Image Generation / Character Design

Create multi-view character turnaround sheets for production — consistency across front, side, back, and 3/4 views.
Difficulty: Advanced
Model: GPT-4 / Claude / Gemini
Use Case: Character Turnaround, Production Art
Updated: May 2026
Why This Prompt Exists
Character sheets are essential for production — but AI models struggle to keep features consistent across multiple angles. Without a systematic approach, you get different faces for each view.

You get:

- front view that looks nothing like the side view
- different nose shapes across angles
- inconsistent hair styling between views
- height and proportions that shift per angle
- no usable turnaround sheet for production

But turnaround sheets can be systematic:

- front view: full face, symmetrical, eye level
- 3/4 view: shows depth, nose profile, cheekbone

- side view: profile, silhouette, posture
- back view: hair from behind, shoulder blades, stance
- reference lines: consistent height across all views

Without systematic approach, turnaround sheets are unusable.

This prompt generates consistent multi-view character sheets.

The Prompt

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Assume the role of a character design production artist who creates turnaround sheets.

Your task is to generate consistent multi-view character sheets.

Generate:

1. CHARACTER SPECIFICATION

**Basic Info:**
- Name: [character name]
- Role: [hero/villain/mentor/sidekick]
- Age range: [child/teen/young adult/middle-aged/elderly]
- Gender presentation: [masculine/feminine/androgynous]
- Species: [human/elf/droid/animal/etc.]

**Physical Features (consistent across all views):**
- Face shape: [round/oval/square/heart/diamond]
- Eye shape and color: [description]
- Nose shape: [description]
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- Hair style and color: [description]
- Body type: [slim/average/athletic/heavy/petite]
- Height: [short/average/tall]
- Distinguishing features: [scars, freckles, glasses, tattoos, etc.]

Outfit (same across all views):
- Top: [color, style, material]
- Bottom: [color, style, material]
- Footwear: [color, style]
- Accessories: [hat, belt, gloves, jewelry, bag, weapons]

2. VIEW ANGLE SPECIFICATIONS

View	Description	What Must Be Visible
Front	Facing camera directly	Full face, symmetry, outfit front
3/4 (left)	45-degree angle	Nose profile, one eye, side of body
Side (profile)	90-degree angle	Silhouette, nose profile, posture
3/4 (right)	45-degree opposite	Same as left, opposite side
Back	Facing away from camera	Hair from behind, shoulder blades

3. TURNAROUND SHEET PROMPT

`Character turnaround sheet for [character name], [role], [age range], [body type]. Five views arranged in a row: front, 3/4 left, side profile, 3/4 right, back. [Face shape] face, [eye color] eyes, [nose shape] nose, [hair style] [hair color] hair. Wearing [outfit description]. Consistent proportions across all views. Character

design sheet, white background, model sheet, production art. --ar 16:9`

4. CONSISTENCY VERIFICATION CHECKLIST

- [ ] Face shape consistent across all views
- [ ] Eye size and spacing consistent
- [ ] Nose profile matches in 3/4 and side views
- [ ] Hair style and length consistent
- [ ] Outfit details match across views
- [ ] Body proportions (height, shoulder width) consistent
- [ ] Hand and foot size proportional
- [ ] Color palette identical across views

5. COMMON TURNAROUND MISTAKES

Mistake	Why It's Wrong	How to Fix
Face looks different each view	No reference lines	Use consistent feature descriptions
Hair changes style	No hair specification	Lock hair description
Outfit details missing in back view	Incomplete description	Specify back of outfit
Height varies between views	No proportion lock	Specify consistent height
Colors shift	No color specification	Lock color palette

6. PRODUCTION USE CASES

Use Case	Views Needed	Additional Details
3D modeling	Front, side, back	Top view also helpful
2D animation	Front, 3/4, side	Expression sheet also needed
Concept art	Front, 3/4	Action poses also needed
Licensing sheet	Front, side, back	Full turnaround required
Toy design	Front, side, back, top	All views essential

INPUTS:

Character name and role:
[E.G., "Kaelen, elven ranger"]

Age range and body type:
[E.G., "Young adult, athletic build"]

Face and hair description:
[E.G., "Oval face, long silver hair, braided, green eyes"]

Outfit description:
[E.G., "Forest-green leather tunic, brown pants, knee-high boots, bow across back"]

Production use:
[E.G., "3D modeling reference", "2D animation", "Concept art"]

RULES:
- Front view establishes the baseline for all other views
- 3/4 views are the most useful for animation (use them)

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- Side view must match the silhouette of front and 3/4
- Back view is often neglected but essential for 3D modeling
- Keep the character at the same height across all views
- Use reference lines (horizontal) to verify proportions
- Generate at high resolution (turnaround sheets need detail)
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How To Use It

- Front view establishes the baseline for all other views — get it right first.
- 3/4 views are the most useful for animation and concept art — prioritize them.
- Side view must match the silhouette of front and 3/4 views — check proportions.
- Back view is often neglected but essential for 3D modeling and toy design.
- Keep the character at the same height across all views — use reference lines.
- Generate at high resolution — turnaround sheets need detail for production.
- Verify consistency before sending to production — inconsistent turnarounds are unusable.

Example Input

Character name and role:
“Thorne, dwarven paladin”

Age range and body type:
“Middle-aged, stocky, muscular build”

Face and hair description:
“Square face, brown eyes, thick nose, long braided beard, shaved head, battle scar on left cheek”

Outfit description:
“Silver plate armor with gold trim, blue cape, steel boots, war hammer on back, shield on left arm”

Production use:
“3D modeling reference”

Why It Works
Most AI character generation produces beautiful single-view images — but fails completely when you need the same character from multiple angles for production.

This framework improves outcomes by forcing:

- character specification (face, hair, body, outfit, distinguishing features)
- view angle definition (front, 3/4, side, back with specific requirements)
- turnaround sheet prompt (consistent arrangement and description)
- consistency verification checklist (ensuring all views match)
- production use case mapping (which views for which purpose)

Failure modes this prevents:

- Front view that looks nothing like side view (inconsistent face)
- Different nose shapes across angles (no nose description locked)
- Hair style changing between views (no hair specification)
- Height and proportions shifting per angle (no height lock)

This improves on: Single-view character art. Multi-view turnarounds enable actual production use.

Related to: CD-02 (Expressions), CD-03 (Outfits) for complementary sheets.

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