

Create a photorealistic multi-angle photographic identity sheet based strictly on the uploaded reference image.

- Match the exact real-world appearance of the person: facial structure, proportions, skin texture, age, asymmetry, and natural imperfections.
- The result must look like real photography of a real human, not a digital character or 3D asset.
- Use a simple, neutral background, similar to a studio or indoor wall.
- The overall feeling should be documentary and natural, not stylized or cinematic.

Layout — two horizontal rows, presented as a clean photo contact sheet: - Top row: four full-body photographs of the same person — 1. Facing the camera 2. Left-facing profile 3. Right-facing profile 4. Facing away from the camera - Bottom row: three close-up photographic portraits — 1. Facing the camera 2. Left-facing profile 3. Right-facing profile

Pose & body language: the subject stands naturally and casually, as a real person would when asked to stand still. No exaggerated stance, no rigid pose, no symmetry. Subtle, natural weight distribution and relaxed posture. Shoulders relaxed, arms resting naturally at the sides.

Consistency & accuracy: maintain strong identity consistency across all images. Preserve natural human asymmetry. Proportions must remain realistic and consistent without looking mechanically aligned. The subject should feel like the same person photographed multiple times, not a replicated model.

Lighting & camera: soft, neutral, real-world lighting (similar to window light or soft studio light). No dramatic, cinematic, or stylized lighting. Natural shadows with gentle falloff. Realistic camera perspective and lens behavior.

Critical constraints: not a 3D render, not CGI, not a game character, not stylized, not a model turnaround.