PSL-C v2.0 — Category Glossary

This document provides detailed definitions for each PSL-C category in the v2.0 structure.

STYLE: Defines the visual mode: realism, stylization, medium, or cinematic frame identity.

COLOR: Describes palette, grading, and hue characteristics.

LOCATION: Specifies the physical, architectural, or environmental setting.

VIBE: Establishes emotional tone, pacing, and atmospheric mood.

MOTION: Covers movement verbs for characters, objects, or scene-wide behaviors.

ANIMAL: Identifies creature species if present.

ANIMAL BEHAVIOR: Describes biological motion patterns and creature actions.

INTERACTION: Defines interactions between characters, creatures, and environment.

CHARACTER BEHAVIOR: Covers posture, expressions, micro-actions, and emotional cues.

OBJECTS: Optional category for props, handheld devices, tools, or interactive scene items.

CAMERA: Specifies framing, lens behavior, movement paths, and focus logic.

LIGHTING: Covers primary and secondary light sources, diffusion, shadows.

AUDIO: Describes ambience, foley, UI beeps, tonal layers, music cues.

TIMING: Defines temporal rhythm, freeze/jolt beats, pacing structure.

WEATHER: Describes wind, fog, rain, temperature, atmospheric conditions.

PHYSICS: Governs inertia, overshoot, weight, elasticity, secondary motion.

MATERIALS: Specifies textures, surface properties, reflectivity, microdetail.

ENVIRONMENT INTERACTION: Covers foliage motion, particle responses, dust shifts, wind reactivity.

LANGUAGE: Defines output language for dialogue.

DIALOGUE: Contains spoken lines for characters.

CLIP LENGTH: Specifies duration in seconds.