01 BODY AND ROTATION

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Amra	v001-2026-11-12	PRIMARY / LABELLED	10 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Approximate illustrative rotation, not a calibrated 3D capture.

B01-V01

FRONT / 0 DEG

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



Approximate angle; interpretation.

INTERPRETATION | S01, G01

B01-V02

FRONT-LEFT / 45 DEG

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



Approximate angle; interpretation.

INTERPRETATION | S01, G01

B01-V03

LEFT / 90 DEG

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



Approximate angle; interpretation.

INTERPRETATION | S01, G01

B01-V04

REAR-LEFT / 135 DEG

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



Approximate angle; interpretation.

INTERPRETATION | S01, G01

B01-V05

BACK / 180 DEG

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



Approximate angle; interpretation.

INTERPRETATION | S01, G01

B01-V06

REAR-RIGHT / 225 DEG

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



Approximate angle; interpretation.

INTERPRETATION | S01, G01

B01-V07

RIGHT / 270 DEG

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



Approximate angle; interpretation.

INTERPRETATION | S01, G01

B01-V08

FRONT-RIGHT / 315 DEG

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



Approximate angle; interpretation.

INTERPRETATION | S01, G01

B01-D01

ELEVATED THREE-QUARTER

Show top surfaces; record camera angle.

UNKNOWN
Elevated, low or concealed detail requires separate study.

UNKNOWN | S01

B01-D02

LOW THREE-QUARTER

Show undersides; record camera angle.

UNKNOWN
Elevated, low or concealed detail requires separate study.

UNKNOWN | S01

B01-D03

OCCLUDED SURFACES

Only surfaces unclear in the main row.

UNKNOWN
Elevated, low or concealed detail requires separate study.

UNKNOWN | S01

B01-D04

CONSTRUCTION / MEASUREMENTS

Landmarks, height, widths and pose notes.

HEIGHT / BODY MEASUREMENTS UNKNOWN
No calibrated scale supplied.

UNKNOWN | S01

B01 | Amra | 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	Amra	v001-2026-11-12	PRIMARY / LABELLED	10 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Native portrait appearance samples are not calibrated materials.

B02-MAP

MATERIAL PLACEMENT

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



Published portrait; material appearance only.

VISUAL-REFERENCE | S01

B02-M01

MATERIAL SLOT 01

Neutral surface sample; include a size reference.



Painted appearance; not calibrated.

VISUAL-REFERENCE | S01

M01 / dark bodice
Source portrait
Physical material unknown

B02-M02

MATERIAL SLOT 02

Neutral surface sample; include a size reference.



Painted appearance; not calibrated.

VISUAL-REFERENCE | S01

M02 / dark trousers
Source portrait
Physical material unknown

B02-M03

MATERIAL SLOT 03

Neutral surface sample; include a size reference.



Painted appearance; not calibrated.

VISUAL-REFERENCE | S01

M03 / dark boots
Source portrait
Physical material unknown

B02-M04

MATERIAL SLOT 04

Neutral surface sample; include a size reference.



Painted appearance; not calibrated.

VISUAL-REFERENCE | S01

M04 / dark coat
Source portrait
Physical material unknown

B02-M05

MATERIAL SLOT 05

Neutral surface sample; include a size reference.



Painted appearance; not calibrated.

VISUAL-REFERENCE | S01

M05 / belt fittings
Source portrait
Physical material unknown

B02-M06

MATERIAL SLOT 06

Neutral surface sample; include a size reference.



Painted appearance; not calibrated.

VISUAL-REFERENCE | S01

M06 / blonde hair
Source portrait
Physical material unknown

B02-PAL

PALETTE

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

SOURCE PALETTE
dark bodice, dark trousers, dark boots
dark coat, belt fittings, blonde hair
Colour and material values uncalibrated.

VISUAL-REFERENCE | S01

B02-PAT

PATTERNS / MARKINGS

Show repeat scale, direction, seams and exact placement.

Painted detail only; exact pattern and wear are not measured.

VISUAL-REFERENCE | S01

B02-WEAR

WEAR / SURFACE VARIATION

State where wear occurs and which state it belongs to.

Painted detail only; exact pattern and wear are not measured.

VISUAL-REFERENCE | S01

B02 | Amra | 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.

03 FACE AND EXPRESSIONS

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Amra	v001-2026-11-12	PRIMARY / LABELLED	10 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Expressions and angles are interpretations, not campaign events.

B03-N01

NEUTRAL FRONT

Same neutral expression; consistent head size.



View approximate; interpretation.

INTERPRETATION | S01, G02

B03-N02

NEUTRAL LEFT THREE-QUARTER

Same neutral expression; consistent head size.



View approximate; interpretation.

INTERPRETATION | S01, G02

B03-N03

NEUTRAL RIGHT THREE-QUARTER

Same neutral expression; consistent head size.

UNKNOWN
Opposite three-quarter view not established.

UNKNOWN | S01

B03-N04

NEUTRAL LEFT PROFILE

Same neutral expression; consistent head size.



View approximate; interpretation.

INTERPRETATION | S01, G02

B03-N05

NEUTRAL RIGHT PROFILE

Same neutral expression; consistent head size.



View approximate; interpretation.

INTERPRETATION | S01, G02

B03-E01

EXPRESSION 01

Use a character-specific expression; preserve facial structure.



Expression study; interpretation.

INTERPRETATION | S01, G02

EMOTION: UNKNOWN | INTENSITY: UNKNOWN

B03-E02

EXPRESSION 02

Use a character-specific expression; preserve facial structure.



Expression study; interpretation.

INTERPRETATION | S01, G02

EMOTION: UNKNOWN | INTENSITY: UNKNOWN

B03-E03

EXPRESSION 03

Use a character-specific expression; preserve facial structure.



Expression study; interpretation.

INTERPRETATION | S01, G02

EMOTION: UNKNOWN | INTENSITY: UNKNOWN

B03-A01

NEUTRAL ELEVATED VIEW

Show jaw, nose and eye structure at this angle.

UNKNOWN
Camera elevation requires separate review.

UNKNOWN | S01

B03-E04

EXPRESSION 04

Use a character-specific expression; preserve facial structure.



Expression study; interpretation.

INTERPRETATION | S01, G02

EMOTION: UNKNOWN | INTENSITY: UNKNOWN

B03-E05

EXPRESSION 05

Use a character-specific expression; preserve facial structure.



Expression study; interpretation.

INTERPRETATION | S01, G02

EMOTION: UNKNOWN | INTENSITY: UNKNOWN

B03-E06

EXPRESSION 06

Use a character-specific expression; preserve facial structure.

UNKNOWN
Additional expression not supplied.

UNKNOWN | S01

EMOTION: UNKNOWN | INTENSITY: UNKNOWN

B03-A02

NEUTRAL LOW VIEW

Show jaw, nose and eye structure at this angle.

UNKNOWN
Camera elevation requires separate review.

UNKNOWN | S01

B03 | Amra | 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	Amra	v001-2026-11-12	PRIMARY / LABELLED	10 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Use stable component IDs C01, C02, etc. Map each piece to B02 material IDs. Identify character-left/right; show concealed attachment details.

B04-ASM

ASSEMBLED CHARACTER

Place component ID callouts on the complete outfit.



Primary portrait; hidden assembly unresolved.

VISUAL-REFERENCE | S01

B04-LAY

LAYER ORDER / ASSEMBLY

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

VISIBLE LAYERS / PORTRAIT
dark bodice
dark trousers
dark boots
dark coat
belt fittings
Construction and attachment order are interpretive.

VISUAL-REFERENCE | S01

B04-C01

COMPONENT SLOT 01

Show the whole piece; add another angle if needed.



Source crop; construction unknown.

VISUAL-REFERENCE | S01

C01 / dark bodice
SIZE: UNKNOWN
Source portrait

B04-C02

COMPONENT SLOT 02

Show the whole piece; add another angle if needed.



Source crop; construction unknown.

VISUAL-REFERENCE | S01

C02 / dark trousers
SIZE: UNKNOWN
Source portrait

B04-C03

COMPONENT SLOT 03

Show the whole piece; add another angle if needed.



Source crop; construction unknown.

VISUAL-REFERENCE | S01

C03 / dark boots
SIZE: UNKNOWN
Source portrait

B04-C04

COMPONENT SLOT 04

Show the whole piece; add another angle if needed.



Source crop; construction unknown.

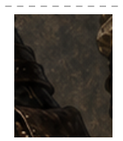
VISUAL-REFERENCE | S01

C04 / dark coat
SIZE: UNKNOWN
Source portrait

B04-C05

COMPONENT SLOT 05

Show the whole piece; add another angle if needed.



Source crop; construction unknown.

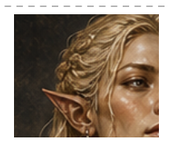
VISUAL-REFERENCE | S01

C05 / belt fittings
SIZE: UNKNOWN
Source portrait

B04-C06

COMPONENT SLOT 06

Show the whole piece; add another angle if needed.



Source crop; construction unknown.

VISUAL-REFERENCE | S01

C06 / blonde hair
SIZE: UNKNOWN
Source portrait

B04-ATT

FASTENERS / CONNECTIONS

Enlarge clasps, strap routes, closures and mount points.

UNKNOWN
Hidden fasteners, lining and construction not supplied.

UNKNOWN | S01

B04-HID

HIDDEN SURFACES

Show linings, backs and undersides that affect construction.

UNKNOWN
Hidden fasteners, lining and construction not supplied.

UNKNOWN | S01

05 BODY LANGUAGE AND ACTING

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Amra	v001-2026-11-12	PRIMARY / LABELLED	10 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Keep the design and outfit consistent. Show the complete pose and record the context. Choose behaviour established for this character.

B05-P01

LISTENING

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



Hypothetical pose; no new event.

INTERPRETATION | S01, G03

CONTEXT / EMOTION: UNKNOWN

WEIGHT / GAZE: UNKNOWN

SIGNATURE GESTURE: UNKNOWN

B05-P02

WALKING

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



Hypothetical pose; no new event.

INTERPRETATION | S01, G03

CONTEXT / EMOTION: UNKNOWN

WEIGHT / GAZE: UNKNOWN

SIGNATURE GESTURE: UNKNOWN

B05-P03

GUARDING

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



Hypothetical pose; no new event.

INTERPRETATION | S01, G03

CONTEXT / EMOTION: UNKNOWN

WEIGHT / GAZE: UNKNOWN

SIGNATURE GESTURE: UNKNOWN

B05-P04

RELAXED

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

UNKNOWN
Adjacent sword overlaps this crop; separate clean study needed.

UNKNOWN | S01

CONTEXT / EMOTION: UNKNOWN

WEIGHT / GAZE: UNKNOWN

SIGNATURE GESTURE: UNKNOWN

B05-P05

RAPIER STUDY

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

UNKNOWN
Adjacent sword overlaps this crop; separate clean study needed.

UNKNOWN | S01

CONTEXT / EMOTION: UNKNOWN

WEIGHT / GAZE: UNKNOWN

SIGNATURE GESTURE: UNKNOWN

B05-P06

SEATED REST

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

UNKNOWN
Adjacent sword overlaps this crop; separate clean study needed.

UNKNOWN | S01

CONTEXT / EMOTION: UNKNOWN

WEIGHT / GAZE: UNKNOWN

SIGNATURE GESTURE: UNKNOWN

B05 | Amra | 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.

06 WARDROBE, STATES AND CONTINUITY

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Amra	v001-2026-11-12	PRIMARY / LABELLED	10 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Portrait-inspired appearance; additional states and construction remain open.

B06-S01

APPEARANCE SLOT 01

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

FRONT



Portrait-inspired appearance.

INTERPRETATION | S01, G01

BACK



Reverse is a proposal.

INTERPRETATION | S01, G01

STATE ID / NAME: UNKNOWN / UNKNOWN

STATUS: UNKNOWN

B06-S02

APPEARANCE SLOT 02

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

FRONT

UNKNOWN
Additional complete look not established.

UNKNOWN | S01

BACK

UNKNOWN
Additional complete look not established.

UNKNOWN | S01

STATE ID / NAME: UNKNOWN / UNKNOWN

STATUS: UNKNOWN

B06-S03

APPEARANCE SLOT 03

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

FRONT

UNKNOWN
Additional complete look not established.

UNKNOWN | S01

BACK

UNKNOWN
Additional complete look not established.

UNKNOWN | S01

STATE ID / NAME: UNKNOWN / UNKNOWN

STATUS: UNKNOWN

B06-S04

APPEARANCE SLOT 04

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

FRONT

UNKNOWN
Additional complete look not established.

UNKNOWN | S01

BACK

UNKNOWN
Additional complete look not established.

UNKNOWN | S01

STATE ID / NAME: UNKNOWN / UNKNOWN

STATUS: UNKNOWN

B06-S01-NOTES

APPEARANCE SLOT 01 NOTES

Use the same state ID as the view above.

PRIMARY PORTRAIT LOOK
Reconstructed views and back are illustrative.
No appearance chronology inferred.

INTERPRETATION | S01

B06-S02-NOTES

APPEARANCE SLOT 02 NOTES

Use the same state ID as the view above.

OTHER APPEARANCE
No invented complete state.

UNKNOWN | S01

B06-S03-NOTES

APPEARANCE SLOT 03 NOTES

Use the same state ID as the view above.

OTHER APPEARANCE
No invented complete state.

UNKNOWN | S01

B06-S04-NOTES

APPEARANCE SLOT 04 NOTES

Use the same state ID as the view above.

OTHER APPEARANCE
No invented complete state.

UNKNOWN | S01

07 SCALE AND PROPORTION RELATIONSHIPS

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Amra	v001-2026-11-12	PRIMARY / LABELLED	10 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.



Illustrative, not to scale.

INTERPRETATION | S01, 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

SHARED SCALE: UNKNOWN UNITS: UNKNOWN VIEW: UNKNOWN

B07-DIM

TARGET CHARACTER MEASUREMENTS

Fill applicable dimensions; mark others N/A.

CHARACTER: Amra
HEIGHT / WEIGHT: UNKNOWN
BODY AND EQUIPMENT DIMENSIONS: UNKNOWN
No measured scale supplied.

UNKNOWN | S01

B07-ENV

ENVIRONMENT SCALE

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

UNKNOWN
No measured environment supplied.

UNKNOWN | S01

B07-GEAR

EQUIPMENT SCALE

Show signature items beside the character or hand; include measurements.

UNKNOWN
Rapier dimensions and construction unmeasured.

UNKNOWN | S01

B07-REACH

SEATED HEIGHT / REACH

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

UNKNOWN
Reach and seated dimensions unmeasured.

UNKNOWN | S01

B07 | Amra | 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	Amra	v001-2026-11-12	PRIMARY / LABELLED	10 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.



Published likeness; reconstructions are proposals.

VISUAL-REFERENCE | S01

SOURCE / APPROVAL: UNKNOWN / UNKNOWN

B08-F01

FACE / HEAD FEATURES

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



Face, ears and hair; source portrait.

VISUAL-REFERENCE | S01

FIXED RULE: UNKNOWN

SOURCE: UNKNOWN

B08-F02

PROPORTIONS / SILHOUETTE

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



Costume silhouette; source portrait.

VISUAL-REFERENCE | S01

FIXED RULE: UNKNOWN

SOURCE: UNKNOWN

B08-F03

SIGNATURE DETAILS

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

Right-handed; sword in right hand
Rapier in source portrait; dimensions unknown.

CONFIRMED | S07

FIXED RULE: UNKNOWN

SOURCE: UNKNOWN

B08-ALLOW

PERMITTED VARIATION

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

Generated angles, gestures and hidden details are interpretations.
Do not treat alternate poses as campaign events.
Material values and dimensions remain open.

INTERPRETATION | S01

B08-CORRECT

CORRECTION EXAMPLES

Pair a specific deviation with the approved correction and its rule.

DEVIATION	APPROVED CORRECTION
AVOID Presenting invented views or outfit details as canon. INTERPRETATION | S01	CONTINUITY Use the published likeness as the visual anchor. Keep reconstructions labelled. VISUAL-REFERENCE | S01

RULE / SOURCE: UNKNOWN / UNKNOWN

B08-OPEN

OPEN QUESTIONS / DECISIONS

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

OPEN DECISIONS
Confirm reverse construction, equipment and scale.
Resolve all missing views and exact material properties.

UNKNOWN | S01