

As always, all the images and hyperlinked images can be clicked on for their full-sized versions.

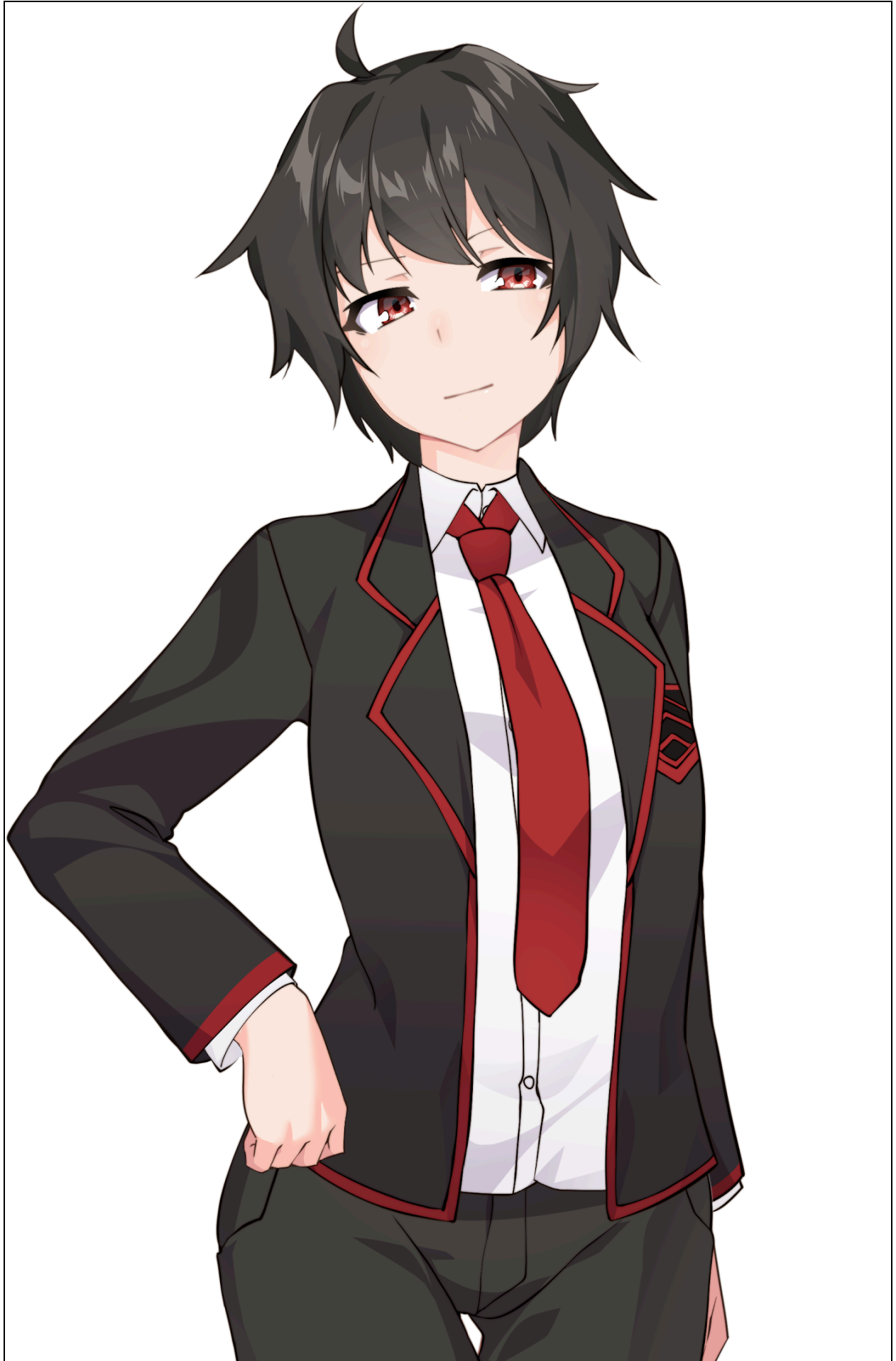
Now I know how you don't like drawing backgrounds, and luckily for you, you don't have to. My partner and I have a separate background artist.

That being said, please fit the space and angle of each scene so that the backgrounds from the other artist are compatible. This is an absolute requirement.

Overview

This is the scene that involves our [20-year-old effeminate male protagonist](#) turning into the female you drew sprites and HCG images for.

[You've drawn very petite tomboys in the past, so think of him like that \(but with no breasts\).](#)



Zach starts off wearing this unripped male uniform that fits his body, [black men's dress shoes](#), and [white crew socks](#). Note that as a male, his chest is flat and that his hips are less curvy.



By the end of the scene, he ends up looking like this sprite variation you drew.

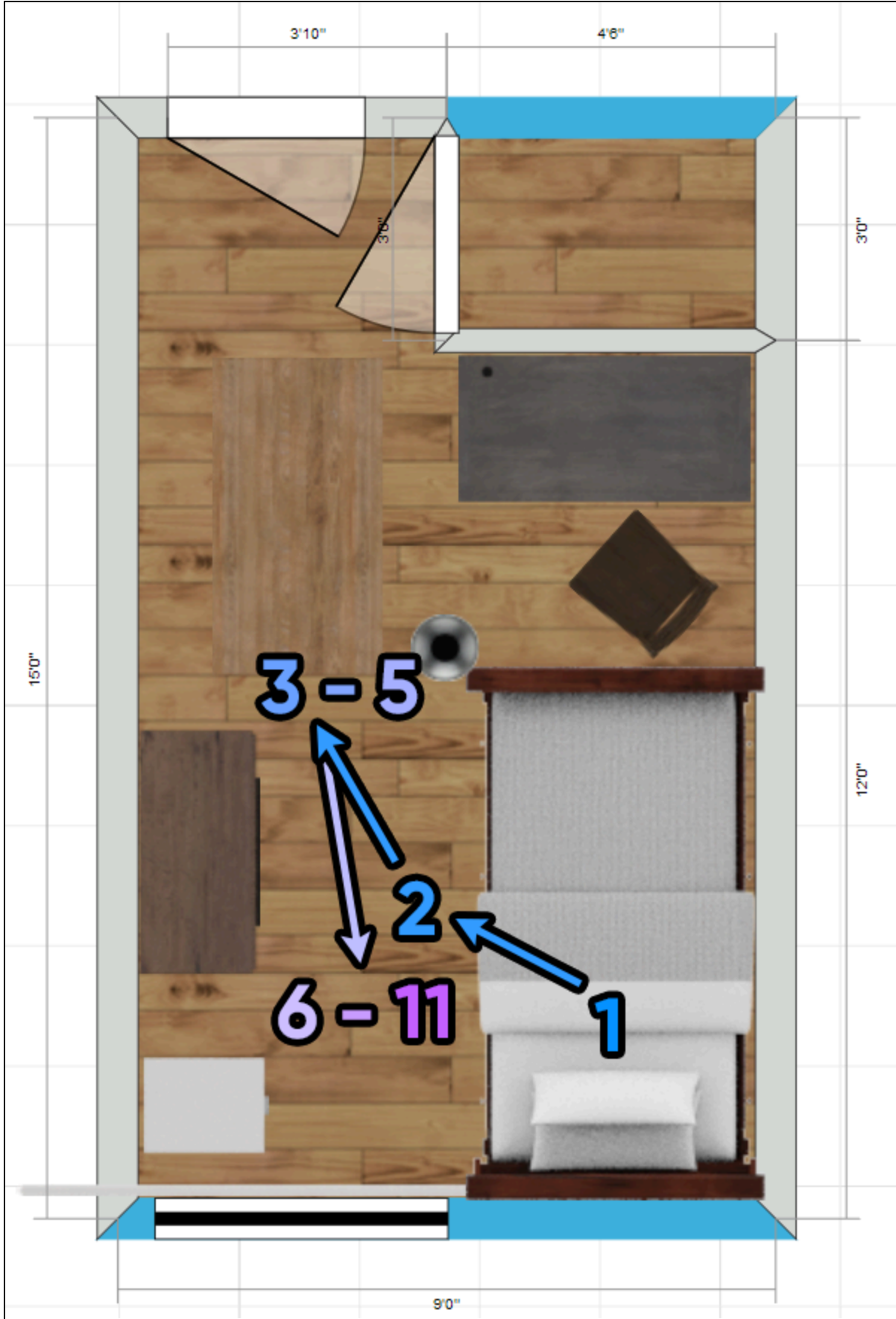
[I have further male draft sprite references if you need them](#), but please try to use the above uniform descriptions when possible because these are outdated.

It is important to stress that his face as a woman is 90% identical to how it was as a man, and his hair at the start of this scene is 100% identical to the short hairstyle of the sprites.

The Scene

These HCG take place in **11** major positions on **6** background over roughly 10 minutes:

1. Sitting (1 pose, 3 expressions).
2. Standing (1 pose, 1 expression).
3. Stumbling (1 pose, 1 expression).
4. On Knees From Back Facing Back (1 pose, 2 variations, 3 expressions).
5. Legs Splayed Out From Front (3 poses, 3 variations, 5 expressions).
6. Partial *Seiza* From Side (1 pose, 3 expressions).
7. Leaning Back On Floor From Side (4 poses, 4 variations, 5 expressions).
8. From Above On Back (4 poses, 4 variations, 5 expressions).
9. First Person Point of View From Floor (4 poses, 4 variations, 5 expressions).
10. Leaning Forwards On Floor From Side (2 poses, 3 variations, 4 expressions).
11. On Side From Above (1 pose, 2 expressions).



The locations these happen in are labeled below on this floor plan of Zach's dorm room (and don't worry; mock angles are included so you can figure out what to draw for each spot).

Should you need them, [I have further in-game backgrounds of the room by the same background artist who is doing the background for this HCG set.](#)

What Happens in Each Spot

1-3



Please forgive the basic sketches; I couldn't find exact references for these for you and had to resort to these.

Red: Zach starts off the transformation at bed. He's just hit a button on his black smartphone in a game that caused this transformation, and he's temporarily blinded.

The **3** expressions are:

- [Disappointed boredom.](#)
- [Eyes wide open in shock with dilated pupils.](#)
- [Eyes shut from a blinding light.](#)

Green: In his confused panic, he gets up and tries to wander out into the hallway to get help, but his path is going right in front of the *kotatsu* that he forgot to put away.

The 1 expression is:

- [Confused panic and clenched eyes.](#)

Blue: Zach's shin hits his *kotatsu*. Stumbling, he briefly manages to place one hand down on the top of his *kotatsu* in a half-kneeling position, but it's not enough to hold his weight. He quickly falls to both of his knees.

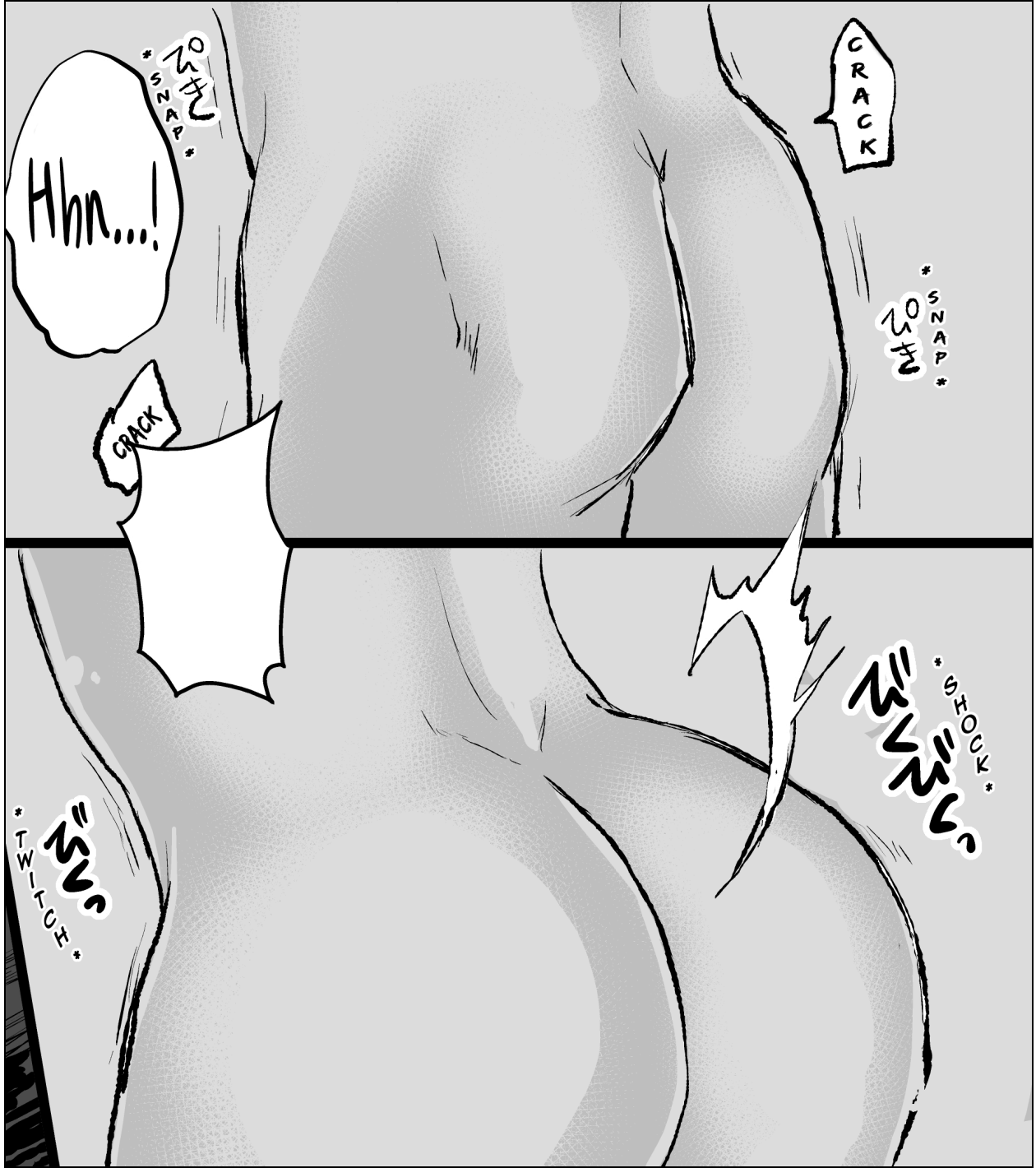
The 1 expression is:

- [Wincing in pain with clenched eyes and teeth.](#)

4



Zach's hips and butt expand, and his spine contorts. He turns his head around to look at the process. **This is the 1 major pose of this view.**



This is drawn in 2 steps:

- Flat male butt.
- Curvy female butt.

The 3 expressions are:

- [Looking downwards and back with a curious expression.](#)
- [Looking downwards and back with a nervous expression.](#)
- Same nervous expression as above, but with much wider eyes.

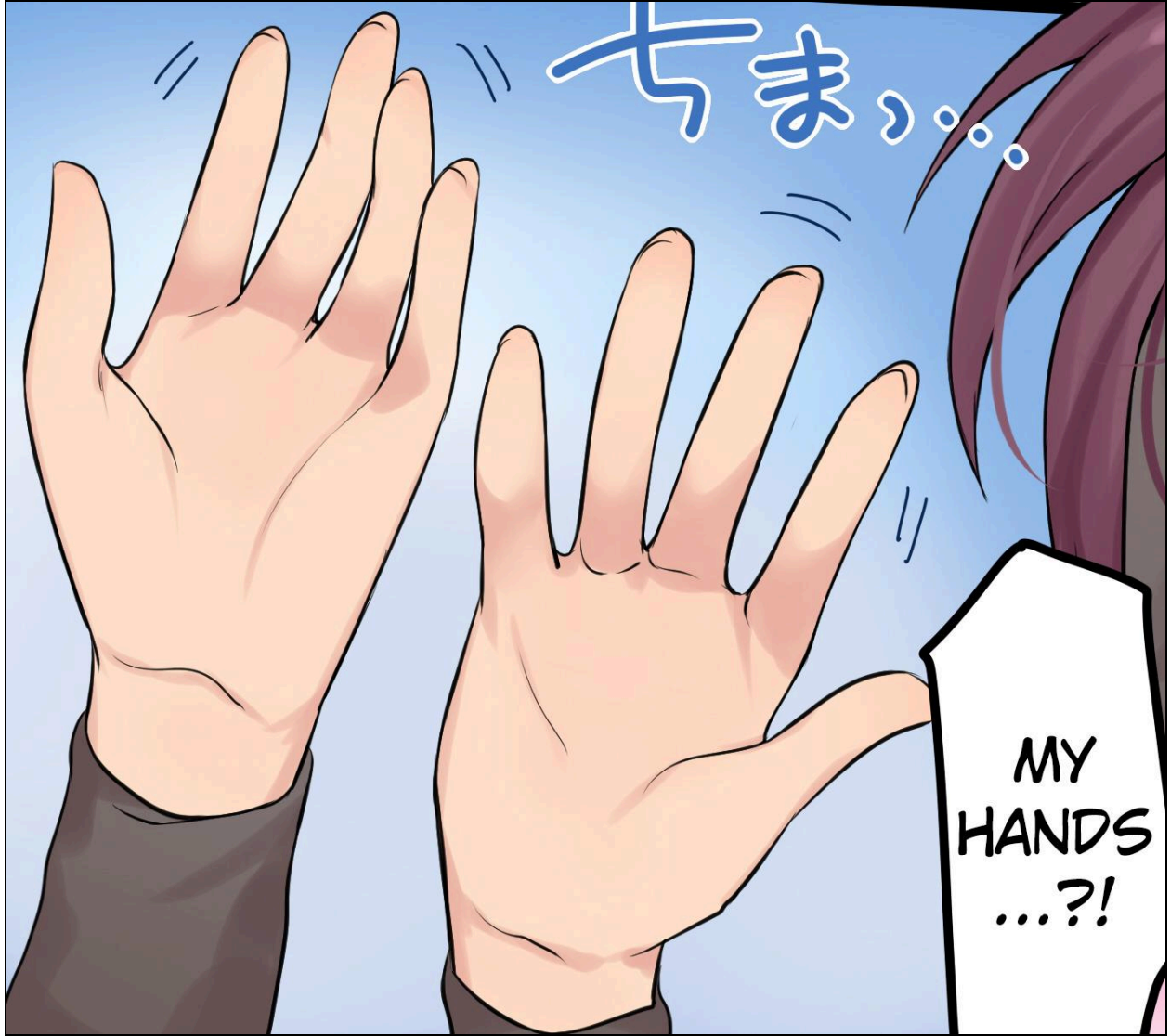
5



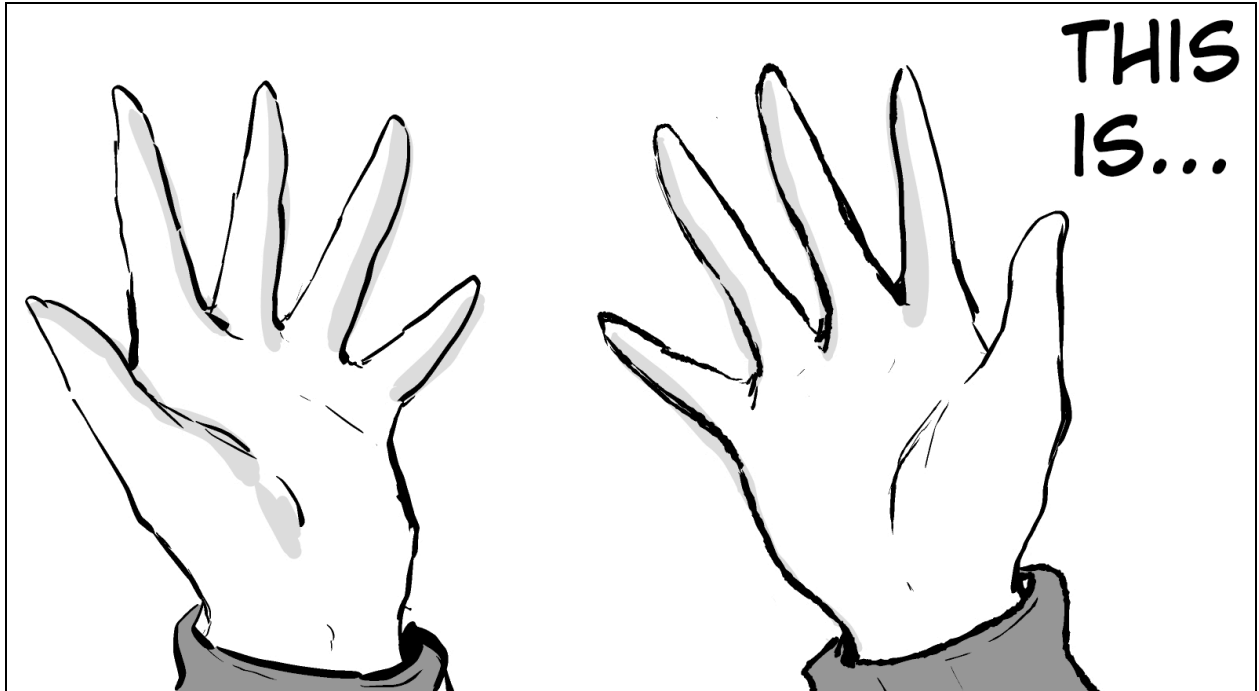


By now, Zach's wider hips have caused his knees to splay out to the side like this, and his butt is now resting on his ankles. **Ignoring the hands, this is the 1 major pose of this view.**





By now, Zach's vision has fully returned, but thin black lines are obstructing his view. He grabs one of them with a perplexed look that turns into shock once he realizes that those black lines are his growing forehead bangs and that his hands are now much smaller with long, womanly fingernails.



This part needs to be in 4 variations:

- [Zach grabbing his hair with the above expression and pose.](#)
- Same pose, [but Zach has a shocked expression.](#)
- [Zach letting go of his hair and very nervously looking down at his shrinking hands \(same head position, eyes looking down\).](#)
- Same pose and expression as above, but with fully female hands.

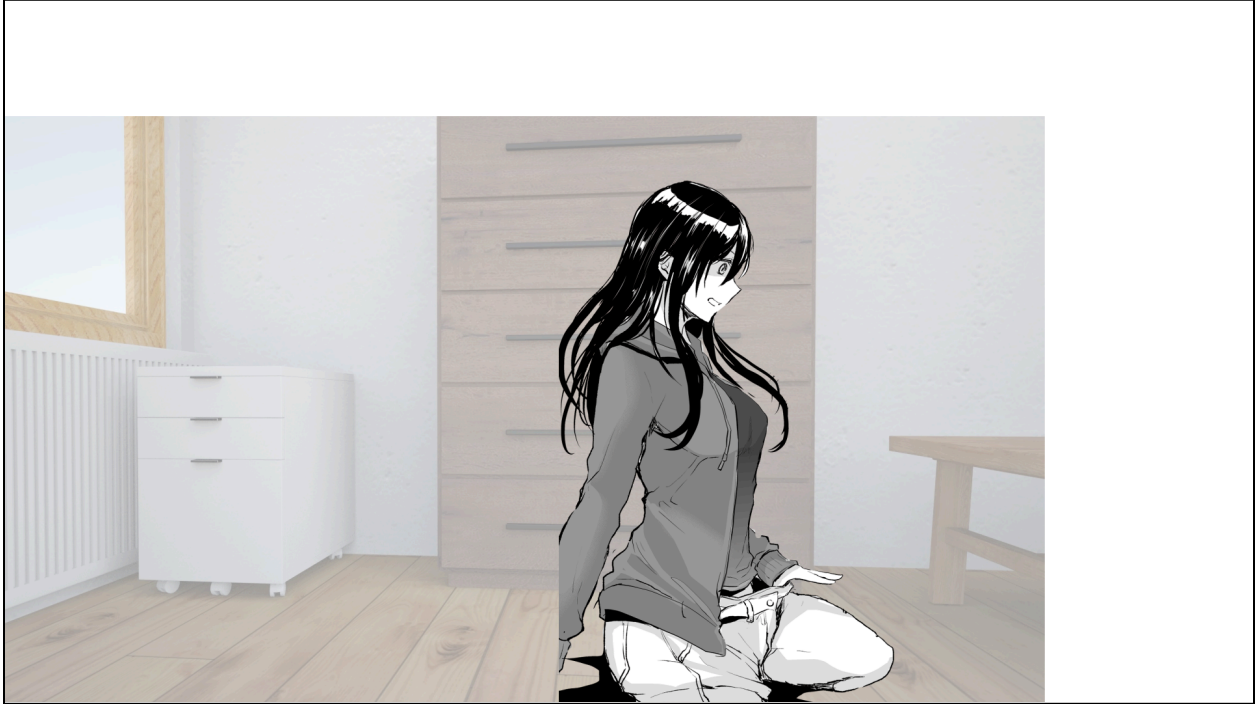


Next, Zach clutches his upper torso and lets out a dry cough as his Adam's apple disappears into his throat.

This only has 2 variants from the manga strip above:

- 3rd panel from the left (same expression as the panel, Adam's apple still exists).
- 1st panel from the left (same expression as the panel, Adam's apple no longer exists).

6



(The background artist will fill the white space later, but this view is meant to be cropped and moved in-game.)

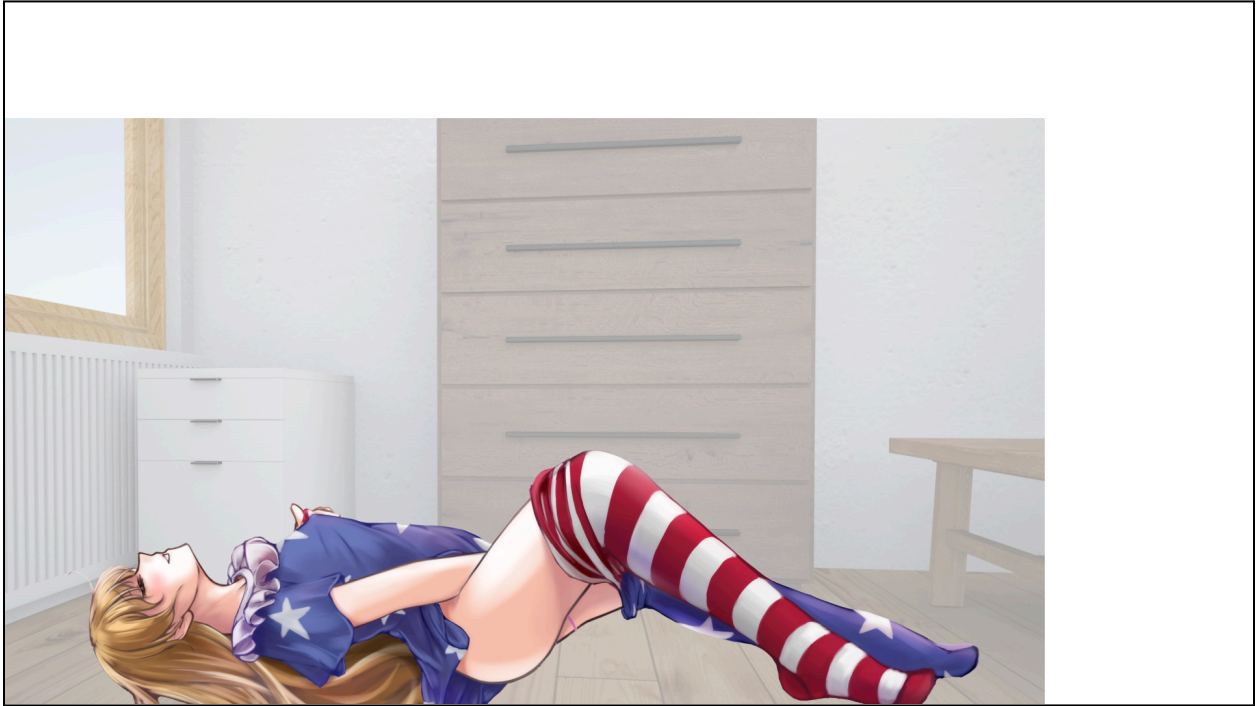
(This shares the same background as 7 and 10).

By now, Zach thinks this is just a weird wet dream after he collapsed on his dorm room bed after classes. He pulls his waistband back and sees that he's erect (don't draw the crotch bulge or the dick itself), so he decides to enjoy this strange erotic experience. **This is the 1 major pose for this upright seiza position.**

The 3 expressions this scene has are:

- [Confusion over what is happening \(eyes cast downward toward his groin\).](#)
- [Doubt about what to do \(eyes cast downward away from his groin\).](#)
- [A big eager grin \(eyes cast downward toward his groin\) as he decides to enjoy this.](#)

7



(The background artist will fill the white space later, but this view is meant to be cropped and moved in-game.)

(This shares the same background as 6 and 10).

(Scenes 7, 8, and 9 are going to have special instructions to them after everything is listed).

Importantly, this is **not** a pose I want from this angle. It only serves to show the sizing of the poses for this angle. The pose I do want is described below.

Zach scoots backwards on his enlarged butt until he's got enough space to spread out over the most open part of the floor in his room.

His slender shoulders are touching the ground, but he's craning his head forwards to look at his chest in wonder as his breasts start to grow underneath his dress shirt and blazer.

8



(This view is meant to be cropped and moved in-game.)

(This shares the same background as 10).

(Scenes 7, 8, and 9 are going to have special instructions to them after everything is listed).

Zach nervously explores his body as it transforms, primarily by playing with his breasts.



(Scenes 7, 8, and 9 are going to have special instructions to them after everything is listed).

Zach has a first-person point of view over his body.

Special 7, 8, and 9 Instructions

A few things happen simultaneously over **4** unique visual steps in these three angles:

- Zach begins to grow breasts that swell into the size of the sprites (about H-Cups in US sizing, but use the existing sprites as the reference).
 - As Zach's breasts swell underneath his dress shirt, they start to put a strain on the fabric and buttons around his chest.
 - **Step 1** is his flat male chest.
 - [His right arm is at his side as his left hand is covering his mouth as he moans.](#)
 - **Step 2** has his breasts grow into the size of tennis balls (2.7 inches/6.9 cm).
 - [His right hand is groping his small right breast as his left hand is covering his mouth in arousal.](#)
 - **Step 3** is when they're at about 80% of their final size. Here, the buttons of his dress shirt pop off, looking like the loose uniform variation (with slightly smaller breasts).



(This shares the same background as 6 and 7).

Zach has finally worked up the resolve to masturbate, but as he leans forwards and reaches his **RIGHT** hand towards the gap between his belt-supported pants and shrunken waist, the posture change puts too much of a strain on the stretched fabric at his hips, ass, and thighs, causing his pants to catastrophically rip in these places with a loud tearing sound.

This is needed in **2** variations **only** in the side angle:

- [Leaning forwards with un-ripped pants as he looks forwards with lust with level 3 blush.](#)
- [Leaning forwards with ripped pants as he looks down at his ripped pants with wide eyes and level 0 blush.](#)

Zach relaxes his posture and rests his head back on the floor as he breaks out into uncontrollable laughter, like in the above pose.

Zach feels a sudden twitch in his painfully erect dick underneath his uniform slacks, and he experiences an orgasm so strong that it makes his back arch upwards and his mind go blank for a few moments (you don't need to draw this except for the expression change).

This needed in **2** expressions **only** in the side angle:

- [Laughter with level 2 blush and slight tears in the eyes.](#)
- [Shock with wide eyes and level 0 blush.](#)



(This shares the same background as 8).

But the orgasm doesn't stop, and he climaxes again and again.

The specifics of this angle are going to depend on what you are comfortable drawing (either Zach is facing the camera like in [this image](#) or he's turning his back to the camera), but my preferred version of this HCG is that Zach turns over to his side and starts masturbating like in the linked image with his knees are pulled, except his **RIGHT** hand is underneath his ripped uniform pants.

This is needed with **2** expressions **only** in the above angle:

- [Eyes open but unfocused, eyebrows turned up, mouth open in moaning ecstasy.](#)
- Same as above, but eyes closed [like this.](#)

Aftermath



Zach drags himself off the floor. The sprites you drew are used for this, so **don't** draw this as a HCG.

Requirements

- All of these scenes need to be drawn in 4K resolution (3840 x 2160 pixels).
- These angles need to be matched precisely with the mock angles because they need to be compatible with the background art the background artist is making from these same mock angles.
- Follow the above instructions, substituting expressions when the reference images don't match (such as eye direction).
- As a general practice, please separate the blush and expression layers in case something needs to change later on.
- Also, please make all expressions available for all steps for the same reason as above.
- Let me know if you have any questions!

[This spreadsheet should help you keep track of the special requirements of 6-11.](#)