==VARIABLE DESCRIPTIONS==

Category	Purpose
Subject	Defines the key character or object.
Subject Details	Highly detailed visual characteristics of the subject
Environment	Defines the surrounding world
Environment Details	Highly detailed visual characteristics of the environment
Environment Action	Actions taking place within the environment.
Composition	Guidelines for arranging visual elements in a frame (e.g., symmetrical, rule of thirds, etc.).
Shot Type	Specifies how close or far the camera is from the subject (wide shot, close-up, etc.).
Camera Movement (Types)	Describes how the camera physically moves (pan, tilt, track, etc.).
Camera Motion	Describes the direction or style of dynamic movement (e.g., horizontal pan, tilt up/down).
Camera Lens/Type	Defines lens choice or format (prime, wide-angle, telephoto) affecting the overall visual style.
Camera Speed	Determines playback speed (slow motion, fast motion, or normal speed).
Color Grading	Adjusts color tones, contrast, and overall mood in the image or video.
Balance	Distributes visual weight or elements harmoniously within the frame.
Lighting	Defines how subjects and scenes are illuminated (hard, soft, high-key, low-key, etc.).
Cinematic Styles	Specifies a filmic or aesthetic approach (e.g., moody, retro, classic).
Animated Styles	Outlines the animation approach (2D, 3D, stop-motion, cartoon, etc.).
Transitions	A visual shift that connects one shot, scene, or moment to the next
Outcome	what happens as a direct result of the subject's action

COMPOSITION

Center Framing	Places the subject in the middle for strong focus.
Leading Lines	Use lines within the scene to guide the viewer's eye.
Symmetry	Creates harmony by mirroring elements within the frame.
Depth	Layer foreground, midground, and background elements for a 3D feel.
Framing	Use objects within the scene to frame the main subject.
Negative Space	Leave empty areas around the subject for impact.
Balance	Distribute visual weight evenly across the scene.
Asymmetry	Use off-balance framing for dynamic visuals.
Foreground Interest	Add objects close to the camera for depth.
Diagonal Composition	Arrange elements diagonally for energy.
Texture	Emphasize surface details for a tactile quality.
Repetition	Use repeated elements for rhythm.
Contrast	Highlight differences in light, color, or texture.
Golden Ratio	Natural aesthetic proportions
Rule of Odds	Odd-numbered subjects more balanced
Natural Framing	Framed by trees, doors, or shadows
Layered Foreground	Overlapping subjects for 3D
Power Quadrants	Subject placed in quadrant grid
L-Shaped Balance	Visual anchor on one side
Negative Tilt	Diagonal tension

Shot Type

Wide Shot	Shows the full scene and context.
Establishing Shot	Introduces the location and atmosphere.
Close-Up	Provides an intimate view of a subject's face or details.
Extreme Close-Up	Focuses on one specific detail, like eyes.
Medium Shot	Frames the subject usually from the waist up.
Long Shot	Shows the subject within a large environment.
Over-the-Shoulder	Adds perspective, common in dialogue.
Point of View (POV)/ dynamic first person pov	Shows the scene from a character's perspective.
Two-Shot	Frames two characters interacting.
High Angle	Shoots from above, making the subject seem smaller.
Low Angle	Shoots from below, making the subject seem larger.
Dutch Angle	Tilts the camera for tension or unease.
Aerial Shot	Captures the scene from high above (bird's-eye view).
Whip Pan	Uses a fast, sudden pan for transitions.
Wall-Mounted Camera	A fixed camera attached to a wall that slowly turns side to side to show the whole room.
Retro Surveillance Cameras	Stationary high angle camera with grainy overlay
Selfie Stick	A camera on a stick pointing back at the subject
Selfie Vlog	Subject holds the phone by hand and talks into it

Insert Shot	Extreme close-up of object/action
Overhead Shot	Directly above subject
Tracking POV	Subject's walking perspective
Reaction Shot	Character's emotional response
Cut-In	Focus on small detail within prior scene
Cutaway	Shot of something away from main subject
Drone Shot	Aerial view with motion
Crash Zoom	Rapid zoom in/out for shock
Push-Past	Camera moves past subject dramatically

Cameras Motion

Arcing	Moves camera around subject in a curve.
Crane / Pedestal	Lifts or lowers camera for dynamic height changes.
Dolly / Pull-In	Camera moves forward, toward subject.
Dolly / Pull-Out	Camera moves backward, away from subject.
Handheld	Adds a raw, unsteady feel.
Locked Camera	Camera does not move.
Pan	Sweeps or pivots horizontally across the scene.
Push-In	Moves slowly toward subject, increasing focus.
Pull-Out	Moves away from subject, creating distance.
Rack Focus	Shifts focus between two points.
Roll	Rotates the camera for a disorienting effect.
Static Camera	Camera does not move.
Steadicam	Provides balanced, fluid motion while moving.
Tilt	Moves or pivots vertically, up or down.
Tracking	Follows a subject's movement smoothly or camera moves horizontally.
Trucking	Camera itself moves horizontally left/right.
Vertigo	Zooms in while dollying out (or vice versa).
Zoom	Changes focal length for closer/wider view.
Orbit/Arc	Camera circles around subject
Snorricam	Fixed to subject's body
Boom	Long vertical sweep
Jib	Controlled arm movement, often vertical arcs
Swing	Pendulum-like movement

Tableau	Camera holds while action moves like theater
Snap Zoom	Instantaneous zoom in
Glidecam	Smooth floating feel
Zolly	Dolly zoom effect (background distortion)

Camera Lens/Type	
Prime Lens	Fixed focal length, sharp, detailed images.
Zoom Lens	Variable focal length, flexible framing.
Anamorphic Lens	Widescreen look, unique bokeh/flares.
Wide-Angle Lens	Expansive views, emphasizes depth/space.
Telephoto Lens	Compresses distance, isolates subject.
Macro Lens	Captures extreme close-ups with fine detail.
Fish-Eye Lens	Ultra-wide, distorted look for creative effects.
Super 35mm Lens	Classic cinematic style, balanced depth.
Tilt-Shift Lens	Adjusts focus plane, can create miniaturized look.
Soft Focus Lens	Creates a gentle, dreamlike blur around subject.
Portrait Lens	Good for close-ups, flattering bokeh.
Ultra-Wide Lens	Dramatic, sweeping perspectives for large scenes.
High-Speed Lens	Captures low light with minimal noise.
Vintage Lens	Adds character, natural vignetting/softness.
Infrared Lens	Captures beyond visible spectrum
Lensbaby	Tilted blur for artistic bokeh

Mirror Lens	Ring-like bokeh with compressed image
Infra-Fisheye	Wide-angle distortion with chromatic bleed
Pin-hole Lens	Ultra-soft, vignetted imagery
Rear Projection	Old-school driving scenes look

Camera Speed	
Slow Motion	Slows action for drama or detail.
Fast Motion	Speeds up action for urgency or comedy.
Time-Lapse	Condenses long durations into quick sequences.
Looping Motion	Repeats movement for rhythmic/hypnotic scenes.
Speed Ramp	Gradually shifts speed (fast to slow or vice versa).
Hyperlapse	Time-lapse effect with dynamic camera movement.
Strobe Motion	Quick, staccato bursts for a choppy, edgy look.
Natural Dynamic Motion	Smooth, continuous camera movement.
Bullet Time	Time frozen with moving camera
Micro Slow-Mo	Ultra high fps for fluid motion
Speed Warp	Acceleration and deceleration mid-shot
Rhythmic Cuts	Edited to music beats
Echo Motion	Trails behind fast movement
Mimicked Real-Time	Feels live but is stylized

Color Grading

Warm Tone	Adds golden, cozy hues for nostalgia.
Cool Tone	Enhances blues/greens for calm, detached mood.
High Contrast	Deep shadows, bright highlights for drama.
Low Contrast	Softens shadows/highlights for a muted look.
Vintage Look	Faded colors and grain for a retro aesthetic.
Teal & Orange	Popular combo for dynamic contrast in skin tones.
Monochrome	Black and white for timeless, emotional impact.
Desaturated	Tones down colors for a bleak or gritty feel.
Sepia Tone	Adds warm brown tint for an old-fashioned look.
Bleach Bypass	Reduces color saturation for a harsh, edgy style.
Day-for-Night	Mimics nighttime with cool tones in daytime footage.
Pastel Palette	Soft, muted colors for a dreamy or whimsical vibe.
High Saturation	Intense, vivid colors to make scenes pop.
Infrared	Surreal red/yellow heat-map palette
Bleach Fade	Low saturation with highlight bloom
Technicolor	Bold, old-Hollywood richness
Film Noir	Black & white with deep shadows
Electric Blue	Futuristic blue-heavy tint
Duotone	Two-color stylized palette
Toxic Green	Radioactive or sci-fi tone
Cinematic Teal Lift	Brighter teal skin highlight balance

Rustic Sepia	Vintage tone with texture feel

Balance	
Color Balance	Uses complementary or contrasting colors.
Light/Dark Balance	Balances shadows and highlights.
Textural Balance	Combines different textures for visual interest.
Radial Balance	Elements radiate from a central point.
Contrast Balance	Harmonizes contrasting elements smoothly.
Tonal Balance	Balances warm and cool tones.
Proportional Balance	Sizes elements to match visual importance.
Pattern Balance	Repeats elements for a sense of rhythm.
Dynamic Imbalance	One side dominant for energy
Organic Symmetry	Natural but balanced arrangement
Light Cluster Balance	Grouped light sources offset by shadow
Shadow Weighting	Visual mass through shadow density
Diagonal Weighting	Diagonals lead viewer across frame
Rotational Balance	Elements circle visual axis

Lighting	
Fill Light	Reduces shadows, balances key light.

Backlight	Lights subject from behind for depth/separation.
Side Light	Adds drama with shadows, emphasizes texture.
Hard Light	Strong, direct light; high contrast, sharp shadows.
Soft Light	Diffused light; smooth, flattering effect.
Practical Lighting	Uses visible light sources within the scene (e.g., lamps).
Ambient Light	General light filling the space, often natural.
High-Key Lighting	Bright, low-contrast light for an airy feel.
Low-Key Lighting	Dark, high-contrast light for a moody look.
Color Gel Lighting	Adds color to lights for creative effects.
Motivated Lighting	Light appears to mimic a natural source (e.g., sun).
Rembrandt Lighting	Creates a triangle of light on the cheek.
Silhouette Lighting	Lights background, leaves subject dark in shadow.
Bounce Light	Reflected light for subtle fill
Rim Light	Creates glowing edge around subject
Top Light	Harsh shadows below facial features
Underlighting	Light from below, adds eeriness
Volumetric Light	Visible light beams through atmosphere
Split Lighting	Divides face into shadow and light
Neon Lighting	Bold colored lighting from signs
Flickering Light	Pulsing or inconsistent source (fire, TV)
Candlelight	Soft, warm flicker from flame
Moonlight	Cool, low-intensity night lighting

Firelight	Dynamic shadows and orange tones
Strobe Light	Rapid, rhythmic flashes for intensity
LED Panel Light	Even, soft modern lighting

Animated Styles	
3D Cartoon	Animated look, 3D depth, bright colors.
3D Render	High-quality, realistic 3D visuals, fine detail.
80s Vaporwave	Retro, neon aesthetics, bold, surreal colors.
Anime	Stylized, vibrant visuals in classic anime style.
Cartoon	Simplified, bold colors for playful, animated feel.
Claymation	Stop-motion style with clay-textured visuals.
Graphic Novel	Comic book style, bold lines, dramatic shading.
Sci-Fi Art	Futuristic look, metallic tones, neon highlights.
Storyboard	Sketchy, frame-by-frame look for planning scenes.
Glitchcore	Chaotic, pixelation, distortion, and bright colors
Pixel Art	Low-res, retro digital style
Watercolor Animation	Hand-painted fluid look
Oil-Paint Animation	Swirling, brushstroke-heavy
Pencil Sketch	Rough, storybook linework
Ink-Wash	Asian sumi-e brush feel
Neon Anime	Stylized electric glow in animation
Stop-Motion Paper	Cut-paper animated aesthetic

3D Toon Shader	Real 3D with flat shading look

Cinematic Styles

35mm	Classic film look, subtle grain, rich colors.
Advertising	Clean, polished look, ideal for products.
Architectural	Precise, structured look for buildings/designs.
Cine Lens	Cinematic depth similar to film quality.
Cinematic	Adds filmic depth, contrast, rich tones.
Macro	Focuses on close-up details with sharpness.
Moody Film	Dark, atmospheric tones for a cinematic feel.
Retro	Vintage vibes with faded colors and grain.
Thriller	Dark, suspenseful look with high contrast.
CRT Camera	Grainy, low-res, slight flicker, and chromatic aberrations.
Documentary	Realistic, handheld, unscripted vibe
Mockumentary	Fictional with documentary format
Found Footage	POV-style raw camera
Grindhouse	Low budget, film grain, edgy
Art House	Abstract visuals, symbolic pacing
Neo-noir	Moody, modern noir style
Commercial	Fast cuts, bright product lighting
Broadcast News	Studio lighting with inserts
Experimental	Breaks narrative/visual rules

Mood/Energy

Tense	Creates suspense, unease, or anticipation
Dreamlike	Soft, surreal, floaty or hazy feel
Frenetic	Fast-paced, chaotic, full of energy
Whimsical	Light-hearted, quirky, playful tone
Bleak	Emotionally heavy, grim atmosphere
Euphoric	Intense joy or emotional high
Dreadful	Underlying fear, doom-laden tone
Serene	Calm, peaceful, often with soft visuals
Gritty	Raw, harsh realism with visual texture
Romantic	Warm, emotional, often nostalgic
Melancholic	Sad, reflective, often slow and moody
Triumphant	Victorious, emotionally uplifting
Isolated	Emphasizes loneliness or detachment
Hypnotic	Mesmerizing pacing or visuals
Energetic	High tempo, movement, vibrant tone
Mysterious	Unclear intent or hidden elements
Cold	Emotionally distant, often blue-toned

Transitions

Cut to	A direct shift from one shot to another with no effects — the most common edit style.
Depth Transition	The camera shifts focus or moves through different depth layers (foreground to background) to connect shots.
Location Transition	Jumps from one physical space to another (e.g., alleyway to rooftop), often with a linking action or movement.
Match Cut	Connects two visually similar shots across time or location (e.g., spinning coin to sun).
Whip Pan / Swish Pan	A fast camera pan used to blur the frame and hide a cut — creates a seamless energy shift.
Zoom Transition	Uses a rapid zoom to move between scenes, often for dramatic or comedic effect.
Wipe	One shot is replaced by another through a directional wipe (horizontal, circular, etc.).
Fade In / Out	Gradual transition to or from black — often signals the beginning or end of a scene.
Flash Cut	A single frame or very quick shot inserted for intensity, memory, or confusion.
Glitch Transition	A visual distortion or error effect to shift between moments — often used for tech or surreal moods.
Camera Pass	The camera moves past an object (like a wall or tree) and reveals a new scene behind it.
Object Wipe	A person or object crossing the frame acts as a natural wipe to transition to the next shot.
Light Leak / Flare Transition	A burst of light or flare effect is used to mask a cut or signify change.
Time Shift Transition	Uses a visual cue (like slow motion, blur, or speed ramping) to signal a jump in time.