

# Astralia Stellaris — The Girl from the Land of Stars v1.0

遠い昔 星の彼方 天使達が築き上げた

*Long ago, beyond the stars, where angels built their realm,*

星々を繋ぐ時の扉が 今ここで開く

*The door of time connecting the stars opens here and now.*

遙か南の夜空の下輝く精霊彷徨う

*Under the night sky far to the south, a shining spirit wanders,*

星の旅人の光探し続け物語動く

*A traveler of stars, searching for light, sets the story in motion.*

--Quoted from 『SOLROS and the Will of the Altaïr』 by Rigël Theatre

## Character Figure

For full figure, please turn to [Character Concept Sheet](#).



# Character Design

## Design Pillars & Brainstorming

- **The Learner:** A girl who is constantly learning and thinking.
- **Gamer:** A girl from the astral realm who comes to Earth and falls in love with video games. She loves everything about games: merchandise, culture, and even the development pipeline.
- **Community Oriented:** She connects with like-minded people in gaming communities. Her design aligns with the preferences of the target demographic and the VTuber industry to generate engagement.
- **Personality:** Emotionally dependent, slightly socially anxious, but trying to change.
- **"Master Love" Archetype:** On an abstract level, she reflects the ecology of "Otaku" culture. She implements her own ideas into her livestreaming projects.

## Character Basic Information

- **Name:** Astalia Stellaris (Nickname: "Ta\_Chan")
- **Visual Age:** ~15 years old
- **Body Type:** Petite, 150cm~155cm. Head-to-body ratio: 6.
- **Origin:** The Jewel of the Astalia Sector: **Luciarion**.
- **Occupation:** Traveler
- **Likes:** Video games and everything related to them.
- **Personality:** Rational, thoughtful, occasionally quirky or "air-headed" (natural clumsy), emotionally dependent on those close to her.

## Character Story: The Lore

"If you are the Demon King, then we shall be the Heroes."

Only in the grandest archives, within vast oceans of ancient texts, can one find the name **Bethlehem Astralia**.

Thousands of years ago, stargazers used this name to describe a wonder found on the far side of the star ocean: a nebula woven from starlight, forming a halo. Within that halo, a dazzling cross-shaped star—the **Star of Bethlehem**—illuminated the entire galaxy.

It is said that the **Children of the Galaxy** lived in dreams woven by these stars. They communicated their emotions through their softest, most vulnerable parts, conveying love, eternally surrounded by peaceful joy.

### **But the Demon King destroyed everything.**

It had always existed in the shadows of the Star of Bethlehem, but until that day, no one had clearly seen the darkness casting its silhouette over the stars. On that day, the dreams of the Galaxy's Children shattered. Their love was trampled; their richest, softest, and most fragile parts were pierced and crushed by the Demon King's claws. People realized the cruel truth in terror: they had lived peacefully in dreams for too long, long enough to forget the naked, brutal reality behind the illusion. **Everything was merely a phantom projected by the Demon King within a data space.** Our dreams, our emotions—they were simply the Demon King's food.

The rift between reality and illusion has been torn open, and it will never close.

*Escape, escape.* Some have drowned in the dreamscape for too long to face reality. They evolved hard shells to protect their pierced, broken emotions. Amidst the ruins of the galaxy, they built a Tower of Vanity, continuing to dream their fragmented dreams as if nothing had happened.

Others accepted the cruel truth. They let go of the old illusions and chose to leave. No one knows where they eventually returned to.

*Watch, watch.* There are always fragments of memory treasured in the will of the people; there are always scars of pain engraved in their hearts. The Children of the Sea of Stars will not forget. They have seen through the illusions of the data ocean.

**Every star ocean is but a pasture for the Demon King.**

*Oh, Sea of Stars... which interwoven dream is our true home?*

*Oh, Demon King... how many more dreams of young boys and girls must you devour?*

### **Departure.**

The greedy Demon King amassed infinite food, yet it was not satisfied. It used this energy to create a new pasture. This time, it seeks to seize "what rightfully belongs to him" from other Demon Kings.

The Child of the Sea of Stars will not drown in past pain; she will return that pain in full measure. From this moment on, she is no longer just a Child of the Galaxy.

### **She is a Traveler.**

She bears the name of her abandoned homeland, **Astralia**. She carries the hopes of the souls wailing under the false light of the stars (**Stellaris**). She journeys toward the Demon King's new pasture—a tower-shaped nebula where a familiar cross-shaped star shines at the summit.

*"I will go forth. I must pursue. I am the traveler of the Tower of Stars. I am the Astral Tower Traveller."*

## **Design Specifications & Commission Details**

*This section demonstrates your ability to communicate technical requirements to artists.*

## Art Direction Requirements

- **Resolution:** Must meet industry standards for virtual avatar (VTuber) production pipelines.
- **Art Style:** Japanese Anime Style / Cel-Shading with high polish ("Flat Painting" style but detailed).
- **Visual Complexity:** High density of detail focused on the **eyes** and **outfit**.
- **Key Focal Points:** The Halo, the Face, and the Hips.

## Deliverables (Output)

### 1. Character Illustration (Tachie) & Source PSD:

- *Note for Artist:* Since this character will be used for **Live2D modeling/rigging**, please organize the layer structure appropriately and consider part separation (cutting) complexity during the drawing process.

### 2. Expression Variations (Diffs):

- Standard (Default).
- Smiling.
- "Cat Mouth" (:3).
- Crying/Tears.
- Shocked.
- Heart-shaped Eyes.

## Workflow & Terms (Reference)

- **Budget:** 3,000 ~ 4,000RMB (400~550USD).
- **Timeline:** Expected completion within 18 days.
- **Process:**
  - a. Deposit.
  - b. Briefing & Requirements.
  - c. Rough Sketch -> **Review & 30% Payment**.
  - d. Feedback & Revisions.
  - e. Base Color -> **Review & 60% Payment**.

f. Final Polish/Rendering -> **100% Payment.**

g. Final File Delivery.