

# 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.