01 BODY AND ROTATION

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Melody	v001-2026-10-28	ADULT-23 / LABELLED	12 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

CAMERA ANGLES: 0 = front; 90 = character-left; 180 = back; 270 = character-right. Same scale, pose and outfit across the main row.

B01-V01

FRONT / 0 DEG

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



Reconstructed view.
Angles are illustrative.

INTERPRETATION | S03, G02

B01-V02

FRONT-LEFT / 45 DEG

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



Reconstructed view.
Angles are illustrative.

INTERPRETATION | S03, G02

B01-V03

LEFT / 90 DEG

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



Reconstructed view.
Angles are illustrative.

INTERPRETATION | S03, G01

B01-V04

REAR-LEFT / 135 DEG

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



Reconstructed view.
Angles are illustrative.

INTERPRETATION | S03, G01

B01-V05

BACK / 180 DEG

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



Reconstructed view.
Angles are illustrative.

INTERPRETATION | S03, G01

B01-V06

REAR-RIGHT / 225 DEG

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



Reconstructed view.
Angles are illustrative.

INTERPRETATION | S03, G01

B01-V07

RIGHT / 270 DEG

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



Reconstructed view.
Angles are illustrative.

INTERPRETATION | S03, G01

B01-V08

FRONT-RIGHT / 315 DEG

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



Reconstructed view.
Angles are illustrative.

INTERPRETATION | S03, G02

B01-D01

ELEVATED THREE-QUARTER

Show top surfaces; record camera angle.



Elevated view; camera angle uncalibrated.

INTERPRETATION | S03, G06

B01-D02

LOW THREE-QUARTER

Show undersides; record camera angle.



Low view; camera angle uncalibrated.

INTERPRETATION | S03, G06

B01-D03

OCCLUDED SURFACES

Only surfaces unclear in the main row.



Illustrative cloak underside and boot sole.

INTERPRETATION | S03, G06

B01-D04

CONSTRUCTION / MEASUREMENTS

Landmarks, height, widths and pose notes.

Adult: 23 years; 125 lb (about 57 kg), confirmed.
Working height: 165 cm / 5 ft 5 in, ESTIMATE.
Barefoot standing form; no headwear allowance.
Widths, limb lengths and staff dimensions UNKNOWN.

ESTIMATE | S04, S05, S06

B01 | Melody | 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	Melody	v001-2026-10-28	ADULT-23 / LABELLED	12 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Samples are painted appearances, not calibrated physical textures. IDs map to B04. Exact fibre, alloy, detail scale and shader values remain UNKNOWN.

B02-MAP

MATERIAL PLACEMENT

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



Cloth M01; gold detailing M02; scarf M03; boots M04; staff M05; hair M06.

INTERPRETATION | S03, G02

B02-M01

MATERIAL SLOT 01

Neutral surface sample; include a size reference.



INTERPRETATION | S03, G04

M01 / robe cloth
Black / charcoal
Matte appearance
Fibre / scale UNKNOWN

B02-M02

MATERIAL SLOT 02

Neutral surface sample; include a size reference.



INTERPRETATION | S03, G04

M02 / gold detailing
Antique gold
Embroidered appearance
Thread / alloy UNKNOWN

B02-M03

MATERIAL SLOT 03

Neutral surface sample; include a size reference.



INTERPRETATION | S03, G04

M03 / neck scarf
Black / charcoal
Soft folded appearance
Fibre / scale UNKNOWN

B02-M04

MATERIAL SLOT 04

Neutral surface sample; include a size reference.



INTERPRETATION | S03, G04

M04 / boots
Very dark brown / black
Leather-like proposal
Material / size UNKNOWN

B02-M05

MATERIAL SLOT 05

Neutral surface sample; include a size reference.

INTERPRETATION | S03, G04

M05 / wooden staff
Dark brown
Gnarled wood appearance
Species / finish UNKNOWN

B02-M06

MATERIAL SLOT 06

Neutral surface sample; include a size reference.



INTERPRETATION | S03, G06

M06 / blonde hair
Golden blonde
Wavy visual reference
No calibrated colour

B02-PAL

PALETTE

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

ADULT PALETTE
Black / charcoal cloth.
Antique-gold trim and embroidery.
Blonde hair; blue eyes.
No red clothing, accessories or jewels.
Exact calibrated HEX values UNKNOWN.

CONFIRMED | S01, S03, S04

B02-PAT

PATTERNS / MARKINGS

Show repeat scale, direction, seams and exact placement.



Gold panel and hem motifs are illustrative; exact repeat geometry and stitching are not established.

INTERPRETATION | S03, G04

B02-WEAR

WEAR / SURFACE VARIATION

State where wear occurs and which state it belongs to.

The older travel image shows weathered, flowing dark garments.
Use as a visual state reference, not proof of a new event.
Exact wear placement and a current clean/worn distinction remain UNKNOWN.

VISUAL-REFERENCE | S02

B02 | Melody | 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	Melody	v001-2026-10-28	ADULT-23 / LABELLED	12 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Keep facial proportions, hairline and asymmetric features consistent. Use one design version; label emotion and intensity for each expression.

B03-N01

NEUTRAL FRONT

Same neutral expression; consistent head size.



Reconstructed neutral likeness.

INTERPRETATION | S01, S03, G03

B03-N02

NEUTRAL LEFT THREE-QUARTER

Same neutral expression; consistent head size.



Left-facing three-quarter; reconstructed.

INTERPRETATION | S01, S03, G02

B03-N03

NEUTRAL RIGHT THREE-QUARTER

Same neutral expression; consistent head size.



Reconstructed neutral likeness.

INTERPRETATION | S01, S03, G03

B03-N04

NEUTRAL LEFT PROFILE

Same neutral expression; consistent head size.



Reconstructed neutral likeness.

INTERPRETATION | S01, S03, G03

B03-N05

NEUTRAL RIGHT PROFILE

Same neutral expression; consistent head size.



Reconstructed neutral likeness.

INTERPRETATION | S01, S03, G03

B03-E01

EXPRESSION 01

Use a character-specific expression; preserve facial structure.



Hypothetical expression study.

INTERPRETATION | S01, S06, G03

Guarded / restrained | illustrative

B03-E02

EXPRESSION 02

Use a character-specific expression; preserve facial structure.



Hypothetical expression study.

INTERPRETATION | S01, S06, G03

Small warm smile | illustrative

B03-E03

EXPRESSION 03

Use a character-specific expression; preserve facial structure.



Hypothetical expression study.

INTERPRETATION | S01, S06, G03

Compassionate concern | illustrative

B03-A01

NEUTRAL ELEVATED VIEW

Show jaw, nose and eye structure at this angle.



Elevated / tilted-head study; uncalibrated.

INTERPRETATION | S01, G03

B03-E04

EXPRESSION 04

Use a character-specific expression; preserve facial structure.



Hypothetical expression study.

INTERPRETATION | S01, S06, G03

Startled surprise | illustrative

B03-E05

EXPRESSION 05

Use a character-specific expression; preserve facial structure.



Hypothetical expression study.

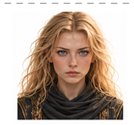
INTERPRETATION | S01, S06, G03

Anxious fear | illustrative

B03-E06

EXPRESSION 06

Use a character-specific expression; preserve facial structure.



Hypothetical expression study.

INTERPRETATION | S01, S06, G03

Quiet determination | illustrative

B03-A02

NEUTRAL LOW VIEW

Show jaw, nose and eye structure at this angle.



Low-angle head study; uncalibrated.

INTERPRETATION | S01, G03

B03 | Melody | 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	Melody	v001-2026-10-28	ADULT-23 / LABELLED	12 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.



C01 robe; C02 mantle; C03 scarf; C04 sash; C05 boots; C06 staff.

INTERPRETATION | S03, G02

B04-LAY

LAYER ORDER / ASSEMBLY

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

PROPOSED ASSEMBLY
C01: closed full-length robe.
C02: outer mantle over shoulders.
C03: scarf at neck, can cover lower face.
C04: sash at waist.
C05: closed practical boots.
C06: dark wooden staff.
Exact hidden layers and fasteners UNKNOWN.

INTERPRETATION | S02, S03, G04

B04-C01

COMPONENT SLOT 01

Show the whole piece; add another angle if needed.



INTERPRETATION | S03, G04

C01 / robe
SIZE: UNKNOWN
MATERIAL IDS: M01; M02

B04-C02

COMPONENT SLOT 02

Show the whole piece; add another angle if needed.



INTERPRETATION | S03, G04

C02 / mantle
SIZE: UNKNOWN
MATERIAL IDS: M01; M02

B04-C03

COMPONENT SLOT 03

Show the whole piece; add another angle if needed.



INTERPRETATION | S03, G04

C03 / scarf
SIZE: UNKNOWN
MATERIAL IDS: M03

B04-C04

COMPONENT SLOT 04

Show the whole piece; add another angle if needed.



INTERPRETATION | S03, G04

C04 / waist sash
SIZE: UNKNOWN
MATERIAL IDS: M01; M02

B04-C05

COMPONENT SLOT 05

Show the whole piece; add another angle if needed.



INTERPRETATION | S03, G04

C05 / boots
SIZE: UNKNOWN
MATERIAL IDS: M04

B04-C06

COMPONENT SLOT 06

Show the whole piece; add another angle if needed.



INTERPRETATION | S03, G04

C06 / wooden staff
SIZE: UNKNOWN
MATERIAL IDS: M05

B04-ATT

FASTENERS / CONNECTIONS

Enlarge clasps, strap routes, closures and mount points.

UNKNOWN
No supplied source fixes the concealed robe closures, mantle fasteners or sash attachment.
The generated sash is a construction proposal.

UNKNOWN | S02, S03, G04

B04-HID

HIDDEN SURFACES

Show linings, backs and undersides that affect construction.



Underside and sole are proposed; lining, sole pattern and dimensions are not established.

INTERPRETATION | S03, G06

05 BODY LANGUAGE AND ACTING

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Melody	v001-2026-10-28	ADULT-23 / LABELLED	12 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

DEFAULT STANDING

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



INTERPRETATION | S03, S06, G05

Reserved standing
Settled weight; attentive gaze
Staff at side; free hand quiet

B05-P02

SITTING / RESTING

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



INTERPRETATION | S03, S06, G05

Resting, hypothetical pose
Seated; soft guarded attention
Robe fully covers legs

B05-P03

WALKING

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



INTERPRETATION | S03, S06, G05

Walking, hypothetical pose
Forward weight transfer
Staff carried in right hand

B05-P04

LISTENING / INTERACTING

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



INTERPRETATION | S03, S06, G05

Listening, hypothetical pose
Small head tilt; gaze to speaker
Free hand gathers neck scarf

B05-P05

UNDER PRESSURE

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



INTERPRETATION | S03, S06, G05

Under social pressure
Closed posture; watchful eyes
Scarf raised over lower face

B05-P06

AT EASE

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



INTERPRETATION | S03, S06, G05

At ease, hypothetical pose
Relaxed shoulders; warm gaze
Small smile; quiet free hand

B05 | Melody | 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	Melody	v001-2026-10-28	ADULT-23 / LABELLED	12 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Historical front views reuse the approved age board. New adult reverse view is illustrative. Drawn age scale does not establish measured childhood heights.

B06-S01

RED-9-12 / FRONT AND BACK

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

FRONT



Existing approved age-board artwork.

VISUAL-REFERENCE | S04, S03

BACK

UNKNOWN
No approved historical reverse view supplied.

UNKNOWN | S03, S04

STATE: RED-9-12

STATUS: SOURCE REUSED / NEW VIEWS DRAFT

B06-S02

NAVY-13-17 / FRONT AND BACK

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

FRONT



Existing approved age-board artwork.

VISUAL-REFERENCE | S04, S03

BACK

UNKNOWN
No approved historical reverse view supplied.

UNKNOWN | S03, S04

STATE: NAVY-13-17

STATUS: SOURCE REUSED / NEW VIEWS DRAFT

B06-S03

DOE-18 / FRONT AND BACK

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

FRONT



Existing approved age-board artwork.

VISUAL-REFERENCE | S04, S03

BACK

UNKNOWN
No approved historical reverse view supplied.

UNKNOWN | S03, S04

STATE: DOE-18

STATUS: SOURCE REUSED / NEW VIEWS DRAFT

B06-S04

ADULT-23 / FRONT AND BACK

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

FRONT



Existing approved age-board artwork.

VISUAL-REFERENCE | S04, S03

BACK



New adult reverse-view proposal.

INTERPRETATION | S03, G01

STATE: ADULT-23

STATUS: SOURCE REUSED / NEW VIEWS DRAFT

B06-S01-NOTES

APPEARANCE SLOT 01 NOTES

Use the same state ID as the view above.

RED-9-12
Ages 9-12 / before 13
Red hair; red uniform.
Faces, cut and drawn scale: interpretation.
No measured childhood heights.

CONFIRMED | S03, S04

B06-S02-NOTES

APPEARANCE SLOT 02 NOTES

Use the same state ID as the view above.

NAVY-13-17
Ages 13-17
Dyed blonde hair; navy robes.
Faces, cut and drawn scale: interpretation.
No measured childhood heights.

CONFIRMED | S03, S04

B06-S03-NOTES

APPEARANCE SLOT 03 NOTES

Use the same state ID as the view above.

DOE-18
Age 18 onward
Traditional black and gold.
Faces, cut and drawn scale: interpretation.
No measured childhood heights.

CONFIRMED | S03, S04

B06-S04-NOTES

APPEARANCE SLOT 04 NOTES

Use the same state ID as the view above.

ADULT-23
Current adult, age 23
Black/charcoal; antique gold; zero red.
Faces, cut and drawn scale: interpretation.
No measured childhood heights.

CONFIRMED | S03, S04

B06 | Melody | 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.

07 SCALE AND PROPORTION RELATIONSHIPS

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Melody	v001-2026-10-28	ADULT-23 / LABELLED	12 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.



Melody; working 165 cm estimate.

ESTIMATE | S05, S06, G02

N/A
Single-character example.
No comparison character supplied.

NOT-APPLICABLE

N/A
Single-character example.
No comparison character supplied.

NOT-APPLICABLE

N/A
Single-character example.
No comparison character supplied.

NOT-APPLICABLE

N/A
Single-character example.
No comparison character supplied.

NOT-APPLICABLE

SCALE: illustrative estimate only UNITS: cm VIEW: front

B07-DIM

TARGET CHARACTER MEASUREMENTS

Fill applicable dimensions; mark others N/A.

CHARACTER: Melody
UNITS: cm
BODY HEIGHT: 165 - ESTIMATE
TOTAL WITH ACCESSORIES: UNKNOWN
BODY WIDTH: UNKNOWN
HEAD HEIGHT: UNKNOWN
HAND / FOOT LENGTH: UNKNOWN
SEATED HEIGHT: UNKNOWN
REACH / SPAN: UNKNOWN
Age 23; 125 lb / about 57 kg confirmed.
Height basis: visual continuity, not measurement.

ESTIMATE | S04, S05, S06

B07-ENV

ENVIRONMENT SCALE

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

UNKNOWN
No measured chair, doorway or environment supplied.
Use the 165 cm estimate only as a working staging reference.
Do not infer estate or furniture dimensions from this sheet.

UNKNOWN | S05, S06

B07-GEAR

EQUIPMENT SCALE

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



Wooden staff: visual design only. Exact length and mass UNKNOWN.

INTERPRETATION | S03, G04

B07-REACH

SEATED HEIGHT / REACH

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



Illustrative seated pose. Seat height and reach dimensions UNKNOWN.

INTERPRETATION | S06, G05

B07 | Melody | 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	Melody	v001-2026-10-28	ADULT-23 / LABELLED	12 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.



Approved age-23 appearance reference; current profile portrait remains unchanged.

VISUAL-REFERENCE | S04, S03

SOURCE: approved age board / S03; chronology / S04

B08-F01

FACE / HEAD FEATURES

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



Blue eyes; blonde wavy hair; preserve likeness.

INTERPRETATION | S01, S03, G03

RULE: keep established likeness

SOURCE: S01; S03 / new view: G03

B08-F02

PROPORTIONS / SILHOUETTE

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



Soft adult build; modest layered full-length silhouette.

INTERPRETATION | S03, S06, G02

RULE: preserve modest adult silhouette

SOURCE: S03; S06 / new view: G02

B08-F03

SIGNATURE DETAILS

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



Neck scarf can cover lower face. Wooden staff remains a separate signature item.

INTERPRETATION | S02, S06, G04

RULE: neck scarf and wooden staff

SOURCE: S02; S06 / proposal: G04

B08-ALLOW

PERMITTED VARIATION

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

APPROVED RANGE
Current adult: black / charcoal and antique gold.
Scarf can rest below chin or cover lower face.
Expressions and movement are illustrative performances.
Historical red and navy belong to their labelled age periods.
Exact motif, fastener and wear designs remain proposals.

CONFIRMED | S02, S03, S04, S06

B08-CORRECT

CORRECTION EXAMPLES

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

DEVIATION

SUPERSEDED FOR CURRENT ADULT USE
Older portrait clothing includes an exposed midriff and red gems.
Use S01 for facial likeness only.

VISUAL-REFERENCE | S01, S04

APPROVED CORRECTION



Covered bodice, shoulders and legs; no red accessories.

INTERPRETATION | S03, S04, G02

RULE: adult costume chronology | SOURCE: S04

B08-OPEN

OPEN QUESTIONS / DECISIONS

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

OPEN DESIGN DECISIONS
Hidden closures and lining.
Exact cloth fibre and metallic thread composition.
Calibrated colours, texture repeats and dimensions.
Measured body, staff and boot sizes.
Approval of new reverse views and acting studies.
No new biography or abilities are implied.

UNKNOWN | S03, S04, S06

B08 | Melody | 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.