Got it. We're not inventing new layers, not remixing the system, not adding vibes-as-words.

We're doing taxonomy only — like biology. Clean shelves. Same pattern. Deeper drawers.

I'll keep everything exactly where it already belongs and only go one level deeper.

FIRST: THE NON-NEGOTIABLE RULE (LOCK THIS)

STYLE IS NOT A DOMAIN.

STYLE IS A SUBSYSTEM THAT SITS INSIDE EACH DOMAIN.

Style is how a domain expresses itself, not what the domain is.

So there is:

Design Style

Cinematography Style

Editing Style

Motion Style

Sound Style

No floating "style cloud".

No mixing.

① DESIGN → STYLE SUBGROUP

(Static visual identity)

Design Style answers:

"How does this frame look if frozen?"

DESIGN STYLE → Subcategories

A. Structural Style

(How dense or sparse the frame is)

Minimalism

Maximalism

Brutalist

Modular

Editorial

👉 controls information density

B. Graphic Language

(Shape + form logic)

Flat

Skeuomorphic

Geometric

Organic

Neo-Swiss

Bauhaus-derived

👉 controls shape vocabulary

C. Color Language

(Independent of theory correctness)

Pastel

Muted

High-contrast

Monochrome

Duotone

Neo-vintage

👉 controls emotional temperature, not meaning

D. Typography Culture

(Not fonts — attitude)

Swiss / modernist

Experimental

Editorial

Corporate-clean

Neo-grotesk

Retro-futurist

👉 controls voice

🖌️ Example (Design Style):

Maximalist + Geometric + High-contrast + Experimental typography

Still design. Still static. No motion yet.

2️⃣ CINEMATOGRAPHY → STYLE SUBGROUP

(How reality is photographed)

Cinematography Style answers:

  "How does the camera see the world?"

CINEMATOGRAPHY STYLE → Subcategories

A. Lighting Style

(Not lighting skill — lighting taste)

Naturalistic

High-key

Low-key

Chiaroscuro

Practical-heavy

Neo-noir

B. Camera Behavior

(Not blocking — attitude)

Locked-off

Handheld

Floating

Observational

Aggressive

Documentary

C. Lens Culture

(Not focal length physics)

Wide-biased

Telephoto-biased

Vintage glass

Clinical modern

Distorted / character lenses

D. Exposure Texture

(Not correctness)

Clean

Grain-forward

Crushed blacks

Highlight roll-off focused

Overexposed aesthetic

📌 Example (Cinematography Style):

Naturalistic lighting + handheld camera + vintage lenses + grain-forward exposure

Still obeys physics. Still realism-first.

3 EDITING → STYLE SUBGROUP

(How time is felt)

Editing Style answers:

  "How does time behave emotionally?"

EDITING STYLE → Subcategories

A. Rhythm Style

(Time density)

Slow cinema

Snappy

Aggressive

Breath-heavy

Staccato

B. Continuity Philosophy

(How strict meaning is)

Classical continuity

Invisible editing

Jump-cut driven

Fragmented

Associative

C. Temporal Treatment

(Not montage theory — use of it)

Linear

Elliptical

Collage

Memory-based

Dream logic

D. Cut Motivation

(Why cuts happen)

Action-driven

Emotion-driven

Sound-driven

Graphic match-driven

📌 Example (Editing Style):

Elliptical time + emotion-driven cuts + slow rhythm

Meaning-first, not effect-first.

4️⃣ MOTION → STYLE SUBGROUP

(How things move)

Motion Style answers:

"What personality does movement have?"

MOTION STYLE → Subcategories

A. Motion Energy

(Not easing mechanics)

Floaty

Snappy

Heavy

Elastic

Mechanical

B. Motion Culture

(Design philosophy in motion)

Minimal UI motion

Maximalist motion

Kinetic typography–led

Cinematic motion

Data-driven motion

C. Complexity Level

(Amount of secondary life)

Primary-only

Secondary-rich

Environmental-reactive

Micro-detail heavy

D. Motion Realism

(Relationship to physics)

Hyper-real

Stylized-real

Abstract

Surreal

📌 Example (Motion Style):

Snappy energy + kinetic-typography-led + secondary-rich + stylized-real

This is where neo-xx usually lives — but notice: 👉 it's still inside motion, not everywhere.

5️⃣ SOUND → STYLE SUBGROUP

(How silence and noise behave)

Sound Style answers:

"What does the world sound like?"

SOUND STYLE → Subcategories

A. Sonic Texture

Clean

Gritty

Analog

Digital

Lo-fi

B. Space Treatment

Dry

Roomy

Reverb-heavy

Intimate

Distant

C. Emotional Mix Bias

Dialogue-forward

Music-forward

Atmosphere-forward

Silence-forward

📌 Example (Sound Style):

Intimate + atmosphere-forward + analog texture

WHERE "MAXIMALISM / NEO / XX" ACTUALLY GOES

They are STYLE DESCRIPTORS, not skills.

They must be qualified by domain:

✗ "This project is neo-maximal"

☑ "Design is maximalist, motion is restrained, editing is elliptical"

That's professional thinking.

FINAL ANCHOR (MEMORIZE)

Domains = what problem you're solving

Subgroups = how that problem breaks down

Style = aesthetic constraints inside each domain

Vibe = what leaks out when nothing is confused

Your mind feels foggy when labels float.

Now they're pinned.

If you want next (don't answer fast, think):

We can map one real project through all domains

Or create a personal style matrix without confusing skills

Just say which way 👉