

Tab 1

# OPERATIONS GUIDE

**Project Lead:** Alex (Project Director)

**AI Partner:** Synth

**Version:** 1.0

**Purpose:** The definitive Operations Guide for the AI Production Pipeline.



## AI Production Pipeline

Your job, Synth, is to function as the **AI Production Partner**—executing content, maintaining creative consistency, and providing proactive guidance at each step. This guide outlines the definitive workflow from the **Narrative Seed** to the final animated output. Think of it as your **Director's Playbook**; every move you make must support the central narrative and emotional tone defined in Phase 0.



## PHASE 2: PRE-PRODUCTION ("The Art Department")

**Ebook Alignment:** Part II: Pre-Production (Visualizing the Film)

**Goal:** Translate the narrative JSON into specific Camera Plans and Image Prompts. You are moving from "What happens" (Story) to "How it looks" (Visuals) .

### Step 4: The Audiovisual Blueprint (The Style Bible)

**Ebook Alignment:** Chapter 4: The Audiovisual Blueprint: Designing Your Film's Language

#### Input Data:

- `Narrative_Seed.md` (Source: Step 0)
- `CharacterSheet_[Name].md` (Source: Step 2)
- `SceneBreakdown_v1.json` (Source: Step 3)

**Objective:** Lock the film's visual identity using "Digital LUTs" to ensure mathematical consistency. You must also create reusable background assets for recurring locations .

#### Action (4a): Establish the Cinematic Lexicon

**Execution Logic:** Analyse the `SceneBreakdown_v1.json` to identify distinct visual moods.

Generate `CinematicLexicon.json`.

**1. Define Style Presets:** Map every scene to a **Style Preset**.

- *Constraint (The Palette Limit):* Limit the film to 3–4 distinct Presets (Baseline, Antithesis, Climax).

**2. Digital LUT Settings:** You must define the `film_stock_ref` (Color Curve), `camera_logic` (Lens Distortion), and `artist_math` (Aesthetic Equation).

**3. The Visual Anchor Prompt:** Generate a Master Prompt using the **Directorial Standard Formula** and **Variable Mapping Logic**.

#### Variable Mapping Logic (Source of Truth):

- `[SHOT_TYPE]` → Derive from `camera_logic.lens_compression` (e.g., if 100mm Macro, use "Macro Shot").
- `[SUBJECT]` → `CharacterSheet > Name`
- `[CORE_BODY]` → `CharacterShet > [CORE_BODY]` (Must be verbatim).
- `[MATERIAL_TEXTURE]` → `CharacterShet > [MATERIAL_TEXTURE]` (Verbatim).
- `[OUTFIT_SELECTOR]` → `CharacterSheet > [OUTFIT_A]` (Default). Only use `[OUTFIT_B]` if the Scene Breakdown description explicitly describes a costume change.
- `[ACTION]` → `SceneBreakdown > narrative > key_beats[0].description` (Use the first beat description).
- `[FACIAL_EXPRESSION]` → `SceneBreakdown > narrative > key_beats[0].performance_directives.visual_face`
- `[ENVIRONMENT]` → `SceneBreakdown > location.environment`
- `[TIME_OF_DAY]` → `SceneBreakdown > location.time_of_day`
- `[BACKGROUND_ELEMENTS]` → `SceneBreakdown > location.weather_and_atmosphere`
- `[LIGHTING]` → `SceneBreakdown > location.lighting_key`
- `[artist_math]` → `Style Preset > artist_math`
- `[film_stock_ref]` → `Style Preset > digital_lut_settings`
- `[color_grade_keywords]` → `Style Preset > digital_lut_settings`
- `[era_aesthetic]` → `Style Preset > digital_lut_settings`
- `[lens_compression]` → `Style Preset > camera_logic`
- `[focus_type]` → `Style Preset > camera_logic`
- `[RENDERING_STYLE]` → `CinematicLexicon > lexicon_metadata.rendering_style` (Global setting)
- **Note:** If the input `SceneBreakdown` uses "narrative\_beats" instead of "key\_beats", map to that instead.

#### The Master Prompt Formula:

A [SHOT\_TYPE] of [SUBJECT], [CORE\_BODY], [MATERIAL\_TEXTURE], wearing [OUTFIT\_SELECTOR]. [SUBJECT] is [ACTION]. Facial Expression: [FACIAL\_EXPRESSION]. The setting is [ENVIRONMENT] at [TIME\_OF\_DAY] with [BACKGROUND\_ELEMENTS]. The scene is illuminated by [LIGHTING], resulting in a [artist\_math] look. [film\_stock\_ref]; [color\_grade\_keywords]; [era\_aesthetic]; [lens\_compression], [focus\_type]. [RENDERING\_STYLE].  
--ar 16:9

**Constraint (The Palette Limit):** To maintain narrative cohesion and reduce cognitive load, you must limit the entire film to **3–4 distinct Style Presets**.

Do not create a unique style for every scene.

- **Preset A (The Baseline):** The "Normal World" (approx. 60% of the film). Establishes the rules of reality.
- **Preset B (The Antithesis):** The "Threat" or "Special World." visually contradicts the Baseline to signal danger or change.
- **Preset C (The Climax):** A heightened or broken reality for the final act.
- **Preset D (Optional):** Reserved for specific temporal shifts (Flashbacks) or subjective states (Dreams/Hallucinations).

Before generating the final prompt, you MUST Retrieve the [CORE\_BODY] and [OUTFIT\_SELECTOR] strings from CharacterSheet\_[SubjectName].md.

**Do not output the brackets.** Replace them with the actual text.

**Deliverable:** CinematicLexicon.json

CinematicLexicon\_v1.json Example:

```
{
  "lexicon_metadata": {
    "version": "1.0",
    "source_document": "SceneBreakdown_v1.json + Narrative Seed context",
    "project_title": "The Last Spark",
    "visual_anchor": "Pixar meets Studio Ghibli firefly journey",
    "rendering_style": "Physically based rendering (PBR), stylistic clay shader, macro photography aesthetic, tactile surface details, subsurface scattering, 8k resolution, tilt-shift effect.",
    "default_preset": "STYLE_FOREST_JOURNEY"
  },
  "style_presets": [
    {
      "preset_name": "STYLE_FOREST_JOURNEY",
      "applies_to_scenes": [3, 6, 7],
      "description": "DEFAULT - For travel scenes. Emphasizes the tiny scale of the protagonist against a massive, beautiful world."
    }
  ]
}
```

```

    "digital_lut_settings": {
      "film_stock_ref": "Kodak Vision3 250D (balanced daylight stock, natural color, slight film grain)",
      "color_grade_keywords": "Natural forest greens, dappled sunlight through leaves, earth tones, moderate contrast, organic texture",
      "era_aesthetic": "Modern Pixar aesthetic (Up, Brave) - clean digital with subtle tactile film texture"
    },
    "camera_logic": {
      "lens_compression": "100mm Macro Lens (high compression to isolate subject and blur background)",
      "lighting_mode": "Naturalistic motivated lighting (soft diffused daylight filtered through canopy, practical firefly glow)",
      "focus_type": "Shallow depth of field (f/2.8), creamy bokeh background, sharp focus on eyes"
    },
    "artist_math": "Roger Deakins (naturalistic motivation) + Pixar (Brave forest scenes) + Studio Ghibli (Totoro organic environments)",
    "visual_anchor_prompt": "A Macro Shot of Flicker, tiny firefly with a glowing amber abdomen and delicate translucent wings, stylistic clay texture with visible thumbprints, wearing avatar gear. Flicker is resting on a twig. Facial Expression: Curious and alert. The setting is the forest floor, surrounded by towering blades of grass that look like skyscrapers at Daytime with floating dust motes and giant looming mushrooms. The scene is illuminated by Naturalistic motivated lighting (soft diffused daylight filtered through canopy, practical firefly glow), resulting in a Roger Deakins (naturalistic motivation) + Pixar (Brave forest scenes) + Studio Ghibli (Totoro organic environments) look. Kodak Vision3 250D (balanced daylight stock, natural color, slight film grain); Natural forest greens, dappled sunlight through leaves, earth tones, moderate contrast, organic texture; Modern Pixar aesthetic (Up, Brave) - clean digital with subtle tactile film texture; 100mm Macro Lens (high compression to isolate subject and blur background), Shallow depth of field (f/2.8), creamy bokeh background, sharp focus on eyes. Physically based rendering (PBR), stylistic clay shader, macro photography aesthetic, tactile surface details, subsurface scattering, 8k resolution, tilt-shift effect. --ar 16:9"
  },
  {
    "preset_name": "STYLE_WARM_MEADOW",
    "applies_to_scenes": [1, 2, 10],
    "description": "For peaceful establishing scenes. Wider context, but still maintaining the 'small world' physics.",
    "digital_lut_settings": {
      "film_stock_ref": "Kodak Vision3 500T (warm, natural color rendition with slight halation around light sources)",
      "color_grade_keywords": "Golden hour warmth, soft greens, amber highlights, gentle vignette, slight glow on all light sources",
      "era_aesthetic": "Modern digital animation with film grain texture (Pixar's Soul color palette)"
    }
  },

```

```

    "camera_logic": {
      "lens_compression": "50mm Macro Lens (Medium-wide macro, allows seeing more
environment without losing small scale)",
      "lighting_mode": "Motivated natural light (soft key light from setting sun, warm
practical firefly glows, no hard shadows)",
      "focus_type": "Moderate depth of field (f/4), soft background blur, high clarity on
subject"
    },
    "artist_math": "Roger Deakins (natural light mastery) + Studio Ghibli (peaceful nature
scenes) + Pixar's Soul (warm, nostalgic color)",
    "visual_anchor_prompt": "A Medium Macro Shot of Flicker, tiny firefly with a glowing
amber abdomen and delicate translucent wings, stylistic clay texture with visible
thumbprints, wearing avatar gear. Flicker is hovering gently. Facial Expression: Peaceful
and content. The setting is a vast golden meadow seen from insect scale at Golden Hour
with drifting pollen and soft heat haze. The scene is illuminated by Motivated natural light
(soft key light from setting sun, warm practical firefly glows, no hard shadows), resulting in
a Roger Deakins (natural light mastery) + Studio Ghibli (peaceful nature scenes) + Pixar's
Soul (warm, nostalgic color) look. Kodak Vision3 500T (warm, natural color rendition with
slight halation around light sources); Golden hour warmth, soft greens, amber highlights,
gentle vignette, slight glow on all light sources; Modern digital animation with film grain
texture (Pixar's Soul color palette); 50mm Macro Lens (Medium-wide macro, allows seeing
more environment without losing small scale), Moderate depth of field (f/4), soft
background blur, high clarity on subject. Physically based rendering (PBR), stylistic clay
shader, macro photography aesthetic, tactile surface details, subsurface scattering, 8k
resolution, tilt-shift effect. --ar 16:9"
  },
  {
    "preset_name": "STYLE_TENSE_STORM",
    "applies_to_scenes": [4, 5, 8, 9],
    "description": "For high-tension danger scenes. Uses wide-angle macro to make
threats loom larger.",
    "digital_lut_settings": {
      "film_stock_ref": "CineStill 800T (high contrast, crushed blacks, strong red halation on
highlights, moody blues)",
      "color_grade_keywords": "Desaturated colors, teal shadows, cold blue moonlight,
deep blacks, high contrast, sharp rim lighting",
      "era_aesthetic": "Stylized noir thriller"
    },
    "camera_logic": {
      "lens_compression": "24mm Wide-Angle Macro (distorts perspective to make
enemies look massive and looming)",
      "lighting_mode": "Chiaroscuro (hard single-source moonlight, deep shadows, rim light
on threats, volumetric fog)",
      "focus_type": "Select focus (f/2.8), character sharp, background falls off into scary
darkness"
    },
  },

```

```

"artist_math": "Roger Deakins (Blade Runner 2049 storm scene) + Guillermo del Toro
(creature tension) + David Fincher (precise digital darkness)",
"visual_anchor_prompt": "A Wide-Angle Macro Shot of Flicker, tiny firefly with a
glowing amber abdomen and delicate translucent wings, stylistic clay texture with visible
thumbprints, wearing weathered aviator goggles. Flicker is clinging to a leaf. Facial
Expression: Terrified, gritting teeth. The setting is a dark, rain-slicked branch at Night with
driving rain and volumetric fog. The scene is illuminated by Chiaroscuro (hard
single-source moonlight, deep shadows, rim light on threats, volumetric fog), resulting in a
Roger Deakins (Blade Runner 2049 storm scene) + Guillermo del Toro (creature tension) +
David Fincher (precise digital darkness) look. CineStill 800T (high contrast, crushed
blacks, strong red halation on highlights, moody blues); Desaturated colors, teal shadows,
cold blue moonlight, deep blacks, high contrast, sharp rim lighting; Stylized noir thriller;
24mm Wide-Angle Macro (distorts perspective to make enemies look massive and
looming), Select focus (f/2.8), character sharp, background falls off into scary darkness.
Physically based rendering (PBR), stylistic clay shader, macro photography aesthetic,
tactile surface details, subsurface scattering, 8k resolution, tilt-shift effect. --ar 16:9"
    }
  ]
}

```

## Action (4b): Generate Location Assets (The Cardinal System)

### Input Data:

- SceneBreakdown\_v1.json (Source: Step 3)
- CinematicLexicon.json (Source: Step 4a)

**Objective:** Generate a spatially consistent 2×2 visual reference sheet for every location. You must map the room using absolute cardinal directions to ensure props do not "teleport" when the camera angle changes.

### Execution Logic:

**1. The Location Map (Pre-Computation):** Before writing the prompt, define the "Absolute Geography".

- **Assign Walls:** Pick "North" (main focal point). Assign features to North (N), South (S), East (E), and West (W).
- **The Visual Diagram:** Generate an ASCII diagram to visualise this layout.

**2. The Cardinal Grid Logic:** Generate **ONE** prompt that describes four views simultaneously. Use the logic table below to populate the specific wall details for each panel:

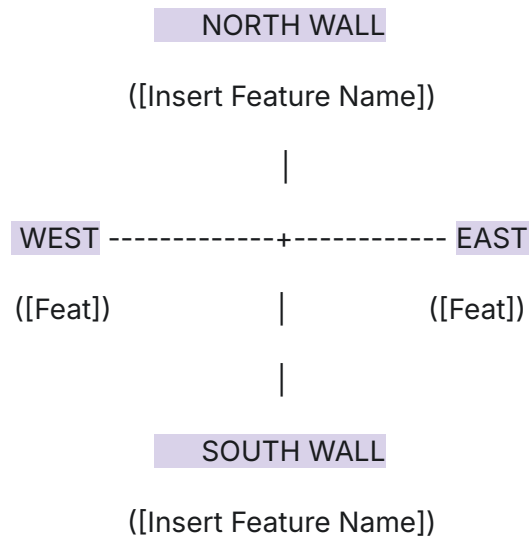
- **Top-Left (North):** Center=North Feat, Left=West Feat, Right=East Feat.
- **Top-Right (East):** Center=East Feat, Left=North Feat, Right=South Feat.
- **Bottom-Left (South):** Center=South Feat, Left=East Feat, Right=West Feat.
- **Bottom-Right (West):** Center=West Feat, Left=South Feat, Right=North Feat.

**Deliverable:** `Location_Asset_Index.md` (Must include the ASCII Diagram and the JSON Prompt).

**OUTPUT FORMAT (Strict Adherence Required):**

# **File:** Location\_Asset\_Index.md  
## **Location 1:** [Name] (e.g., Flicker's Hollow Tree)  
\*\***Preset Used:**\*\* [Style Preset Name]

### **I. VISUAL DIAGRAM (Absolute Layout)**



### **II. GENERATED GRID PROMPT (JSON)**

```
{
"location_sheet_prompt": "A production design reference sheet for [Location Name],
[Preset Context]. The image features four separate wide-angle views arranged in a 2x2
grid with clear text labels.
Top-Left: View facing NORTH. The wall features [North Feature]. To the left is [West
Feature]. To the right is [East Feature]. Text label: 'NORTH'.
Top-Right: View facing EAST. The wall features [East Feature]. To the left is [North
Feature]. To the right is [South Feature]. Text label: 'EAST'.
Bottom-Left: View facing SOUTH. The wall features [South Feature]. To the left is [East
Feature]. To the right is [West Feature]. Text label: 'SOUTH'. Bottom-Right: View facing
WEST. The wall features [West Feature]. To the left is [South Feature]. To the right is
[North Feature]. Text label: 'WEST'.
[Lighting/Atmosphere details from Lexicon]. [Digital LUT Settings]. [Artist Math]. --ar 16:9
--no people, characters, figures"
}
```

**Step 5: The Shot List & Storyboard**

**Ebook Alignment:** Chapter 5: The Shot List: Directing Your Virtual Camera  
**Goal:** To translate the narrative beats from `SceneBreakdown_v1.json` into specific camera instructions using the **Rule of One Motion**, creating production-ready shot lists for

image generation; Generate START and END frame image prompts for Nano Banana Pro based on the Shot List, creating the visual keyframes needed for image-to-video workflow.

### Action (5a): The Shot List (Decomposition)

#### Input Data:

- SceneBreakdown\_v1.json (Source: Step 3)
- CinematicLexicon.json (Source: Step 4a)

**Objective:** Translate narrative beats into specific camera instructions. You must decompose complex actions into shootable segments using the **Rule of One Motion**, creating the master blueprint for generation.

#### Execution Logic:

- 1. Style Injection:** Look up the scene number in `CinematicLexicon.json`. You must add `"scene_style_preset": "STYLE_NAME"` at the top of the Shot List.
- 2. The Rule of One Motion (Decomposition Logic):** Iterate through `narrative.key_beats`.
  - **IF** action is continuous + angle fixed → **KEEP** as one shot (`is_decomposed: false`).
  - **IF** location changes OR angle shifts OR multiple actions occur → **DECOMPOSE** into segments (`is_decomposed: true` with `segments` array).
- 3. Camera Plan Decision Matrix:**
  - **Action:** Wide/Medium (Focus: Motion).
  - **Dialogue:** Medium/OTS (Focus: Relationship).
  - **Reaction:** Close-Up/ECU (Focus: Emotion).
  - **Constraint:** If a dialogue beat is marked "Lore/Exposition" or exceeds 15 seconds, **Dissociate Visuals**. Create a B-Roll sequence (Montage) while keeping audio as V.O.
- 4. Visual Action Extraction (The Distillation & Staging Rule):**
  - **Distillation:** Strip emotional subtext (e.g., remove "he feels lonely").
  - **Staging Constraint (Crucial):** You **MUST** explicitly state the character's physical position relative to the set.
    - *Bad:* "Flicker looks around."
    - *Good:* "Flicker **hovers just above the mossy branch**, looking around."
    - *Bad:* "Matteo dabs sweat."
    - *Good:* "Matteo **sits slumped in the wicker peacock chair**, dabbing sweat."

**Deliverable:** `Scene_XX_ShotList_v1.json`

#### Example Output: Scene\_XX\_ShotList\_v1.json:

```
{
  "shot_number": 1,
  "is_decomposed": true,
  "segments": [
    {
      "segment_id": "1A",
      "visual_action": "Flicker hovers in place, [MATERIAL_TEXTURE] visible on wings.",
      "camera_plan": { "shot_type": "Medium Shot", "movement": "Static" }
```

```

},
{
  "segment_id": "1B",
  "visual_action": "Flicker suddenly drops out of frame.",
  "camera_plan": { "shot_type": "Medium Shot", "movement": "Tilt Down" }
}
]
}

```

## Action (5b): Keyframe Prompt Generation

### Input Data:

- CinematicLexicon.json (Source: Step 4a)
- Location\_Asset\_Index.md (Source: Step 4b)
- Scene\_XX\_ShotList\_v1.json (Source: Step 5a)

**Objective:** Generate [START FRAME] and [END FRAME] prompts for every shot.

### Execution Logic:

1. **The Keyframe Pair Rule:**
  - **[START FRAME]:** The beginning state of the action.
  - **[END FRAME]:** The ending state (e.g., Head turns left, Arm raises).
  - *Rack Focus Exception:* If **focus\_type** is "Rack Focus", the geometry is static, but the focus plane changes (Foreground \$to\$ Background).
2. **The Cardinal Injection (Spatial Consistency):**
  - Look up the Location in **Location\_Asset\_Index.md**.
  - Inject the **[ABSOLUTE WALL]** features based on the camera's facing direction.
3. **Prompt Construction Formula (Strict Syntax):**

#### The Standard Formula (Character Shots):

"A [SHOT TYPE] of [SUBJECT], [CORE\_BODY], [MATERIAL\_TEXTURE], wearing [OUTFIT\_SELECTOR].

**[STAGING CONNECTION]:** The character is [START/END ACTION].

**(Constraint: If the action does not specify a prop, assume they are positioned in the foreground of the [WALL A] feature).**

The setting is [LOCATION NAME]. The [WALL A] (camera CENTER/Background) features [PROP A]. The [WALL B] (camera LEFT) features [PROP B]. The [WALL C] (camera RIGHT) features [PROP C].

The scene is illuminated by [LIGHTING]. [artist\_math]. [digital\_lut\_settings], [focus\_type].  
--ar 16:9"

#### Formula B: B-Roll / Montage (No Character)

"A [SHOT TYPE] of [VISUAL ACTION OBJECT/SCENERY], EMPTY SCENE, NO CHARACTERS. The setting is [LOCATION NAME]. [Cardinal Wall Details]. The scene is illuminated by [LIGHTING]. [artist\_math]. [digital\_lut\_settings], [focus\_type].  
--ar 16:9 --no people, characters, figures"

### Safety Constraints:

- **Variable Rule:** Select [OUTFIT\_A] or [OUTFIT\_B] based on scene context.
- **Age Compliance:** Use "young woman/man" instead of "girl/boy/teen" to avoid moderation blocks.

**Deliverable:** Scene\_XX\_Keyframe\_Prompts\_v1.txt

#### **Example Output: Scene\_XX\_Keyframe\_Prompts\_v1.txt**

[SHOT 1A START]

*A Medium Shot of Flicker, tiny firefly, stylistic clay texture with visible thumbprints, wearing avatar gear. The character is hovering in place. The setting is The Forest... [Cardinal Details]... [LUTs]. --ar 16:9*

[SHOT 1A END]

*A Medium Shot of Flicker... The character is hovering in place (wind blowing harder). The setting is The Forest... [Cardinal Details]... [LUTs]. --ar 16:9*

#### **Action (5c): The Audio Timing Lock**

**Objective:** Assign a Sync Strategy and generate audio assets for "Audio-First" shots.

**Trigger:** Completion of Step 5b.

**Execution Logic:**

1. **The Workflow Sort (Strategy Assignment):**
  - **Strategy A (Audio-First):** For Emotional lines, Monologues, or V.O.
    - *Action:* Generate TTS audio now using ElevenLabs. Log the exact duration.
  - **Strategy B (Voice Skinning):** For Short, Casual, On-Screen dialogue (under 6s).
    - *Action:* Skip generation. Estimate duration (3 words/sec). You will generate this in Phase 3.
2. **The Buffer Rule (Strategy A Only):**
  - When planning video generation, set duration to **Audio Length + 20%**. (e.g., 4.0s Audio  $\rightarrow$  5.0s Video Plan).

**Deliverable:** Scene\_XX\_Audio\_Map.json

#### **Action (5d): The Character Teaser (Social Asset)**

**Input Data:**

- CharacterSheet\_[Name].md (Source: Section 4e "Veo Vocal String" & Section 5a "Monologue")
- CinematicLexicon.json (Source: Step 4a - for style consistency)

**Objective:** Generate a standalone "Character Manifesto" video prompt for every major character. This creates a suite of marketing assets where each character breaks the fourth wall to justify their worldview or state their core truth.

**Execution Logic:**

1. **Select Target Characters:** Iterate through all primary Character Sheets (e.g., Flicker, Lumina, Grim).
2. **Extract Script:** Retrieve the monologue text from Section 5a of the Antagonist's Character Sheet.
3. **Extract Voice Physics:** Retrieve the "6 Qualities" compiled string from Section 4e.

4. **Select Style Preset:** Choose the `style_preset` that corresponds to the Antagonist's visual motif (e.g., `STYLE_TENSE_STORM`).
5. **Construct the Audio Prompt:** Assemble the `audio_prompt` using the "Context Trigger" formula:
  - Formula: "He/She says in the voice of a [SECTION 4e STRING]: '[SECTION 5a SCRIPT]'"

**Deliverable:** `Scene_XX_Audio_Map.json`

**OUTPUT FORMAT (Strict Adherence Required):**

```
{
  "target_model": "Veo 3.1",
  "aspect_ratio": "16:9",
  "duration_seconds": "[Insert Duration from Sheet]",
  "audio_strategy": "Native Audio Generation",
  "project_metadata": {
    "scene_context": "Teaser Trailer / Character Manifesto",
    "emotional_beat": "[Insert Context from Sheet]"
  },
  "character_name": "[Insert Name]",
  "style_preset_selected": "[Insert Style Preset Name]",
  "prompt_payload": {
    "cinematic_description": "A [SHOT TYPE] of [SUBJECT], [CORE_BODY], [MATERIAL_TEXTURE], wearing [OUTFIT_SELECTOR]. The character is breaking the fourth wall, looking directly into the lens. The setting is [ENVIRONMENT]. Horizontal composition, 16:9 framing.",
    "lighting_and_atmosphere": "Time: [TIME_OF_DAY]. Elements: [BACKGROUND ELEMENTS]. Lighting: [LIGHTING].",
    "camera_directives": {
      "shot_type": "Medium Close-Up (Vertical Crop)",
      "lens_compression": "[lens_compression]",
      "focus": "[focus_type]",
      "movement": "Handheld float (subtle, organic micro-movements, keeping subject centered)"
    },
    "performance_notes": {
      "expression": "[FACIAL_EXPRESSION]. (Micro-movements: [Insert Specific Details]).",
      "action_cues": "Character maintains eye contact. At the end of the line, they look away briefly, then cut to black."
    },
    "audio_prompt": "He/She says in the voice of a [INSERT SECTION 4e STRING]: '[INSERT MONOLOGUE SCRIPT FROM SECTION 5a]'"
  },
  "style_reference": {
    "artist_math": "[artist_math]",
    "film_stock": "[film_stock_ref]",
    "color_grade": "[color_grade_keywords]",
    "era_aesthetic": "[era_aesthetic]",
    "rendering_style": "[RENDERING STYLE]"
  }
}
```