

PSL-C v2.0 — Compact Shorthand Dictionary

This document defines the compact (3–5 token) shorthand notation for PSL-C v2.0, including category mnemonics and example value structures, optimized for low-token cinematic prompting.

STY: Style / Visual Look — realism, painterly, toon, noir, cine-real, dream-grounded.

COL: Color / Grading — palette, LUT style, dominant hues, saturation levels.

LOC: Location / Setting — geographic, architectural, environmental context.

VIB: Vibe / Feeling — mood, emotional tone, tension level.

MOT: Motion / Action — character/scene movement verbs and pacing.

ANI: Animal Type (optional) — creature species if present.

ANB: Animal Behavior (optional) — motion biology or behavioral lane.

INTR: Interaction — character/creature/environment interactions.

CHR: Character Behavior — posture, expressions, micro-emotion cues.

OBJ: Objects (optional) — props, handheld items, devices, vehicles, physics objects.

CAM: Camera — framing, lens behavior, motion, focus effects.

LGT: Lighting — direction, color, shadows, bloom, environmental lighting.

AUD: Audio — ambience, foley, UI cues, music, tonal texture.

TIM: Timing — rhythmic beats, tempo shifts, freeze/jolt events.

WTH: Weather — wind, fog, rain, atmospheric systems.

PHY: Physics — inertia, overshoot, weight, secondary motion.

MAT: Materials — surface description, texture, reflectivity.

ENV: Environment Interaction — foliage, particles, dust, wind-reactive objects.

LNG: Language — output language for dialogue.

DIA: Dialogue — spoken line(s) for character.

CLP: Clip Length — duration in seconds.