



# 3LM PROMPT LANGUAGE — Official Specification v1.0

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Tagline:\*\* "Write like a Director. Think like a Lens."

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## INTRODUCTION

**3LM (Three-Layer Motion)** is a cinematic prompting language invented by **Ahamed Sharaf** to control the visual, temporal, and emotional aspects of AI-generated motion.

It is a compressed **film scripting system for AI models** such as *Sora 2*, *Kling*, *Runway Gen-3*, and other cinematic video generators.

Unlike typical text prompts, 3LM is built as a **time-coded cinematic grammar**, giving the creator full control over timing, framing, lighting, tone, and symbolism — transforming prompts into *machine-readable film direction*.

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## CORE STRUCTURE

3LM operates on **three foundational layers**, each defining a key dimension of motion:

### LAYER 1 — Temporal Flow (Motion Layer)

Defines *timing*, *shot order*, and *scene pacing*.

```
-[ #1 0.05s ]   → start of first frame/scene  
-[ #2 3.4s ]    → transition to second scene
```

Each bracket represents a **shot unit** or **cut**, allowing micro-precision over runtime.

### LAYER 2 — Cinematic Metadata (Lens Layer)

The technical and visual language of the shot. Each shot includes directives:

```
ACTION: describes subject behavior  
CAMERA: defines coverage, lens motion, or transition (WS→CU, dolly, pan)  
LIGHT: controls lighting setup (rim, bounce, volumetric, etc.)  
GRADE: defines color grade and tone (e.g., blue-steel, golden haze)  
AUDIO: specifies ambient or sound design (wind rumble, static hum)
```

Example:

```
ACTION: lone wolf steps forward, frost cracking;
CAMERA: WS→50mm dolly-in;
LIGHT: moonbeam rim + snow scatter;
GRADE: cyan-crush; halation 0.8;
AUDIO: low wind, echo pulse;
```

### LAYER 3 — Symbolic Emotion (Meta Layer)

The emotional and thematic layer expressed through symbols.

```
/* rise loop */ | void hum | {static grief}
```

- `/* */` = abstract theme/metaphor
- `| |` = ambient motif or emotional resonance
- `{ }` = psychological or sensory state

Together, these create a multilayered, cinematic syntax that mirrors how directors plan emotional beats.

## SYNTAX DNA

- **Single Paragraph Format:** one continuous flow — no line breaks between shots.
- **Symbols of Motion:**
  - `→` = transition or motion path
  - `;` = micro-pause or rhythm break
  - `:` = directive assignment
- **Tagging Emotion:** blend tags like `/* rebirth */`, `{serenity}`, or `| distortion |` to color each shot.

## EXAMPLE — Standard 3LM Prompt

```
# LONE_WOLF_BLUE — [ #1 0.05s ] ACTION: lone wolf on frozen ridge; CAMERA:
WS→50mm dolly; LIGHT: cold cyan rim; GRADE: steel blue; AUDIO: breath echo —
[ #2 4.3s ] ACTION: eyes reflect aurora; CAMERA: CU rack; LIGHT: aurora flicker;
GRADE: teal halation; AUDIO: heartbeat under wind | /* frozen spirit */.
```

Each segment reads like a **film reel encoded in text** — every second, lens, and tone precisely defined.

## CREATIVE INTENT

3LM exists to bridge human cinematic thinking and AI visual logic.

Its goal: **make AI understand film direction through syntax** — where timing, emotion, and light become programmable.

"3LM isn't a style — it's a new cinematic language."

— *Ahamed Sharaf*

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## ATTRIBUTION

### **3LM Prompt Language™**

Created and Designed by **Ahamed Sharaf**, Founder of *The Catalyst*.

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*Open format for cinematic AI creators worldwide.*