The UI bento prompts — 12 styles, 168 components, one workflow

Made with Fable 5.2. Paste these into any chat with a capable model, in order, in one conversation. Each step builds on the last; don't skip to step 5.

The workflow (5 prompts)

1 · The bento

> Build a bento grid of 14 polished UI components as one self-contained HTML file (inline CSS and JS, no images, everything drawn in code): a music player, a toggle, an analytics chart with range tabs, a search field, a like button, a storage ring, a vertical slider, a dock, a notification stack, a calendar, a team row with an invite button, a download button, a stepper and a checklist. One 8×4 grid in landscape and the same tiles re-flowed into a 4×8 grid in portrait. Real copy, no lorem ipsum, nothing clipped in either orientation.

2 · Styles

> Now give me the same bento in three completely different visual styles, as three separate files, so I can compare them side by side. Commit hard to each style's typography, materials and motion personality. Don't reskin one design.

(Pick your favourite, then keep going in that style. Or use one of the 12 style recipes below.)

3 · More components

> Make every tile a different, real component that someone would recognise from a product: no empty space, no decorative filler. Each tile should look like a senior designer's shot in this style.

4 · Micro-interactions

> Add micro-interactions to everything: hover and press feedback on every control, animated state changes with custom easing (springs for soft materials, hard steps for mechanical ones), and ambient motion on at least five tiles while idle. Then add a ghost

> cursor that demos the best interactions by itself — clicking, dragging the sliders, typing into the search — in a sensible path across the grid, about 20 seconds long.

5 · The loop

> Animate the tiles in with a staggered entrance that feels native to the style (not a generic fade-up), let the cursor demo play, then animate everything out with an exit that matches, and loop forever. Nothing may animate from scale(0); use only transform, opacity, filter and clip-path for motion.

The 12 style recipes (swap into prompt 2)

1. **Liquid Glass** — thick glass slabs over a colourful photo backdrop, with real refraction on the edges (a WebGL glass layer, not just backdrop blur), soft specular highlights, white controls, rounded geometric sans.
2. **Soft UI · Neumorphism** — one matte off-white material; everything extruded or pressed in with paired light and dark shadows; one restrained accent for state. Theme: a smart-home panel (thermostat dial, room rail, energy bars, door lock, fan stepper). Pressing feels like soft rubber.
3. **Neo-Brutalism** — 4–5 px black borders, hard offset shadows with zero blur, acid yellow / hot pink / cobalt / mint, chunky caps grotesk plus a mono, rotated stickers. Buttons physically travel into their shadow. Tiles stamp in.
4. **Claymorphism** — puffy inflated shapes in candy pastels, double inner shadows and a soft coloured drop shadow, friendly rounded type. Theme: a wellness/habit app with clay faces. Squash-and-stretch springs.
5. **Plasma Glow** — near-black surfaces, rotating conic gradient borders, aurora glows bleeding out from under tiles, thin precise lines, mono numbers. Theme: an AI compute console. Light sweeps and charge-ups on press.
6. **Skeuomorphic Hardware** — a synth faceplate: brushed aluminium and cream enamel, knurled knobs, rocker switches, screws, LCD and 7-segment displays, LEDs. Theme: step sequencer, VU meters, tape reels. Switches snap, needles have inertia.
7. **Retro OS · 1-bit** — an invented 1980s desktop: black and white only, dithered greys, striped title bars, pixel fonts, inverted selection. A file browser, a working calculator, a paint palette. Stepped motion, zoom-rect window opens.
8. **Hand-drawn Sketch** — a notebook: dot-grid paper, wobbly ink outlines (SVG turbulence filters), hatching, highlighter swipes, sticky notes, handwriting fonts. Strokes draw

themselves on; lines boil gently.

9. **Bauhaus Geometric** — cream paper, red / yellow / blue / black, built only from circles, half-circles, squares and triangles on a strict grid. Controls are the shapes. Shapes rotate by quarter turns and assemble on entry.
10. **CRT Terminal** — phosphor-green monospace on black, box-drawing frames, scanlines, bloom, inverted-video selection, `[x]` checkboxes and `[#####.....]` progress. Tiles power on from a bright line and collapse like a tube turning off.
11. **Swiss Editorial** — a printed magazine as an interface: paper white, black ink, one signal red, a huge display serif against a small grotesk, hairline rules, numbered sections. Rules draw, then text rises from masks.
12. **Risograph Print** — two- and three-colour spot inks (fluoro pink, federal blue, sunflower yellow) overprinting with multiply blending, misregistered layers, halftone dots, paper grain, bold condensed poster type. Ink layers print in pass by pass.

Tips that made the difference

- Ask for **one file per style** and look at each one before moving on.
- Say **"design for the smaller of the two layouts"** so nothing clips in portrait.
- When something looks generic, name the exact thing ("the toggle looks default; make it feel like soft rubber").
- For the real liquid-glass refraction, give the model a WebGL glass layer to build on instead of CSS `backdrop-filter`.