

免费资源

四格 AI 角色设定表（附服装平铺图）

我用来固定角色身份、并把同一套服装延续到独立服装表中的工作格式。

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适用读者

写给需要角色在任何角度下都保持可辨认的 AI 电影人。

解决的问题

当模型切换视角时，参考形象可能丢失面孔、比例或服装。

包含内容

- 身份工作表
- 四格模板
- 服装平铺图模板
- 审查清单

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01 给角色一个稳定的身份

我希望角色参考能让下一张图像少一些歧义。面部特写、正面全身、标准侧面和背面，让我在这个人需要承担表演之前，就能从不同角度检查他是否始终是同一个人。

在生成肖像、服装拆解图或任何依赖既定身份的镜头之前，我都会使用这个格式。先填写身份信息，再生成四格设定表，以原始尺寸检查，确认无误后才用它来制作服装表。

02 生成之前先填写身份

把这些决定放在一起，这样在准备另一套造型时，描述才能保持一致。请精确描述可见特征，包括它们所在的位置，而不是依赖角色的名字来生成一张脸。

字段	我记录的内容	你的角色
面部结构	额头、颧骨、下颌、鼻子、眼睛、眼睑和嘴巴	[填写]
明确的不对称	让这张脸与众不同的具体差异	[填写]
皮肤标记	标记及其确切位置	[填写]
头发	颜色、长度、发型、质地和动态表现	[填写]
身体	身高、体型，以及可见时的手和脚	[填写]
服装	从头到脚的每一件衣物，包括材质和颜色	[填写]
配饰	位置、左右侧以及实际的佩戴方式	[填写]
角色配色	贯穿整个设计的颜色	[填写]

我把叙事身份与生成面孔的文字分开。角色在我的制作笔记里可以有名字，而图像描述则通过外貌来确定这个人。

03 生成四格设定表

复制模板并替换身份字段

版式保持不变：一张横向图像，四个视图并排。肖像确立面孔，另外三格共享相同的身体比例和垂直对齐。

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Create a professional 4-panel film character sheet in a single horizontal image, with all four panels placed side-by-side and aligned perfectly.
Use the uploaded reference image [IDENTITY REFERENCE IMAGE OR IMAGES] as the absolute identity reference. Preserve the exact same face, facial proportions, hairstyle, skin tone, body type, tattoos, clothing, and distinguishing features in every panel.
PANEL 1 - FACE REFERENCE
Front-facing studio portrait.
Show the entire face clearly, looking directly at camera.
Frame from upper chest to slightly above the hair.
Do not crop the forehead, hair, chin, ears, or sides of the face.
relaxed expression.
Maximum facial fidelity to the uploaded reference.
PANEL 2 - FULL BODY FRONT
Full-body front view.
Character standing naturally, facing directly toward camera.
Arms relaxed at the sides.
Entire body visible from the top of the head to the soles of the feet.
No body parts cropped.
PANEL 3 - FULL BODY SIDE PROFILE
Exact 90-degree side-profile view.
Full body visible from head to feet.
Neutral standing posture.
Arms relaxed naturally.
Do not use a three-quarter angle.
PANEL 4 - FULL BODY BACK
Exact rear view.
Character facing directly away from camera.
Full body visible from head to feet.
Arms relaxed naturally.
SCALE CONSISTENCY
Panels 2, 3, and 4 must show the character at the exact same physical scale, height, and vertical position.
The top of the head and soles of the feet should align horizontally across all three full-body panels.
Do not make the character larger or smaller between views.
Body proportions must remain identical from every angle.
STUDIO SETUP
Professional studio character-reference photography.
Uniform neutral gray seamless background.
Soft, even studio lighting.
Same lighting, exposure, camera height, and color temperature in every panel.
Natural perspective with approximately a 70-85mm portrait lens equivalent to avoid body or facial distortion.
Character centered inside each panel.
LAYOUT
One single final image.
Four equal vertical panels side-by-side.
Clean continuous presentation.
No text.
No labels.
No titles.
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No decorative elements.
No props.
No dramatic poses.
No perspective distortion.
No wide-angle lens.
No change in identity.
No change in hairstyle.
No change in wardrobe.
No change in tattoos.
No change in body shape.
The final result should look like the same real person photographed during one professional studio character-reference session from four required angles.

Kodak Vision3 250D, organic film grain, naturalistic photographic film still.
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只做角色需要的改动

- 如果没有身份参考图，就用下方的文字描述句替换参考图那一句，并在其后写出完整的面部、身体和服装描述。同时把后面那句保真度要求也改为指向这段文字描述。
- 角色没有纹身时，删除两处提到纹身的地方。点名一个不存在的特征，反而可能把它引入画面。
- 当角色的某个特定状态包含必须出现在设定表中的穿戴物或手持物时，删除禁止道具的那一条。
- 只有当项目要求另一种质感时，才替换最后那句摄影质感描述。
- 整个演员阵容保持同样的输入方式和质感，避免某一张参考带入不同的视觉处理。

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Use this written description as the absolute identity reference:
[FACE, NAMED ASYMMETRY, SKIN MARKS, HAIR, BODY AND CLOTHING]
Maximum facial fidelity to the description above.
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04 使用之前先审查设定表

我会以原始尺寸打开图像，逐格独立检查。缩略图可能掩盖侧面与另一个正面之间的区别，也可能掩盖角色转身时消失的配饰。

- [ ] 一共有四格，按要求的顺序排列，呈现的是同一个人。
- [ ] 面部完整可见，构图和表情符合要求。
- [ ] 第三格是标准侧面，而不是四分之三侧面。
- [ ] 第四格呈现的是角色的背面。
- [ ] 三个全身像都包含头部和双脚，高度和比例一致。
- [ ] 头发、体型、服装和识别标记保持一致。
- [ ] 配饰始终在正确的一侧，佩戴方式在物理上合理。
- [ ] 背景、光线和质感属于同一次参考拍摄。

- [ ] 已经检查面孔是否意外地像某位可辨认的真实人物。

反复出现的外貌变化需要一张属于它自己的设定表。我会保留基础身份，并以它为准检查新的状态，而不是让一次次修改不断重新定义这个人。

05 依据设定表制作服装平铺图

以已批准的服装为参考

生成服装拆解图时，我会附上角色设定表。仅凭一段文字的服装构想，就为另一种诠释留下了空间；而设定表提供了必须延续下去的衣物、颜色、剪裁、磨损和细节。

在构想中填写衣物、面料和颜色。它们的摆放位置交给模板，模板已经根据穿戴部位安排好了各个组件。

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Create a professional cinematic costume breakdown sheet / wardrobe flat lay for the following concept:

[DESCRIBE THE COMPLETE OUTFIT CONCEPT HERE]

Use the attached character sheet as the absolute wardrobe reference. The costume is exactly the one that person wears in it: reproduce the same garments, with the same colors, fabrics, cut, wear and details, and add no garment or accessory that the person does not wear in the attached sheet.

Present the complete costume disassembled into its individual wearable components, with no character, body or mannequin. Photograph everything from a precise 90-degree overhead view, with the camera perfectly parallel to the surface and minimal perspective distortion.

Arrange the pieces as a coherent full-body wardrobe kit:

* Headwear, helmet or face equipment at the top.
* Upper-body garment centered on the left, front-facing, fully extended.
* Lower-body garment centered on the right, front-facing and vertically extended.
* Gloves or hand accessories placed symmetrically near the sleeves.
* Belt, waist equipment and small accessories positioned near their corresponding anatomical area.
* Footwear displayed as a complete pair along the bottom.
* Any additional layers or wearable equipment placed close to the part of the body where they would be worn.

Every component must be completely visible, uncropped and clearly separated from the others. Maintain consistent proportions, generous spacing and a clean visual hierarchy. Do not overlap, fold, stack or duplicate pieces. All objects must rest naturally on the surface.

Neutral seamless studio background, soft diffused overhead lighting, subtle realistic contact shadows, highly detailed materials and stitching, realistic product photography, professional film wardrobe documentation, clean presentation, vertical 3:4 composition, ultra-high resolution.

No person, mannequin, hangers, clothing rack, labels, annotations, measurements, title cards, decorative typography, environment, dramatic perspective or unrequested props.
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对照人物核查服装

- [ ] 每一件衣物都来自所附的角色设定表。
- [ ] 颜色、面料、剪裁、磨损和细节都与参考一致。
- [ ] 没有出现多余的衣物或配饰。
- [ ] 视角为正上方俯拍，采用竖向 3:4 构图。
- [ ] 各件衣物完整、彼此分开，可见且无重叠。
- [ ] 鞋履以完整的一双呈现。
- [ ] 图像中只有服装，没有人物或人台。

06 让参考一路延续

我把角色设定表作为肖像和服装拆解图的基础，让这些图像描述的是同一个设计。在一套新造型进入镜头之前，我会确认它的变化只属于服装或所需的状态，而这个人依然可以被认出。

JEFF ZAMBRANO. · AI 电影导演

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