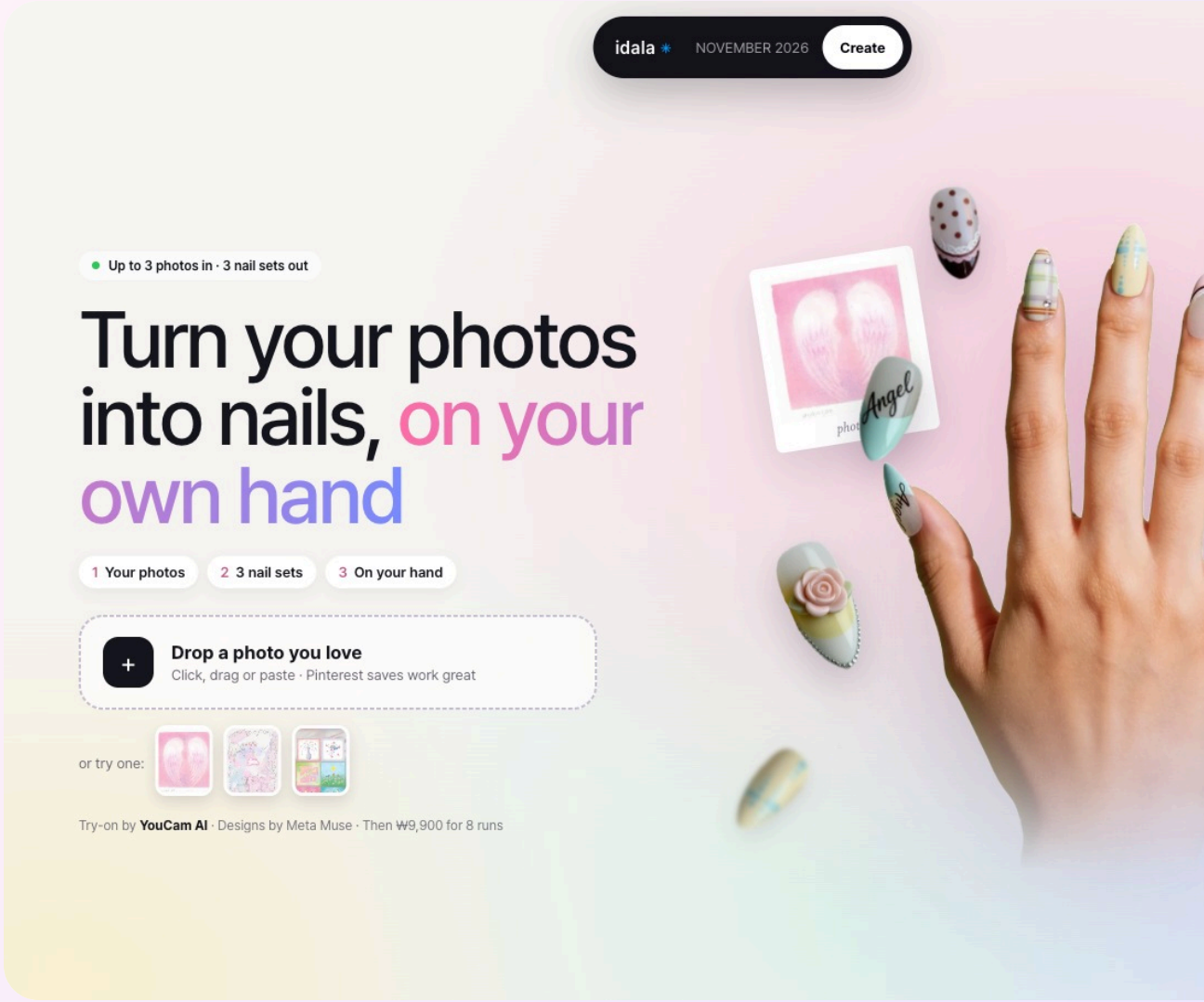
AI PRODUCT CASE STUDY

idala
Photos you love, as nails on your own hand

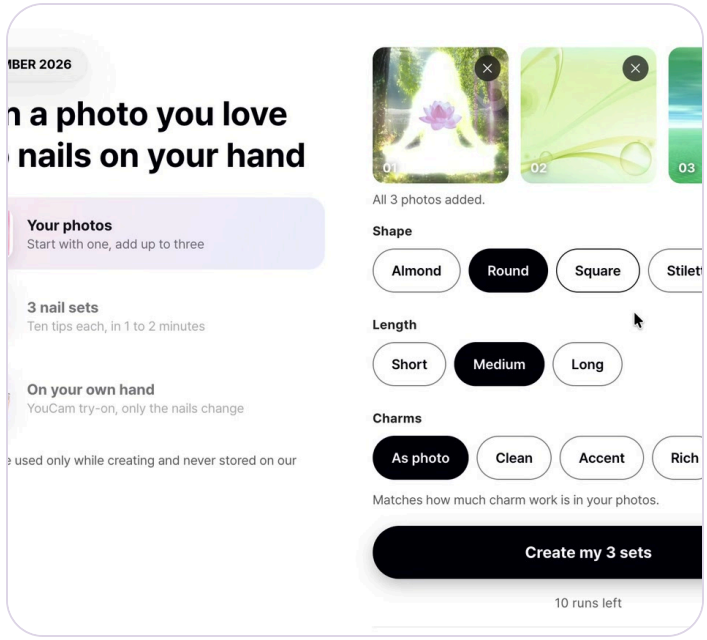
A live web app that turns inspiration photos into press-on nail set designs, then shows the set on a photo of your hand.



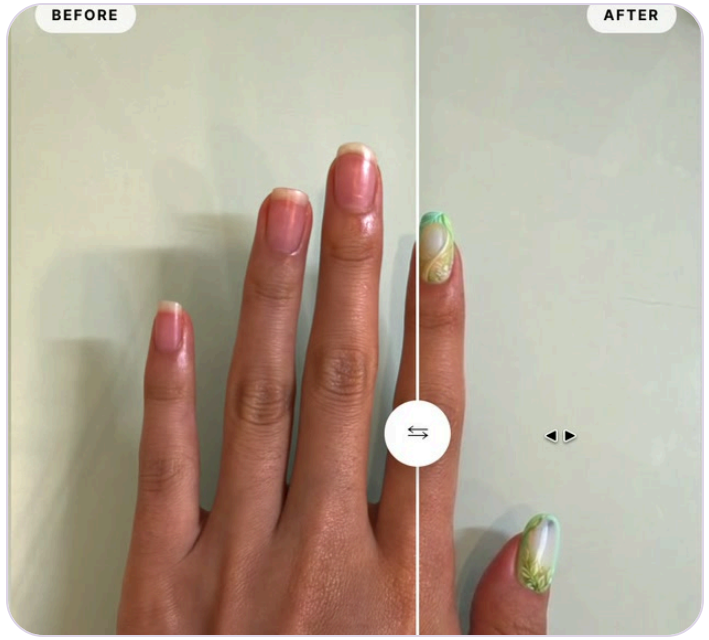
Seonmin Kim
Solo developer and designer
Jul 2026 to present

WHAT IT DOES

Three steps, about two minutes







01

Drop in photos

Up to three: an outfit, a flower, today's sky.

02

Get three nail sets

Each is a ten-tip design built around what is in the photos.

03

See it on your hand

Upload a hand photo. Only the nails change.

HOW IT WORKS

Five stages, several AI models, one inspector

01
Read the photos
A vision model writes a design brief: colors, finish, and one main motif.

→

02
Plan three sets
A language model lays out ten tips per set: balanced, bold, quiet.

→

03
Draw
An image model renders each plan as a product photo.

→

04
Inspect
A vision model checks 8 points. Failures are redrawn before the user sees them.

→

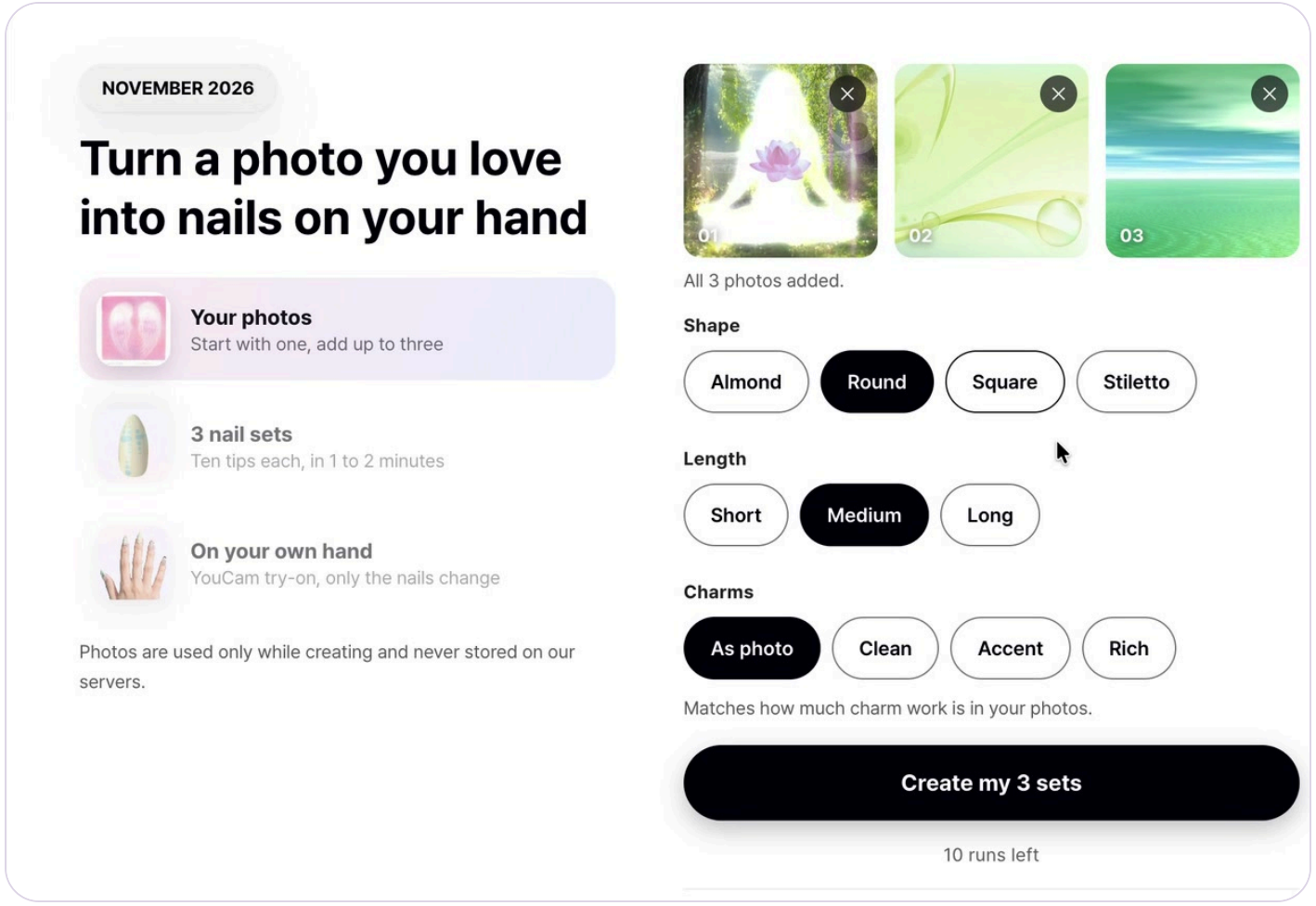
05
Try on
Each tip is placed on its own finger in the user's photo.

Models are swappable. Image generation sits behind one interface, so Gemini, GPT-Image, Seedream, and Meta Muse can be exchanged without touching the pipeline. A mock provider lets the whole flow be tested at zero API cost.

FEATURE 1 OF 3

Photos in, with the choices that matter

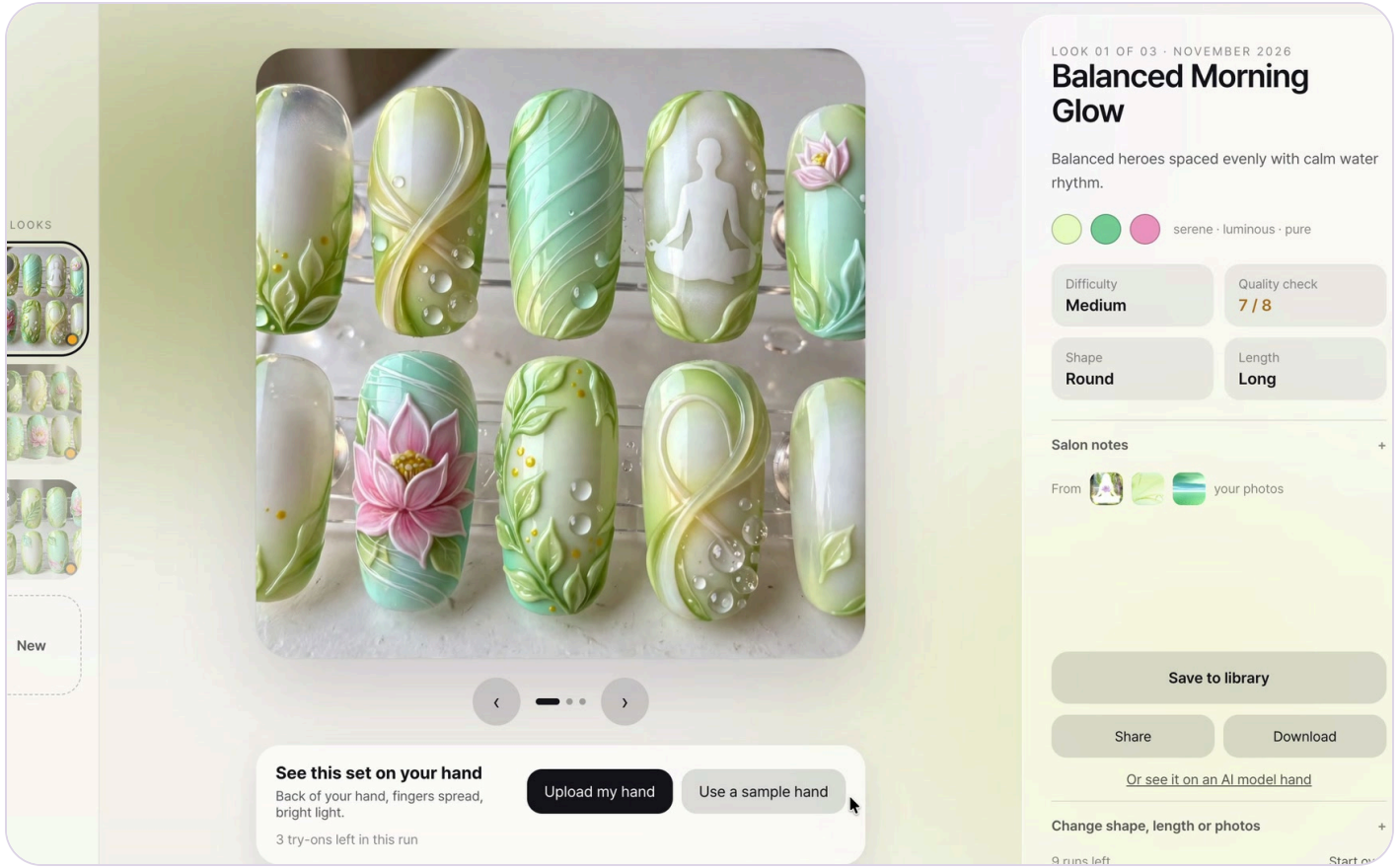
- **Up to three photos**, by drag, click, or paste
- **Shape:** almond, round, square, stiletto
- **Length:** short, medium, long
- **Charms:** as in the photo, clean, accent, or rich
- **Privacy:** photos are used only while creating and are not stored
- **Runs left** shown before you commit



FEATURE 2 OF 3

Three sets, already inspected

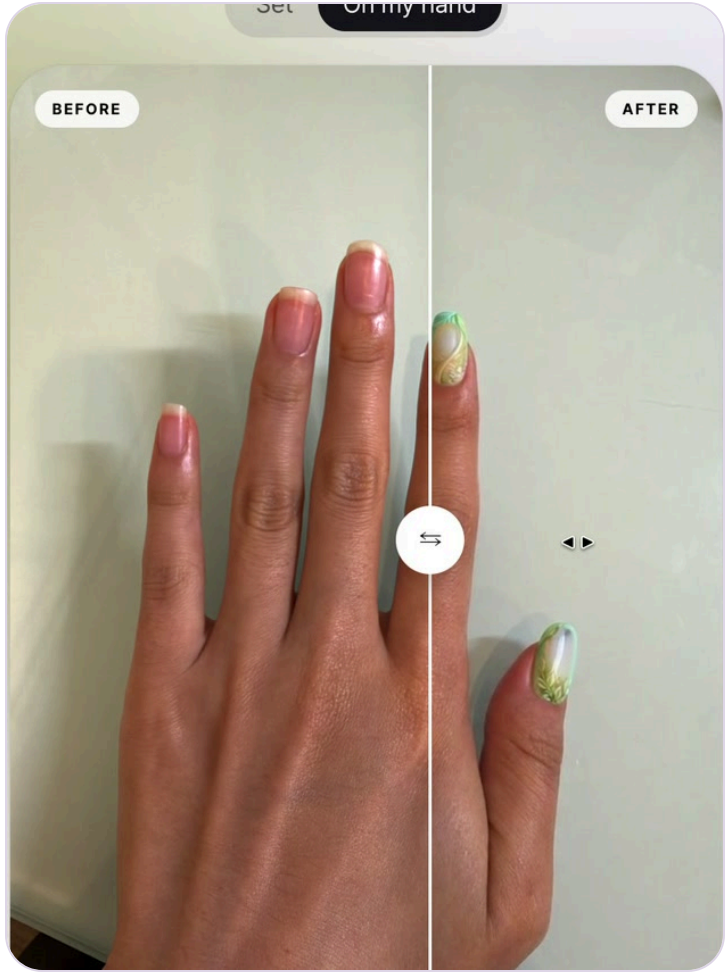
- **Three different sets** from the same photos
- **Name, palette, and mood** for each set
- **Difficulty and quality score** from the inspector
- **Salon notes** a nail artist can work from
- **Save, share, download**, or change shape and rerun



FEATURE 3 OF 3

On your own hand, not a model's

- **Upload your hand** or use a sample hand
- **Only the nails change.** Skin, pose, and light stay as uploaded
- **Before and after slider** to compare
- **The exact tip lands on its own finger**, in about 35 seconds





WHAT WAS HARD

Three problems I had to solve

PROBLEM 1

The image model draws every word literally

"Charm" produced a hanging pendant. "Anchor tip" produced an actual anchor.

Fix: a list of trap words, plans checked against it before any image is paid for, and rules written as what is there, not what is not.

PROBLEM 2

Even designs look machine-made

When every tip is equally busy, professionals read the set as AI.

Fix: pick one main motif and give it one or two tips. The rest support or rest. The inspector verifies it.

PROBLEM 3

The right tip on the right finger

Try-on models copy an overall style. They do not promise which tip goes where.

Fix: cut the set into ten tips and the hand into five nails, run six try-on calls in parallel, then combine them.

MEASURED ITERATION

Same photos, one week apart

BEFORE



A fixed glossy style overrode the matte, hand-drawn feel of the photos.

AFTER



The set now keeps the photo's own finish and motifs.

BEHIND THE SCREENS

Built to run as a paid product

Credits that never get lost

Each run reserves a credit, then commits or refunds. A failed run costs the customer nothing.

Three layers of limits

Per account, per IP, and a global daily cap, so spending has a hard ceiling.

Payments

Paddle checkout with Korean cards. Each purchase is verified twice, so a late notice cannot lose it.

Private files

Saved designs sit in private storage behind signed links tied to one path.

419 automated tests

Prompts are guarded by snapshots, and the inspector's rules ship with their own test cases.

Sign-in and library

Google sign-in, three free runs, and a personal library of saved sets.

THE RESULT

A public archive of generated sets



Next.js 15 · TypeScript · Postgres · Redis · Vercel · Paddle · Gemini · Meta Muse · Meta SAM · YouCam try-on

Live: **idala-youcam.vercel.app**

Code: **github.com/nimnusmik/E-dal-art**