

- **Cyborg "Clothes" and "Hair"** -

the hair option is already included in the art assets. Cloths however could be a large amount of tubes, mechanical cyborg arms, and general robot-looking parts. The Cyborg clothes & hair set will not only be used for Machine Ascended empires, but also for "Machine Integration", "Assimilation"

citizenship standards. Will be applied to any Transhuman species with the "Cyborg" trait.

- **Bio-Trophy** -

~~(In game, Bio trophies are organics that are cared for by Rouge Servator robot races. They live in absolute sublimeness and have no free will.)~~

~~Ideally for bio trophies, the transhumans would be wearing things similar to VR headsets (would be done by hair). Their clothes could be interesting, anywhere~~

~~from wearing almost nothing or large coat type of clothes. Another option would also be to make new portrait art where their eyes are closed, as if the machines keep~~

~~them dreaming in their sleep.~~

- **Hive Mind** -

~~Although Transhuman civilizations usually would be normal empires, there's no telling that they would not be assimilated into a hivemind or a creative player~~

~~decides to play as one. Hive Minds generally do not care about fancy clothes and view individuals as drones. Minimalistic clothes similar to those worn by slaves(see below)~~

~~could be used. Also, if you want, you could make custom portrait versions with completely yellow, glowing eyes for that neat hivemind feel.~~

- **Chattel Slavery** -

~~this is the default slavery option, historically similar to slavery in the Americas, where slaves are used to harvest minerals and food.~~

~~Given that, the transhumans should be dressed in generally poor garb simple shirts and scruffy wear. Remember, this is the most common type of slavery in the game.~~

- **Domestic Servitude** -

~~This slavery option is explained by its name, slaves are domestic servants usually used to care for public or private places.~~

~~Slaves could be dressed as futuristic maids or butlers :PPP be creative, as aleins could have strange senses of fashion.~~

- **Battle Thralls** -

~~These are slaves made specifically for war. What would be neat would be some sort of exosuit equipped, "war paint" hair styles, and armor.~~

~~Im thinking a mixutre of American Indian and Roman, but you could really do anything that you think fits with the description. These will also be used for~~

~~the "Forced Labor" purge type.~~

- **Livestock** -

~~clothes_options_for_transhuman_mod.txt~~

~~this slavery type implies pops are being consumed for food(or for energy, as machine empires can be like the movie Matrix).~~

~~Generally, in real life, livestock such as cows and pigs live in very poor conditions and have some sort of identifier. I'm thinking some sort of armband with~~

~~some alien writing on it, and aside from that nearly nothing... These clothing types will also be used for the "Processing" purge type.~~

~~-Purging-~~

~~similar to the livestock, some sort of identification. Also, maybe ruffed up and torn versions of normal clothes. You could also make a seperate one for refugee pops,~~

~~but they could use the same as the purged ones.~~

~~-Psionic Portraits-~~

~~slightly purple clothes, along with purple pupils for the first ascension, and then glowing purple eyes for the final ascension.~~

~~-Biologically ascended portraits -~~

~~For pops that have biologically ascension traits - which are basically upgraded versions of normal traits. These could have bright green eyes, clothes with many hexagons, and maybe strange hexagon like tatoos.~~

Other things to consider:

~~- Overlays.~~ It is possible to overlay flat PNG-like images over portraits. Thus, we could overlay something similar to

~~https://starbouncer.org/mediawiki/images/d/d6/Life_Support_Pod.png over "Bio-Tropy" portraits, as if they are in a life support pod.~~

~~-More portrait~~ phenotypes

~~edited portraits~~ to match the clothes. For example, versions of phenotypes covered in Dirt for the enslaved/purging portraits. Or, ones with closed eyes for the bio trophies.