Below are precise, P1-style instructions for preparing **bible/camera_grammar.yml**. This file maps frames/schemas/metaphors to deterministic **shot hints** so accepted texts can be rendered as one-move micro-scenes.

Purpose

Define a minimal, cinematic **camera grammar** that: - keeps shots coherent with the World Bible, - enforces a **one-move** rule (no cutting), - offers stable defaults yet allows per-frame and per-metaphor overrides, - yields a compact **shot plan** JSON used by `/plan/shots`.

What to Prepare (Creator-Curated)

1) **Global defaults**: one-move policy, baseline camera height/angle, lens range, color/grade tag, audio cue set. 2) **Enumerations** (the menu the planner can pick from): `shot_types`, `moves`, `angles`, `heights_cm`, `lens_mm`, `dof`, `gates`, `audio_cues`. 3) **Frame mappings**: for each frame id, specify allowed shot types, moves, lens range, depth-of-field, gates, and audio biases. 4) **Metaphor & pole overrides**: e.g., RAW→closer shot & static camera; COOKED→medium/slow_push. 5) **Schema cues → camera**: small rules derived from P1 (e.g., `container`→low camera + narrow FOV; `path`→forward move). 6) **Constraints**: one-move enforced, max_shots=1, banned combinations, safe ranges. 7) **Examples**: at least one plan per frame with a one-line rationale. 8) **Provenance**: source, curator, license, confidence.

Validation Rules

- Header includes `version`.
- IDs in `frames`, `metaphors`, `schemas`, `gates` must cross-ref existing bibles.
- Enumerations lists must be non-empty and contain only allowed values.
- `max_shots` must be 1 when `one_move_only=true`.
- Numeric ranges (e.g., `height_cm`, `lens_mm`) must be within configured global min/max.

Minimal YAML Template

```yaml
version: "0.1.0"

# 1) Global defaults and enums
defaults:
  one_move_only: true
  max_shots: 1
```

```
  height_cm: 90                # low camera aesthetic
  angle: low                   # low|neutral|high
  lens_mm: 35                  # nominal lens within allowed range
  dof: medium                  # shallow|medium|deep
  grade: soft_suspense         # color/grade preset tag
  audio: [hush]                # ambient layer(s)

enums:
  shot_types: [wide, medium, close]
  moves: [static, slow_push, dolly_forward, dolly_back, pan]
  angles: [low, neutral, high]
  dof: [shallow, medium, deep]
  lens_mm_allowed: [24, 28, 35, 50]
  heights_cm_allowed: [70, 90, 110]
  gates: [bridge, tunnel, stairs, door, threshold]
  audio_cues: [hush, distant_horn, wind, footsteps]

# 2) Frame mappings (primary driver)
frame_mappings:
  journey:
    shot_types: [wide, medium]
    moves: [dolly_forward, slow_push, static]
    lens_mm: [24, 35]
    dof: medium
    heights_cm: [90]
    angles: [low, neutral]
    gates_allowed: [bridge, tunnel, stairs]
    audio_bias: [hush, footsteps]
    notes: "Emphasize forward vector and horizon line."

  union_separation:
    shot_types: [medium, close]
    moves: [static, slow_push]
    lens_mm: [35, 50]
    dof: shallow
    heights_cm: [90, 110]
    angles: [neutral]
    gates_allowed: [door, threshold]
    audio_bias: [hush]
    notes: "Hold at boundary; feel pressure on the edge."

# 3) Metaphor & pole overrides (soft)
metaphor_overrides:
  raw_cooked:
    raw:    { shot_types: [close],  moves: [static],        dof: shallow,
angles: [low] }
    cooked: { shot_types: [medium], moves: [slow_push],     dof: medium,
angles: [neutral] }
```

```
  light_dark:
    light:  { dof: deep, lens_mm: [24, 35] }
    dark:   { dof: shallow, lens_mm: [35, 50] }

# 4) Schema cues (micro-rules)
schema_rules:
  container: { shot_types: [medium, close], moves: [static], dof: shallow }
  path:      { moves: [dolly_forward, slow_push], shot_types: [wide, medium] }
  boundary:  { angles: [neutral], shot_types: [medium] }
  balance:   { shot_types: [wide], angles: [neutral] }

# 5) Constraints and safety
constraints:
  enforce_one_move: true
  max_shots: 1
  banned_combos:
    - { frame: journey,  shot: close }        # keep distance during travel
    - { frame: union_separation, move: pan }  # avoid attention drift
  safe_ranges:
    height_cm: { min: 60, max: 140 }
    lens_mm:   { min: 20, max: 85 }
  policy:
    avoid_faces: true          # do not prescribe face-tight ECU
    avoid_speed: true          # no whip pans/fast dollies

# 6) Example plans (for docs/tests; not used at runtime)
examples:
  - frame: journey
    gates: [bridge]
    poles: { raw_cooked: raw }
    expected_plan:
      shot_type: wide
      move: dolly_forward
      gate: bridge
      lens_mm: 24
      height_cm: 90
      angle: low
      dof: medium
      audio: [hush, footsteps]
    rationale: "Path schema + RAW pole → distance maintained, forward motion,
low camera."

  - frame: union_separation
    gates: [door]
    poles: { raw_cooked: cooked }
    expected_plan:
      shot_type: medium
```

```
      move: slow_push
      gate: door
      lens_mm: 35
      height_cm: 110
      angle: neutral
      dof: shallow
      audio: [hush]
    rationale: "Boundary focus with gentle approach; warmth in COOKED pole."

provenance:
  source: "SV_Extended v0.1"
  curator: "Mahyar"
  license: "CC-BY"
  confidence: 0.85
```

Shot Plan Contract (for engineers; returned by `/plan/shots`)

```
{
  "shot_type": "wide|medium|close",
  "move": "static|slow_push|dolly_forward|dolly_back|pan",
  "gate": "bridge|tunnel|stairs|door|threshold|null",
  "lens_mm": 24,
  "height_cm": 90,
  "angle": "low|neutral|high",
  "dof": "shallow|medium|deep",
  "audio": ["hush"],
  "notes": "optional short rationale"
}
```

Spreadsheet (Optional) → YAML Columns

If you prefer Sheets/CSV for curation:

```
frame_id,shot_types,moves,lens_mm,dof,heights_cm,angles,gates_allowed,audio_bias,notes
raw_cooked_raw_shot_types,raw_cooked_raw_moves,raw_cooked_raw_dof,raw_cooked_raw_angles
raw_cooked_cooked_shot_types,raw_cooked_cooked_moves,raw_cooked_cooked_dof,raw_cooked_cooked_angl
schema_container_shot_types,schema_container_moves,schema_container_dof
```

```
schema_path_moves,schema_path_shot_types
constraints_max_shots,constraints_banned_json,constraints_ranges_json
```

- JSON columns hold arrays/objects, e.g., banned pairs or safe ranges.

Curation Workflow

1) Set **defaults** and enums first (keep menus small and cinematic). 2) Fill frame mappings for your core frames (journey, union_separation, etc.). 3) Add metaphor pole overrides only where they add clear value. 4) Add 3–4 schema micro-rules from P1 that obviously affect camera. 5) Define constraints and safe ranges to prevent aggressive moves. 6) Sanity-check with 2–3 example plans; adjust if results feel off-tone. 7) Commit with `data(camera_grammar): seed v0.1`.

Quality Checklist (Before Handoff)

- [ ] `one_move_only` true and `max_shots=1`.
- [ ] Enums populated; lens and height values realistic.
- [ ] Frame mappings reference valid frame IDs; gates are from your gate list.
- [ ] Overrides don’t contradict hard constraints.
- [ ] Two examples included with rationales.
- [ ] Provenance filled.

Common Pitfalls

- Too many options per enum → noisy planner. Keep lists short.
- Conflicting overrides (metaphor vs frame). Prefer frame mapping; make overrides **soft**.
- Aggressive camera moves that break tone (avoid whip pans/zooms).

Hand-Off Note to Engineering

- Treat this file as **read-only** curated data.
- Validator should check cross-refs, ranges, enum membership, and constraint consistency.
- Planner merges: **defaults → frame mapping → schema rules → metaphor pole overrides**, then enforces `constraints`.
- `/plan/shots` returns the **Shot Plan Contract** above and logs chosen rules in the trace.