2	40.2	66.7
MNIST-M	97.4	26.4	61.9
SVHN	97.5	2.5	50.0
SYN	98.8	16.4	57.6
Terra Incognita	–	–	–
Location 100	95.1	6.9	51.0
Location 38	95.7	4.6	50.1
Location 43	94.5	15.8	55.1
Location 46	96.7	12.3	54.5
PACS	–	–	–
Art Painting	93.5	32.7	63.1
Cartoon	93.2	39.0	66.1
Photo	79.4	48.0	63.7
Sketch	97.3	19.3	58.3
Office-Home	–	–	–
Art	81.6	43.6	62.6
Clipart	87.0	40.9	64.0
Product	77.9	52.0	65.0
Real	94.7	55.0	74.8
Caltech-101	76.6	55.8	66.2
Oxford-IIIT Pets	68.0	46.4	57.2
Oxford Flowers 102	81.7	98.4	90.1
Stanford Cars	74.7	95.2	85.0
Food-101	78.5	89.6	84.0
FGVC Aircraft	38.5	92.8	65.7
SUN397	77.6	83.4	80.5
Describable Textures Dataset	87.9	53.2	70.6
EuroSAT	98.1	26.3	62.2
UCF101	86.1	81.0	83.5

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Table D.2 – continued from previous page

Dataset Name	SNGP	Label	Average
ImageNet-1K	59.7	0.0	29.9
ImageNet-V2	71.8	0.0	35.9
ImageNet-Sketch	89.6	0.0	44.8
ImageNet-A	88.8	0.0	44.4
ImageNet-R	89.4	0.0	44.7
WILDS Benchmark Datasets			
Camelyon-Wilds	92.9	24.3	58.6
FMOW-V2 Wilds	95.8	63.0	79.4

24 E Hyperparameter tuning

25 This section provides details for hyperparameter tuning. In the main manuscript, we report 6
 26 different losses for the distinction between source data and diffusion generated data (C_1 - C_6). For
 27 hyperparameter tuning, we group these losses into four terms. C_2 and C_3 are grouped together as
 28 the *image disentangle* term, while C_1 and C_4 are grouped together as the *text disentangle* term. We
 29 report our hyperparameter tuning in Table . Due to computation limitation, the tuning was limited to
 30 single term increments.

Table E.1: Average accuracy across 33 datasets for specific hyperparameter combinations.

MLLM hidden state	MLLM description	Text disentangle	Image disentangle	Avg. Acc. (%)
1×10^{-4}	1×10^{-4}	1×10^{-4}	1×10^{-4}	50.8
1×10^{-3}	1×10^{-4}	1×10^{-4}	1×10^{-4}	49.6
1×10^{-2}	1×10^{-4}	1×10^{-4}	1×10^{-4}	49.0
1×10^{-1}	1×10^{-4}	1×10^{-4}	1×10^{-4}	50.2
1×10^{-4}	1×10^{-3}	1×10^{-4}	1×10^{-4}	51.3
1×10^{-4}	1×10^{-2}	1×10^{-4}	1×10^{-4}	50.4
1×10^{-4}	1×10^{-1}	1×10^{-4}	1×10^{-4}	49.6
1×10^{-4}	1×10^{-4}	1×10^{-3}	1×10^{-4}	52.1
1×10^{-4}	1×10^{-4}	1×10^{-2}	1×10^{-4}	51.4
1×10^{-4}	1×10^{-4}	1×10^{-1}	1×10^{-4}	51.0
1×10^{-4}	1×10^{-4}	1×10^{-4}	1×10^{-3}	50.6
1×10^{-4}	1×10^{-4}	1×10^{-4}	1×10^{-2}	49.6
1×10^{-4}	1×10^{-4}	1×10^{-4}	1×10^{-1}	49.1
1×10^{-4}	1×10^{-4}	1×10^{-3}	1×10^{-4}	52.1 (Best)

31 F Prompts Used for Multi-Modal Language Models (MLLMs)

32 This section details the specific prompts provided to Multi-Modal Language Models (MLLMs) for
 33 the generation tasks.

34 F.1 Prompt to MLLM to generate ideas for different styles of images

35 The following prompt was used to instruct the MLLM to generate a diverse list of image style ideas:

36 Give me ideas of 512 different styles of images.
 37 Each style should be less than 5 words. Do not overlap styles.
 38 Make the styles diverse.
 39 Be brief.

40 **F.2 Prompt to MLLM to generate descriptions and hidden states**

41 The following prompt was used to instruct the MLLM to generate detailed descriptions of image
 42 styles (independent of object category) and to also extract corresponding hidden states. The following
 43 prompt was input together with images in each style:

44 Attached are multiple images in the same style.
 45 Describe the aspects of the style that applies regardless of category.
 46 Provide a description.
 47 Do not describe the object in the image, but the style of image.
 48 Be as detailed, complete, and comprehensive as possible.
 49 Explain every minute detail.

50 **G List of all synthetic styles**

51 This section provides the list of all synthetic style ideas that were generated by the LLM.

52 Table G.1 shows the 512 distinct style prompts used for generating synthetic data. The styles are
 53 listed alphabetically across the columns.

Table G.1: List of 512 synthetic data generation styles (alphabetical order).

3D rendered image	3D rendering, virtual objects	ASCII art text	ASCII art, text characters
Aboriginal dot painting	Abstract expressionism	Abstract expressionism art	Abstract symbolic representation
Abstract, non-representational	Abstract, non-representational form	Achromatic grayscale image	Achromatic, no color
Acrylic paint vibrant	Action painting, dynamic	Aerial drone footage	Afrofuturism cultural sci-fi
Algorithmic art, code-based	Ambient light, natural tones	American scene painting	Analog film, imperfections
Analogous colors harmony	Anamorphic distorted perspective	Ancient Egyptian hieroglyphs	Animal at rest
Animal drinking, water source	Animal eye contact	Animal fighting, intense conflict	Animal grooming, self-care
Animal hiding, partially obscured	Animal hunting, focused gaze	Animal looking away	Animal marking territory
Animal mid-stride	Animal playing, energetic	Animal sleeping, peaceful	Animal tracks, foreground focus
Animal vocalizing, mouth open	Anime Japanese animation	Anime, Japanese animation	Architectural, building structures
Art Deco geometry	Art Nouveau curves	Artificial light controlled	Arts and Crafts
Assemblage found objects	Assemblage, 3D collage	Astrophotography star trails	Asymmetrical dynamic balance
Asymmetry, unbalanced design	Augmented reality, overlaid	Autumn leaves, warm palette	Available light natural
Avant-garde, experimental	Backlit silhouette lighting	Backlit subject, glowing outline	Baroque dramatic lighting
Bio art, living organisms	Biopunk organic technology	Biopunk, genetic engineering	Bird's-eye view elevated
Bird's-eye view, distant	Black and white film	Blacklight fluorescent colors	Blooming flowers, vibrant colors
Blue hour twilight	Blueprint architectural plan	Body art, human canvas	Bokeh light effect
Bold geometric patterns	Boomerang, looping video	Botanical art, plant subjects	Bright cheerful aesthetic
Broad lighting face	Butterfly lighting beauty	Byzantine mosaic icons	Calligraphy elegant lettering

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Table G.1 – continued from previous page

Calligraphy, elegant handwriting	Camera flash, harsh light	Camouflaged animal, hidden	Candid street photography
Candid, unposed moment	Caricature exaggerated features	Cartoon simplified drawing	Cartoon, exaggerated features
Cave entrance, dark frame	Cave painting prehistoric	Charcoal sketch drawing	Charcoal sketch, rough lines
Chibi cute style	Chromatic aberration, color fringing	Cinemagraph, subtle movement	Claymation stop-motion animation
Clear sky, bright blue	Close up macro	Close-up, animal portrait	Close-up, feather detail
Close-up, fur texture	Close-up, scale pattern	Cloudscape art, sky scenes	Collage mixed media
Collage, mixed media	Color contrast, complementary	Color field painting	Color grading cinematic
Color splash accent	Color temperature cool	Color temperature warm	Comic book style
Comic book, panel style	Complementary colors contrast	Conceptual, idea-driven	Cross polarization, vibrant colors
Cross-hatching line work	Cross-processed film	Cross-processed, altered colors	Cubism, geometric shapes
Cubist geometric forms	Cyanotype process print	Cyanotype, blue print	Cyberpunk cityscape night
Cyberpunk style, dystopian future	Daguerreotype antique look	Dark ominous undertones	Data bending corrupted
Data visualization, information art	Decorative, ornamental style	Decoupage, glued paper cutouts	Deep focus sharp
Delicate fine details	Dense jungle, lush green	Depth of field	Depth of field, blurred/sharp
Desaturated muted colors	Desaturated, almost monochrome	Dieselpunk retro-futuristic	Different species together
Diffuse reflection matte	Digital art, computer-generated	Digital glitchy aesthetic	Digital noise, grain effect
Digital painting software	Digital print, inkjet/laser	Distortion, warped perspective	Documentary style, realistic
Doodle art casual	Double exposure overlay	Double exposure, ghost image	Dramatic low-key lighting
Dramatic sky, storm clouds	Dramatic spotlight, single source	Dreamy ethereal soft focus	Duotone color scheme
Duotone, two-color palette	Dusty trail, arid environment	Dutch angle tilted	Dynamic energetic composition
Earth art, natural materials	Embroidery thread texture	Engraving detailed metal	Engraving, incised lines
Environmental art, nature-focused	Environmental portrait, surroundings	Establishing shot context	Etching fine lines
Etching, acid-etched lines	Expressionist bold colors	Extreme close-up detail	Extreme close-up, eye detail
Fantasy art, mythical creatures	Fashion illustration stylish	Fashion, clothing focus	Fast motion, sped-up action
Fauvist wild beasts	Feeding animals, close action	Film noir style	Fine art, aesthetic focus
Fish-eye lens view	Fish-eye lens, distorted	Flat lay top-down	Flowing river, blurred water
Focus stacking, all sharp	Foggy morning, atmospheric haze	Folk art naive	Folk art, traditional craft
Forced perspective trick	Forced perspective, size illusion	Formal, posed shot	Found object art
Fractal art mathematical	Fractal art, mathematical	Frontlit subject, clear view	Frozen lake, icy surface
Full shot composition	Futuristic sci-fi vision	Futuristic style, advanced	Generative art algorithmic

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Table G.1 – continued from previous page

Generative art, algorithms	Geometric abstract pattern	Glamour, idealized beauty	Glassblowing molten glass
Glitch art digital	Glitch art distortion	Glitch art, corrupted data	Glitch art, digital errors
Golden hour sunlight	Golden ratio composition	Golden ratio, proportions	Gothic art, dark, romantic
Gothic dark shadows	Gouache opaque matte	Graffiti art, street tagging	Graffiti wildstyle lettering
Graffiti, tagged look	Grainy film texture	Grainy film, retro style	Graphic design, visual communication
Gritty black and white	Gritty urban decay	Group of animals, social	Group portraiture, multiple people
HDR photo rendering	HDR, high dynamic range	Halation, glowing highlights	Hand-drawn sketchy feel
Hard light defined	Hard light shadows	Heavily textured impasto	High contrast, dramatic lighting
High saturation, vivid colors	High-angle shot looking	High-key bright lighting	High-speed photography
Holographic iridescent effect	Horror art, scary imagery	Hudson River School	Hyperlapse, moving time-lapse
Hyperrealism, beyond realism	Illuminated manuscript gold	Illustrative, narrative imagery	Impressionism, loose brushstrokes
Impressionist brushstrokes	Industrial mechanical elements	Infographic data visualization	Infrared luminescence, glowing foliage
Infrared photography	Infrared, false color	Infrared, heat signature	Ink wash fluid
Installation art, three-dimensional	Interactive art, participation	Isometric projection view	Jewelry intricate design
Kinetic art movement	Kinetic art, movement	Land art earthworks	Landscape art, natural scenery
Leading lines perspective	Leading lines, guide eye	Lens flare sunlight	Lens flare, bright streaks
Light art, illumination	Light leak, color streaks	Light painting trails	Line art contour
Line drawing, simple outline	Linocut bold lines	Lithograph stone print	Lithography, planographic print
Lomography film look	Long exposure shot	Long exposure, light trails	Long shot distance
Loop lighting portrait	Low angle, animal towering	Low poly geometric	Low saturation, muted tones
Low-angle shot upwards	Low-key dark lighting	Lowbrow art, underground	Lowbrow pop surrealism
Luminism glowing light	Macro lens close-up	Macro shot, tiny details	Mandala circular symmetry
Manga graphic novel	Map cartographic representation	Maximalist busy composition	Maximalist, elaborate design
Medium shot framing	Metalwork shaped metal	Migrating herd, vast landscape	Miniature diorama world
Miniature effect, tilt-shift	Minimalism, essential elements	Minimalist simple lines	Minimalist, simplified design
Mixed lighting combined	Monochrome single color	Monochrome, single color	Monotype, unique print
Moody atmospheric lighting	Moonlit night, stark shadows	Mosaic tile pieces	Mosaic, small piece patterns
Motion blur capture	Motion blur, animal running	Motion blur, speed lines	Mountain range, panoramic view
Multiple exposure, layered images	Mural art, large-scale painting	Mural large-scale painting	Naive art, childlike simplicity
Natural organic forms	Negative space drawing	Negative space framing	Negative space, empty area
Neoclassical refined style	Neon light glowing	Nesting birds, detailed feathers	Night photography cityscape

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Night vision, green tint	Night vision, red tint	Oil painting texture	Oil painting, thick texture
Op Art optical	Op art, visual illusions	Optical illusion, trickery	Origami, paper folding
Ornate intricate design	Orthochromatic film effect	Outrun style neon	Outsider art raw
Outsider art, untrained	Over-the-shoulder perspective shot	Overcast sky diffusion	Overexposed, bright white
Overgrown, vegetation focus	Panning motion blur	Panning, blurred background	Panoramic stitched view
Panoramic, wide environment	Paper cut layered	Paper marbling, swirling patterns	Parent and offspring
Pastel drawing, blended colors	Pastel soft blending	Pattern repetition, visual rhythm	Pen and ink
Pencil shading detailed	Performance art, live action	Photojournalism, storytelling	Photorealism hyper-detailed
Photorealism, lifelike detail	Pinhole camera image	Pixel art retro	Pixel art, retro game
Pixelated low resolution	Pixelated, low resolution	Point-of-view subjective shot	Pointillism, tiny dots
Pointillist dot technique	Polaroid transfer, image manipulation	Polychrome, many colors	Pop art bright
Pop art, bold colors	Portraiture, individual likeness	Positive space, subject focus	Pottery ceramic art
Pre-Raphaelite detailed beauty	Predator-prey interaction	Psychedelic art, mind-altering	Quilling, paper filigree
Quilting patchwork design	Rack focus shift	Radial balance, circular focus	Rainy day, blurred drops
Realist everyday life	Rembrandt lighting portrait	Renaissance classical style	Retro style, vintage look
Rocky terrain, jagged edges	Rococo ornate details	Romantic emotional landscape	Rule of thirds
Rule of thirds, composition	Rustic textured surface	Sandy desert, dunes stretch	Saturated vibrant colors
Schematic diagram layout	Sci-fi art, space, technology	Screen printing bold	Screen printing, stencil print
Sculpture three-dimensional form	Seascape art, ocean views	Selective color isolation	Selective focus, sharp animal
Self-portraiture, artist's image	Sepia tone, vintage look	Sepia toned photograph	Serene calming atmosphere
Shallow focus blur	Sharp contrasting lines	Sharp focus, crisp details	Short exposure, frozen motion
Short lighting slimming	Sidelit subject, defined features	Silhouette backlit subject	Silhouette black shape
Silhouette, dark shape	Single-point lighting setup	Sleek modern minimalist	Slow motion, extended time
Smooth airbrushed finish	Smooth digital, clean look	Snowy scene, whiteout effect	Social realism commentary
Soft focus, dreamy effect	Soft light diffused	Soft pastel hues	Softbox diffused light
Solar punk green	Solitary animal, minimalist	Sound art, auditory	Sparse woodland, bare trees
Specular highlights reflections	Split lighting dramatic	Split toning effect	Split toning, colored highlights/shadows
Spring growth, fresh shoots	Square color scheme	Staged photography	Stained glass colorful
Steampunk Victorian sci-fi	Steampunk style, Victorian sci-fi	Stencil art spray	Stencil art, cut-out shapes
Stippling dot shading	Stop motion, frame-by-frame	Street art graffiti	Street art, urban style

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Studio portrait lighting	Sumi-e ink painting	Summer heat, shimmering air	Sunlit glade, dappled light
Sunrise glow, warm tones	Sunset silhouette, golden hour	Surreal, bizarre, dreamlike	Surrealism, dreamlike imagery
Surrealist dreamlike scene	Symmetrical balanced framing	Symmetry, balanced image	Technical drawing precise
Telephoto, compressed perspective	Tessellated repeating design	Tetradic color rectangle	Textile art fabric
Texture contrast, rough/smooth	Thermal imaging, body heat	Three-point lighting classic	Tilt-shift effect
Time-lapse sequence frame	Time-lapse, motion sequence	Time-lapse, star trails	Tintype vintage photo
Tonal contrast, light/dark	Tonalism muted colors	Triadic color scheme	Tritone, three-color scheme
Trompe-l'oeil illusionistic	Two animals, interaction	Two-point lighting setup	Two-shot composition framing
Typography, letterforms art	Ukiyo-e Japanese woodblock	Ultraviolet, unseen spectrum	Underexposed, deep shadows
Underwater photography scene	Underwater, murky view	Urban art, cityscapes	Vanishing point perspective
Vaporwave aesthetic photo	Vector graphic, stylized	Vector graphics scalable	Vibrant color explosion
Vignette, darkened edges	Vignetting, dark corners	Vintage Polaroid picture	Vintage retro charm
Virtual reality, immersive	Visionary art, spiritual	Water reflection, mirrored image	Watercolor painting, soft edges
Watercolor wash effect	Waterfall cascade, misty spray	Wet collodion, antique photography	Wet plate collodion
Wheatpaste poster art	Whimsical playful style	Wide shot, animal small	Wide-angle perspective
Wide-angle, forest scene	Wildlife art, animal subjects	Winter frost, intricate patterns	Wood carving relief
Woodcut print rustic	Woodcut, relief print	Worm's-eye view low	X-ray skeletal view
X-ray vision, skeletal structure	Zentangle intricate patterns	Zoom burst effect	Zoom burst, radial blur