Prompt example 1:

A 10-second, cinematic, photoreal shot set in ancient Rome, inside a partially shaded colosseum tunnel that opens onto the glowing arena. Golden-hour sunlight spills in from the far end, casting warm orange tones and deep, natural shadows across rough stone with visible grain, aged limestone blocks worn by water, and patches of coarse sand with uneven granularity underfoot. Floating dust motes drift through shafts of light, visible where the sun slices in through narrow window slits, creating hard parallel bands across the scene on the walls and floor. In the mid-ground, a tan, muscular Caucasian gladiator with a classic gladiator build stands barefoot on the sandy stone floor, chestplate and bracers scuffed and worn. He moves with cautious, calculated steps, shoulders slightly hunched, but his posture still carries a grounded confidence. Each step leaves a subtle, temporary impression in the sand that gently collapses with realistic physics. His breathing is quiet but controlled, jaw set, eyes locked ahead into the shadows. Opposite him, emerging from deeper darkness in the tunnel, a lion paces in short, nervous lines. Its body is angled, standing at a slight diagonal as if ready to bolt or play, muscles tight under its fur. Its ears are perked and constantly swiveling toward distant sounds, catching faint crowd noise and metal clinks from outside the tunnel. The lion pauses occasionally, then resumes its pacing, tail twitching in small, natural arcs. Camera behavior & motion: The shot begins with a smooth steadicam follow from behind and slightly to the side of the gladiator, framing him in the foreground while keeping the lion visible ahead in the mid-ground. The camera tracks his movement with slow, deliberate alignment, always adjusting just enough to maintain both the gladiator and the lion in the same frame, honoring the idea that the "vantage point keeps both scene and character in view." Micro-jitters are minimal and realistic, like a professional stabilizer making tiny micro-adjustments as the operator walks. Midway through the clip, as the gladiator slows his steps and the lion stops pacing, the camera begins a slow 360-degree orbit around them, revealing new background details: more worn limestone arches, iron grates, and the distant bright oval of the arena beyond. Near the end of the shot, there's a brief surge ahead in a sudden, controlled burst toward the lion's face, closing in slightly to heighten tension without becoming frantic. Lighting & optics: Warm, golden-hour light bathes the open end of the tunnel, while the interior remains moody and shadow-rich. No teal or magenta tints—just soft oranges, warm neutrals, and gentle contrast. Window-slit lighting high along the tunnel wall creates hard, parallel light bands across the gladiator's shoulder and the lion's flank as they shift positions. Occasionally, when the camera angle crosses the sun source, a subtle lens flare passes across the frame, blooming softly and then fading, never overblown or synthetic. Exposure is balanced: details in both the bright arena entrance and the tunnel shadows remain visible. Physics & environment interaction: All movement feels grounded and real. The gladiator's weight slightly compresses the sand with each step; tiny grains scatter naturally. The lion's paws produce similar, soft impressions that partially fill in as it moves. Armor, straps, and the lion's mane follow gravity and momentum realistically, with subtle lag and secondary motion. No exaggerated slow-motion or cartoonish stretch—just clean, natural motion. Tension & vibe: The overall feeling is slow-burn tension that never fully resolves. The gladiator and lion circle one another emotionally more than physically—each testing the other's presence. The camera's measured movements and the warm yet shadowy tunnel environment maintain suspense, but there is an undercurrent of playful, mock-serious energy. Audio Segment (mock-serious, tension-with-a-joke): Ambient bed (0–10s): Low, distant crowd

murmurs and faint individual shouts echo from the arena outside, heavily filtered by stone walls. Occasional distant metal clanks and muted footsteps from above. A sub-bass tone slowly and subtly builds from 0 to ~7 seconds, deep and cinematic but quiet, underlining the tension. Foley: Soft grit crunch for each of the gladiator's footsteps. The lion's padded steps and low rustle of its mane and fur against armor echoes. A faint, natural breath from the lion—almost a huff—around 5–7 seconds, adding unease. Music & tone: Sparse, mostly relying on the sub-bass and a few low, sustained strings or drones. No overly dramatic hit; the score stays restrained to emphasize the mock-serious energy of the scene. Dialogue timing (English, gladiator): Around 7–8 seconds, as the camera's orbit reveals the lion more clearly and the sub-bass is at its most tense, the gladiator relaxes his jaw, tilts his head very slightly, and with a dry, deadpan delivery says: Gladiator (mock-serious, teasing): "Bring it on, pussy cat… pspspspspss." The "pspspspspss" is delivered with a little upward inflection, undercutting the tension without fully resolving it. The lion does not attack; it just freezes for a moment, ears swiveling and eyes locked on him as the clip ends. Timing / structure (10s): 0–3s: Steadicam follow from behind the gladiator, slowly tracking him as he steps toward the lion. Dust motes visible in the light shafts, sub-bass slowly rising. 3–6s: The lion paces in short, nervous lines while the gladiator slows, both framed in a medium-wide shot. Camera begins a gentle, slow orbit; window-slit light creates bands across both figures. 6–9s: Tension peaks. Camera orbit continues, revealing more of the stone tunnel and the bright arena beyond. Sub-bass is at its most present (still subtle). Gladiator stops, weight balanced, stance confident but cautious. He delivers the line: "Bring it on, pussy cat… pspspspspss." 9–10s: The lion's ears flick toward him, it holds its position, tail twitching once. The camera makes a tiny forward surge to hold both of their faces in frame. No resolution—just the lingering standoff as the sound bed hangs on a soft low note.

✅ PSL-C v1.0 — Structured Translation (Example 001)

(Every section is machine-parsable, human-readable, and token-efficient.)

[STYLE]
cinematic realism
photoreal textures
ancient Rome aesthetic

[COLOR]
golden-hour warm tones
soft oranges, warm neutrals
deep natural shadows
no teal/magenta
hard parallel bands from window-slit light

[LOCATION]
colosseum tunnel (partially shaded)
rough stone, visible grain
aged limestone blocks
uneven coarse sand floor
dust motes in light shafts
arena glow visible at far end

[VIBE]
slow-burn tension
mock-serious undertone
never fully resolves

[MOTION]
gladiator: cautious calculated steps
lion: pacing short nervous lines
each step leaves temporary sand impressions
micro-real sand collapse
armor + mane secondary motion
camera: smooth steadicam follow → slow 360° orbit → brief forward surge

[CAMERA]
steadicam follow from behind/side
maintain both gladiator + lion in frame
micro-stabilizer jitters (realistic)
slow 360° orbit mid-shot
brief controlled surge forward at ~8–9s
balanced exposure (bright arena + dark tunnel both visible)
occasional soft lens flare when crossing sunline

[LIGHTING]
golden-hour entrance light
warm oranges and soft contrast
parallel light bands from window slits
moody shadow-rich interior
subtle flare bloom when backlit

[PHYSICS]
sand compression + scatter per step
lion paw impressions collapse partially
armor, straps, lion mane respond to gravity + momentum
no exaggeration, no slow-mo stretch
natural secondary motion

[CHAR A | Gladiator]
tan muscular male
classic gladiator build
barefoot on sand
scuffed chestplate + bracers
moves cautiously but with grounded confidence
jaw set, eyes locked ahead
breathing quiet + controlled

[CHAR B | Lion]
pacing short nervous lines
angled diagonal stance
ears perked + swiveling
muscles tight under fur
tail twitch arcs
pauses then resumes pacing

[ANIMAL INTERACTION]
lion chooses vantage that keeps gladiator in view
ears react to crowd noise + metal clinks
lion freeze moment near end

[AUDIO]
ambient: distant crowd murmur, muted shouts, metal clinks
foley: grit crunch, lion padded steps, mane rustle
sub-bass tone builds 0–7s
low strings/drone underscore
no dramatic hit

[DIALOGUE | English]
Gladiator (mock-serious, teasing):
"Bring it on, pussy cat… pspspspspss."

[TIMING | 10s]
0–3s: steadicam follow behind gladiator, dust motes lit
3–6s: lion pacing; camera begins slow orbit
6–9s: orbit continues; tension peaks; dialogue delivered
9–10s: lion freezes; camera mini-surge; unresolved standoff

✅ PSL-C v1.0 Compact Shorthand

STY cine-real | COL warm-gold/parallel-slits | LOC rome-colosseum-tunnel |
VIBE slowburn-tension/mockserious |
MOT gl:calc-steps ; li:pacing-nervous ; phys:sand-compress/armor-lag |
CAM stcam-follow→orbit360→mini-surge |
LIT warm-entrance+slit-bands+soft-flare |
CHAR_A gl:muscular/barefoot/scuffed-armor/steady-breath |
CHAR_B li:ears-swivel/diagonal-stance/tail-twitch |
AUD crowd-murmur+subbass-rise+grit-foley |
DIA "Bring it on, pussy cat… pspspspspss." |
CLIP 10s

This is **ultra-dense**, **fully cinematic**, and **100% reversible** back into the structured version.

✅ Sora-ready compact generation prompt

A 10-second cinematic photoreal shot set inside a partially shaded colosseum tunnel in ancient Rome.
Warm golden-hour sunlight spills in from the arena entrance, forming hard parallel light bands through window slits.
Dust motes drift through the beams over rough stone and coarse sand.
A tan muscular gladiator in worn armor moves with cautious, calculated steps; each step compresses sand realistically.
A lion ahead paces in short nervous lines, ears swiveling, tail twitching.
Camera uses smooth steadicam follow from behind → transitions into a slow 360° orbit → ends with a controlled mini-surge toward the lion.
Soft lens flare when crossing the sunline; balanced exposure keeps tunnel shadows and arena glow visible.
Subtle sub-bass tone, crowd murmur, grit crunch, lion breaths.
At ~7–8s, the gladiator says with deadpan mock-serious delivery: "Bring it on, pussy cat… pspspspspss."
The lion freezes, tension unresolved.