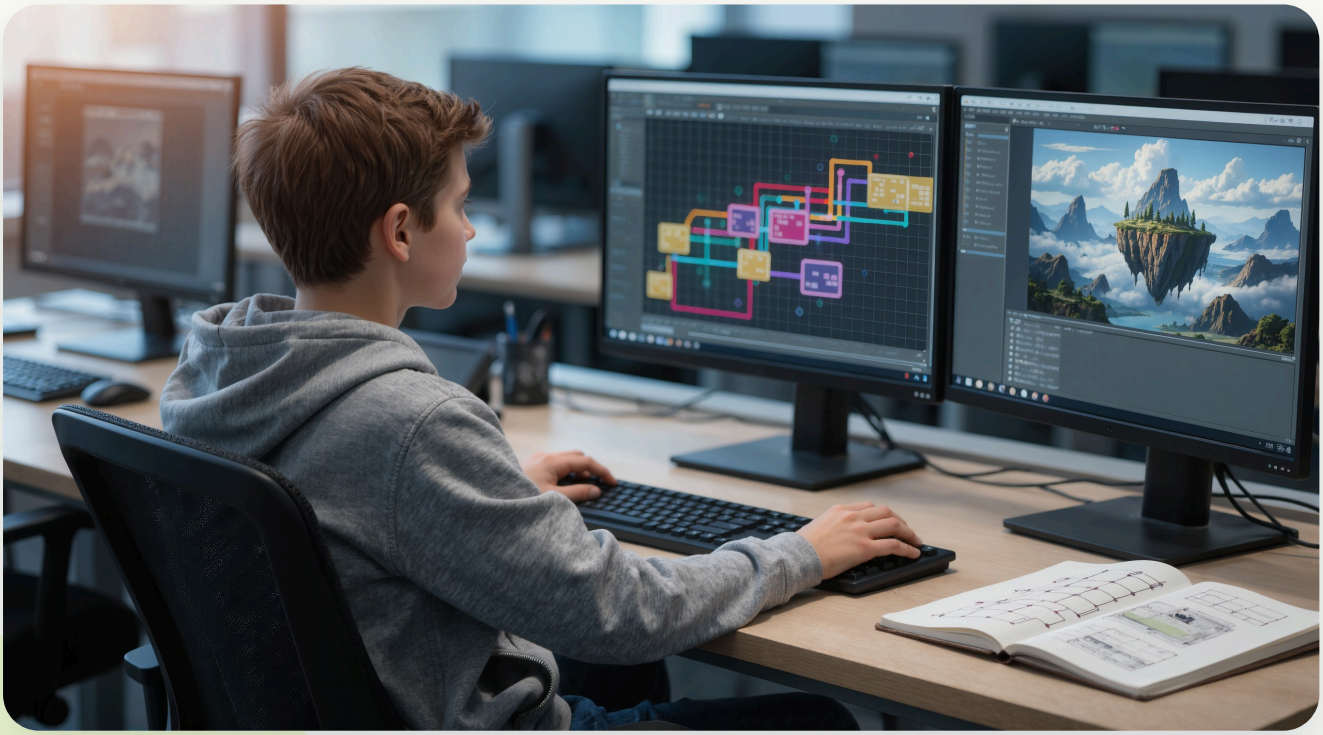
COURSE 08

ComfyUI Creative Imaging Workshop

AI Image Workflows

Students look inside AI image generation: they connect visual ‘nodes’ into a workflow, learn how each step shapes the result and create a consistent series of images.

Ages 12+ | 6 sessions | Groups of about 10 | For older students



COURSE BOOKLET

HONG KONG

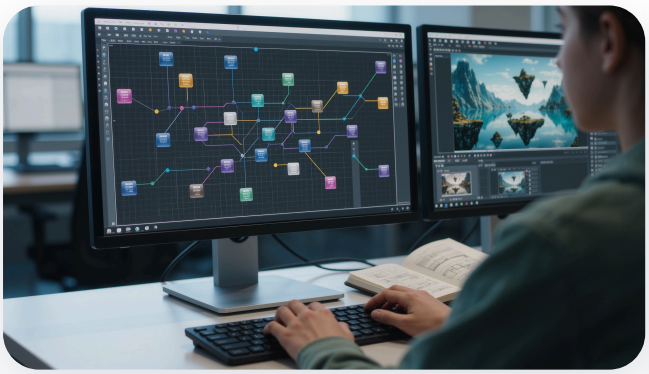
WHAT STUDENTS BUILD

The image workflow students build

By the final session, each student has their own ComfyUI workflow and a consistent series of images made with it — and understands how and why it works.



A series, not a single picture. Students use one workflow to create a set of images with the same character and style.



See every step. Each node shows one stage of the process, so students can see exactly what changes the result.



Built to be reused. Workflows are saved and adapted, so a good idea can be developed again and again.

6	10+	1	6+
sessions from idea to series	nodes connected	reusable workflow	images in a consistent series

Photographs and images illustrate the kind of work students produce; every student's series is unique.

WHAT WE TEACH

Six areas of creative imaging

Students go beyond typing a prompt: they learn how AI images are actually made and how to control them with precision, using ComfyUI under tutor supervision.

1

Interface & Nodes

Understanding the ComfyUI canvas and what each type of node does.

2

How AI Images Are Made

Following an image from prompt to finished picture, one step at a time.

3

Prompts & Model Settings

Writing effective prompts and adjusting settings to change the result.

4

Style & Consistency

Keeping a character, colours and style consistent across a series of images.

5

Connecting Nodes & Fixing Errors

Building workflows step by step and solving problems when something breaks.

6

Saving & Reusing Workflows

Saving a workflow, adapting it for new ideas and explaining the choices made.

Skills children develop

- Systems thinking
- Logical thinking
- Precise written instructions
- Visual design
- Experimenting & comparing
- Debugging
- Presenting a process

ROADMAP

From first node to finished series

The course runs over 6 sessions. Each stage ends with a concrete piece of work, so progress is visible every week.

SESSIONS 1

Explore ComfyUI

Learn the interface, run a first workflow and see how an image is generated.

Deliverable · First generated image

SESSIONS 2

Prompts & settings

Experiment with prompts and settings, and compare how each change affects the result.

Deliverable · Comparison sheet

SESSIONS 3–4

Build a workflow

Connect nodes into a personal workflow and keep a character and style consistent.

Deliverable · Personal workflow

SESSIONS 5

Create the series

Use the workflow to produce a consistent series of images on one theme.

Deliverable · Image series

SESSIONS 6

Review & present

Refine the workflow, save it for reuse and present the process and results.

Deliverable · Saved workflow & presentation

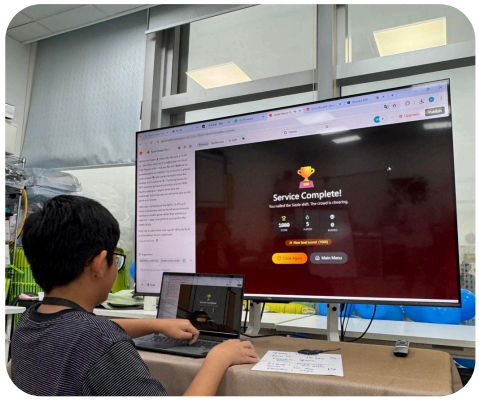
> Holiday workshops follow the same stages over about 3 days.

COURSE DETAILS

Course details at a glance

Who is it for?

- Students aged 12 and above who are interested in AI art and want more control over their images
- No coding or art experience is required
- Students who have tried AI image tools before can take their skills further



Course information

Age	12+
Sessions	6
Format	Term time: one 60-minute session a week School holidays: about 3 days, 3 hours a day
Group size	About 10 students per group
Language	Cantonese, with English support
Locations	Causeway Bay, Tsim Sha Tsui, Kai Tak, Tseung Kwan O, Sha Tin, Tsuen Wan, Yuen Long — or at your organisation's venue
AI tools	Selected to suit each class. All AI accounts are set up and managed by tutors, and students use them under supervision.
Dates & fees	Available on enquiry

What every student takes home

- Practical skills in creating images with ComfyUI
- A consistent series of images made with their own workflow
- The experience of presenting their process to an audience

FOR SCHOOLS & ORGANISATIONS

On-Site Courses

We run this course for schools, churches, non-profit organisations and community groups — as a regular course, a holiday workshop or an after-school activity, adapted to your schedule and learning goals.

We provide

- ✓ Course design and teaching materials
- ✓ Tutors and teaching assistants
- ✓ AI account set-up and management
- ✓ Full supervision of AI use
- ✓ A learning record for the host organisation

The host provides

- ✓ A room with a projector or large display
- ✓ Reliable Wi-Fi
- ✓ Computers or iPads for participants (or equipment supplied by arrangement)

How it works

01
Enquire
Tell us the age or year group, numbers, schedule and goals.

02
Proposal
We send a course plan, equipment arrangements and a quotation.

03
Delivery
Our tutors and assistants teach on site and supervise throughout.

04
Showcase
Students present their work; you receive a learning record.

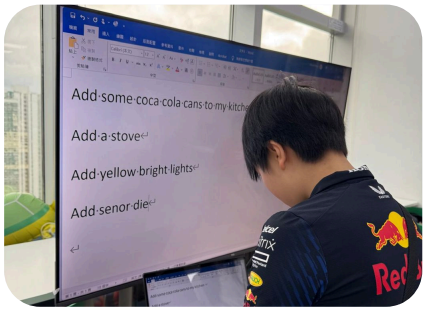
FAQ

Won't the AI just do the work for them?
No. AI can generate images and code, but the ideas, design and judgement belong to the children. They explain what they want, check whether the result meets their goal, then test and improve it.

How do we enrol?
WhatsApp us with your child's age, the course and your preferred times. We will reply with dates, fees and enrolment steps.



Small groups, with tutors guiding every step



Students describe exactly what they want the AI to create



Classmates compare and discuss each other's results

OUR STORY

It began around the kitchen table

Comma Learning began in the quiet hours after our children had gone to bed. We are a small group of parents who also work as game designers, programmers and artists, and for many years our professional work has centred on educational games — digital worlds that invite children to explore, experiment and grow through play.

At home, however, we saw our own children return from school exhausted. In a city where simply keeping pace can be tiring, we watched how easily a child's curiosity could fade, and we kept asking the same questions: what does genuine happiness look like for a child, and how can meaningful growth happen when expectations feel so heavy?

We found the answer in the games we design. In a well-made game, an error is not a failure; it is information — a signal to pause, rethink and try a different approach. Growth lies in the process itself.

So we founded Comma Learning: a place where children have permission to explore, to make mistakes, to pause and to keep going, free from the pressure of a flawless result. Our hope is simple — that children grow up knowing that meaning is found in the journey.

An error is not a failure. It is information. — The Comma Learning founding team

OUR BELIEF

A comma leaves room for the next idea.

A comma keeps a sentence going and leaves room for an idea to grow. Through creative AI projects, children learn to develop ideas, explain them clearly, check the results and improve their work.

01 Children think; AI assists

Children decide the story, rules and characters, and judge every result. AI is a tool — never a substitute for thinking.

02 Learning through projects

Every course builds towards a finished piece of work, with a clear record of ideas, tests and improvements.

03 Progress over perfection

Mistakes are part of the lesson: understand why, change one thing and try again.

Mistakes are part of learning

A robot that changes shape in every image? A workflow that will not run? Every error is a chance to improve: find the cause, adjust one setting and try again.

Try it → Read the result → Change one thing → Try again

CONTACT

Ready for the next idea?

Tell us your child's age, interests and preferred schedule, and we will reply with the next available dates and fees. Schools, churches and organisations are welcome to ask about group programmes.

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Course web page

Course content may be adjusted to suit each group's age and pace. © Comma Learning, Hong Kong.