

AI for design & professional work

GPT-6 Astra + GPT-6.1 Sol

A practical lecture for B Design, DAZE and Intercasa



The lecture at a glance

10 min	Models and business applications
10 min	Prompt writing with R.I.S.E.N.
15 min	Visual workflows and design preservation
15 min	3D-to-2D documentation
10 min	Exercise, review and pilot plan

What participants will be able to do

- Choose** Match the model and available tools to the task.
- Specify** Write a clear brief with explicit design constraints.
- Review** Separate visual quality from technical accuracy.
- Apply** Produce one repeatable workflow with a named reviewer.

Astra and Sol 6.1

	GPT-6 Astra	GPT-6.1 Sol
Positioning	Most demanding work	Complex work at lower cost
Suggested use	Difficult, conflicting project packs	Routine professional deliverables
API input / output*	\$10 / \$50	\$2 / \$10
Context / max output	1.05M / 128K tokens	1.05M / 128K tokens

*USD per 1M tokens, Standard API rates for prompts up to 272K input tokens. Longer context and tools can cost more. API rates are separate from ChatGPT subscriptions.

What changed in Sol 6.1

Lower cached rate	\$0.10 per 1M cached input tokens, previously \$0.20.
Same base rates	\$2 input and \$10 output per 1M tokens at Standard short-context rates.
Same capacity	1.05M-token context and 128K maximum output.
Reasoning options	Low through max. The “none” option is unavailable.

The model needs the right tools

Files and analysis	Approved documents, calculations and editable deliverables.
Image generation	Render changes, presentation images and visual alternatives.
CAD and code	Draft geometry or scripts, followed by CAD inspection.
Connected systems	Live records and actions depend on tools, access and permissions.

Applications across design and delivery

Team	Useful output	Required input
Design & R&D	Specifications and material comparisons	Approved dimensions and finish references
3D team	Render briefs and revision logs	Master scene and marked changes
Intercasa	Assembly drafts and QC checklists	Construction and hardware information
Procurement / logistics	Quote comparisons and exception reports	Supplier offers and current order files

Applications across commercial teams

Team	Useful output	Review focus
Sales / customer service	Proposals and follow-up drafts	Product facts and commitments
Marketing / DAZE	Campaign briefs and product experiences	Brand identity and actual products
HR	Interview scorecards and training	Role criteria and fair, relevant evidence
Management	KPI summaries and action plans	Data period, owners and assumptions

Writing a usable brief

The prompt defines the task, the limits and the evidence needed for review.

R.I.S.E.N. prompt structure

R Role	Who should perform the work?
I Instructions	What exactly must change or be produced?
S Steps	How should the work proceed and be checked?
E End goal	Which output, format and level of detail are required?
N Narrowing	Which constraints, exclusions and unknowns apply?

A material-change prompt

Vague request

“Make the sofa better.”

Usable instruction

Replace only the selected upholstery using the attached fabric sample. Preserve geometry, seams, cushions, camera and the surrounding room.

The finish reference and the master image belong in the same input package.

Design preservation is explicit

Change only the named element.

Lock the architecture, layout, proportions, camera, unaffected finishes and construction details.

Review the result against the master reference.

Four prompt families

Presentation	Realism, daylight, evening atmosphere and close-ups.
Controlled edits	Finish changes, furniture replacement and object removal.
Design communication	Material boards, sketch boards and visual model studies.
Technical reference	Orthographic views, dimensions and shop-drawing drafts.

Atmosphere without redesign

Daylight or evening

Specify the lighting condition.

Keep the camera and room unchanged.

Check color shifts and added fixtures.



Material palette and identity

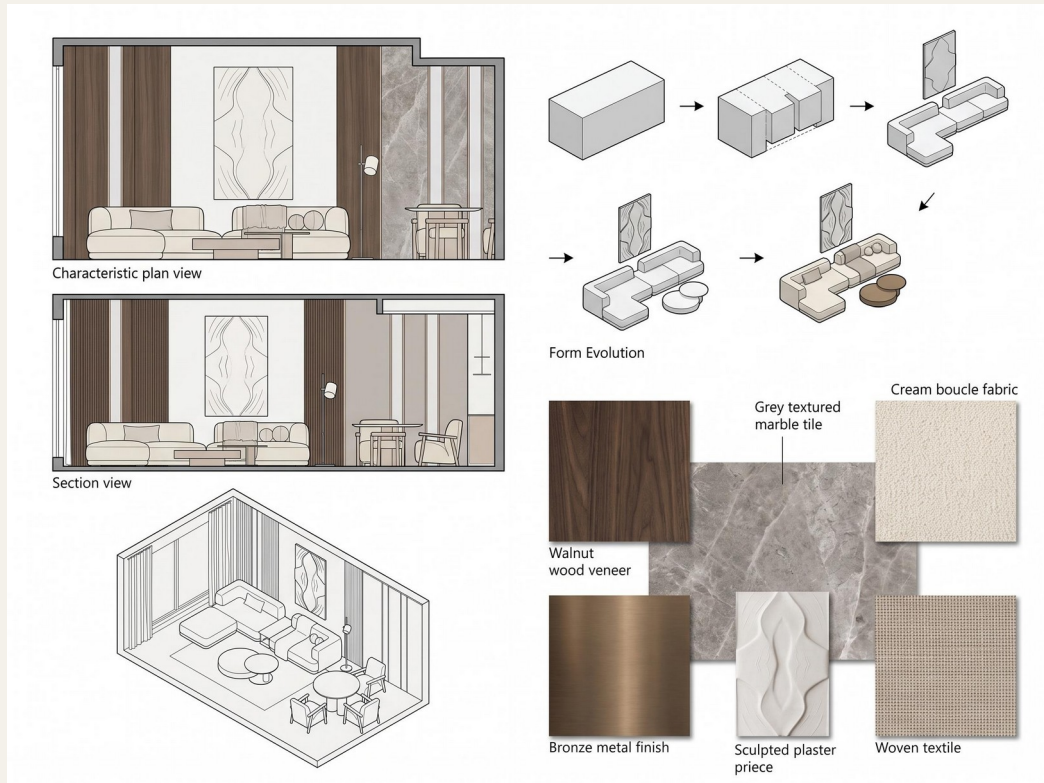
Visible materials only

Translate the scene into a coordinated palette.

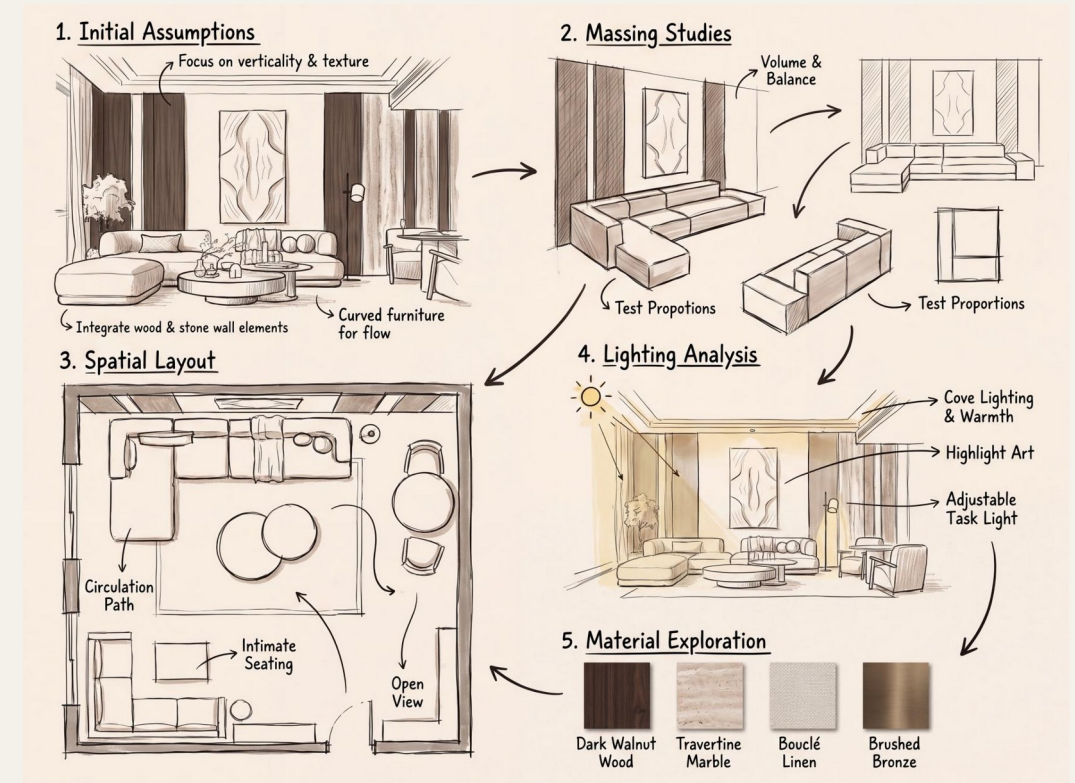
Confirm product codes, finishes and samples separately.



Concept analysis and process boards



Spatial interpretation

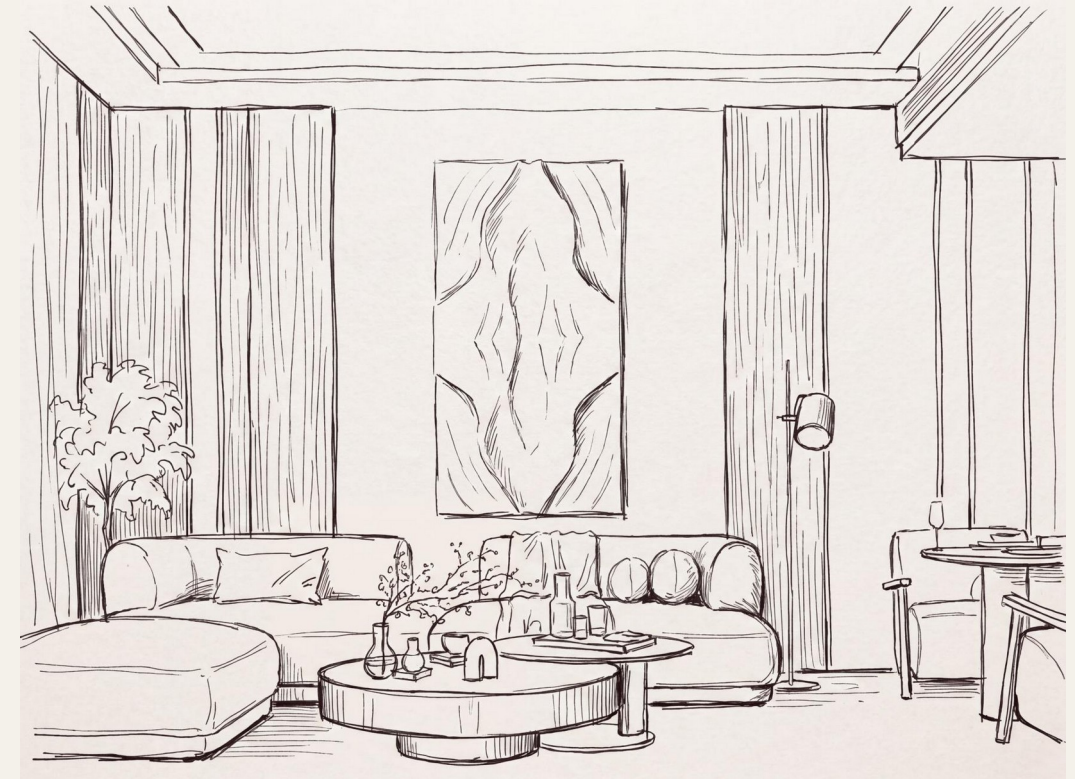


Design process narrative

Sketch styles for design discussions

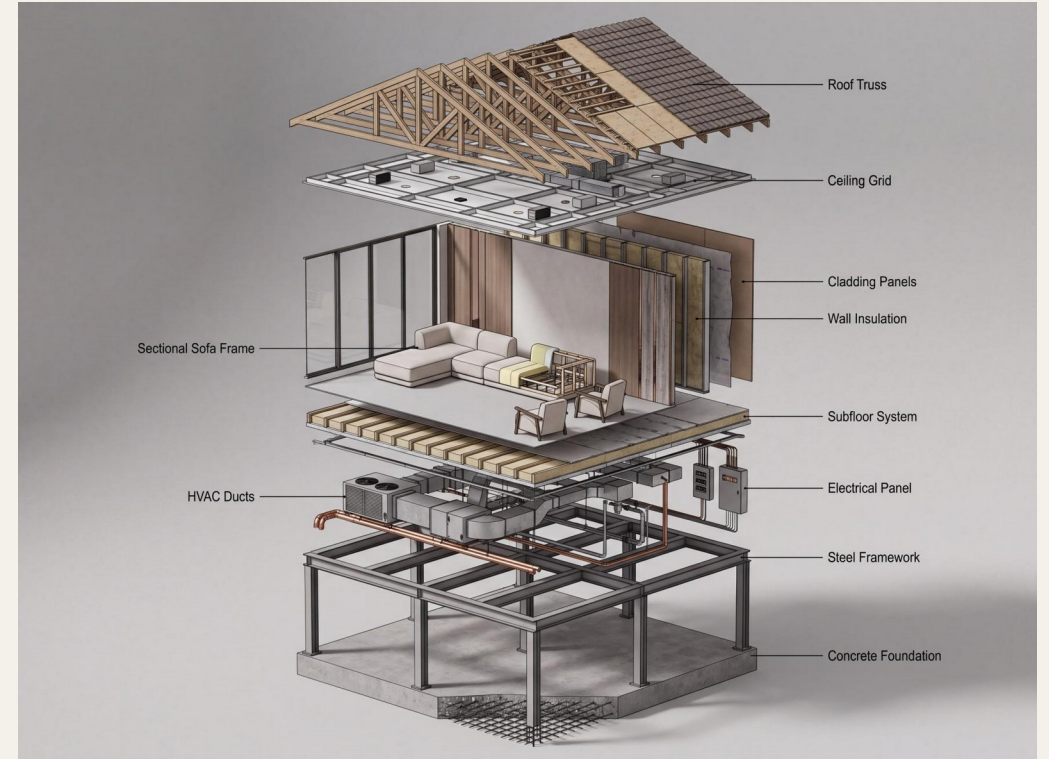


Watercolor and ink



Loose hand-drawn linework

Visual models and exploded studies



Concealed construction remains conceptual unless supporting drawings confirm it.

Detail shots for client presentations

One focal detail

Name the surface or furniture detail.

Set the crop and depth of field.

Check that the camera change preserves the object.



People and styling

A defined amount of activity

Specify count, placement, clothing and action.

Keep circulation visible.

Review scale, contact shadows and furniture overlap.



Architectural linework as a reference

Orthographic views

Request front, side and top views.

Remove perspective and textures.

Check visible geometry against the source.



3D to 2D documentation

A visual interpretation becomes a technical draft only after dimensions and geometry checks.

The documentation workflow

- | | |
|----------------------------|--|
| 01 Input package | References, measured dimensions, units and revision. |
| 02 View study | Front, side, top and relevant sections. |
| 03 Draft package | Editable geometry, dimensions and open questions. |
| 04 Technical review | CAD checks, construction review and approval. |

Armchair case: the reference package



Known

Visible form, upholstery and frame arrangement.

Still needed

Measured dimensions and construction details.

Armchair case: consistent views

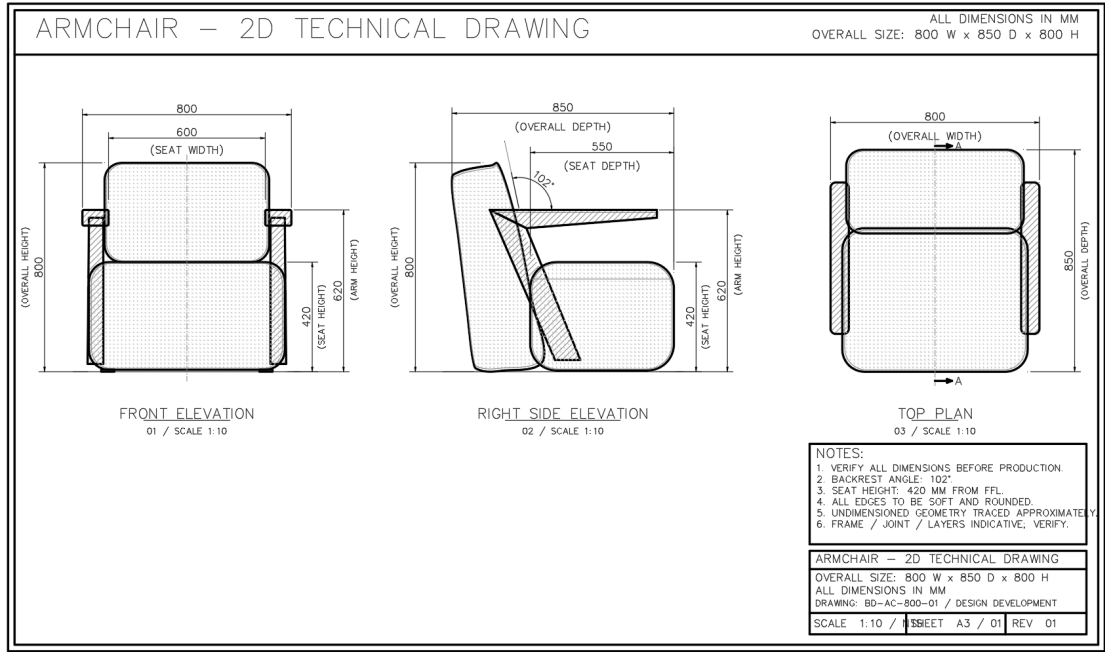
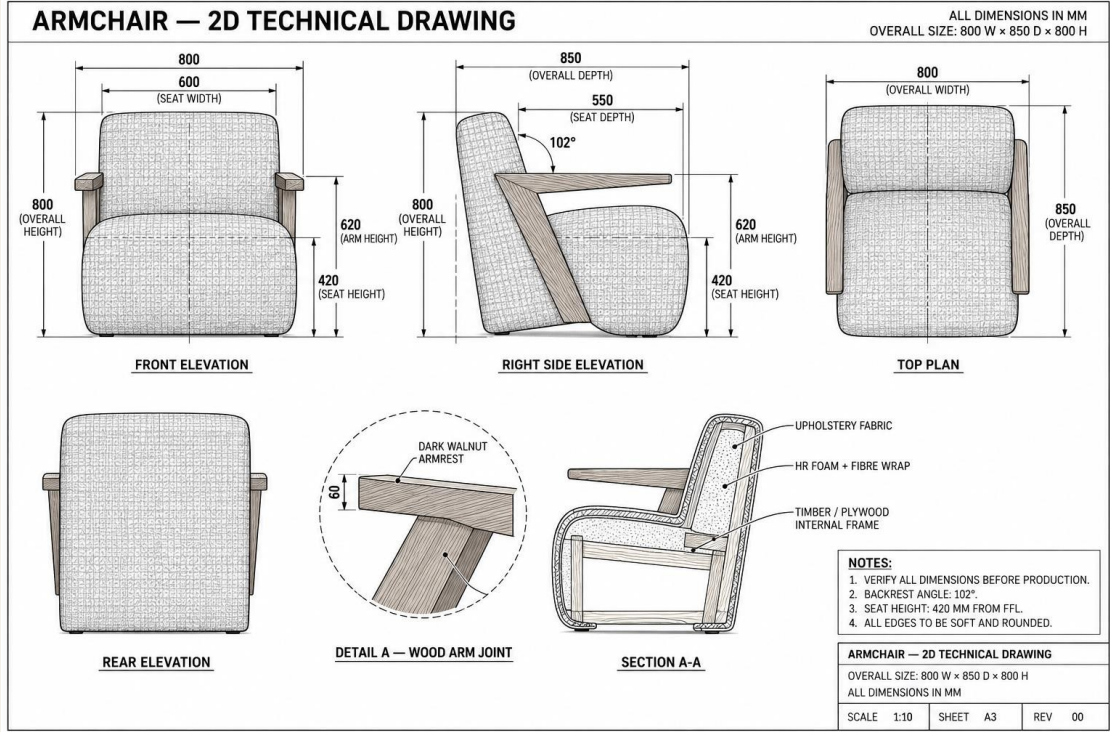
A complete view request

Front, rear, left, right, top and perspective.

Check every view against the same reference package.



Armchair case: the drawing draft

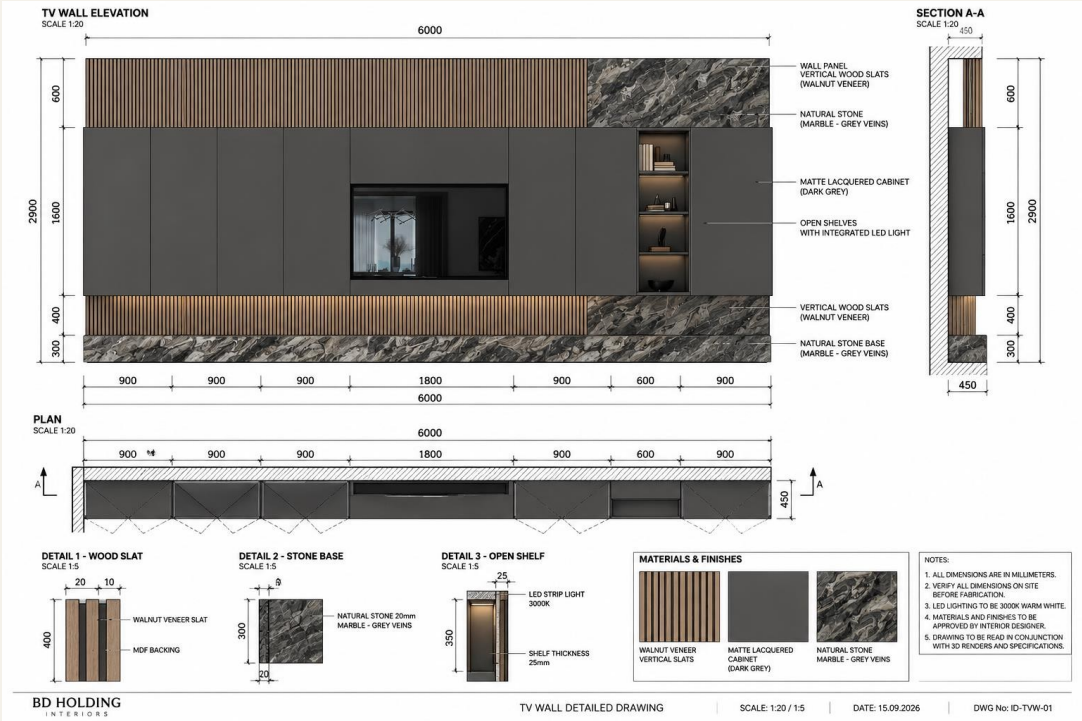


Displayed dimensions are unverified example data. Production requires checked CAD geometry.

Wall case: a known overall width



Source wall render



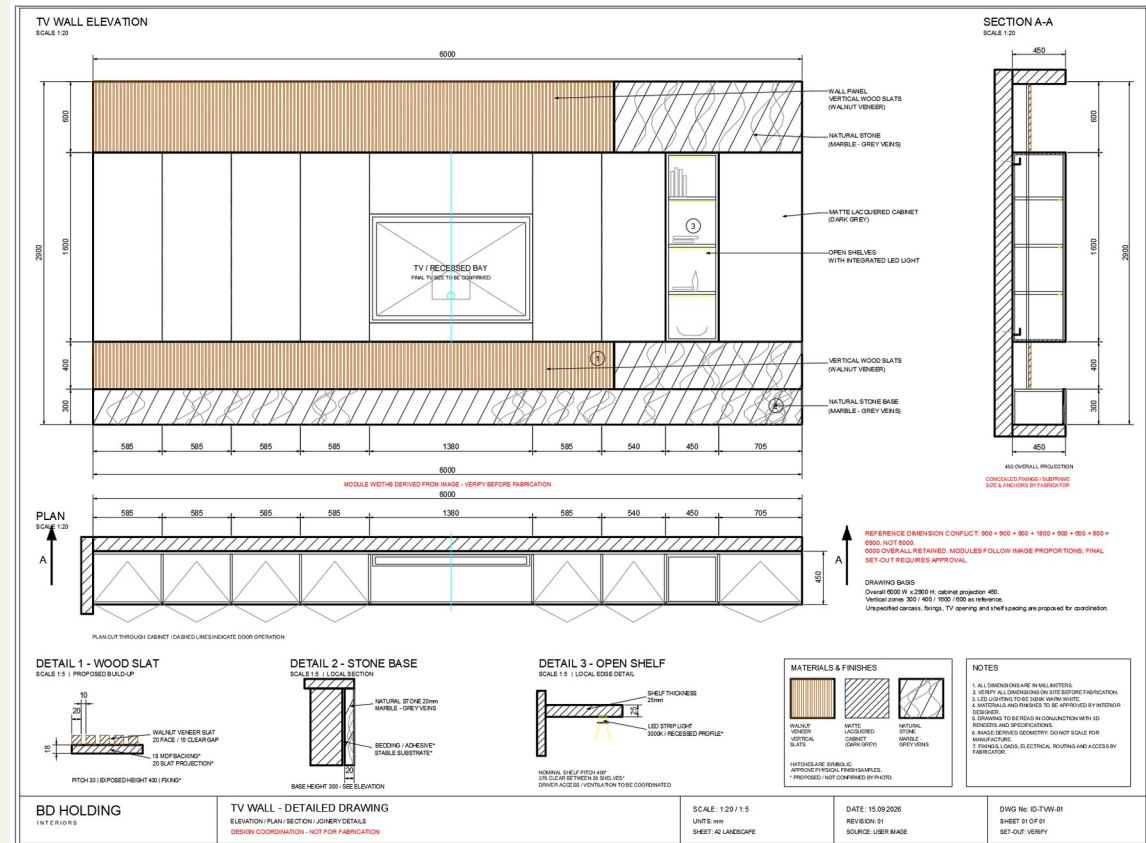
6 m overall width, other sizes to confirm

A DXF request needs file requirements

Editable delivery

Specify units, layers, views and dimension status.

Ask for a DXF file plus a PDF preview and an open-issues list.



The release review

Design	Does the output match the approved master and requested change?
Geometry	Do dimensions, units and views agree?
Construction	Have materials, hardware and assembly access been resolved?
Release	Has the responsible reviewer approved the revision?

Workshop: one controlled revision

Scenario

Change only a dining table's top to the attached stone reference. Keep its edge profile, thickness, base, position and room unchanged.

Your output

Write a R.I.S.E.N. prompt. Add a four-point review checklist.

Workshop: model answer

Role + instruction	Furniture visualizer. Replace only the selected top material.
Steps + output	Apply the reference, compare with the master, return one image.
Constraints	Preserve edge, thickness, base, camera and surroundings.
Review	Surface selection, geometry, material scale and scene consistency.

A two-week pilot

When	Work	Evidence
Days 1–2	Select 3 tasks and assign reviewers	Input package and acceptance criteria
Days 3–7	Run tasks and record corrections	Drafts, review time and issue log
Days 8–10	Compare with the current workflow	Total time, errors, revisions and cost
Decision	Keep, revise or stop each workflow	Evidence-based department recommendation

Sustainability and brand review

Durability	Does the specification fit the intended use and maintenance?
Repairability	Can the team replace or repair the affected components?
Material evidence	Do supplier documents support environmental claims?
Brand identity	Do approved form, finishes and presentation remain consistent?

One workflow to use next week

Task. Input. Output. Reviewer.

Which repeatable task will your team test first?

Specifications Quotation comparison Technical documentation

Prompt reference 1 of 6

Rendering and orthographic references

- 01** Enhance an Existing 3D Render
- 02** Generate a Front Elevation
- 03** Generate a Top View / Plan
- 04** Generate a Side View
- 05** Create a Technical 2D Drawing

Prompt reference 2 of 6

Dimensions and finish changes

- 06** Generate a Dimensioned Drawing
- 07** Change Only the Fabric
- 08** Change Only the Wood Finish
- 09** Change Marble / Stone
- 10** Change Metal Finish

Prompt reference 3 of 6

Objects and furniture views

- 11** Remove an Object
- 12** Replace One Furniture Item
- 13** Add Furniture to an Existing Render
- 14** Isolate a Furniture Piece
- 15** Generate Front View of Furniture

Prompt reference 4 of 6

Multiple views, lighting and styling

- 16** Generate Top View of Furniture
- 17** Generate Multiple Angles
- 18** Daylight Version
- 19** Evening / Night Version
- 20** Luxury Styling / Accessories

Prompt reference 5 of 6

Boards and technical references

- 21** Remove All Accessories
- 22** Create a Material Board from the Render
- 23** Create a Furniture Mood Board
- 24** Create a Shop-Drawing Reference
- 25** Create an Exploded View

Prompt reference 6 of 6

Material options and preservation

- 26** Generate Alternative Material Options
- 27** Modernize Without Changing Structure
- 28** Photorealistic Client Presentation
- 29** Render-to-Real-Photo Prompt
- 30** Universal design-preservation add-on

Source documents

Model strategy

GPT-6_Astra_BD_Holding_Executive_Brief(2).pdf
GPT-6.1 Sol Detailed Brief.docx

Prompt catalogue

Prompts Collection(3).pdf
BD Prompts Library(4).pdf

Technical examples

CHAT-GPT_Astra_6_3D_to_2D(1).pdf

Official model references

GPT-6 Astra

<https://developers.openai.com/api/docs/models/gpt-6-astra>

GPT-6.1 Sol

<https://developers.openai.com/api/docs/models/gpt-6.1-sol>

GPT-6 Sol

<https://developers.openai.com/api/docs/models/gpt-6-sol>

Checked 8 October 2026. Availability and tool access depend on the product and workspace.