Below are precise, P1-style instructions for preparing **bible/frames.yml**. This file encodes narrative situations (frames) and their compatibility with schemas and metaphors so generation stays coherent and evaluators can score objectively.

Purpose

A **frame** is a reusable situation model (e.g., *journey*, *union_separation*) that constrains which **schemas** and **metaphors** may activate, what **roles** must be filled, and how **viewpoint/attention** defaults behave. Frames are the backbone for: retrieval, beat-by-beat generation, coherence checks, and (optionally) shot-planner hints.

What to Prepare (Creator-Curated)

A) Frame inventory (IDs + definitions)

Curate 10–18 compact frames common to your world. Examples: `journey`, `union_separation`, `confrontation`, `threshold_crossing`, `search`, `waiting`, `revelation`, `exchange`, `ritual`, `ascent_descent`, `pursuit`, `enclosure_release`. - **For each**, write a 1–2 sentence **definition** in your own words (no style language).

B) Roles & slots

- `core_roles`: minimal set that defines the frame (e.g., `traveler, path, goal`).
- `optional_roles`: extra attach points (e.g., `guide, obstacle`).
- `role_notes`: short guidance on how roles typically map to image schemas.

C) Schema compatibility

- `allowed_schemas`: list of schema IDs permitted in this frame.
- `required_schemas`: 1–3 schema IDs that **must** appear at least once.
- `disallowed_schemas`: rare hard bans (keep minimal).

D) Metaphor compatibility

- `allowed_metaphors`: metaphor IDs that fit the frame.
- `disallowed_metaphors`: explicit bans.
- `metaphor_bias`: optional weights in `0..1` to nudge selection.

E) Viewpoint & attention defaults

- `viewpoint_defaults` : `{person: 1st|2nd|3rd, tense: past|present, distance: close|medium|far}` .
- `attention_defaults` : list of role or schema IDs to prioritize with weights (0..1).

F) Gates & motifs

- `gates_allowed` : surface elements that belong to this frame (e.g., `bridge, tunnel, stairs, door`).
- `motif_hints` : optional tags to enrich retrieval (e.g., `hush, reflection`).

G) Beat affinities (generation pacing)

- `beat_affinity` : which beats this frame tends to co-occur with (e.g., `{turn: 0.8, development: 0.6}`).

H) Examples

- `examples.text` : 1 short line that clearly instantiates the frame.

I) Governance metadata

- `provenance` : `{source, curator, license, confidence}` .

File Structure & Validation Rules

- File header includes `version` .
- `id` is **lower_snake_case**, unique across frames.
- All cross-refs must exist: `allowed_schemas` in `schemas.yml` ; `allowed_metaphors` in `metaphors.yml` .
- `required_schemas ⊆ allowed_schemas` .
- Weights in `0..1` .
- Keep definitions short (≤ 160 chars) and situation-focused.

Minimal YAML Template

```
version: "0.1.0"
frames:
  - id: journey
    definition: "Movement from a source toward a goal along a constrained
```

```
route."
    core_roles: [traveler, source, path, goal]
    optional_roles: [guide, obstacle]
    role_notes:
      traveler: "Agent that undergoes displacement."
      obstacle: "Force or boundary that raises difficulty."
    allowed_schemas: [path, container, boundary, center_periphery,
force_dynamics]
    required_schemas: [path]
    disallowed_schemas: []
    allowed_metaphors: [life_is_travel, raw_cooked, importance_is_center]
    disallowed_metaphors: []
    metaphor_bias: { life_is_travel: 0.9, importance_is_center: 0.4 }
    viewpoint_defaults: { person: "3rd", tense: "present", distance: "medium" }
    attention_defaults: [{role: path, w: 0.6}, {schema: boundary, w: 0.4}]
    gates_allowed: [bridge, tunnel, stairs]
    motif_hints: [hush, reflection]
    beat_affinity: { hook: 0.5, development: 0.7, turn: 0.6, reveal: 0.5 }
    examples:
      text: ["she crosses the narrow bridge toward a dim hall"]
    provenance: { source: "SV_Extended v0.1", curator: "Mahyar", license: "CC-
BY", confidence: 0.85 }

  - id: union_separation
    definition: "Two parts join or part across a boundary or threshold."
    core_roles: [whole, part, boundary]
    optional_roles: [witness]
    role_notes:
      boundary: "Door/edge where relation changes."
    allowed_schemas: [part_whole, container, boundary, balance]
    required_schemas: [part_whole]
    disallowed_schemas: []
    allowed_metaphors: [raw_cooked, light_dark]
    disallowed_metaphors: []
    metaphor_bias: { raw_cooked: 0.7 }
    viewpoint_defaults: { person: "3rd", tense: "present", distance: "close" }
    attention_defaults: [{schema: boundary, w: 0.7}]
    gates_allowed: [door, threshold]
    motif_hints: [silence]
    beat_affinity: { setup: 0.6, turn: 0.8, reveal: 0.7 }
    examples:
      text: ["the door stands between what was us and what remains"]
    provenance: { source: "SV_Extended v0.1", curator: "Mahyar", license: "CC-
BY", confidence: 0.9 }

# Optional global constraints for frames
constraints:
  max_schemas_per_scene: 6
```

```
    max_metaphors_per_frame: 3
    default_viewpoint: { person: "3rd", tense: "present", distance: "medium" }
    banned_frame_pairs: []
```

Spreadsheet (Optional) → YAML Columns

If you curate in Sheets/CSV first, use one row per frame:

```
id,definition,core_roles,optional_roles,role_notes_json,allowed_schemas,required_schemas,disallow
```

- JSON columns (e.g., `role_notes_json`) are serialized objects/arrays: `{ "traveler":"Agent..." }`.

Curation Workflow

1) Draft 10–18 frames with definitions and roles. 2) Fill `allowed_/required_schemas` and `allowed_/ disallowed_metaphors` using existing IDs. 3) Add defaults for viewpoint/attention that match the typical cinematic distance. 4) Add one short example per frame. 5) Validate cross-refs (engineers provide `sv frames validate`). 6) Commit with `data(frames): seed v0.1`.

Quality Checklist (Before Handoff)

- [ ] IDs are lower_snake_case and unique.
- [ ] `required_schemas ⊆ allowed_schemas` and not empty where the frame would be ill-defined.
- [ ] Viewpoint/attention defaults present and plausible.
- [ ] Gates/motifs consistent with world-bible style.
- [ ] At least one example text per frame.
- [ ] Provenance fields filled.

Common Pitfalls

- Using frames that duplicate schemas (e.g., `container` is a schema, not a frame).
- Over-banning metaphors (prefer soft bias over hard disallow unless necessary).
- Missing roles that make the frame unusable by the generator (e.g., `journey` without `path`).

Hand-Off Note to Engineering

- Treat `bible/frames.yml` as **read-only** curated data.
- Validators must check ID uniqueness, range checks, and cross-refs to `schemas.yml` and `metaphors.yml`.
- Retrieval indexes `definition`, `core_roles`, `gates_allowed`, and `motif_hints`.
- Generation uses `required_schemas`, `metaphor_bias`, `beat_affinity`, and viewpoint/attention defaults.