# Ken’s Rulebook for Icon Creation (Maus Scaling, F1 Style) (v3)

Purpose:  
To create proportionally correct, high-contrast, left-facing side-view armored vehicle silhouettes with scaled-up interior details for clarity at small counter sizes and consistent proportional alignment for posters, while maintaining historical accuracy to the chosen blueprint.  
  
1. Blueprint Sourcing  
Use only historically verified orthographic side views (exact variant match).  
Accepted sources: Osprey New Vanguard, Panzer Tracts (Jentz & Doyle), Spielberger, Tankograd, Wydawnictwo Militaria, Ground Power, US Army TM/E-MAN, TheBlueprints.com (after verification).  
Verify real-world dimensions against official specifications.  
Reject or rescale if mismatch found.  
  
2. Reference Preparation  
Remove background to pure white.  
Straighten hull baseline horizontally.  
Increase contrast for crisp lines.  
Crop to side view only.  
Flip to left-facing if needed.  
Scale using Maus-based proportional system:  
Maus length: 10.2 m real-world.  
Maus scaled so total length = 90% of canvas width (5% padding each side).  
ScaleFactor = MaxUsableWidthPx / 10.2 m  
VehicleWidthPx = RealVehicleLengthM × ScaleFactor  
  
3. Silhouette Creation  
Outer contour: exact 1:1 trace of hull/turret/gun, stroke thickness matches Panzer IV F1 reference.  
Interior details: trace hatches, panel lines, wheels, suspension, stowage; stroke thickness = 2.5× original trace; thicken antennas/fine details slightly.  
Fill: solid black (#000000).  
Colors: outer contour crisp white; interior details white.  
  
4. Style Rules  
Outer contour width: match Panzer IV F1 reference exactly.  
Interior detail width: 2.5× original trace thickness.  
No camouflage, insignia, or background.  
No creative additions — exact proportional match to blueprint.  
  
5. Canvas & Scaling  
Fixed master template size (match F1).  
Maintain ≥5% padding around all edges.  
Track bottoms aligned to fixed baseline grid.  
Vertically center tallest point with ≥5% top padding.  
  
6. Baseline Alignment for Posters  
Align lowest point of track/wheel to fixed baseline.  
Maintain top padding without shifting baseline.  
Works in Maus-scaling and poster mode.  
  
7. Output  
Transparent high-res PNG (primary format).  
Optional SVG.  
Naming: <VehicleName>\_<Variant>\_Icon.png.  
Vector layers: Silhouette (black), Outer contour (white), Interior details (white).  
  
8. AI-Handled Workflow  
Entire process handled in-chat by AI.  
Kenneth provides blueprint(s) or requests sourcing.  
AI cleans, orients, and scales to Maus reference.  
AI generates exact 1:1 silhouette in F1 style.  
AI applies fixed canvas, baseline, and padding.  
Output as PNG (+SVG optional).  
Works for single icons or batch sets.  
  
9. Scaling Diagram  
Horizontal Scaling (Maus reference)  
[ 5% Padding ] [Vehicle Silhouette Max Width = 90% Canvas] [ 5% Padding ]  
  
Vertical Alignment  
Top Padding (≥5%)  
Vehicle Body  
Track Bottom → Fixed Baseline  
Bottom Padding (≥5%)

## Notes

- Initial run of Semovente 90/53 failed due to incorrect scale factor based on an assumed real-world length of ~7.1 m.  
- This caused clipping in the canvas because the scaling pushed the silhouette beyond the 90% max width rule.  
- After verification, real-world length was updated to 5.205 m (gun forward, rear to barrel tip), which fixed the clipping issue.  
- Testing showed that using verified real-world length is critical for correct scaling across all vehicles.  
- The Master Length Verification Table was introduced to ensure that every future icon uses verified lengths before scaling.

v3 Changes:  
- Added generic prompt constraint to ensure solid black fill and consistent detailing across all vehicle icons.  
- Retained cropping script at end of document for post-generation selection.  
- Preserved all prior tested steps and formatting.

## Summary of Changes

- Added explicit rule to verify real-world vehicle length before scaling.  
- Introduced Master Length Verification Table as part of the rulebook.  
- Documented the Semovente 90/53 scale factor correction as a case study.  
- Added requirement to log all chat-sourced fixes and reasoning in the Notes section for ongoing version tracking.

## Master Length Verification Table

[Full verified table inserted here with Vehicle Name, Variant, Verified Length (m), Source, and Notes]

Generic Prompt Constraint:  
Three identical, left-facing side profile silhouettes of [Vehicle Name], each in exact Panzer IV Ausf. F1 master style with Maus scaling. All areas of the vehicle must be filled with pure solid black (#000000). No white fill areas except for thin white outline and interior detail lines. Enhance suspension, road wheels, and track link details moderately without changing proportions or overall line thickness standard. Maintain ≥5% canvas padding and fixed baseline alignment. Transparent background.

## Command Prompt for New Chat Session

You are to use Ken’s Rulebook for Icon Creation exactly as provided in this document to create armored vehicle icons from blueprints I upload.  
Do not interpret, refine, or change any part of this rulebook.  
Follow every step exactly, including scaling, padding, and alignment rules.  
Use the Master Length Verification Table for all scaling operations.  
When in doubt, verify the real-world length from a trusted source before proceeding.

Version 5 Additions:  
- Confirmed the 3-panel icon generation process now consistently produces proportional, fully in-canvas images with proper separation.  
- Documented the exact 3-panel workflow steps as a permanent part of the rulebook process.  
- Integrated Python crop script for top, middle, or bottom panel selection directly into the appendix for immediate use.  
- Preserved all v1–v4 rules, scaling, and bulletproofing steps without alteration.  
- Updated the master command prompt to clearly run the entire rulebook process including the new 3-panel generation.

# Master Length Verification Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Nation | Vehicle / Variant | Verified Length (m) | Source Reference | Notes |
| Germany | King Tiger II | 10.286 | Wikipedia (https://en.wikipedia.org/wiki/Tiger\_II) | Total length with gun forward |
| Germany | Tiger I | 8.45 | Wikipedia (https://en.wikipedia.org/wiki/Tiger\_I) | Overall length including barrel |
| US | M10 Wolverine | 6.83 | Wikipedia (https://en.wikipedia.org/wiki/M10\_tank\_destroyer) | Overall length including gun barrel |
| Germany | StuG III Ausf. C | 6.85 | Achtung Panzer (http://www.achtungpanzer.com/sturmgeschutz-iii.htm) | Overall length including barrel |
| Germany | StuG III Ausf. D | 6.85 | Achtung Panzer (http://www.achtungpanzer.com/sturmgeschutz-iii.htm) | Overall length including barrel |
| Germany | StuG III Ausf. F | 8.86 | Wikipedia (https://en.wikipedia.org/wiki/Panther\_tank) | Overall length including gun barrel |
| UK | Grizzly) | 7.02 | Wikipedia (https://en.wikipedia.org/wiki/Panzer\_IV) | Overall length including gun barrel |
| UK | Sexton (25-pdr on Ram | 5.84 | Tanks Encyclopedia (https://tanks-encyclopedia.com/ww2/US/M4\_Sherman.php) | Hull length; overall with gun is ~6.27 m |
| UK | Deacon (6-pdr on AEC Matador) | 5.84 | Tanks Encyclopedia (https://tanks-encyclopedia.com/ww2/US/M4\_Sherman.php) | Hull length; overall with gun is ~6.27 m |
| Germany | Sd.Kfz. 132 Marder II (7.62 cm) | 5.84 | Tanks Encyclopedia (https://tanks-encyclopedia.com/ww2/US/M4\_Sherman.php) | Hull length; overall with gun is ~6.27 m |
| Germany | Sd.Kfz. 139 Marder III (7.62 cm) | 5.64 | Wikipedia (https://en.wikipedia.org/wiki/M3\_Lee) | Overall length including gun barrel |
| US | M3 Half-Track | 5.99 | Wikipedia (https://en.wikipedia.org/wiki/Crusader\_tank) | Overall length including gun barrel |
| Italy | Semovente 90 | 5.41 | Wikipedia (https://en.wikipedia.org/wiki/Valentine\_tank) | Overall length including gun barrel |
| UK/Commonwealth | A13 Cruiser Tank MK II | 7.44 | Wikipedia (https://en.wikipedia.org/wiki/Churchill\_tank) | Overall length including gun barrel |
| US | M7 Priest 105 mm HMC | 5.61 | Wikipedia (https://en.wikipedia.org/wiki/Matilda\_II) | Overall length including gun barrel |
| UK/Commonwealth | A15 Crusader Mk III | 5.99 | Wikipedia (https://en.wikipedia.org/wiki/Crusader\_tank) | Overall length including gun barrel |
| Germany | Panzer IV Ausf. F1 | 5.92 | Wikipedia (https://en.wikipedia.org/wiki/Panzer\_IV) | Ausf. F1 overall length |
| Germany | Panzer IV Ausf. F2 | 7.02 | Wikipedia (https://en.wikipedia.org/wiki/Panzer\_IV) | Ausf. F2 overall length including long 75 mm gun |
| Germany | Panzer IV Ausf. G | 7.02 | Wikipedia (https://en.wikipedia.org/wiki/Panzer\_IV) | Ausf. G overall length including gun |
| Germany | Sd.Kfz. 231 (8-Rad) | 5.85 | Tanks Encyclopedia (https://tanks-encyclopedia.com/ww2/nazi/sd-kfz-231-8-rad/) | Overall length |
| Germany | Sd.Kfz. 232 (8-Rad) | 5.85 | Tanks Encyclopedia (https://tanks-encyclopedia.com/ww2/nazi/sd-kfz-232-8-rad/) | Overall length |
| Germany | Sd.Kfz. 233 (8-Rad 7.5 cm) | 5.85 | Tanks Encyclopedia (https://tanks-encyclopedia.com/ww2/nazi/sd-kfz-233-8-rad/) | Overall length |
| Germany | Sd.Kfz. 263 (8-Rad radio) | 5.85 | Tanks Encyclopedia (https://tanks-encyclopedia.com/ww2/nazi/sd-kfz-263-8-rad/) | Overall length |
| UK/Commonwealth | M4A1 Sherman | 5.84 | Tanks Encyclopedia (https://tanks-encyclopedia.com/ww2/US/M4\_Sherman.php) | Hull length; overall with gun is ~6.27 m |
| UK/Commonwealth | M4A2 Sherman | 5.84 | Tanks Encyclopedia (https://tanks-encyclopedia.com/ww2/US/M4\_Sherman.php) | Hull length; overall with gun is ~6.27 m |
| UK/Commonwealth | A9 Cruiser Tank MK I | 5.79 | Wikipedia (https://en.wikipedia.org/wiki/Cruiser\_Mk\_I) | Overall length |
| Germany | Sd.Kfz. 251 Ausf. C | 5.8 | Wikipedia (https://en.wikipedia.org/wiki/Sd.Kfz.\_251) | Overall length |
| UK/Commonwealth | M3 Grant | 5.64 | Wikipedia (https://en.wikipedia.org/wiki/M3\_Lee) | M3 Grant variant similar length |
| UK/Commonwealth | M3 Lee | 5.64 | Wikipedia (https://en.wikipedia.org/wiki/M3\_Lee) | Overall length including gun barrel |
| UK/Commonwealth | Matilda Mk II | 5.61 | Wikipedia (https://en.wikipedia.org/wiki/Matilda\_II) | Overall length including gun barrel |
| UK/Commonwealth | A10 Cruiser Tank MK II |  |  |  |
| Italy | Semovente da 105 |  |  |  |
| Italy | Semovente da 25 |  |  |  |
| UK | Bishop (25-pdr on Valentine) |  |  |  |
| UK/Commonwealth | Valentine Mk II |  |  |  |
| UK/Commonwealth | Valentine Mk III |  |  |  |
| UK/Commonwealth | Valentine Mk IX |  |  |  |
| Germany | Panzer III Ausf. G |  |  |  |
| Germany | Panzer III Ausf. J |  |  |  |
| Germany | Panzer III Ausf. L |  |  |  |
| Germany | Panzer III Ausf. M |  |  |  |
| Germany | Panzer III Ausf. N |  |  |  |
| Italy | Autoblinda AB41 |  |  |  |
| Italy | Autoblinda AB40 |  |  |  |
| UK | AEC Armoured Car Mk I |  |  |  |
| Italy | M15-42 |  |  |  |
| US | M8 Greyhound |  |  |  |
| Italy | Carro Comando 40 |  |  |  |
| Italy | Semovente 18 |  |  |  |
| Italy | Semovente 47 |  |  |  |
| Italy | Semovente 53 |  |  |  |
| Italy | Semovente 75 |  |  |  |
| Italy | M13-40 |  |  |  |
| Italy | M14-41 |  |  |  |
| Germany | Panzer II Ausf. E |  |  |  |
| Germany | Sd.Kfz. 222 |  |  |  |
| Germany | Sd.Kfz. 223 |  |  |  |
| Italy | M11-39 |  |  |  |
| Germany | Sd.Kfz. 250 10 |  |  |  |
| Germany | Sd.Kfz. 250 3 |  |  |  |
| UK | Humber Armoured Car |  |  |  |
| UK/Commonwealth | Humber Mk II |  |  |  |
| UK/Commonwealth | M3 Stuart (Honey) |  |  |  |
| Germany | Panzerjäger I |  |  |  |
| UK | Daimler Armoured Car |  |  |  |
| Italy | L6-40 |  |  |  |
| Italy | Semovente 32 |  |  |  |
| UK/Commonwealth | Bren |  |  |  |
| UK | Universal Carrier (Bren) |  |  |  |
| Italy | L3-35 |  |  |  |

# Ken's Rulebook Master – Version 4

## Summary of Changes (v4)

Version 4 introduces the following:  
1. 3-icon panel generation process as the default method.  
2. Inclusion of the top/middle/bottom selection process to choose the best output icon.  
3. Embedding of the exact Python cropping script to allow identical reproduction in any session.  
4. Maintains all bulletproofing measures from v1–v3.  
5. Tested successfully with Daimler Armored Car Mk I blueprint – ensured proportionality, in-canvas accuracy, and clean separation.

## Python Script for Cropping Selected Icon from 3-Panel Image

This script allows selecting the Top, Middle, or Bottom icon from the generated 3-icon panel image.  
It ensures that the output is exactly as per the rulebook specifications.

from PIL import Image  
  
def crop\_icon\_from\_panel(image\_path, position, output\_path):  
 img = Image.open(image\_path).convert("RGBA")  
 width, height = img.size  
 icon\_height = height // 3  
   
 if position.lower() == "top":  
 crop\_box = (0, 0, width, icon\_height)  
 elif position.lower() == "middle":  
 crop\_box = (0, icon\_height, width, icon\_height \* 2)  
 elif position.lower() == "bottom":  
 crop\_box = (0, icon\_height \* 2, width, height)  
 else:  
 raise ValueError("Position must be 'top', 'middle', or 'bottom'.")  
   
 cropped\_img = img.crop(crop\_box)  
 cropped\_img.save(output\_path, "PNG")  
 print(f"Saved cropped icon to {output\_path}")

## Single Icon Prompt – Rulebook Standard

## Create a single, left-facing side profile silhouette of the [Vehicle Name], in exact Panzer IV Ausf. F1 master style with Maus scaling, based on the provided blueprint. Maintain exact 1:1 proportions to the blueprint without any creative interpretation. All vehicle areas must be filled with pure solid black (#000000), with no white fill except for the thin white outer contour and interior detail lines at the standard thickness. Enhance suspension, road wheels, and track link details moderately without altering proportions or line thickness standards. Maintain ≥5% transparent padding on all sides, align track bottoms to a fixed baseline, center the vehicle horizontally, and ensure the entire vehicle (including gun barrel and rear) is fully within the canvas. Background must be transparent.

## 3-Panel Icon Prompt – Rulebook Standard

## Create three identical, left-facing side profile silhouettes of the [Vehicle Name], in exact Panzer IV Ausf. F1 master style with Maus scaling, based on the provided blueprint. Each silhouette must maintain exact 1:1 proportions to the blueprint without any creative interpretation. All vehicle areas must be filled with pure solid black (#000000), with no white fill except for the thin white outer contour and interior detail lines at the standard thickness. Enhance suspension, road wheels, and track link details moderately without altering proportions or line thickness standards. Maintain ≥5% transparent padding on all sides, align track bottoms to a fixed baseline, center each vehicle horizontally, and ensure the entire vehicle (including gun barrel and rear) is fully within the canvas. Arrange the three silhouettes vertically, with equal spacing between them equal to approximately one-quarter of each vehicle’s height. Background must be transparent.