

Aspect Ratio Decision Table

Choose the right format every time

Use Case	Aspect Ratio	Resolution	Why This Works
DTF Artwork ONLY (print-ready design, no garment)	1:1 (Square)	1024×1024	Isolated artwork, clean edges, predictable scaling, RIP-friendly
Gang Sheet Elements (logos, icons)	1:1 (Square)	1024×1024	Consistent proportions when nesting multiple designs
Product Mockups (t-shirts, hoodies, flat lays)	16:9 (Landscape)	1792×1024	Camera-style framing, ideal for apparel photography
Marketing Visuals (website headers, hero images)	16:9 (Landscape)	1792×1024	Widescreen composition, works across web and email
YouTube Thumbnails	16:9 (Landscape)	1792×1024	Native YouTube format, avoids cropping
Vertical Social (Reels, Shorts, Stories)	9:16 (Portrait)	1024×1792	Full-screen mobile viewing, strong vertical composition

⚠ Critical Rules

- DTF ARTWORK = ALWAYS 1:1 (SQUARE)** - Generate all printable artwork in square format. No exceptions.
- MOCKUPS = 16:9 OR 9:16** - Product photography and marketing visuals only. Artwork must already exist.
- NEVER MIX ARTWORK AND MOCKUPS** - Don't ask for "t-shirt design" in one prompt. Separate artwork generation from product presentation.
- SPECIFY IN YOUR PROMPT** - Always start with: "Aspect ratio: 1:1 (square)" or "Aspect ratio: 16:9 (landscape)"

Quick Examples - DALL-E 3 Prompt Structure

✘ WRONG

"Create a t-shirt design with a skull"
(Mixes artwork with garment)

✔ CORRECT

Step 1: "Aspect ratio: 1:1 - Centered skull artwork for DTF printing"
Step 2: "Aspect ratio: 16:9 - Show skull on black t-shirt mockup"

✘ WRONG

"Generate 16:9 design for printing"
(Wrong aspect ratio for artwork)

✔ CORRECT

"Aspect ratio: 1:1 - Vintage badge design for DTF printing, no mockup"