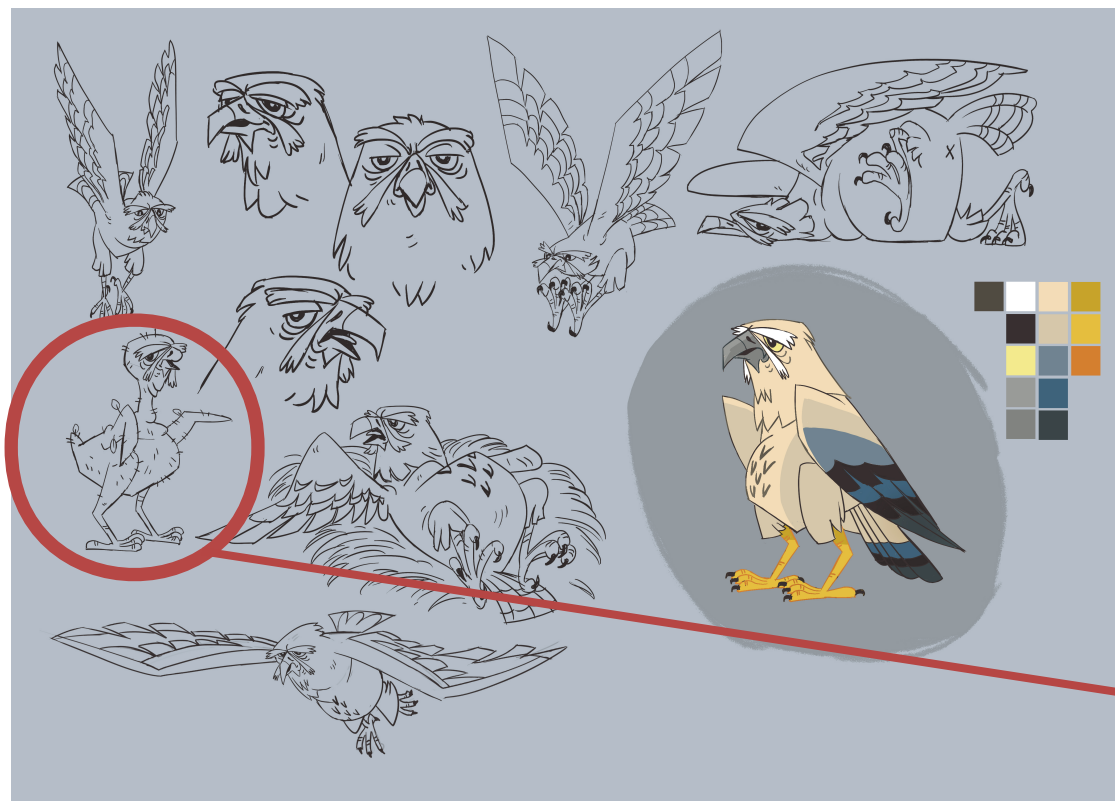




Falcon Color:

Please change the white color to brown and white as shown in the reference.

While white falcons exist, they are less common. Using the more familiar brown and white coloring will make it easier for viewers to recognize.

Featherless Falcon:

He shouldn't be completely naked. Instead, remove or damage key features like part of his beak, talons, and some important feathers (especially on the wings or tail) to show he isn't recognized as a falcon. He still needs some of his feather, when he practices flying with the young rooster.





Also here, please fix the
Falcon's coloring



Young Rooster Color:

The design for the young rooster is great, but the current color scheme is too busy. There are too many colors on the character

Please simplify it, by having a few main colors

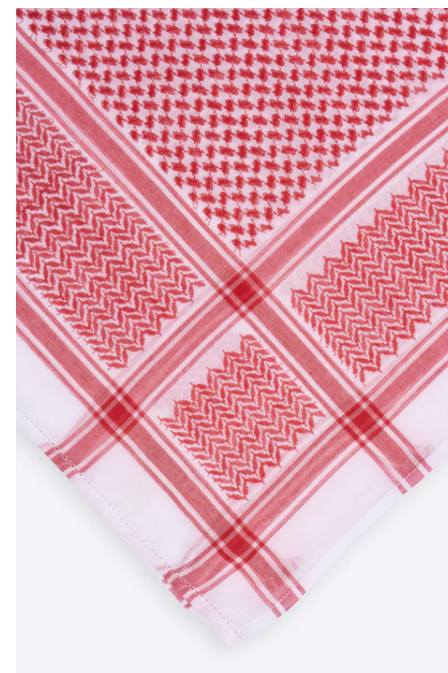
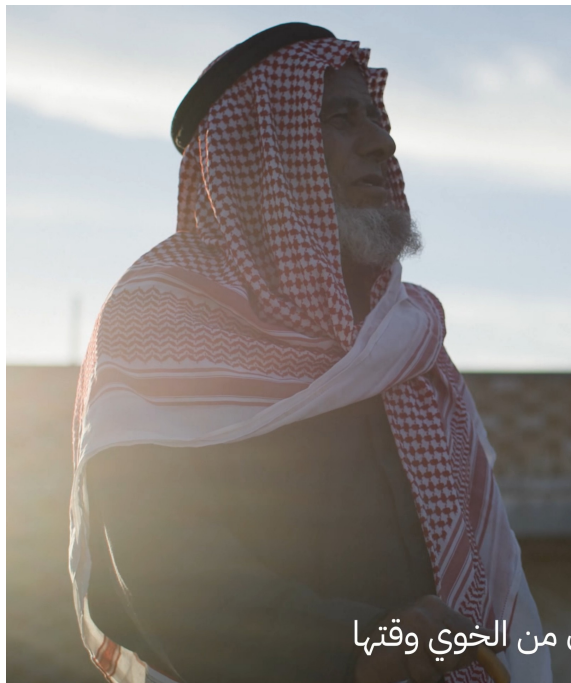




I see that the shmagh has a striped design. We don't have shmags with stripes, so please adjust it to match the traditional pattern.

It needs to have patterns like in the reference.

We will go with the dark blue clothing for this character.





Leopard Color:

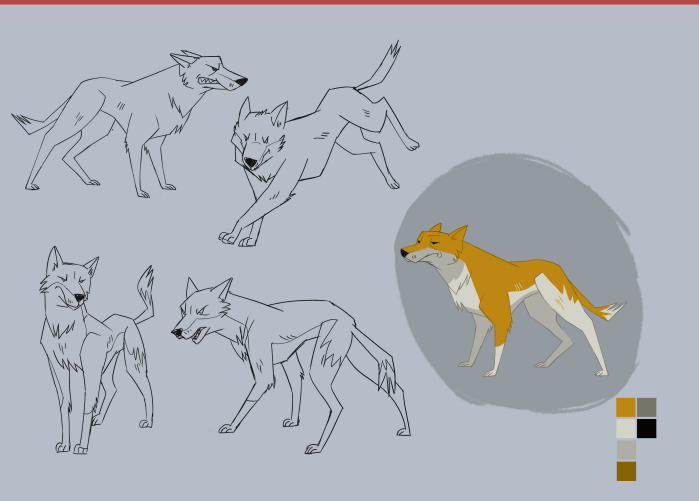
Should be more yellowish, not gray.

Spots:

Increase the number of spots; the current amount is too little.

Some spots have a black outline with an orange center. These unique spots are mostly around the stomach area.





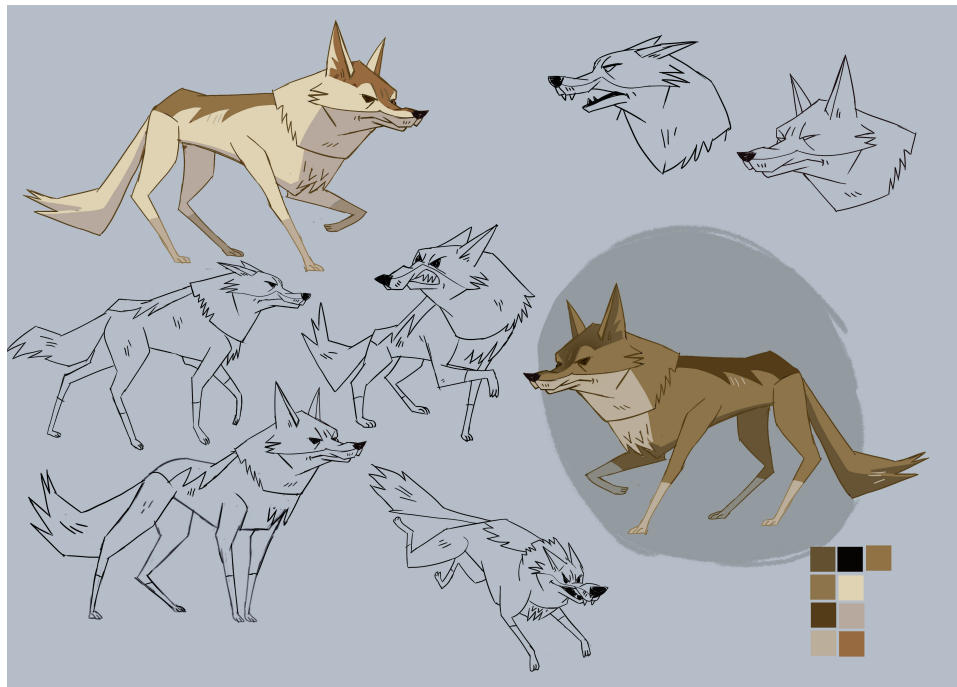
Dog Design:

The dogs should be Saluki dogs, like the references and the designs you did. This breed is more commonly known.

Wild Dog Details:

To show that they are wild, make them look a bit dirtier, add scars, or other details that reflect their rough life in the wild.





Wolf Design:

The design looks great, no major changes needed. However, the white coloring isn't accurate for these wolves.

They are usually in earthy or sand tones to blend into their desert habitat.

Please adjust the colors to match the references.





This is a very good concept art. I really like the characters acting and expressions. However, the white wolves blend too much with the background, especially with the ground and rocks behind them.

As I mentioned before, we don't have white wolves, so please stick to the brown wolf color. To help them stand out, you can adjust their patterns, maybe make their backs a bit darker or lighter, or whatever you think works best to create contrast and prevent them from blending into the background.



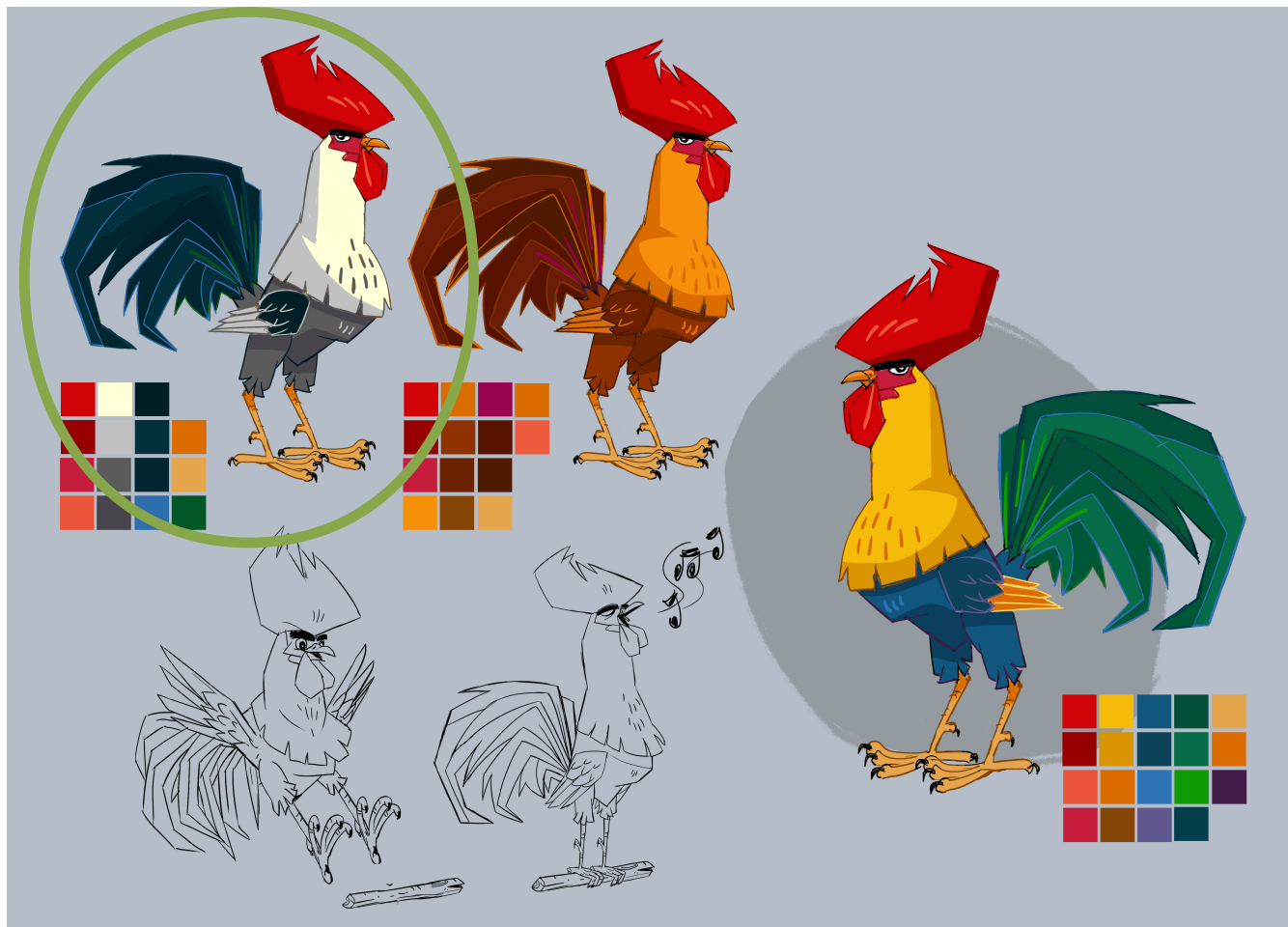
Sheep Design:

The designs look good, but they need adjustments to match local sheep.

Based on the reference:

- Longer neck and legs
- Less fluff—trim down the wool a bit
- Longer, droopier ears
- Males have horns that curls downwards, like the reference
- The Sheep can have two-tone coloring like in the reference





These designs are great we will go with the white, black, and gray color scheme.

Just to clarify, this rooster is a separate character, He is not the young rooster. He only appears briefly in the story.