ГГ

A highly detailed, photorealistic vertical digital painting of a refined, charismatic young necromancer — an undead overlord who is clearly not alive yet deeply human in presence — standing in a dynamic full-body pose in a dark techno-fantasy industrial landscape with twisted metal and drifting smoke. His aura is magnetic and otherworldly: a handsome, elegant yet rugged face, glowing blue eyes that hint at the void beyond death, short white hair, pale almost translucent skin, and faint glowing runes pulsing beneath it. His lean frame and graceful posture make him hauntingly beautiful. Two undead companions, one tall and imposing, the other thin and spectral, stand behind him. He wears a weathered worker’s jumpsuit like a miner’s. Cinematic dramatic lighting, high contrast, dynamic composition, ultra-detailed environment, epic scale

1. Комбинат

Задача: Показать масштабный, ужасающий цех по переработке тел.

Промпт:

A vast, cathedral-like underground cavern, the "Combine". The ceiling is covered in clusters of sickly green phosphorescent mushrooms casting a pale, eerie light. In the center, new dead bodies are being lowered by industrial cranes into gigantic stone vats filled with bubbling, glowing green liquid. A fusion of grim technology and magic, with thick rusted pipes intertwined with glowing orange runes along the walls. Atmosphere of cold, industrial horror. Cinematic, ultra-detailed, grimdark fantasy, style of Zdzisław Beksiński. --ar 16:9

2. Загон

Задача: Передать ощущение пустоты, тишины и клаустрофобии в месте содержания мертвецов.

Промпт:

Interior of a massive, empty cavern carved into rock, the "Pen". The walls are unnaturally smooth and polished. A colossal multi-ton steel slab door with heavy bolts seals the only entrance. Inside, hundreds of decaying zombies in tattered rags stand motionless in perfect silence, like forgotten statues. The only light is a cold, dim ambient glow. Oppressive and claustrophobic atmosphere, minimalist horror, cinematic shot. --ar 16:9

3. Камнедробилка

Задача: Показать угрожающую мощь и опасность промышленного монстра.

Промпт:

A monstrous, gigantic stone crusher machine, an industrial monster made of massive rusty gears and grinding press-plates, located deep inside a dark and dusty mine cavern. A narrow, perpetually vibrating metal service bridge with rusted railings runs precariously over the machine's huge, gaping maw. A conveyor belt is feeding large, dark rocks into the crusher. The scene is oppressive and terrifying, emphasizing the sheer scale and danger of the machine. Cinematic lighting from a single dim lamp casts long, dramatic shadows. Gritty, hyper-detailed industrial horror, style of the game "Scorn".

4. Шахты и Процессия Зомби

Задача: Создать каноничный образ мира — бесконечный конвейер смерти.

Промпт:

A long, straight line of shambling, decaying zombies in tattered miner's clothes. They are silently pushing heavy, overflowing mine carts filled with dark, obsidian-like ore along rusted rails. The scene is in a wide, low-ceilinged mine tunnel supported by wet wooden beams. The only light comes from strange, dim, flickering techno-magical lanterns attached to the walls, casting long, dancing shadows. Grim, monotonous, and hopeless atmosphere. Photorealistic, cinematic lighting, ultra-detailed. --ar 16:9 --v 6.0

## Персонажи

5. Погонщики (Overseers)

Задача: Показать утилитарных, безликих надсмотрщиков.

Промпт:

Two stocky, grimy men, "Overseers", standing in a dark mine tunnel. They are dressed in heavy, tarred leather and rough, dark fabric. Their faces are completely obscured by low-pulled hoods and oil-stained cloth masks. Each holds a long, utilitarian metal pole with a hook on one end and a spike on the other. Their posture is weary and efficient, not cruel. Gritty, realistic, dark fantasy character concept art. --ar 9:16

6. Чистильщики (Cleaners)

Задача: Изобразить элитных, бездушных солдат комплекса.

Промпт:

A squad of three "Cleaners", elite spec-ops soldiers, moving with machine-like precision through a dark industrial corridor. They wear functional, matte black full-body armor and sealed helmets that hide their faces. Two are armed with futuristic pulse crossbows, one holds a humming blue energy blade in a ready stance. The armor is scratched and worn, but perfectly maintained. Professional and intimidating presence. Cinematic character design, sci-fi horror. --ar 16:9

7. Гвардия Магнуса (Magnus's Guard)

Задача: Показать абсолютную элиту, на голову выше «Чистильщиков».

Промпт:

Two terrifying royal guards of Magnus, standing back-to-back in a pristine white hall. They wear seamless, perfectly smooth, matte black armor that seems to absorb light, with no visible scratches or joints. Deep crimson glowing runes slowly pulsate on their pauldrons and helmets. They hold massive, two-handed power glaives with humming energy blades. Their presence is silent, imposing, and otherworldly. Elite character concept art, style of the Praetorian Guard from Star Wars mixed with dark fantasy. --ar 9:16

## Ключевые Фигуры

8. Смотритель Магнус (Overseer Magnus)

Задача: Передать образ аристократичного тирана, чистого в грязном мире.

Промпт:

A photorealistic character portrait of Overseer Magnus, a tall, middle-aged man with sharp, aristocratic facial features and cold, calculating eyes. He stands in his dark, minimalist office made of obsidian, in front of a massive panoramic armored window. The window overlooks a \*\*vast subterranean industrial complex\*\*, the "Combine," carved deep underground. Instead of a sky, a \*\*colossal, cavernous rock ceiling hangs high above\*\*, supported by immense pillars that merge with factory structures. Far below, \*\*towering rusty smokestacks vent smoke towards the rock ceiling, and glowing green vats\*\* are visible between oppressive metal buildings. He is dressed in an immaculately clean, long black coat with ornate silver embroidery, contrasting with the grime outside. His expression is one of barely contained fury and absolute authority. Cinematic, dramatic high-contrast lighting.

9. Магистр Корнелий (Magister Cornelius)

Задача: Изобразить гениального, но вечно озабоченного и неуместного в этом аду ученого.

Промпт:

A portrait of Magister Cornelius, a stressed, intelligent man in a sterile grey robe. He is hunched over a glowing holographic interface, his face illuminated by lines of code. Various strange lenses and measuring devices hang from his neck and belt. His eyes are wide with a mix of frustration and scientific curiosity. The background is a dark, chaotic laboratory. Realistic character concept, sci-fi. --ar 9:16