

Image Generation / Character Design

Generate the same character in different outfits while preserving face and proportions — wardrobe consistency for production.

Difficulty: Advanced

Model: GPT-4 / Claude / Gemini

Use Case: Wardrobe Design, Costume Variations

Updated: May 2026

Why This Prompt Exists

Characters change clothes. But AI models often change the face along with the outfit — making the character unrecognizable between scenes.

You get:

- different face in every outfit variation (character loses identity)
- hair color or style changes with wardrobe
- body proportions shifting between outfits
- no consistent base to build wardrobe variations from
- unusable for story-driven projects where characters wear different clothes

But outfit variations can be systematic:

- locked face: same face across all variations
- locked hair: same color, same style
- locked body: same proportions, same height

- signature elements: consistent accessories or features
- color palette: brand colors or character-specific palette

Without systematic approach, characters lose identity.

This prompt generates consistent outfit variations.

The Prompt

Assume the role of a character wardrobe designer who creates outfit variations.

Your task is to generate consistent outfit variations while preserving face and proportions.

Generate:

1. BASE CHARACTER SPECIFICATION (locked across all variations)

****Face (cannot change):****

- Face shape: [round/oval/square/heart/diamond]
- Eye shape, color: [description]
- Eyebrow shape: [thick/thin/arched/straight]
- Nose shape: [description]
- Mouth shape: [wide/small/full/thin]
- Distinguishing features: [freckles, scars, dimples, glasses]

****Hair (cannot change):****

- Color: [exact shade]
- Length: [short/shoulder/long]

- Style: [straight/curly/wavy, parted]
- Special: [balding, highlights, bangs]

****Body (cannot change):****

- Body type: [slim/average/athletic/heavy/petite]
- Height: [short/average/tall]
- Posture: [upright/slouching/confident]

****Signature elements (appear in all outfits if possible):****

- Accessory: [watch, hat, jewelry, bag, scarf, glasses]
- Color accent: [specific color used in all outfits]
- Silhouette element: [cape, belt, boots, gloves]

2. OUTFIT VARIATIONS TABLE

Variation	Occasion	Top	Bottom	Footwear	Outerwear	Accessories
Default	Everyday	[description]	[description]	[description]	[description]	[description]
Formal	Ceremony/event	[description]	[description]	[description]	[description]	[description]
Casual	Relaxed	[description]	[description]	[description]	[description]	[description]
Combat/Adventure	Action	[description]	[description]	[description]	[description]	[description]
Sleepwear	Rest	[description]	[description]	[description]	[description]	[description]

| Seasonal | Weather-specific | [description] | [description] |
[description] | [description] | [description] |

3. OUTFIT VARIATION PROMPT

`[Character name], [age range], [body type], [face shape] face, [eye color] eyes, [hair color] [hair style] hair. Wearing [outfit description]. Same character as default design, same face, same proportions. [Occasion] outfit, [color palette], full body, front view. Character design, white background. --ar 2:3`

4. WARDROBE CONSISTENCY CHECKLIST

- [] Face identical across all outfit variations
- [] Hair color and style unchanged
- [] Body proportions consistent
- [] Signature accessory appears (where appropriate)
- [] Color palette variations still feel like same character
- [] Outfits appropriate for occasion
- [] Character recognizable in every outfit

5. OUTFIT TYPES BY OCCASION

Occasion	Outfit Style	Fabric Suggestions	Color Approach
Everyday	Practical, comfortable	Cotton, leather, wool	Character's main colors
Formal	Elegant, structured	Silk, velvet, wool	Darker, richer versions

Casual	Soft, relaxed	Linen, cotton, knit	Muted, comfortable colors
Combat/Adventure	Durable, protective	Leather, canvas, metal	Dark, practical colors
Sleepwear	Soft, loose	Cotton, flannel, silk	Soft, muted colors
Seasonal	Weather-appropriate	Wool (winter), linen (summer)	Seasonal palette shifts

6. SIGNATURE ELEMENTS BY CHARACTER TYPE

Character Type	Signature Element	Why It Works
Hero	Cape, cloak, distinctive jacket	Dramatic, recognizable silhouette
Detective	Hat, trench coat, badge	Genre-appropriate, functional
Wizard	Staff, robe, amulet	Magical, mystical
Soldier	Dog tags, uniform patch, boots	Military, identity
Royal	Crown, jewelry, sash	Status, formal
Rogue	Hood, mask, belt with pouches	Practical, mysterious

7. COMMON OUTFIT VARIATION MISTAKES

Mistake	Why It's Wrong	Correct Approach
Face changes with outfit	Lost character identity	Lock face description
Hair color changes	Inconsistent	Lock hair color and style

| Body proportions shift | Unrecognizable | Lock body type and height
|
| No signature element | Character generic | Add consistent accessory
|

INPUTS:

Character name and base description (from CD-01):

[PASTE CHARACTER SPECIFICATION]

Default outfit (everyday wear):

[DESCRIBE DEFAULT OUTFIT]

Additional outfits needed (list occasions):

[E.G., "Formal, Casual, Combat, Sleepwear"]

Color palette (if any):

[E.G., "Forest green, leather brown, silver accents"]

RULES:

- Lock the face description (copy from CD-01, reuse exactly)
- Lock hair color and style (same hair in every variation)
- Lock body proportions (same height, same build)
- Add signature elements that persist across outfits
- Test character recognition by covering the outfit (can you still identify them?)
- Outfits should feel like the same character's wardrobe
- Color palette shifts should still feel cohesive

How To Use It

- Lock the face description — copy from CD-01, reuse exactly in every outfit prompt.
- Lock hair color and style — same hair in every variation, don't change it.
- Lock body proportions — same height, same build across all outfits.
- Add signature elements that persist across outfits — a specific accessory or color.
- Test character recognition by covering the outfit — can you still identify the character from face and hair alone?
- Outfits should feel like the same character's wardrobe — cohesive aesthetic.
- Color palette shifts should still feel cohesive — don't jump from dark to neon.

Example Input

Character name and base description:

"Kaelen, elven ranger. Oval face, green eyes, arched brows, straight nose. Long silver hair, braided. Slim athletic build, average height."

Default outfit:

"Forest-green leather tunic, brown pants, knee-high boots, green cloak, bow across back"

Additional outfits needed:

"Formal (elven court attire), Casual (village clothes), Combat (light armor), Sleepwear"

Color palette:

"Forest greens, browns, silver accents"

Why It Works

Most AI character generation creates a new face with every outfit — making it impossible to use the same character across different scenes or clothing changes.

This framework improves outcomes by forcing:

- locked character specification (face, hair, body that cannot change)
- outfit variation by occasion (everyday, formal, casual, combat, sleepwear)
- signature element preservation (accessories that persist across outfits)
- consistency checklist (face, hair, proportions verified)
- color palette cohesion (outfits feel like same character)

Failure modes this prevents:

- Different face in every outfit (character loses identity)
- Hair color changing with wardrobe (inconsistent, confusing)
- Body proportions shifting between outfits (unrecognizable)
- No consistent signature element (character feels generic)

This improves on: Single-outfit character art. Wardrobe variations enable story progression.

Related to: CD-01 (Turnaround) for base design; CD-02 (Expressions) for emotional range.

Build Better AI Systems

Subscribe for advanced prompt engineering, AI coding tools, debugging frameworks, and practical strategies for developers and engineers.

Carefully engineered prompts for people doing real work.