PSL-C v2.0 — RFC Specification

This document defines the full RFC-style specification for PSL-C (Prompt Structured Language — Cinematic). Version 2.0 includes the new OBJ category and the finalized hierarchical ordering sequence.

1. Introduction

PSL-C is a deterministic, structured cinematic prompting standard optimized for AI-driven video generation.

2. Purpose

The purpose of PSL-C is to provide a consistent, interpretable grammar for video models, enabling cinematic continuity and repeatable results.

3. Design Philosophy

PSL-C follows a global-to-local hierarchical semantic cascade that mirrors transformer interpretive paths.

4. Terminology

Each PSL-C category represents a semantic lane. Categories may be required or optional.

5. PSL-C Category Ordering

STYLE
COLOR
LOCATION
VIBE
MOTION
ANIMAL (optional)
ANIMAL BEHAVIOR (optional)
INTERACTION
CHARACTER BEHAVIOR
OBJECTS (optional)
CAMERA
LIGHTING
AUDIO
TIMING
WEATHER
PHYSICS
MATERIALS

ENVIRONMENT INTERACTION
LANGUAGE
DIALOGUE
CLIP LENGTH

6. Compact Format Tokens

PSL-C defines 3-letter category codes such as STY, COL, LOC, MOT, CHR, OBJ, CAM, LGT, etc.

7. Token Efficiency

PSL-C reduces natural-language scene prompts (1000–2000 tokens) to 40–70 tokens in compact mode.

8. Optional Categories

ANIMAL, ANIMAL BEHAVIOR, and OBJECTS are fully optional and triggered only when required.

9. Licensing Notice

10. Versioning & Governance

PSL-C v2.0 establishes the OBJ category and finalizes placement after CHARACTER BEHAVIOR.