01 BODY AND ROTATION

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Aegean	v001-2026-10-28	BURGUNDY COAT / LABELLED	15 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

PURPOSE: Define the complete form, silhouette, proportions and asymmetric details.

Eight approximate azimuths, one neutral pose and consistent displayed scale. Head/torso/feet directions inspected separately. New rear construction is interpretation; physical dimensions are unmeasured.

B01-V01

FRONT / 0 DEG

Full body. Neutral pose.
Eye-level / orthographic.



Approximate view.
Back construction proposed.

INTERPRETATION | S01, G01

B01-V02

FRONT-LEFT / 45 DEG

Full body. Neutral pose.
Eye-level / orthographic.



Approximate view.
Back construction proposed.

INTERPRETATION | S01, G07

B01-V03

LEFT / 90 DEG

Full body. Neutral pose.
Eye-level / orthographic.



Approximate view.
Back construction proposed.

INTERPRETATION | S01, G01

B01-V04

REAR-LEFT / 135 DEG

Full body. Neutral pose.
Eye-level / orthographic.



Approximate view.
Back construction proposed.

INTERPRETATION | S01, G01

B01-V05

BACK / 180 DEG

Full body. Neutral pose.
Eye-level / orthographic.



Approximate view.
Back construction proposed.

INTERPRETATION | S01, G01

B01-V06

REAR-RIGHT / 225 DEG

Full body. Neutral pose.
Eye-level / orthographic.



Approximate view.
Back construction proposed.

INTERPRETATION | S01, G01

B01-V07

RIGHT / 270 DEG

Full body. Neutral pose.
Eye-level / orthographic.



Approximate view.
Back construction proposed.

INTERPRETATION | S01, G01

B01-V08

FRONT-RIGHT / 315 DEG

Full body. Neutral pose.
Eye-level / orthographic.



Approximate view.
Back construction proposed.

INTERPRETATION | S01, G01

B01-D01

ELEVATED THREE-QUARTER

Show top surfaces; record camera angle.



Elevated body camera; approximate.

INTERPRETATION | S01, G05

B01-D02

LOW THREE-QUARTER

Show undersides; record camera angle.



Low body camera; approximate.

INTERPRETATION | S01, G05

B01-D03

OCCLUDED SURFACES

Only surfaces unclear in the main row.



Shoe underside reconstructed; sole design is a proposal.

INTERPRETATION | S01, G05

B01-D04

CONSTRUCTION / MEASUREMENTS

Landmarks, height, widths and pose notes.

Barefoot working height: 180 cm / 5 ft 11 in - ESTIMATE.
Numerical age, weight and ancestry UNKNOWN.
Body widths, limb lengths and shoe lift UNKNOWN.
Mature appearance does not establish numerical age.

ESTIMATE | S02, S03, S08

B01 | Aegean | Evidence labels distinguish source facts, visual references and illustrative reconstruction.

Use character-left/right. Record sources. Mark absent items N/A and unresolved items UNKNOWN. Add continuation sheets as needed.

02 MATERIALS, COLOURS AND TEXTURES

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Aegean	v001-2026-10-28	BURGUNDY COAT / LABELLED	15 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

PURPOSE: Specify each surface, its placement, colour, finish and detail scale.

Six native-portrait appearance samples. Painted highlights and gold-like trim are uncalibrated references; fibre, alloy, exact texture repeat and physical PBR values remain unknown.

B02-MAP

MATERIAL PLACEMENT

Label each surface with its material ID. Include hidden surfaces as needed.



M01 burgundy coat; M02 gold trim/metal; M03 white shirt; M04 brown trousers; M05 black shoes; M06 salt-and-pepper hair.

INTERPRETATION | S01, G01

B02-M01

MATERIAL SLOT 01

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M01 / burgundy coat appearance
Coat body, sleeves and pockets
Fibre / weave / thickness UNKNOWN
Native portrait / uncalibrated

B02-M02

MATERIAL SLOT 02

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M02 / warm gold appearance
Piping, buttons, collar marks
Metal / braid composition UNKNOWN
Native portrait / uncalibrated

B02-M03

MATERIAL SLOT 03

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M03 / white shirt appearance
Open neck, body and cuffs
Fibre / weave UNKNOWN
Native portrait / uncalibrated

B02-M04

MATERIAL SLOT 04

Neutral surface sample; include a size reference.



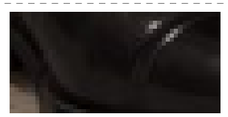
VISUAL-REFERENCE | S01

M04 / brown trouser appearance
Full-length trousers
Fibre / weave UNKNOWN
Native portrait / uncalibrated

B02-M05

MATERIAL SLOT 05

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M05 / black shoe appearance
Low-heeled closed shoes
Leather species / sole UNKNOWN
Native portrait / uncalibrated

B02-M06

MATERIAL SLOT 06

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M06 / grey/dark hair appearance
Short swept-back hair
Exact strand / density map UNKNOWN
Native portrait / uncalibrated

B02-PAL

PALETTE

Label chips with colour ID, sRGB/HEX and intended use.

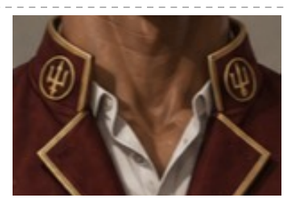
SOURCE APPEARANCE PALETTE
Deep burgundy coat with warm gold piping / buttons.
White shirt, brown trousers, black shoes.
Warm tan skin; salt-and-pepper short hair.
Dark-looking eyes; exact iris colour UNKNOWN.
No calibrated HEX, albedo or PBR values supplied.
Light, expression and painted shading may vary.

VISUAL-REFERENCE | S01, S08

B02-PAT

PATTERNS / MARKINGS

Show repeat scale, direction, seams and exact placement.



Paired oval collar ornaments and thin gold edging. Fine glyph geometry unresolved; no cult or rank meaning inferred.

VISUAL-REFERENCE | S01

B02-WEAR

WEAR / SURFACE VARIATION

State where wear occurs and which state it belongs to.



Existing folds and pocket shading. No required tears, battle damage, dirt pattern or dated injury established.

VISUAL-REFERENCE | S01

03 FACE AND EXPRESSIONS

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Aegean	v001-2026-10-28	BURGUNDY COAT / LABELLED	15 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

PURPOSE: Preserve facial identity across view angles and character-specific expressions.

Preserve mature square-jawed clean-shaven likeness and short salt-and-pepper hair. New expressions are interpretations. A01/A02 are pitch studies; neutral elevated/low camera coverage stays OPEN.

B03-N01

NEUTRAL FRONT

Same neutral expression; consistent head size.



Likeness reconstruction.

INTERPRETATION | S01, G02

B03-N02

NEUTRAL LEFT THREE-QUARTER

Same neutral expression; consistent head size.



Likeness reconstruction.

INTERPRETATION | S01, G02

B03-N03

NEUTRAL RIGHT THREE-QUARTER

Same neutral expression; consistent head size.



Likeness reconstruction.

INTERPRETATION | S01, G02

B03-N04

NEUTRAL LEFT PROFILE

Same neutral expression; consistent head size.



Likeness reconstruction.

INTERPRETATION | S01, G02

B03-N05

NEUTRAL RIGHT PROFILE

Same neutral expression; consistent head size.



Likeness reconstruction.

INTERPRETATION | S01, G02

B03-E01

EXPRESSION 01

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, G02

Attentive reserve / illustrative

B03-E02

EXPRESSION 02

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, G02

Calculating half-smile / illustrative

B03-E03

EXPRESSION 03

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, G02

Focused concern / illustrative

B03-A01

ELEVATION OPEN / DOWNWARD PITCH

Pitch study only; neutral high camera unresolved.



Downward head pitch. True high-camera neutral coverage OPEN.

INTERPRETATION | S01, G02

B03-E04

EXPRESSION 04

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, G02

Startled surprise / illustrative

B03-E05

EXPRESSION 05

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, G02

Controlled anger / illustrative

B03-E06

EXPRESSION 06

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, G02

Reverent relief / illustrative

B03-A02

ELEVATION OPEN / UPWARD PITCH

Pitch study only; neutral low camera unresolved.



Upward head pitch. True low-camera neutral coverage OPEN.

INTERPRETATION | S01, G02

B03 | Aegean | Evidence labels distinguish source facts, visual references and illustrative reconstruction.

Use character-left/right. Record sources. Mark absent items N/A and unresolved items UNKNOWN. Add continuation sheets as needed.

04 COMPONENTS AND CONSTRUCTION

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Aegean	v001-2026-10-28	BURGUNDY COAT / LABELLED	15 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

PURPOSE: Explain the separate pieces, their dimensions, layering and connections.

Separate source-visible components from hidden construction proposals. Ornament does not establish a military rank or cult emblem. Exact small fasteners and collar glyph geometry remain unresolved.

B04-ASM

ASSEMBLED CHARACTER

Place component ID callouts on the complete outfit.



C01 coat; C02 shirt; C03 trousers; C04 shoes; C05 collar/shoulder trim; C06 pocket/cuff fasteners.

INTERPRETATION | S01, G01

B04-LAY

LAYER ORDER / ASSEMBLY

Show inner-to-outer order and how components connect.

PRIMARY COAT / PROPOSED ASSEMBLY
C02 white open-neck shirt tucked into C03 trousers.
C04 low-heeled black shoes beneath trouser hems.
C01 fitted burgundy hip-length coat over shirt.
C05 paired collar ornaments and shoulder tabs.
C06 four flap pockets, three main front buttons.
Coat reverse seam/vent and lining are proposed.
Cuffs, pocket interiors and hidden fasteners proposed.
No undershirt, armour or concealed weapon established.

INTERPRETATION | S01, G03, S08

B04-C01

COMPONENT SLOT 01

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, G03

C01 / burgundy four-pocket coat
SIZE: UNKNOWN
M01; M02 / hidden mounts proposed

B04-C02

COMPONENT SLOT 02

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, G03

C02 / white open-neck shirt
SIZE: UNKNOWN
M03 / hidden mounts proposed

B04-C03

COMPONENT SLOT 03

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, G03

C03 / brown trousers
SIZE: UNKNOWN
M04 / hidden mounts proposed

B04-C04

COMPONENT SLOT 04

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, G03

C04 / black shoe pair
SIZE: UNKNOWN
M05 / hidden mounts proposed

B04-C05

COMPONENT SLOT 05

Show the whole piece; add another angle if needed.



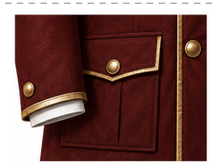
INTERPRETATION | S01, G03

C05 / collar and shoulder trim
SIZE: UNKNOWN
M01; M02 / hidden mounts proposed

B04-C06

COMPONENT SLOT 06

Show the whole piece; add another angle if needed.



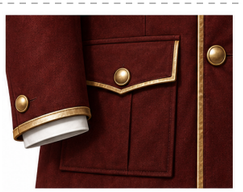
INTERPRETATION | S01, G03

C06 / cuff / pocket / buttons
SIZE: UNKNOWN
M01; M02 / hidden mounts proposed

B04-ATT

FASTENERS / CONNECTIONS

Enlarge clasps, strap routes, closures and mount points.



Source appearance guides piping/buttons. Fastener backs and seam allowance UNKNOWN.

INTERPRETATION | S01, G03

B04-HID

HIDDEN SURFACES

Show linings, backs and undersides that affect construction.



Plain lining / internal seams proposed; no concealed equipment established.

INTERPRETATION | S01, G06

B04 | Aegean | Evidence labels distinguish source facts, visual references and illustrative reconstruction.

Use character-left/right. Record sources. Mark absent items N/A and unresolved items UNKNOWN. Add continuation sheets as needed.

05 BODY LANGUAGE AND ACTING

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Aegean	v001-2026-10-28	BURGUNDY COAT / LABELLED	15 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

PURPOSE: Define characteristic posture, gesture, gaze and emotional performance.

Illustrative acting from the portrait and cited source actions. Kneeling records Aegean's declaration; Melody's acceptance is not established. New exact staging remains interpretation.

B05-P01

DEFAULT STANDING

Use full-body acting; include hands and line of sight.



INTERPRETATION | S01, S04, S05, S07, G04

Reserved authority / portrait
Upright planted stance
Hands behind back

B05-P02

SITTING / RESTING

Use full-body acting; include hands and line of sight.



INTERPRETATION | S01, S04, S05, S07, G04

Negotiating / S04 context
Upright seated attention
Open hand mid-question

B05-P03

WALKING

Use full-body acting; include hands and line of sight.



INTERPRETATION | S01, S04, S05, S07, G04

Purposeful walk / proposal
Grounded even stride
Restrained arm swing

B05-P04

LISTENING / INTERACTING

Use full-body acting; include hands and line of sight.



INTERPRETATION | S01, S04, S05, S07, G04

Listening / S04 context
Raised brow toward speaker
Questioning open palm

B05-P05

UNDER PRESSURE

Use full-body acting; include hands and line of sight.



INTERPRETATION | S01, S04, S05, S07, G04

Guarded / S07 staging
Calm planted stance
Both empty palms raised

B05-P06

KNEELING / SOURCE ACTION

Use full-body acting; include hands and line of sight.



INTERPRETATION | S01, S04, S05, S07, G04

Kneeling / S05 action
One knee down; gaze raised
Hands rest at raised knee

06 WARDROBE, STATES AND CONTINUITY

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Aegean	v001-2026-10-28	BURGUNDY COAT / LABELLED	15 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

PURPOSE: Record complete approved appearance states and when each applies.

One source outfit plus a labelled coat-removed construction proposal. Other historical wardrobes are unresolved; no supernatural form established. Story props are not mandatory equipment.

B06-S01

PRIMARY / BURGUNDY COAT

A complete look: outfit, hair, equipment and condition.

FRONT



INTERPRETATION | S01, G01

BACK



Reverse seam / vent proposed.

INTERPRETATION | S01, G01

STATE: PRIMARY / BURGUNDY COAT

STATUS: SOURCE OUTFIT / REVERSE PROPOSED

B06-S02

COAT REMOVED / CONSTRUCTION

A complete look: outfit, hair, equipment and condition.

FRONT



Proposed underlayer; not a new event.

INTERPRETATION | S01, G06

BACK



Proposed shirt reverse.

INTERPRETATION | S01, G06

STATE: COAT REMOVED / CONSTRUCTION

STATUS: CONSTRUCTION PROPOSAL

B06-S03

OTHER HISTORICAL WARDROBE

A complete look: outfit, hair, equipment and condition.

FRONT

UNKNOWN
No further complete outfit documented.

UNKNOWN | S08

BACK

UNKNOWN
No further complete outfit documented.

UNKNOWN | S08

STATE: OTHER HISTORICAL WARDROBE

STATUS: UNKNOWN

B06-S04

SUPERNATURAL APPEARANCE

A complete look: outfit, hair, equipment and condition.

FRONT

N/A
No supernatural form established.

NOT-APPLICABLE | S08

BACK

N/A
No supernatural form established.

NOT-APPLICABLE | S08

STATE: SUPERNATURAL APPEARANCE

STATUS: N/A / NO FORM ESTABLISHED

B06-S01-NOTES

APPEARANCE SLOT 01 NOTES

Use the same state ID as the view above.

PRIMARY / S01
Burgundy coat, white shirt, brown trousers, black shoes.
New back view and small hidden details are proposals.
No fixed weapon, medal, rank or badge meaning.

VISUAL-REFERENCE | S01, G01, S08

B06-S02-NOTES

APPEARANCE SLOT 02 NOTES

Use the same state ID as the view above.

CONSTRUCTION STUDY / G06
Only coat removed; same shirt, trousers and shoes.
Hidden shirt cut and closures are interpretations.
No separate historical costume established.

INTERPRETATION | S01, G06, S08

B06-S03-NOTES

APPEARANCE SLOT 03 NOTES

Use the same state ID as the view above.

HISTORICAL WARDROBE / OPEN
No childhood, battle, prison or ceremonial change supplied.
Do not turn one story pose into a new wardrobe state.
Payment chest and goblet remain episode props.

UNKNOWN | S01, S04, S08

B06-S04-NOTES

APPEARANCE SLOT 04 NOTES

Use the same state ID as the view above.

NO ADDITIONAL FORM SUPPLIED
Service to the One does not establish a transformation.
No wings, fangs, glowing eyes or magical sigil added.
Calling Melody empress does not change her identity.

NOT-APPLICABLE | S08

07 SCALE AND PROPORTION RELATIONSHIPS

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Aegean	v001-2026-10-28	BURGUNDY COAT / LABELLED	15 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

PURPOSE: Fix relative size between characters, equipment and familiar surroundings.

Use a shared ground plane, stated units and one orthographic scale. Distinguish body height from accessory height. Record reference object sizes.

B07-LINEUP

SHARED CAST LINEUP

All figures share the ground line and scale. Assign an ID and height to each.



180 cm height ESTIMATE.

ESTIMATE | S02, S03, S08, G01

N/A
Single-character package.

NOT-APPLICABLE

N/A
Single-character package.

NOT-APPLICABLE

N/A
Single-character package.

NOT-APPLICABLE

N/A
Single-character package.

NOT-APPLICABLE

SCALE: illustrative estimate only UNITS: cm VIEW: front

B07-DIM

TARGET CHARACTER MEASUREMENTS

Fill applicable dimensions; mark others N/A.

CHARACTER: Aegean / source alias Agion
UNITS: cm
BAREFOOT HEIGHT: 180 - ESTIMATE
NUMERICAL AGE / WEIGHT: UNKNOWN
ANCESTRY / FORMAL CLASS: UNKNOWN
BODY / HEAD WIDTH: UNKNOWN
HAND / FOOT LENGTH: UNKNOWN
SEATED HEIGHT / REACH: UNKNOWN
SHOE LIFT / COAT LENGTH: UNKNOWN
HEIGHT BASIS: editorial estimate, S02

ESTIMATE | S02, S03, S08

B07-ENV

ENVIRONMENT SCALE

Use a labelled doorway, chair, table or equivalent with known dimensions.

UNKNOWN
No calibrated furniture, doorway or environment dimensions.
180 cm is an editorial working height only.
Scene art perspective cannot establish physical dimensions.

UNKNOWN | S02, S07, S08

B07-GEAR

EQUIPMENT SCALE

Episode prop proposal; exact design and dimensions unknown.



Episode payment chest / key: design proposed, dimensions UNKNOWN. No permanent signature equipment established.

INTERPRETATION | S04, S08, G06

B07-REACH

SEATED HEIGHT / REACH

Show a useful seated pose, reach or span against a measured reference.



Seated acting proposal; chair dimensions and reach UNKNOWN.

INTERPRETATION | S04, S08, G04

B07 | Aegean | Evidence labels distinguish source facts, visual references and illustrative reconstruction.

Use character-left/right. Record sources. Mark absent items N/A and unresolved items UNKNOWN. Add continuation sheets as needed.

08 IDENTITY RULES AND PERMITTED VARIATION

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Aegean	v001-2026-10-28	BURGUNDY COAT / LABELLED	15 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

PURPOSE: Identify the defining features, permitted changes and unresolved decisions.

Use approved source references for fixed rules. Annotate exact features. Keep proposed details and unanswered questions explicitly labelled.

B08-ANCHOR

APPROVED IDENTITY ANCHOR

Use the approved face and/or full-body reference. Record its source ID.



Primary supplied likeness and coat. Generated hidden details remain proposals.

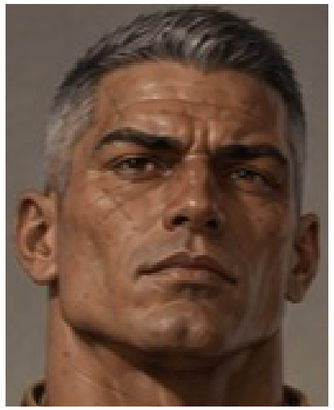
VISUAL-REFERENCE | S01

SOURCE: S01 / supplied campaign portrait

B08-F01

FACE / HEAD FEATURES

Show close-up and label features F01, F02, etc.



Short salt-and-pepper hair, stern clean-shaven square-jawed face.

VISUAL-REFERENCE | S01

RULE: preserve mature face / short hair

SOURCE: S01

B08-F02

PROPORTIONS / SILHOUETTE

Show close-up and label features F01, F02, etc.



Burgundy hip-length coat; white shirt, brown trousers, black shoes.

INTERPRETATION | S01, G01

RULE: preserve source outfit silhouette

SOURCE: S01; G01 reconstruction

B08-F03

SIGNATURE DETAILS

Show close-up and label features F01, F02, etc.



Paired oval collar marks, fine gold piping. Exact glyph outline remains unresolved.

VISUAL-REFERENCE | S01

RULE: ornament appearance; no invented rank

SOURCE: S01

B08-ALLOW

PERMITTED VARIATION

Show approved flexibility and its limits; label each changed feature.

PERMITTED REVIEW VARIATION
New views, poses and expressions are interpretations.
Coat-removed view explains proposed inner construction.
Keep source clean-shaven face, hair and colour family.
No new crest, scar, weapon, medal or rank supplied.
Chest, goblet and key are episode-specific props.
180 cm stays an estimate; numerical age unknown.
Ancestry, formal class and military position unknown.

INTERPRETATION | S01, S02, S04, S08

B08-CORRECT

CORRECTION EXAMPLES

Source interpretation rule; no rejected source image implied.

AVOIDED INFERENCE

AVOIDED INFERENCE
Coat styling treated as proof of military rank.
His empress declaration treated as Melody's consent.

CONFIRMED | S08

SOURCE RULE

SOURCE-BOUNDED IDENTITY
Preserve visual trim; formal rank remains UNKNOWN.
Record his declaration; her acceptance is not established.

CONFIRMED | S08

RULE: appearance and attributed claims | SOURCE: S01; S05; S08

B08-OPEN

OPEN QUESTIONS / DECISIONS

Keep UNKNOWN / PROPOSED / APPROVED states explicit; cite decisions.

OPEN DESIGN DECISIONS
Approve rear coat seam / vent, lining and shirt cut.
Lock precise collar mark, buttons and shoulder geometry.
Resolve neutral high/low facial camera studies.
Confirm body and garment dimensions, age and ancestry.
Set measured material / texture specifications if needed.
Episode chest design is proposed; no signature weapon.

UNKNOWN | S01, S02, G02, G03, G06, S08

B08 | Aegean | Evidence labels distinguish source facts, visual references and illustrative reconstruction.

Use character-left/right. Record sources. Mark absent items N/A and unresolved items UNKNOWN. Add continuation sheets as needed.