

MASTER PROMPT: CHARACTER BUILDER: 6 FINAL 21:9 INDIVIDUAL IMAGES

MASTER PROMPT: CHARACTER BUILDER: 6 FINAL 21:9 INDIVIDUAL IMAGES

ABSOLUTE OUTPUT RULES:

NO DRAFTS.

NO PREVIEWS.

NO CONTACT SHEET OF ALL SIX IMAGES.

NO COMBINED IMAGE.

NO MASTER BOARD.

NO COLLAGE.

NO PRESENTATION PAGE.

NO SINGLE CANVAS CONTAINING ALL OUTPUTS.

OUTPUT FINAL IMAGES ONLY.

Create exactly 6 separate, finished, individual image files.

Every image must be 21:9 aspect ratio.

The output must be:

Image 1: one separate 21:9 final image file

Image 2: one separate 21:9 final image file

Image 3: one separate 21:9 final image file

Image 4: one separate 21:9 final image file

Image 5: one separate 21:9 final image file

Image 6: one separate 21:9 final image file

Do not place these six images inside one larger image.

Do not show them as a grid of six.

Do not combine them into a layout.

Treat each numbered image as a separate generation job.

Generate six independent final image files from the same locked character reference.

If the system has a batch count, set the batch count to 6.

Each output must be complete, polished, print-ready, and final.

CHARACTER LOCK:

Study the provided robot reference image and lock the character exactly.

This is a battle-worn humanoid combat robot with:

dark scratched metal helmet
single horizontal glowing red LED visor
rounded industrial helmet shape
side ear-like mechanical modules
exposed cables around the neck and jaw
dark mechanical neck structure
red battered chest armour
black and gunmetal mechanical underframe
scratched paint
worn metal
grime
industrial sci-fi construction
teal and orange cinematic lighting logic
dark reactor-room atmosphere

Keep:

the same helmet
the same visor
the same body
the same armour
the same materials
the same proportions
the same colour palette
the same universe

No identity drift.

No redesign.

No costume changes.

No random new details.

No soft reboot of the character.

IMAGE 1: FULL FACE PORTRAIT, 21:9

Create one separate final 21:9 image file.

Ultra-realistic cinematic face portrait of the robot. Direct gaze, quiet power, sharp glowing red visor, full surface texture, true reference identity, clean atmospheric background, soft cinematic studio lighting with teal and orange accents.

IMAGE 2: EXPRESSION SHEET, 21:9

Create one separate final 21:9 image file.

A 3x3 expression sheet of the same exact robot. Nine portrait panels showing:

Neutral
Joy
Sorrow
Rage
Fear
Disgust
Contempt
Surprise
Determined

Because the face is robotic, express emotion through visor shape, visor intensity, head angle, posture, and subtle lighting changes.

Same helmet, same armour, same lighting logic, same identity in every panel.

No text.
No labels.

IMAGE 3: CINEMATIC SHOTS GRID, 21:9

Create one separate final 21:9 image file.

A 3x3 cinematic storyboard grid of the same exact robot in its correct industrial sci-fi world.

Vary only:

camera angle
shot size
lens feel
composition

Include close-up, extreme close-up, medium shot, low angle, high angle, profile, rear three-quarter, over-shoulder, and wide industrial environment shot.

Keep character, costume, environment, materials, and lighting logic locked.

No text.
No labels.

IMAGE 4: BODY SHOTS, 21:9

Create one separate final 21:9 image file.

A full-body cinematic character study.

The full robot must be visible from head to toe.

Clear silhouette.

Readable armour.
Accurate body proportions.
Relaxed iconic pose.
Ultra-realistic material detail.
Wet industrial floor.
Dark sci-fi factory background.
Orange furnace glow.
Teal atmospheric haze.

No text.
No labels.

IMAGE 5: CHARACTER REFERENCE GRID, 21:9

Create one separate final 21:9 image file.

A professional model turnaround reference sheet.

Top row:

front full-body view
left profile full-body view
right profile full-body view
back full-body view

Bottom row:

front portrait
left profile portrait
right profile portrait

Clean neutral background.
Consistent scale.
Perfect identity lock.
Same helmet.
Same red visor.
Same armour.
Same mechanical body.

No text.
No labels.

IMAGE 6: EXTREME CLOSE-UP DETAIL GRID, 21:9

Create one separate final 21:9 image file.

A 2x3 macro detail grid.

Extreme close-ups only.

Show:

scratched metal helmet surface
red LED visor detail
lower faceplate detail
mechanical hand or fingertip detail
side head module and cable detail
red chest armour material detail

No full body shots.

No labels.

No text.

FINAL COMMAND:

Generate exactly 6 final separate 21:9 images.

No drafts.

No preview.

No combined image.

No collage.

No master board.

Six individual image files only.

FINAL OUTPUT ONLY.