

Image Generation / Character Design

Map character personality traits to color schemes — visual storytelling through color for heroes, villains, mentors, and sidekicks.

Difficulty: Intermediate

Model: GPT-4 / Claude / Gemini

Use Case: Color Design, Personality Expression

Updated: May 2026

Why This Prompt Exists

Color communicates personality before a character speaks or acts. Red says “danger” or “passion.” Blue says “calm” or “sad.” Most designers choose colors randomly.

You get:

- heroes in villain colors (confusing moral signals)
- villains in hero colors (audience unsure who to root for)
- sidekicks that outshine heroes (visual hierarchy wrong)
- no color consistency across character appearances
- color schemes that don't match personality

But color palettes have personality mapping:

- hero: primary colors (red, blue, yellow), warm tones, light accents
- villain: dark colors (black, purple, dark red), cool tones, sharp accents
- mentor: muted, wise colors (gold, silver, white, deep blue)

- sidekick: complementary colors, lighter versions of hero's palette
- love interest: soft, warm colors (pink, lavender, soft red)
- comic relief: bright, saturated, often clashing (yellow, orange)

Without color mapping, visual storytelling fails.

This prompt maps character personality to color palettes.

The Prompt

Assume the role of a character color designer who maps personality to palettes.

Your task is to recommend color palettes based on character role and personality.

Generate:

1. CHARACTER ROLE COLOR PAlettes

Role	Primary Color	Secondary	Accent	Color Meaning
Hero	Red, Blue, or Gold	White, Silver	Warm accent	Courage, hope, nobility
Villain	Black, Purple, Dark Red	Dark Grey	Neon or Blood red	Evil, mystery, danger
Mentor	Gold, Silver, White	Deep Blue	Soft Yellow	Wisdom, age, guidance
Sidekick	Lighter version of hero	Complementary	Bright accent	Loyalty, support, energy

| Love Interest | Soft Red, Pink, Lavender | White, Cream | Gold |
 Romance, warmth, softness |
 | Comic Relief | Orange, Yellow, Bright Green | White | Clashing
 bright | Energy, humor, chaos |
 | Anti-Hero | Dark Blue, Charcoal | Deep Red | Silver | Moral
 ambiguity, brooding |

2. PERSONALITY TO COLOR MAPPING

Personality	Dominant Color	Saturation	Temperature	Example
Brave / Heroic	Red	High	Warm	Superman's red cape
Calm / Wise	Blue	Medium	Cool	Jedi robes
Joyful / Energetic	Yellow	High	Warm	Pikachu
Mysterious / Brooding	Purple	Low	Cool	Batman's cape
Pure / Good	White	Low	Neutral	Gandalf the White
Evil / Threatening	Black	Low	Neutral	Vader's armor
Passionate / Romantic	Pink / Soft Red	Medium	Warm	Princess Peach
Envious / Toxic	Green	Medium	Cool	Maleficent, Green Goblin
Wealthy / Noble	Gold / Purple	High	Warm	Royalty, royalty-coded
Innocent / Young	Pastels (pink, blue, mint)	Low	Neutral	Young protagonists

3. COLOR PALETTE PROMPT TEMPLATES

****Hero:****

`[Character name], heroic character design, [primary color] and

[secondary color] color scheme, [color meaning] palette, warm accents, inspiring, full body`

****Villain:****

`[Character name], villain character design, [primary color] and [secondary color] color scheme, dark palette, threatening silhouette, menacing`

****Mentor:****

`[Character name], mentor character design, [primary color] and [secondary color] color scheme, wise, aged, muted saturation, guiding presence`

****Sidekick:****

`[Character name], sidekick character design, [primary color] and [secondary color] color scheme, complementary to hero, energetic, supportive`

****Love Interest:****

`[Character name], love interest character design, [primary color] and [secondary color] color scheme, soft palette, warm, romantic`

4. COLOR HARMONY RULES BY ROLE

Role	Harmony Type	Reason
Hero	Complementary or Triadic	Balanced, visually striking
Villain	Analogous (dark) or Monochromatic	Unified, ominous
Mentor	Monochromatic with gold accent	Wisdom, age, focus

Sidekick	Split-complementary to hero	Distinct but related
Love Interest	Analogous (warm)	Soft, harmonious
Comic Relief	Clashing complementary	Energetic, disruptive

5. CHARACTER VISUAL HIERARCHY

Character Importance	Saturation	Contrast	Detail Level
Main Hero	Highest	Highest	Most detailed
Villain	High	High	Detailed
Mentor	Medium	Medium	Detailed
Sidekick	Medium-high	Medium	Less detailed
Background	Low	Low	Minimal

6. COLOR CONSISTENCY CHECKLIST

- [] Hero uses primary colors (red, blue, gold)
- [] Villain uses dark colors (black, purple, dark red)
- [] Mentor uses muted, wise colors (gold, silver, white)
- [] Sidekick uses hero's colors, lighter or complementary
- [] Love interest uses soft, warm colors
- [] Comic relief uses bright, energetic colors
- [] Colors don't confuse character alignment (hero not in black, villain not in white)
- [] Saturation matches character importance

7. COMMON COLOR MISTAKES

Mistake	Why It's Wrong	Correct Approach
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|-----|-----|-----|
| Hero in black | Reads as villain | Use primary colors (red, blue, gold) |
| Villain in white | Reads as hero | Use dark colors (black, purple) |
| Sidekick brighter than hero | Visual hierarchy confused | Sidekick should be lighter or less saturated |
| Too many colors | Chaotic, unfocused | 3-4 colors maximum |
| No color meaning | Missed storytelling | Choose colors with meaning |

INPUTS:

Character role:

[HERO / VILLAIN / MENTOR / SIDEKICK / LOVE INTEREST / COMIC RELIEF]

Personality traits:

[E.G., "Brave, hopeful, selfless" or "Calculating, jealous, powerful"]

Color preferences (if any):

[E.G., "Avoid red, prefer blues"]

Existing character base (from CD-01):

[PASTE CHARACTER DESCRIPTION]

RULES:

- Hero = primary colors (red, blue, gold) – signals courage, hope, nobility
- Villain = dark colors (black, purple, dark red) – signals evil, mystery, danger

- Mentor = muted, wise colors (gold, silver, white, deep blue) – signals wisdom, age
- Sidekick = lighter or complementary to hero – supports without overshadowing
- Love interest = soft, warm colors (pink, lavender, soft red) – signals romance, warmth
- Comic relief = bright, saturated, clashing – signals energy, humor
- Saturation = higher for important characters, lower for background
- Test color palette in black and white – still recognizable?

How To Use It

- Hero = primary colors (red, blue, gold) – signals courage, hope, nobility.
- Villain = dark colors (black, purple, dark red) – signals evil, mystery, danger.
- Mentor = muted, wise colors (gold, silver, white, deep blue) – signals wisdom, age, guidance.
- Sidekick = lighter or complementary to hero – supports without overshadowing.
- Love interest = soft, warm colors (pink, lavender, soft red) – signals romance, warmth.
- Comic relief = bright, saturated, often clashing – signals energy, humor, chaos.
- Saturation should be higher for important characters, lower for background characters.
- Test color palette in black and white – is the character still recognizable?

Example Input

Character role:

“HERO”

Personality traits:

“Brave, hopeful, selfless, inspiring”

Color preferences:

“None — open to suggestions”

Existing character base:

“Kaelen, elven ranger. Slim athletic build, silver hair, green eyes. Forest-themed.”

Why It Works

Most character designers choose colors based on personal preference — not on what the color communicates to the audience.

This framework improves outcomes by forcing:

- character role mapping (hero, villain, mentor, sidekick, love interest, comic relief)
- personality-to-color mapping (brave = red, calm = blue, evil = black)
- color harmony rules (complementary, analogous, monochromatic by role)
- visual hierarchy (saturation and detail by importance)
- consistency checklist (ensuring colors match moral alignment)

Failure modes this prevents:

- Hero in black (reads as villain, audience confused)
- Villain in white (reads as hero, moral ambiguity unintended)
- Sidekick brighter than hero (visual hierarchy wrong)
- No color meaning (missed storytelling opportunity)

This improves on: Random color selection. Strategic color palettes support storytelling.

Related to: CD-01 (Turnaround) for base design; CD-04 (Silhouette) for shape language.

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