1. Casual Beachwear

This is a rather complicated outfit with many parts so please be sure to read the specifications carefully and don't be afraid to ask any questions about it or anything else in this design document. It's far easier to reach an understanding early than it is to go back and fix something.

This outfit is heavily based on an *Arknights* event NPC's sprite (Female Tourist C), though there are some changes, such as the watch on the wrist and the wrapped sword on the back being removed.

These are the official artworks for the NPC, but please use this piece of fanart from Kakeru as the primary reference for reasons that will be explained below.

This outfit consists of 7 different modular layers that need to be compatible with each other. The compatibility is very important because what parts of this outfit are being worn will be changing throughout the day.

- Hoodie:
    - This is already something that exists with the top half of the female tracksuit outfit in the design document, but it needs a variation compatible with the rest of the casual beachwear outfit, including its sunglasses and hat (both of which are underneath).
        - As in these reference images, the hood of the tracksuit needs to go over Zoey's head, and her long front bangs need to be able to spill out in the front.
            - This doesn't have to be compatible with the short hair variation, and it's fine if you just hide the back of Zoey's hair that's obscured by the hoodie under a layer mask.
        - The zipper also needs to either be fully unzipped or pulled up as far as it can go.
- Top:
    - Essentially what's there in the primary reference.
    - It's a black piece of swimwear with a thin medium gray mesh vent in the center for airing out and drying out cleavage underneath.
    - One key thing to note is the straps on the back. The official art shows that they are thin black straps tied spaghetti straps tied into a bow at the back. This piece of fan art by Nairobi shows that detail in more clarity, but the core problem is that these black straps are too thin. They need to be flat black bands about the width of Zoey's index finger or else the top won't provide support, which is important for someone with boobs as big as hers. Despite the added thickness, they still need to be able to be tied into bow knots in the back.

    - Unlike tops with thinner fabric, this top has a decent bit of padding, so there's barely an outline for the nipples.
- Shorts:
    - Essentially what's there in the primary reference.
    - The material is a cotton denim of the same pale turquoise that's a bit more green than you'd find in typical denim jeans that aren't meant to go in the water.
    - They're brand-new female shorts without any signs of wear or distressed or ripped fabric that shows off Zoey's wide hips and butt. If viewed from the front, the faintest bit of her butt is visible through the inner thighs.
    - Despite being brand new, the only way to close the waist (a single button) popped off when Zoey tried to wear them for the first time, meaning they will remain slightly opened at the front of the waist all the way down to the seam of the crotch.
- Bikini Bottoms:
    - These are made from the same black material as the outfit top.
    - The top hem is low (going beneath the waist of the shorts as seen in the official art and Nairobi's fan art), but you should see hints of the black fabric on the sides of the hips if you look closely.
    - This piece of fan art by kobako shows the crotch, the straps resting on the lower part of the hips, and the straps resting on the higher part of the hips.
        - This example needs to be all-black and the straps need to be changed to flat bands about the width of Zoey's smallest finger.
    - Unlike the top, the straps on the bikini bottoms aren't tied and stay on by being slightly elastic.
- Belt:
    - Female Tourist C has this weird tactical belt with military-style pouches that needs lots of changes.
    - This piece of fan art by buri and Nairobi's fan art show what this is more clearly than the primary reference.
    - It's a slight askew very light turquoise belt with black plastic elongated hexagon inserts meant for attaching various accessories or pouches.
    - On one hip (the one on the side of Zoey's dangling arm in Pose A and the one furthest from the screen in the angled poses), there's a secondary support belt attached at the brass metal plate (as far as I can tell, this piece of metal isn't actually a belt buckle for taking off the belt). This secondary belt is the one that's actually resting on this hip and is thinner than the main one with alternating white and medium turquoise bands.
    - This hip also has two military-style tactical pouches attached to the lower belt. **Remove** the one in the back and resize the larger one so that it's small enough to safely carry a small wallet and a modern iPhone 12 (sized here) in a horizontal position, and relocate it to the most outside part of the hip.

        - Yes, it's essentially a high-tech waterproof canvas phone fanny pack with a tactical military look, but this entire outfit is meant to be cool but slightly dorky.
    - On the opposite hip in the official art, the belt has this very weird black plastic thing that. After scratching my head for a few minutes, I can only assume it's the *actual* buckle to the belt. Anyways, it's an elongated version of a ratchet clip strap that resembles a plastic motorcycle helmet quick release speed clip strap buckle, except the buckle looks more like this and has a black paracord quick release pull tab like you'd see in a faux-military-style magnetic belt buckle.
        - For story purposes, this buckle has to open on accident at one point, so it can't be a normal plastic quick release buckle or a normal belt buckle with a center pin.
    - For all of the colors on the belt, please use the official art sprite rather than the primary reference.
- Hat:
    - As in the primary reference, the hat is still a light gray (and has a bit of a baseball cap style with a sort of dark greenish blue brim with a turquoise rim), but a few changes need to be made:
        - Remove the horn vents and the cutout for the horn vents.
        - Replace the "LM" text with "PD" in the same sort of bold sans-serif font as used in the official art sprite (I also need a variation of the "PD" text but a black marker line has been added to the "P" turning it into an "R".
        - Remove the red heart.
- Sunglasses:
    - Different from the ones in Women's Casual Outfit 3:
        - They're full black aviator sunglasses with black metal frames, black plastic polarized lenses, thick black plastic earpieces, and clear plastic nosepieces.
            - Reference images (from Maxwell's Polarized Full Black Unisex Aviator Sunglasses).
    - Needed in 4 variations (as well as being fully removable from the rest of the outfit):
        - Resting on the brim of Zoey's hat.
            - They're not touching Zoey's ears and are held in place from the tension force of the sunglasses's slightly bent arms.
        - Resting on Zoey's head.
            - The angle has to be high enough to show Zoey's full face and prevent the glasses from slipping off of her head.
            - The earpieces go through Zoey's hair like in the references.
        - Worn on Zoey's face.

        - Use the reference above as the baseline reference for the size and position of these glasses.
        - The earpieces go through Zoey's hair like in the reference.
        - This position should be the same **regardless** of this outfit's hat being worn or not.
    - Held in one of her hands (consult the references for the different poses below):
        - Poses A and B:
            i. The **dangling** hand holds the glasses fully opened and by one of the earpieces. This is different between Pose A and Pose B.
        - Pose C and D:
            i. The **raised** hand holds the glasses fully opened by one of the joints between the arms and frames (as if she just took them off).
            ii. Feel free to adjust the angle of the glasses towards the screen to minimize their size if you feel they cover up too much of the face.
            iii. Pose D is still in progress as a sprite, but it's basically this ¾ angle pose with one arm loosely dangling with the other raised with a bent wrist and flat hand.
        - Poses E and F:
            i. The hand **facing towards the screen** holds the glasses fully opened and by one of the earpieces.
            ii. Pose E is still in progress as a sprite, but this is how it looks.
                1. The arms are crossed in a **masculine** way, higher on her chest and impacting her breasts, and her hands tucked into her elbows.
            iii. Pose F is still in progress as a sprite, but this is how it looks.
                1. The arms are crossed in a **feminine** way, lower on her chest and *not* impacting her breasts, and her hands are *not* tucked into her elbows.
            iv. Keep in mind that pose E and Pose F do *not* share leg positions.

Requirements:

This is going to be a bit weird, but due to the complexity of the outfit and its variable state of what is and isn't being worn, I need 6 colored full-body drawings of Zoey with her ponytail hairstyle in each of her poses with the outfit in these states:

Pose	Hoodie status	Hoodie hood status	Hoodie zipper status	Denim shorts status	Belt status	Hat status	Hat logo	Sunglasses status
A	Absent	N/A	N/A	Present	Present	Present	PD	Resting on Zoey's hat
B	Present	Down	Unzipped fully	Present	Absent	Present	RD (black marker stroke changing **P** to **R**)	Held in Zoey's hand
C	Absent	N/A	N/A	Absent	N/A	Absent	N/A	Resting on Zoey's head
D	Present	Over her head	Zipped up fully	Present	Absent	Absent	N/A	Held in Zoey's hand
E	Present	Over her head	Zipped up fully	Present	Present	Present	PD	Worn on Zoey's face
F	Present	Down	Unzipped fully	Absent	N/A	Present	RD (black marker stroke changing **P** to **R**)	Held in Zoey's hand

These have been arranged so that the artist who is later drawing her sprites (who doesn't understand English with a native speaker's fluency) has the widest range possible of the outfit states to reference.

2. Princess Theater Costume

This is an outfit meant for a theatrical play involving a prince and a princess (think *Romeo and Juliet* or *Cinderella*).
There isn't an exact reference for the entire outfit, so please consult these parts for the whole, paying attention to the details:

- Everything from the eyes down in this image should be used:
  - White top with a chest cutout.
    - While Zoey's chest is much bigger, it shows the same proportion of skin as the image above does.
  - Poofy shoulders (note how they are still attached).
  - Frills on the edges of the sleeves and the chest cutout.
  - White gloves that go above her elbows and which are detached from her sleeves (just draw new arms for these and don't worry about them being compatible with the other outfits).
  - Colored glass sphere earrings the same **red** color as Zoey's eyes.
    - They (and all the rest of the glass parts) are meant to be smooth colored glass theater props with this level of light absorption, not cut gemstones with hard surfaces.
      - Note how they're the same level of light reflection as the character's eyes, but with reversed shadow directions.
    - A better view of just the earrings, though keep them the same size as the base image, and substitute the gold metal for silver metal.

    - A crinkly frilled white collar with an oval glass insert the same red color as Zoey's eyes.
        - Note how the frills on the color are distinctly different from the other frills as they're folded in sharper lines.
- An attached corset around the waist which partly supports the chest.
    - The front has this type of design and material which stands out from the rest of the white fabric of the dress by being semi-shiny and leathery with fabric frills at the bottom edges.
        - The bottom edge, although covered in frills, follows a very pronounced and angular line like this.
        - The cups need to be adjusted to provide much less coverage and support, and the fabric of the dress goes underneath them.
        - The lacing front needs to be removed because they are located on the back instead.
    - The back has a lot of densely packed string laces that tighten like this (though they don't extend this far, they need to be white, and their holes have the same type of silver grommets at the front image's laces).
    - Remember, this corset is a part of the dress, and should not be treated as a removable part but rather a whole of the unit.
- The bottom of the dress is a slightly curved conical shape centered on the waist like this (but with slightly less wideness at the bottom because this isn't a wedding dress someone has to take extreme care in moving about in).
    - However, while the shape is fine, the folded lacy design isn't, and it needs to be a simpler layered series of frills like this.
    - There also needs to be an inverted-V in the front of the dress bottom like this.
    - This style is wrong, but it's made of thinner fabric with less frill through which you can just barely see the pinkish white of the bare skin underneath.
- While it isn't very relevant to the sprites besides showing where some skin pinkness might seep through in the thinner dress bottom fabric described above, underneath the dress, Zoey is wearing lacy white garters, strapped garter leggings, and white panties that look like this.
    - This hardly needs to be said at this point, but she isn't wearing a bra on top, and the corset and fabric of the dress are all the chest support she has.
    - She's also wearing medium-high high heels (this exact size, shape, and sheen, but white).
- Lastly, her head is topped with this princessy silver tiara (though change the purple color to a red that matches Zoey's eyes as described with the collar and the earrings).
    - Additionally for this outfit, Zoey is going to need a straightened long hair variation.

    - Except for the front forehead bangs which should remain unchanged, this is the level of loose bangs in the hair you should reference (ideally made from editing the lines of the loose hairstyle and adding the style of shading from the back of the ponytail hairstyle).
    - The front bangs also need to be slightly straightened and have less loose stands (like the rest of the hair), and their angle needs to sweep towards the center of her body slightly more.
    - Remember, it's the same *amount* of hair, just styled differently.
    - This hairstyle doesn't need to be compatible with other outfits, so the tiara can be woven into it if it makes your work easier.

Outfit consistency is very important here because this outfit isn't just going to be worn in a HCG scene later (where the sprites need to exactly line up with the HCG images), but another character's sprites have the option to wear this outfit instead of Zoey in the play, which means that a solid single reference needs to be created for that artist to eventually copy (instead of the piecemeal references here).

Requirements:

- 2 colored full-body drawings of Zoey in this outfit in her in-game Pose A (the one with her hand on her hip) and the work-in-progress Pose F (the one with her arms crossed under her chest in a feminine way).

3. Maid Uniform

This one is going to largely be up to your own preferences for how to balance "functional workplace tastefulness" and "decorative sex appeal" but my own preferences for a maid are:

- Black neck choker with a big bow (either white or red).
- White frilly headband with a black center ridge.
- Fairly generous cleavage (though not enough to show a bra worn underneath).
- Little color (almost exclusively black and white with a very small amount of red highlights).
- Puffy shoulder sleeves with an armband preferred over detached sleeves.
- While not a requirement, long gloves would be nice.
- Skirt slightly longer than a miniskirt.
- White apron tied in the back in a big bow.
- Garters would be preferred over thigh-highs, but it's not a hill I'm willing to die on.
- A fair bit of white frills everywhere.
- Black high heels, bordering on stilettos.

Here's a folder of maid outfits I like that could be helpful for you to reference.

Requirements:

- 2 colored full-body drawings of Zoey with her ponytail hairstyle in this outfit in her in-game Pose A (the one with her hand on her hip) and the work-in-progress Pose F (the one with her arms crossed under her chest in a feminine way).
- It's up to you if you think this is necessary, but presenting up to 3 sketch designs in Pose A would be helpful for choosing the best one to proceed with for the full renders.