

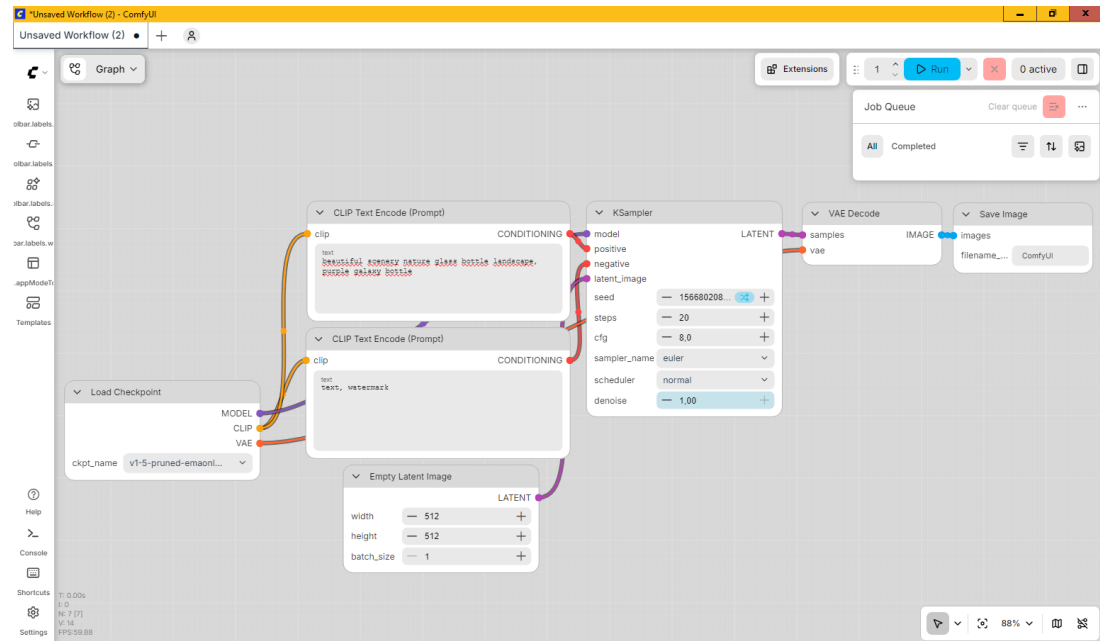
ComfyUI — very short Intro

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Mai 10th, 2026

ComfyUI

- open source
- node based architecture = graph, nodes represent different functions, links represent the control-flow
- local ↔ cloud version



Installation (1)

- load e.g. from <https://www.comfy.org/download>, look for “LOCAL”
 - ⚠ lot of beta stuff around
- install, try to start :-)
 - ⚠ – installation of GitHub also required
 - which graphic card resp. only CPU (slow!) needs to be selected
 - maybe update of graphic card driver required
 - very old hardware / driver:
 - installer suggests to use the graphic card version, though this does not always work
 - “Settings” bottom left → Appearance → Color Palette:
default is Dark, you may change to Light :-)

Installation (2)

- models are still not there
when they are required, installation from ComfyUI proposed
 - ⚠ – difficult to see that this has really been started (after long time the download box appears in brackets)
idea: checking available disk space in short intervals
 - when it does not work at all:
download them yourself
look for a folder `ComfyUI\models`, there is a clear structure where to put them

First Steps

left: Templates

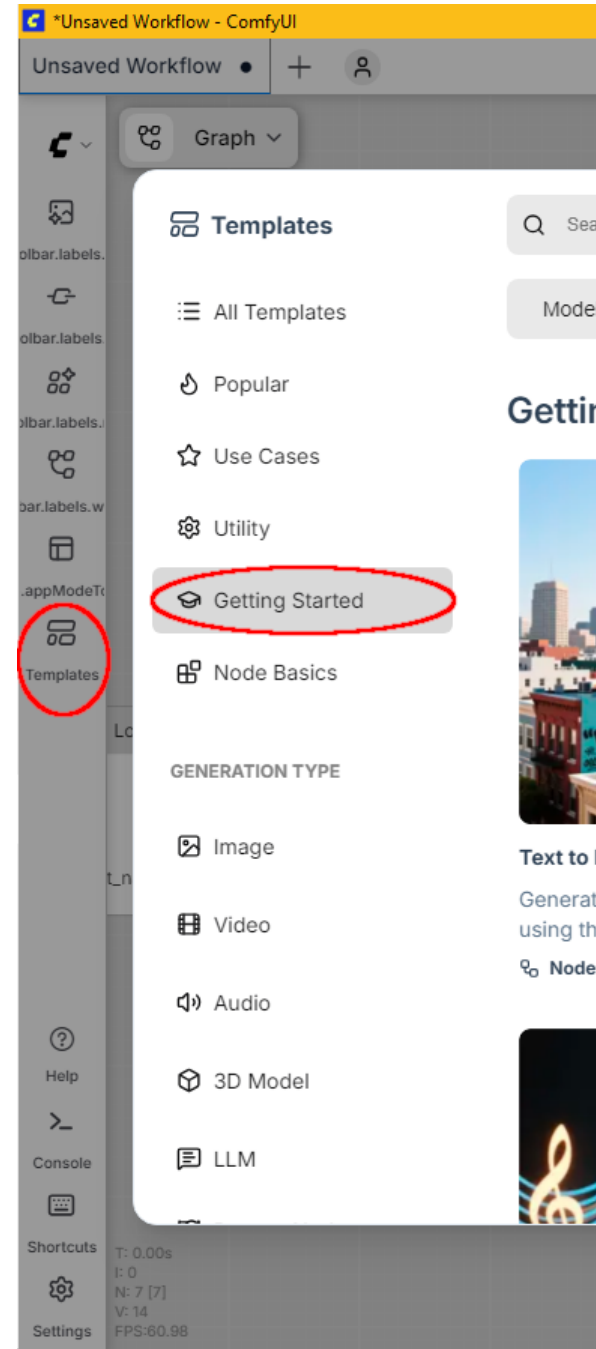
→ left: Getting Started

- Text to Image (2 different ones)
- Image Editing (2 different ones)
- Image to Video
- Image to 3D
- Text to Audio

→ left: Utility

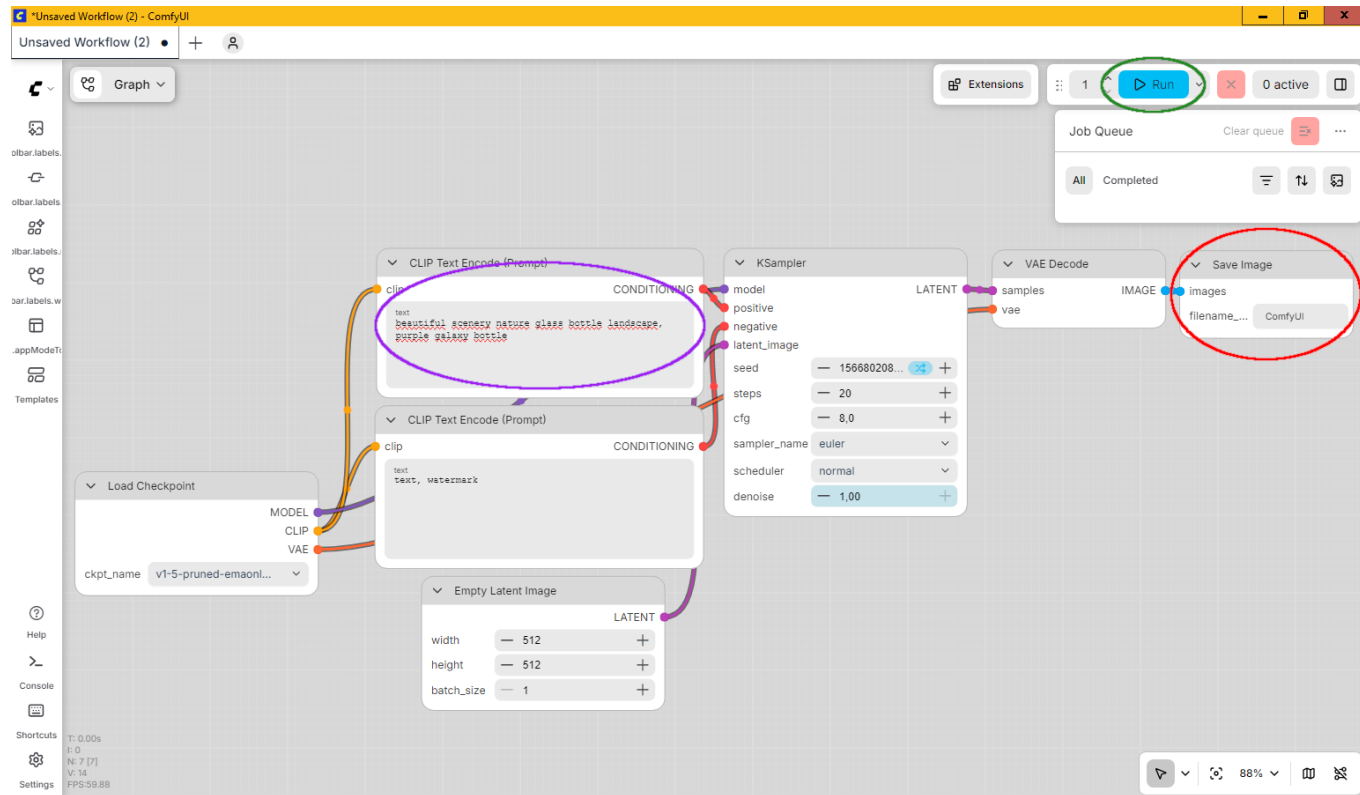
more advanced stuff

→ left: Node Basics



e.g.: Text to Image

- Enter Text
- Run
- finally:
Safe Image



only CPU mode, Intel i5 M540 @ 2.53 GHz, 2 cores, 4 GB RAM ...
nice picture after 9 hours