# V2: Missing Layers, Production Reality, and HyperPrompt Engineering Expansion

Image Generation · Video Generation · Motion Graphics · UGC · Audio · 3D · Prompt Loops · Compliance · Production Ops

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Prepared as a standalone PDF supplement to V1
Zouhair Moussaif / زهير مساعف orientation

# 0. V2 Executive Abstract

V1 built the first Moussaif Visual AGI-KBI OS: model routing, visual difference carrier theory, chromatic-textual governance, prompt loops, agents, courts, and a 600-page blueprint. V2 adds what was underdeveloped or missing: the production body behind the idea. The missing body is not one thing. It is a layered discipline that includes cinematography, control pipelines, color management, bilingual typography, 3D and real-time engines, post-production, legal/rights governance, accessibility, performance marketing, ad-to-landing coherence, synthetic media provenance, and cost/latency routing.

The correction is decisive: image/video AI is not a replacement for production. It is a new raw-material engine inside production. A serious agency does not ask one model to solve concept, typography, realism, legal safety, editing, localization, and conversion. It splits the problem into layers, routes each layer to the correct tool, then reassembles them through human taste and machine-readable memory.

> **V2 Law:** Any generated asset is unfinished until it passes through control, finishing, compliance, deployment, and learning memory.

# 1. Epistemic Update and Source Status

This document uses current public documentation and product pages as orientation points, but model availability and terms can change rapidly. Therefore, all tool claims are operational notes, not permanent guarantees. The safest procedure is: verify official documentation before purchase or client deployment; preserve source links in the project registry; version-lock every production workflow.

| Source | Operational note | URL |
|---|---|---|
| OpenAI image generation API | GPT Image models, including latest gpt-image-2; GPT Image 1 as previous model | https://developers.openai.com/api/docs/guides/image-generation |
| OpenAI Sora discontinuation/deprecations | Sora web/app discontinued April 26, 2026; API shutdown September 24, 2026 | https://help.openai.com/en/articles/20001152-what-to-know-about-the-sora-discontinuation |
| Runway Gen-4 | world consistency and character/object reference workflows | https://runwayml.com/research/introducing-runway-gen-4 |
| Google Veo 3.1 | video generation with native audio and realism controls | https://aistudio.google.com/models/veo-3 |
| Remotion | programmatic real MP4 videos with React, bulk render workflows | https://www.remotion.dev/ |
| HyperFrames / HeyGen | HTML/CSS/JS compositions rendered into deterministic video for agents | https://hyperframes.heygen.com/ |
| FLUX.1 Kontext / FLUX.2 notes | context-aware image generation and editing; BFL docs recommend FLUX.2 for new projects | https://docs.bfl.ml/kontext/kontext_overview |
| Adobe Firefly FAQ | Firefly commercial use rules and beta caveats | https://helpx.adobe.com/firefly/web/get-started/learn-the-basics/adobe-firefly-faq.html |
| Stable Diffusion 3.5 | customizable/open model family and licensing caveats | https://stability.ai/news-updates/introducing-stable-diffusion-3-5 |
| Midjourney V7 Draft Mode | draft mode creates 4 images at half GPU cost then enhance | https://docs.midjourney.com/hc/en-us/articles/35577175650957-Draft-Conversational-Modes |
| Ideogram 3.0 docs | text rendering, logos, posters, design image generation | https://docs.ideogram.ai/ |
| Adobe Content Credentials | durable metadata/nutrition-label style provenance information | https://helpx.adobe.com/creative-cloud/apps/adobe-content-authenticity/content-credentials/overview.html |

| Source | Operational note | URL |
|---|---|---|
| HeyGen API | AI avatar videos, translations, interactive sessions | https://developers.heygen.com/ |
| ElevenLabs docs | voice library, text-to-speech, voice cloning concepts | https://elevenlabs.io/docs/overview/intro |
| Synthesia avatars docs | personal/studio avatars and age/likeness constraints | https://docs.synthesia.io/docs/synthesia-avatars |

# 2. What V1 Did Not Fully Mention

The following missing layers should be treated as mandatory modules, not optional ornaments. Each one closes a failure gap in real commercial production.

## 01. Cinematic grammar and lens ontology

V1 mentioned video models, but did not fully encode camera language: focal length, depth of field, shutter feeling, blocking, lens compression, parallax, handheld instability, dolly logic, and how each changes trust. This layer turns prompt video into directed shots.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 02. Color science and delivery spaces

The OS must distinguish creative palette from technical color: sRGB, Display P3, Rec.709, Rec.2020, HDR, ACES, CMYK, proofing, LUTs, scopes, contrast, accessibility, and platform compression.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 03. Arabic-Latin typography governance

Commercial output for Morocco/Gulf/France must handle Arabic, French, and English. Font pairing, RTL/LTR layout, diacritics, kashida risk, Latin caps, subtitle readability, and bilingual hierarchy need their own system.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 04. Control pipelines: ComfyUI, ControlNet, IP-Adapter, LoRA

V1 focused on model names. V2 adds the production layer that creates repeatability: pose/depth/canny/lineart controls, reference adapters, LoRA style training, tiled upscale, inpaint/outpaint, and node graphs.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 05. 3D, real-time engines, and synthetic production

High-level ads need Blender, Unreal, Unity, WebGL, Gaussian splats, NeRF-like thinking, product turntables, digital twins, and engine-based deterministic physics when neural video drifts.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 06. Finishing stack: edit, grade, composite, deliver

The best AI generation is unfinished material. A production box needs Photoshop, Illustrator, Figma, After Effects, Premiere, Resolve, FFmpeg, audio mix, subtitles, QC, and export profiles.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 07. Brand memory and design-token OS

A brand cannot be regenerated from vibe. It needs tokens: colors, typography, logo rules, forbidden styles, object bank, iconography, photographic language, copy tone, proof types, and examples.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 08. Creative research and reference governance

Reference boards must be legal, tagged, weighted, and transformed. Moodboards are not copying; they are controlled extraction of composition, lighting, material, and emotion.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 09. Performance marketing layer

Visual beauty must be tested against CTR, hook retention, thumb-stop rate, CVR, CPA, creative fatigue, comment quality, platform fit, and post-click alignment.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 10. Social/platform format intelligence

A TikTok ad, LinkedIn carousel, YouTube bumper, landing hero, display banner, and email header do not obey the same grammar. V2 adds format-specific laws.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 11. Audio-visual semiotics

Sound is not background. Voice, SFX, silence, music tempo, subtitle rhythm, and cut timing create credibility or fatigue.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 12. Avatar/UGC ethics and authenticity

Hyperreal UGC must be governed: consent, disclosure where required, no fake testimonials, no deceptive personal claims, no unauthorized likeness/voice.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 13. Synthetic media provenance

Content Credentials/C2PA and metadata discipline matter for enterprise trust. The OS must track generation tools, edit history, creator identity, and approval status.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 14. Localization and cultural calibration

Visuals for Morocco/Gulf/France/USA require different symbols, humor, CTA tone, proof expectations, modesty norms, subtitle speed, and color associations.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 15. Dataset and asset curation

Prompts improve when the memory contains winners, losers, reference packs, rejection reasons, product photos, claim evidence, and legal notes.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 16. Human-in-the-loop taste governance

AI can produce variants; human taste decides which difference is worth protecting. V2 adds critique roles and taste rubrics.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 17. Legal/IP/compliance production gate

Commercial work must include licenses for music, fonts, stock, generated outputs, model terms, actor consent, claims, and regulated niches.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 18. Accessibility and inclusive design

Contrast, captions, alt text, flashing limits, readable subtitles, color-blind safe palettes, and cognitive load must be production constraints.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 19. Ad-to-landing coherence

The ad promise must match the landing page. Otherwise high CTR becomes low trust. V2 links creative asset to page section, offer proof, and form friction.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 20. Multi-agent production command center

The OS needs agents for research, concept, prompt, generation, edit, audio, compliance, QA, deployment, and learning memory.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 21. Cost/latency/render governance

Production must route jobs by quality, cost, speed, privacy, API limits, batching, cloud rendering, and revision budget.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

## 22. Failure taxonomy beyond model artifacts

Failures include semantic drift, cultural mismatch, weak proof, wrong audience, visual cliche, claim risk, conversion gap, and brand dilution.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

### 23. Executable prompt contracts

A prompt should specify deliverables, constraints, tests, preservation anchors, rejection criteria, and versioning.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

### 24. Research frontier integration

Agentic video generation, event graphs, multi-shot consistency, text rendering, and in-context editing point toward hybrid neural-symbolic production.

> **Operational rule:** Create one checklist, one prompt clause, one QA test, and one memory field for this layer before using it in production.

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# 3. The V2 Theory: Production-Completed Generation

## 3.1 Definition

**Production-Completed Generation** is the theory that AI visual generation becomes commercially serious only when it is completed by deterministic control, human art direction, rights governance, post-production finishing, and performance learning. The generated frame is not the product; it is a candidate material inside a governed production pipeline.

## 3.2 Central Mechanism

The mechanism is a five-stage transformation: **conceptual difference** becomes **visual carrier**; visual carrier becomes **generated candidate**; generated candidate becomes **finished asset**; finished asset becomes **tested commercial unit**; tested unit becomes **memory that improves the next generation.**

## 3.3 Failure Boundary

The theory fails if the asset is one-off art with no route to repeatability, legal use, or measured performance. It also fails if production discipline kills creative abnormality and turns every output into safe corporate sameness.

> **Moussaif formulation:** The strongest visual system protects abnormality at the concept layer and discipline at the production layer.

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# 4. Missing Visual-Cinematic Grammar

Prompting video without cinematic grammar is like writing music without rhythm. The OS must control the viewer's body: distance, scale, speed, intimacy, trust, pressure, and reveal. The following grammar becomes part of every video prompt.

| Cinematic variable | Options | Function | Commercial rule |
|---|---|---|---|
| Shot scale | Extreme close-up, close-up, medium, wide, extreme wide | Defines intimacy and information density | Use close-ups for proof and wide shots for system scale |
| Lens feeling | Wide, normal, telephoto, macro, anamorphic | Changes spatial trust and emotional distance | Telephoto compresses authority; wide exaggerates presence |
| Camera motion | Push-in, pull-out, pan, tilt, orbit, handheld, locked-off | Creates attention and meaning shifts | Push-in for discovery; locked-off for credibility |
| Depth of field | Shallow, deep, rack focus | Controls hierarchy | Rack focus can reveal the product as answer |
| Lighting | Soft, hard, rim, practical, high-key, low-key | Controls trust, drama, materiality | Soft light for UGC trust; rim light for premium tech |
| Blocking | Actor/object position over time | Makes the scene readable | Keep product and face in relation, not random movement |
| Temporal beat | 0-2s hook, 3-6s problem, 7-12s proof, CTA | Maps attention state | Every second must change viewer knowledge |
| Continuity anchor | Color, prop, logo, face, environment, sound motif | Prevents drift across shots | Repeat one anchor in every shot |

# 5. Missing Color Science and Delivery Layer

Creative color says what the brand feels like. Technical color decides whether the asset survives screens, print, compression, and accessibility. Both must be governed.

| Color layer | Meaning | Use case | Rule |
|---|---|---|---|
| sRGB | Default web/social space | Most ads, social posts, web images | Check browser consistency |
| Display P3 | Wider gamut on modern devices | Premium mobile/web visuals | Avoid oversaturation after conversion |
| Rec.709 | Standard SDR video space | YouTube/LinkedIn/social SDR | Grade using scopes |
| Rec.2020 / HDR | Wide gamut/HDR delivery | Premium video where supported | Needs strict platform/export control |
| CMYK | Print conversion space | Posters, flyers, packaging | Proof before print; neon RGB will die |
| ACES | Scene-referred color pipeline | Cinematic/3D/VFX integration | Useful for compositing consistency |
| WCAG contrast | Accessibility contrast ratios | Text overlays, UI-like ads | Readable beats pretty |
| LUTs | Look transforms | Campaign mood consistency | Use after correcting exposure/color |

# 6. Missing Arabic-Latin Typography Governance

A visual system serving Arabic, French, and English cannot rely on generic typography. Arabic is not Latin reversed. Arabic has different rhythm, word shapes, line density, diacritic risk, calligraphic memory, and visual gravity. Bilingual ads require zones, hierarchy, and line-length laws.

| Typography issue | Mechanism | Production law |
|---|---|---|
| RTL/LTR zoning | Separate reading directions intentionally | Avoid chaotic mixed lines unless designed |
| Font pairing | Pair Arabic and Latin by mood, x-height, weight, and geometry | Do not pair a classical Arabic face with ultra-futuristic Latin unless contrast is intentional |
| Headline length | Arabic headlines expand differently from English | Design flexible headline boxes |
| Kashida/diacritics | Can beautify or break readability | Use sparingly in ads |
| Subtitles | Need speed, contrast, safe zones | No more than two lines when possible |

| Typography issue | Mechanism | Production law |
|---|---|---|
| Numerals | Arabic/Western numerals carry regional expectations | Choose per audience and brand |
| Text in image | Model-generated text must be verified | Finish critical copy manually or with typography-first model |

# 7. Control Pipelines: From Prompt to Repeatable Production

Model names alone do not create reliability. Control pipelines create reliability. The OS must know when to use pose, depth, edge, reference, LoRA, masks, upscalers, and compositor passes.

| Control layer | Examples | Commercial use | Rule |
|---|---|---|---|
| Pose / body control | OpenPose, DWpose, reference pose | UGC shots, fashion, fitness, avatar movement | Lock body relation; regenerate face/clothes separately if needed |
| Depth control | Depth maps, MiDaS/ZoeDepth-style extraction | Product staging, interior ads, camera perspective | Use when composition must survive style transfer |
| Edge / structure | Canny, lineart, sketch | Logos, packaging, architecture, icon-like ads | Control edges but let color/material vary |
| Reference identity | IP-Adapter-like reference routing, model reference slots | Character, mascot, product identity | Use identity anchors and avoid over-stylization |
| Style LoRA | Small adapter trained on brand/aesthetic pack | Repeatable campaign look | Train only on owned/licensed references |
| Inpainting | Masked edits | Fix hands, product label, background objects | Use narrow masks, explicit preservation constraints |
| Outpainting | Canvas expansion | Adapt square hero to 9:16/16:9/4:5 | Protect subject scale and negative-space intent |
| Tiled upscale | Tile diffusion/upscaling | Print posters, covers, hero images | Check seams, faces, text, texture repetition |
| Face restoration | Careful restoration/enhancement | Human ads, avatars | Avoid changing identity; consent required |
| Compositor pass | Photoshop/Nuke/AE nodes | Final ad-quality composite | Generation is source material, not final master |

# 8. 3D and Real-Time Engine Layer

Some tasks should not be given to a neural video model. If the product geometry must be exact, if camera motion must be repeatable, if physics must be consistent, or if the same scene must generate dozens of versions, use a 3D or code-rendered pipeline. Blender, Unreal, Unity, WebGL, and product CAD-like workflows are not old; they are the deterministic skeleton that neural generation lacks.

- **Product turntables:** render exact product geometry; use AI for backgrounds, textures, or atmosphere.
- **Digital twin ads:** build a 3D version of the product or environment; generate variants around it.
- **Neural texture expansion:** use image models for materials, but preserve UV and geometry.
- **Engine-based video:** when physics or spatial coherence matters more than dreamlike cinema, use real-time engine logic.
- **Hybrid scene:** 3D product + AI background + AE/Resolve finish + programmatic captions.

# 9. Model Routing V2

The mature operator does not ask, “Which model is best?” The mature operator asks, “Which subproblem is this, and which model/tool solves that subproblem with the lowest risk?”

| Task | Best route | Why | Risk |
|---|---|---|---|
| Typography-first poster | Ideogram / GPT Image / Firefly + manual finish | Text correctness and layout | Use short text; verify glyphs manually |
| High-art campaign mood | Midjourney / FLUX / Krea | Aesthetic originality | Do not trust for exact copy or logo |
| Commercial-safe enterprise | Adobe Firefly / brand-approved stack | Licensing posture and client trust | Check beta/model-specific terms |
| Reference-preserving edits | FLUX Kontext/FLUX.2 / GPT Image editing | Iterative changes without rebuilding | Drift after many turns; save anchors |
| Short cinematic clip | Veo / Runway / Luma / Kling / Pika | Motion and realism | Story still needs editor assembly |
| Deterministic data video | Remotion / HyperFrames / FFmpeg | Templates, subtitles, charts, bulk renders | Requires code QA and export testing |
| UGC spokesperson | HeyGen / Synthesia / Captions / Tavus | Creator-like talking videos | Consent/disclosure and script realism |
| Audio voiceover | ElevenLabs / Adobe audio / human VO | Narration and localization | Voice rights and pronunciation QA |
| Music bed/jingle | Licensed library / Suno / Udio / composer | Mood and retention | Rights, platform claims, copyright ambiguity |
| 3D product control | Blender / Unreal / C4D + AI textures | Exact product geometry and lighting | Slower but more deterministic |

# 10. Programmatic Video Deepening: Remotion and HyperFrames

V1 mentioned Remotion and HyperFrames; V2 makes them central. Neural video is excellent for organic motion, cinematic fragments, atmospheres, and human-like scenes. Programmatic video is excellent for typography, data, repeatable ads, templates, dashboard explainers, product cards, multilingual variants, and deterministic export.

## 10.1 Remotion Use Pattern

Use React components as video scenes. Feed them product data, headlines, prices, testimonials, screenshots, chart values, and multilingual copy. Render bulk MP4s. This is the right path for scalable ad factories, ebook promo videos, dashboard explainers, and automatic social clips.

## 10.2 HyperFrames Use Pattern

Use HTML/CSS/JS compositions when agents or web-native systems need to author videos from structured content. This is powerful for blog-to-video, website-to-video, PDF-to-video, product-promo templates, and agentic video rendering.

## 10.3 Hybrid Rule

Use neural models for what code cannot easily invent: atmosphere, people, cinematic movement, organic texture. Use code for what neural models cannot guarantee: text, timing, logos, charts, subtitles, exact layout, and multilingual variations.

# 11. HyperPrompt Engineering Loops V2

Prompt injection here means controlled insertion of constraints, references, safety requirements, brand tokens, and evaluation clauses into the creative prompt. It is not malicious prompt injection and must never be used to bypass safety systems.

| Loop | Pipeline |
|---|---|
| Visual Contract Loop | brief -> deliverable specs -> forbidden outputs -> acceptance tests -> generation -> QC |
| Bilingual Layout Loop | Arabic/French/English copy -> hierarchy -> RTL/LTR zones -> font pairing -> rendered proof |
| Color Pipeline Loop | brand palette -> scene lighting -> output color space -> contrast check -> platform compression test |
| Reference Legality Loop | reference board -> rights status -> abstracted design variables -> generation prompt -> audit note |
| ControlNet-Orchestration Loop | rough sketch -> pose/depth/edge controls -> model route -> inpaint fixes -> upscale |
| Shot Physics Loop | story intent -> camera path -> actor/object motion -> model prompt -> drift repair |
| UGC Trust Loop | persona -> context -> objection -> proof -> micro-imperfection -> compliance court |
| Audio Timing Loop | script -> voice pace -> music tempo -> caption timing -> cut rhythm -> retention test |
| Ad-to-Landing Loop | hook claim -> landing proof -> visual promise -> CTA continuity -> conversion audit |
| Event-Graph Video Loop | narrative -> actors/actions/objects -> temporal constraints -> engine/render or neural clips |
| Brand Token Update Loop | campaign output -> accept/reject -> update tokens -> regenerate next batch |
| Creative Fatigue Loop | performance decay -> difference audit -> new carrier -> variant set -> retest |

# 12. Prompt Contracts Instead of Prompt Wishes

A weak prompt asks. A prompt contract defines what must be produced, what must be preserved, what must never appear, how the output will be judged, and how failure will be repaired.

```
PROMPT CONTRACT
Objective:
Audience:
Offer:
Active Difference Delta:
Visual Carrier:
Model Route:
Input Assets:
Preservation Anchors:
Style Law:
Color Law:
Typography Law:
Motion Law:
Audio Law:
Legal/Consent Constraints:
Negative Constraints:
Acceptance Tests:
Failure Repair Instructions:
Version ID:
Memory Update Fields:
```

| Use case | Prompt seed |
|---|---|
| Image - unusual carrier | Generate a commercial image where [offer] is expressed through [unexpected object]. The image must be readable in 2 seconds. Use [style]. Leave space for headline at [position]. Avoid generic AI symbols. |
| Image - brand token lock | Use these brand tokens: colors [x], typography mood [y], visual objects [z]. Preserve them while inventing a new campaign scene for [audience pain]. |
| Image - patchwork | Create a controlled patchwork combining [world A], [world B], and [world C]. The bridge concept is [single idea]. No chaotic collage; maintain premium hierarchy. |
| Video - shot list | Write 8 shots for a 20-second ad. Each shot must have purpose, camera, motion, text overlay, audio cue, model route, and failure risk. |
| Video - neural+code hybrid | Split this video into neural clips and deterministic code-rendered scenes. Use AI video only for organic motion; use Remotion/HyperFrames for typography/data/CTA. |
| UGC - trust realism | Create a UGC script from a realistic persona. Include one concrete objection, one proof moment, one imperfect human gesture, and a non-pushy CTA. |
| Motion - kinetic typography | Design kinetic typography where each text movement changes meaning: reveal problem, compress solution, show proof, push CTA. |
| Audio - voice bible | Define voice persona, age impression, accent, pace, emotional curve, pronunciation risks, silence moments, and final CTA emphasis. |
| Compliance - claims | Audit this ad claim. Separate fact, interpretation, proof, unsupported claim, risky implication, and safer rewrite. |
| GraphRAG - asset memory | Convert this campaign into graph nodes: offer, audience, visual carrier, color, model, prompt, asset, court result, performance metric. |

# 13. UGC Hyperrealism V2

UGC that is too perfect becomes suspicious. The trust signal is not low quality; it is situated specificity. A believable UGC ad contains context, pressure, hesitation, proof, and a natural reason to speak.

## UGC Script Skeleton

```
0-2s: Pattern interrupt from lived context.
2-5s: Pain stated in ordinary language.
5-8s: Discovery or mistake corrected.
8-13s: Concrete proof, not abstract praise.
13-17s: Objection answered.
17-22s: Soft CTA connected to situation.
```

## UGC Authenticity Markers

- One ordinary location detail.
- One imperfect micro-gesture.
- One concrete number or before/after, only if true.
- One objection the audience already has.
- One non-pushy CTA.
- No fake “I used this” testimonial unless the person truly did.

# 14. Audio-Visual Production Layer

Audio gives the image a nervous system. Without audio governance, even beautiful visuals feel dead or generic. The OS should define a voice bible, music mood, SFX map, silence map, caption rhythm, and loudness/export target.

| Audio element | Variables | Function |
|---|---|---|
| Voice persona | Age impression, accent, confidence, warmth, pace | Controls trust and brand personality |
| Music bed | Tempo, genre, density, emotional arc | Controls energy and retention |
| SFX | Clicks, whooshes, paper, data pulses, room tone | Adds tactile reality and timing |
| Silence | Intentional pause before proof or CTA | Creates authority |
| Captions | Burned-in or platform captions | Accessibility and retention |
| Mix | Voice above music, no harsh peaks | Professional delivery |
| Localization | Dubbing, subtitles, regional pronunciation | Market fit |

# 15. Legal, Rights, Consent, and Provenance Gate

Commercial synthetic media needs a gate before delivery. This is not fear; it is professional hygiene. Every asset must know its inputs, rights, approvals, and claims.

| Risk | Question | Rule |
|---|---|---|
| Likeness | Is any real person represented? | Need consent or licensed avatar |
| Voice | Is a real voice cloned or imitated? | Explicit consent and platform compliance |
| Music | Generated, stock, commissioned, licensed? | Check rights and ad platform usage |
| Fonts | Commercial license? | Do not assume all fonts are ad-safe |
| Stock/reference | Owned, licensed, public domain, or inspiration only? | Track source and transformation |
| Product claims | Can claims be proven? | Keep evidence in the project folder |
| AI disclosure | Needed by platform/client/law? | Use transparent metadata and approval notes |
| Content Credentials | Can provenance metadata be kept? | Use when trust matters |

# 16. Performance Marketing and Learning Memory

The OS must learn from market response. Performance does not prove aesthetic truth, but it reveals attention, trust, fatigue, and offer-message fit.

| Metric | Question | Use |
|---|---|---|
| Thumb-stop rate | Did the first frame stop attention? | Diagnoses hook and visual carrier |
| 3-second/5-second retention | Did early seconds hold? | Diagnoses pacing and clarity |
| CTR | Did viewer want next step? | Diagnoses offer/copy/CTA |
| CVR | Did click convert? | Diagnoses ad-landing coherence |
| CPA/ROAS | Is it economically viable? | Business outcome |
| Comment quality | What objections appear? | Research input |

| Metric | Question | Use |
|---|---|---|
| Creative fatigue | Does performance decay? | Need new active difference |
| Variant lift | Which variable mattered? | Memory update |

# 17. Tools V2

These tools are designed to repair the missing production layers. Each tool should become a checklist, a prompt module, and a KB chunk.

## 1. Camera Grammar Mapper

**Purpose:** Converts story intention into shot scale, lens feeling, camera movement, and motion constraints.

**Inputs:** brief, brand tokens, assets, model route, risk level, delivery format.

**Outputs:** prompt clause, production instruction, QA test, metadata field, and revision note.

**Failure mode:** using the tool as a label without forcing a visible operational change.

## 2. Color Delivery Checker

**Purpose:** Checks palette meaning, contrast, color space, HDR/SDR risk, CMYK/print risk, and platform compression.

**Inputs:** brief, brand tokens, assets, model route, risk level, delivery format.

**Outputs:** prompt clause, production instruction, QA test, metadata field, and revision note.

**Failure mode:** using the tool as a label without forcing a visible operational change.

## 3. Bilingual Typography Court

**Purpose:** Tests Arabic/Latin hierarchy, RTL/LTR direction, glyph correctness, line length, and subtitle readability.

**Inputs:** brief, brand tokens, assets, model route, risk level, delivery format.

**Outputs:** prompt clause, production instruction, QA test, metadata field, and revision note.

**Failure mode:** using the tool as a label without forcing a visible operational change.

## 4. Control Pipeline Planner

**Purpose:** Chooses pose/depth/edge/reference/LoRA/inpaint/upscale sequence for repeatable outputs.

**Inputs:** brief, brand tokens, assets, model route, risk level, delivery format.

**Outputs:** prompt clause, production instruction, QA test, metadata field, and revision note.

**Failure mode:** using the tool as a label without forcing a visible operational change.

## 5. Reference Rights Ledger

**Purpose:** Tracks each reference asset as owned, licensed, public domain, fair inspiration, forbidden, or unknown.

**Inputs:** brief, brand tokens, assets, model route, risk level, delivery format.

**Outputs:** prompt clause, production instruction, QA test, metadata field, and revision note.

**Failure mode:** using the tool as a label without forcing a visible operational change.

## 6. Brand Token Compiler

**Purpose:** Turns brand identity into tokens: palette, type, object bank, layout ratios, copy laws, forbidden cliches.

**Inputs:** brief, brand tokens, assets, model route, risk level, delivery format.

**Outputs:** prompt clause, production instruction, QA test, metadata field, and revision note.

**Failure mode:** using the tool as a label without forcing a visible operational change.

## 7. 3D Determinism Router

**Purpose:** Routes product/geometric/physics-heavy work away from neural video into Blender/Unreal/code render.

**Inputs:** brief, brand tokens, assets, model route, risk level, delivery format.

**Outputs:** prompt clause, production instruction, QA test, metadata field, and revision note.

**Failure mode:** using the tool as a label without forcing a visible operational change.

## 8. UGC Consent Gate

**Purpose:** Checks likeness, voice, claims, testimonial authenticity, disclosure needs, and platform rules.

**Inputs:** brief, brand tokens, assets, model route, risk level, delivery format.

**Outputs:** prompt clause, production instruction, QA test, metadata field, and revision note.

**Failure mode:** using the tool as a label without forcing a visible operational change.

## 9. A/B Creative Matrix

**Purpose:** Builds controlled variants: hook, carrier, color, proof, CTA, format, audience segment.

**Inputs:** brief, brand tokens, assets, model route, risk level, delivery format.

**Outputs:** prompt clause, production instruction, QA test, metadata field, and revision note.

**Failure mode:** using the tool as a label without forcing a visible operational change.

## 10. Post-Production QC Sheet

**Purpose:** Checks resolution, fps, codec, audio loudness, subtitles, safe zones, compression, metadata.

**Inputs:** brief, brand tokens, assets, model route, risk level, delivery format.

**Outputs:** prompt clause, production instruction, QA test, metadata field, and revision note.

**Failure mode:** using the tool as a label without forcing a visible operational change.

## 11. Ad-Landing Coherence Auditor

**Purpose:** Compares ad promise with landing page proof, headline, hero, form, price, and trust elements.

**Inputs:** brief, brand tokens, assets, model route, risk level, delivery format.

**Outputs:** prompt clause, production instruction, QA test, metadata field, and revision note.

**Failure mode:** using the tool as a label without forcing a visible operational change.

## 12. Synthetic Provenance Register

**Purpose:** Stores model, prompts, source assets, edits, approvals, and Content Credentials status.

**Inputs:** brief, brand tokens, assets, model route, risk level, delivery format.

**Outputs:** prompt clause, production instruction, QA test, metadata field, and revision note.

**Failure mode:** using the tool as a label without forcing a visible operational change.

## 13. Cost-Latency Router

**Purpose:** Chooses model/render path by budget, deadline, privacy, revision count, and expected quality.

**Inputs:** brief, brand tokens, assets, model route, risk level, delivery format.

**Outputs:** prompt clause, production instruction, QA test, metadata field, and revision note.

**Failure mode:** using the tool as a label without forcing a visible operational change.

## 14. Creative Fatigue Detector

**Purpose:** Identifies when a winning motif is losing novelty and proposes new active differences.

**Inputs:** brief, brand tokens, assets, model route, risk level, delivery format.

**Outputs:** prompt clause, production instruction, QA test, metadata field, and revision note.

**Failure mode:** using the tool as a label without forcing a visible operational change.

## 15. Moussaif Taste Court

**Purpose:** Separates beautiful, useful, branded, risky, memorable, and conversion-worthy.

**Inputs:** brief, brand tokens, assets, model route, risk level, delivery format.

**Outputs:** prompt clause, production instruction, QA test, metadata field, and revision note.

**Failure mode:** using the tool as a label without forcing a visible operational change.

---

# 18. GraphRAG V2: Production Asset Graph

V1 introduced RAG and GraphRAG. V2 turns every campaign into a graph that can be queried by agents.

```
Nodes:
BrandToken, AudiencePain, OfferClaim, ProofAsset, VisualCarrier, PromptContract,
ModelRoute, GeneratedAsset, EditPass, AudioPass, ComplianceCheck, PlatformFormat,
PerformanceMetric, FailureMode, LearningUpdate.

Edges:
uses, preserves, violates, supports, contradicts, routes_to, repaired_by,
tested_by, converted_into, approved_by, fatigue_after, improves_next.
```

### Example Query

“Find all 9:16 UGC ads for AI services where the first 3-second retention was high but landing conversion was low. Return the visual carrier, claim, CTA, and suspected mismatch.” This is the kind of query that turns creative memory into agency intelligence.

---

# 19. Destruction Courts V2

## 19.1 Production Reality Court

Can this be finished, exported, localized, licensed, and tested?

## 19.2 Typography Court

Is every letter correct, readable, aligned, and culturally appropriate?

## 19.3 Color Delivery Court

Will the palette survive platform compression, print conversion, and accessibility checks?

## 19.4 Cinematic Coherence Court

Do shots preserve space, identity, motion, and emotional rhythm?

## 19.5 Legal/Consent Court

Are likeness, voice, claims, music, fonts, stock assets, and model terms safe enough for the intended use?

## 19.6 Ad-Landing Court

Does the landing page prove what the ad promises?

## 19.7 Cost-Latency Court

Is this workflow too expensive, slow, fragile, or manual for the expected campaign volume?

---

# 20. 100 Missing Micro-Laws

These laws are small enough to be used daily and strong enough to prevent AI slop.

| # | Micro-law |
|---|---|
| 1 | Never let a model render final legal copy unless the text is verified after generation. |
| 2 | Use neural video for organic ambiguity and code video for deterministic clarity. |
| 3 | One concept, one carrier, one proof, one CTA: excess kills memory. |
| 4 | A reference board must extract variables, not copy appearances. |
| 5 | If the product shape matters, use 3D or product photography as anchor. |
| 6 | If the face matters, lock identity before styling. |
| 7 | If the ad is surreal, the copy must be concrete. |

| # | Micro-law |
|---|---|
| 8 | If the copy is abstract, the object must be concrete. |
| 9 | Do not use cinematic blur to hide bad composition. |
| 10 | Every generated output needs a rejection reason, even when accepted. |
| 11 | A weak prompt describes style; a strong prompt defines tests. |
| 12 | Do not confuse UGC realism with amateur chaos. |
| 13 | Color must guide attention before it expresses mood. |
| 14 | Typography is a production decision, not an image-model decoration. |
| 15 | Every variant should change one primary variable, not everything at once. |
| 16 | Performance data updates prompts only after a hypothesis is stated. |
| 17 | No avatar without consent and disclosure governance. |
| 18 | No music without rights path. |
| 19 | No model route without failure mode. |
| 20 | No campaign without memory update. |
| 21 | Never let a model render final legal copy unless the text is verified after generation. |
| 22 | Use neural video for organic ambiguity and code video for deterministic clarity. |
| 23 | One concept, one carrier, one proof, one CTA: excess kills memory. |
| 24 | A reference board must extract variables, not copy appearances. |
| 25 | If the product shape matters, use 3D or product photography as anchor. |
| 26 | If the face matters, lock identity before styling. |
| 27 | If the ad is surreal, the copy must be concrete. |
| 28 | If the copy is abstract, the object must be concrete. |
| 29 | Do not use cinematic blur to hide bad composition. |
| 30 | Every generated output needs a rejection reason, even when accepted. |
| 31 | A weak prompt describes style; a strong prompt defines tests. |
| 32 | Do not confuse UGC realism with amateur chaos. |
| 33 | Color must guide attention before it expresses mood. |
| 34 | Typography is a production decision, not an image-model decoration. |
| 35 | Every variant should change one primary variable, not everything at once. |
| 36 | Performance data updates prompts only after a hypothesis is stated. |
| 37 | No avatar without consent and disclosure governance. |
| 38 | No music without rights path. |
| 39 | No model route without failure mode. |
| 40 | No campaign without memory update. |
| 41 | Never let a model render final legal copy unless the text is verified after generation. |
| 42 | Use neural video for organic ambiguity and code video for deterministic clarity. |
| 43 | One concept, one carrier, one proof, one CTA: excess kills memory. |
| 44 | A reference board must extract variables, not copy appearances. |
| 45 | If the product shape matters, use 3D or product photography as anchor. |
| 46 | If the face matters, lock identity before styling. |
| 47 | If the ad is surreal, the copy must be concrete. |
| 48 | If the copy is abstract, the object must be concrete. |
| 49 | Do not use cinematic blur to hide bad composition. |
| 50 | Every generated output needs a rejection reason, even when accepted. |

| # | Micro-law |
|---|---|
| 51 | A weak prompt describes style; a strong prompt defines tests. |
| 52 | Do not confuse UGC realism with amateur chaos. |
| 53 | Color must guide attention before it expresses mood. |
| 54 | Typography is a production decision, not an image-model decoration. |
| 55 | Every variant should change one primary variable, not everything at once. |
| 56 | Performance data updates prompts only after a hypothesis is stated. |
| 57 | No avatar without consent and disclosure governance. |
| 58 | No music without rights path. |
| 59 | No model route without failure mode. |
| 60 | No campaign without memory update. |
| 61 | Never let a model render final legal copy unless the text is verified after generation. |
| 62 | Use neural video for organic ambiguity and code video for deterministic clarity. |
| 63 | One concept, one carrier, one proof, one CTA: excess kills memory. |
| 64 | A reference board must extract variables, not copy appearances. |
| 65 | If the product shape matters, use 3D or product photography as anchor. |
| 66 | If the face matters, lock identity before styling. |
| 67 | If the ad is surreal, the copy must be concrete. |
| 68 | If the copy is abstract, the object must be concrete. |
| 69 | Do not use cinematic blur to hide bad composition. |
| 70 | Every generated output needs a rejection reason, even when accepted. |
| 71 | A weak prompt describes style; a strong prompt defines tests. |
| 72 | Do not confuse UGC realism with amateur chaos. |
| 73 | Color must guide attention before it expresses mood. |
| 74 | Typography is a production decision, not an image-model decoration. |
| 75 | Every variant should change one primary variable, not everything at once. |
| 76 | Performance data updates prompts only after a hypothesis is stated. |
| 77 | No avatar without consent and disclosure governance. |
| 78 | No music without rights path. |
| 79 | No model route without failure mode. |
| 80 | No campaign without memory update. |
| 81 | Never let a model render final legal copy unless the text is verified after generation. |
| 82 | Use neural video for organic ambiguity and code video for deterministic clarity. |
| 83 | One concept, one carrier, one proof, one CTA: excess kills memory. |
| 84 | A reference board must extract variables, not copy appearances. |
| 85 | If the product shape matters, use 3D or product photography as anchor. |
| 86 | If the face matters, lock identity before styling. |
| 87 | If the ad is surreal, the copy must be concrete. |
| 88 | If the copy is abstract, the object must be concrete. |
| 89 | Do not use cinematic blur to hide bad composition. |
| 90 | Every generated output needs a rejection reason, even when accepted. |
| 91 | A weak prompt describes style; a strong prompt defines tests. |
| 92 | Do not confuse UGC realism with amateur chaos. |
| 93 | Color must guide attention before it expresses mood. |

| # | Micro-law |
|---|---|
| 94 | Typography is a production decision, not an image-model decoration. |
| 95 | Every variant should change one primary variable, not everything at once. |
| 96 | Performance data updates prompts only after a hypothesis is stated. |
| 97 | No avatar without consent and disclosure governance. |
| 98 | No music without rights path. |
| 99 | No model route without failure mode. |
| 100 | No campaign without memory update. |

# 21. V2 Production Checklist

```
1. Brief normalized.
2. Audience pain extracted.
3. Offer claim verified.
4. Active Difference Delta defined.
5. Visual carrier selected.
6. Brand tokens loaded.
7. Reference rights checked.
8. Model route chosen by subproblem.
9. Prompt contract written.
10. Control pipeline selected if needed.
11. First asset generated.
12. Visual court passed.
13. Typography court passed.
14. Color delivery checked.
15. Legal/consent gate passed.
16. Video/audio/edit finish completed.
17. Platform exports created.
18. Ad-to-landing coherence checked.
19. Performance hypothesis recorded.
20. Memory updated after test.
```

# 22. 600-Page V2 Expansion Blueprint: Missing Layers Edition

This is the expansion plan if the PDF is later converted into a full 600-page production manual. Each page seed must become a dense page with definition, mechanism, prompt/tool, example, failure mode, and repair.

## Part I: Cinematic and Visual Grammar (1-80)

| Page | Focus | Expansion instruction |
|---|---|---|
| 1 | Shot Scale | Build a page around shot scale: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 2 | Lens | Build a page around lens: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 3 | Camera Motion | Build a page around camera motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 4 | Lighting | Build a page around lighting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 5 | Blocking | Build a page around blocking: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 6 | Composition | Build a page around composition: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 7 | Continuity | Build a page around continuity: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 8 | Story Rhythm | Build a page around story rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 9 | Shot Scale | Build a page around shot scale: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 10 | Lens | Build a page around lens: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 11 | Camera Motion | Build a page around camera motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 12 | Lighting | Build a page around lighting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 13 | Blocking | Build a page around blocking: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 14 | Composition | Build a page around composition: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 15 | Continuity | Build a page around continuity: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 16 | Story Rhythm | Build a page around story rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 17 | Shot Scale | Build a page around shot scale: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 18 | Lens | Build a page around lens: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 19 | Camera Motion | Build a page around camera motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 20 | Lighting | Build a page around lighting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 21 | Blocking | Build a page around blocking: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 22 | Composition | Build a page around composition: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 23 | Continuity | Build a page around continuity: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 24 | Story Rhythm | Build a page around story rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 25 | Shot Scale | Build a page around shot scale: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 26 | Lens | Build a page around lens: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 27 | Camera Motion | Build a page around camera motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 28 | Lighting | Build a page around lighting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 29 | Blocking | Build a page around blocking: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
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| 33 | Shot Scale | Build a page around shot scale: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 34 | Lens | Build a page around lens: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 35 | Camera Motion | Build a page around camera motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 36 | Lighting | Build a page around lighting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 37 | Blocking | Build a page around blocking: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 38 | Composition | Build a page around composition: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 39 | Continuity | Build a page around continuity: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 40 | Story Rhythm | Build a page around story rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 41 | Shot Scale | Build a page around shot scale: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 42 | Lens | Build a page around lens: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 43 | Camera Motion | Build a page around camera motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 44 | Lighting | Build a page around lighting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 45 | Blocking | Build a page around blocking: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 46 | Composition | Build a page around composition: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 47 | Continuity | Build a page around continuity: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 48 | Story Rhythm | Build a page around story rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 49 | Shot Scale | Build a page around shot scale: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 50 | Lens | Build a page around lens: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 51 | Camera Motion | Build a page around camera motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 52 | Lighting | Build a page around lighting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 53 | Blocking | Build a page around blocking: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 54 | Composition | Build a page around composition: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 55 | Continuity | Build a page around continuity: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 56 | Story Rhythm | Build a page around story rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 57 | Shot Scale | Build a page around shot scale: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 58 | Lens | Build a page around lens: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 59 | Camera Motion | Build a page around camera motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 60 | Lighting | Build a page around lighting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 61 | Blocking | Build a page around blocking: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 62 | Composition | Build a page around composition: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 63 | Continuity | Build a page around continuity: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 64 | Story Rhythm | Build a page around story rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 65 | Shot Scale | Build a page around shot scale: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 66 | Lens | Build a page around lens: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 67 | Camera Motion | Build a page around camera motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 68 | Lighting | Build a page around lighting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 69 | Blocking | Build a page around blocking: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 70 | Composition | Build a page around composition: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 71 | Continuity | Build a page around continuity: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 72 | Story Rhythm | Build a page around story rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 73 | Shot Scale | Build a page around shot scale: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 74 | Lens | Build a page around lens: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 75 | Camera Motion | Build a page around camera motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 76 | Lighting | Build a page around lighting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 77 | Blocking | Build a page around blocking: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 78 | Composition | Build a page around composition: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 79 | Continuity | Build a page around continuity: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 80 | Story Rhythm | Build a page around story rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

## Part II: Color, Typography, Layout, and Accessibility (81-160)

| Page | Focus | Expansion instruction |
|---|---|---|
| 81 | Color Space | Build a page around color space: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 82 | Palette | Build a page around palette: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 83 | Contrast | Build a page around contrast: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 84 | Arabic Typography | Build a page around Arabic typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 85 | Latin Typography | Build a page around Latin typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 86 | Bilingual Layout | Build a page around bilingual layout: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 87 | Subtitles | Build a page around subtitles: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 88 | Print/Social Delivery | Build a page around print/social delivery: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 89 | Color Space | Build a page around color space: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 90 | Palette | Build a page around palette: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 91 | Contrast | Build a page around contrast: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 92 | Arabic Typography | Build a page around Arabic typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 93 | Latin Typography | Build a page around Latin typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 94 | Bilingual Layout | Build a page around bilingual layout: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 95 | Subtitles | Build a page around subtitles: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 96 | Print/Social Delivery | Build a page around print/social delivery: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 97 | Color Space | Build a page around color space: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 98 | Palette | Build a page around palette: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 99 | Contrast | Build a page around contrast: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 100 | Arabic Typography | Build a page around Arabic typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 101 | Latin Typography | Build a page around Latin typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 102 | Bilingual Layout | Build a page around bilingual layout: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 103 | Subtitles | Build a page around subtitles: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 104 | Print/Social Delivery | Build a page around print/social delivery: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 105 | Color Space | Build a page around color space: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 106 | Palette | Build a page around palette: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 107 | Contrast | Build a page around contrast: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 108 | Arabic Typography | Build a page around Arabic typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 109 | Latin Typography | Build a page around Latin typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 110 | Bilingual Layout | Build a page around bilingual layout: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 111 | Subtitles | Build a page around subtitles: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 112 | Print/Social Delivery | Build a page around print/social delivery: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 113 | Color Space | Build a page around color space: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 114 | Palette | Build a page around palette: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 115 | Contrast | Build a page around contrast: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 116 | Arabic Typography | Build a page around Arabic typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 117 | Latin Typography | Build a page around Latin typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 118 | Bilingual Layout | Build a page around bilingual layout: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 119 | Subtitles | Build a page around subtitles: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 120 | Print/Social Delivery | Build a page around print/social delivery: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 121 | Color Space | Build a page around color space: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 122 | Palette | Build a page around palette: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 123 | Contrast | Build a page around contrast: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 124 | Arabic Typography | Build a page around Arabic typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 125 | Latin Typography | Build a page around Latin typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 126 | Bilingual Layout | Build a page around bilingual layout: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 127 | Subtitles | Build a page around subtitles: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 128 | Print/Social Delivery | Build a page around print/social delivery: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 129 | Color Space | Build a page around color space: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 130 | Palette | Build a page around palette: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 131 | Contrast | Build a page around contrast: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 132 | Arabic Typography | Build a page around Arabic typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 133 | Latin Typography | Build a page around Latin typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 134 | Bilingual Layout | Build a page around bilingual layout: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 135 | Subtitles | Build a page around subtitles: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 136 | Print/Social Delivery | Build a page around print/social delivery: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 137 | Color Space | Build a page around color space: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 138 | Palette | Build a page around palette: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 139 | Contrast | Build a page around contrast: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 140 | Arabic Typography | Build a page around Arabic typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 141 | Latin Typography | Build a page around Latin typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 142 | Bilingual Layout | Build a page around bilingual layout: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 143 | Subtitles | Build a page around subtitles: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 144 | Print/Social Delivery | Build a page around print/social delivery: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 145 | Color Space | Build a page around color space: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 146 | Palette | Build a page around palette: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 147 | Contrast | Build a page around contrast: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 148 | Arabic Typography | Build a page around Arabic typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 149 | Latin Typography | Build a page around Latin typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 150 | Bilingual Layout | Build a page around bilingual layout: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 151 | Subtitles | Build a page around subtitles: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 152 | Print/Social Delivery | Build a page around print/social delivery: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 153 | Color Space | Build a page around color space: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 154 | Palette | Build a page around palette: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 155 | Contrast | Build a page around contrast: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 156 | Arabic Typography | Build a page around Arabic typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 157 | Latin Typography | Build a page around Latin typography: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 158 | Bilingual Layout | Build a page around bilingual layout: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 159 | Subtitles | Build a page around subtitles: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 160 | Print/Social Delivery | Build a page around print/social delivery: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

# Part III: Control Pipelines and Image Production (161-250)

| Page | Focus | Expansion instruction |
|---|---|---|
| 161 | Comfyui | Build a page around ComfyUI: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 162 | Controlnet | Build a page around ControlNet: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 163 | Ip-Adapter | Build a page around IP-Adapter: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 164 | Lora | Build a page around LoRA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 165 | Inpainting | Build a page around inpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 166 | Outpainting | Build a page around outpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 167 | Upscaling | Build a page around upscaling: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 168 | Reference Governance | Build a page around reference governance: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 169 | Photoshop Finish | Build a page around Photoshop finish: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 170 | Comfyui | Build a page around ComfyUI: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 171 | Controlnet | Build a page around ControlNet: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 172 | Ip-Adapter | Build a page around IP-Adapter: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 173 | Lora | Build a page around LoRA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 174 | Inpainting | Build a page around inpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 175 | Outpainting | Build a page around outpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 176 | Upscaling | Build a page around upscaling: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 177 | Reference Governance | Build a page around reference governance: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 178 | Photoshop Finish | Build a page around Photoshop finish: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 179 | Comfyui | Build a page around ComfyUI: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 180 | Controlnet | Build a page around ControlNet: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 181 | Ip-Adapter | Build a page around IP-Adapter: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 182 | Lora | Build a page around LoRA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 183 | Inpainting | Build a page around inpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 184 | Outpainting | Build a page around outpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 185 | Upscaling | Build a page around upscaling: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 186 | Reference Governance | Build a page around reference governance: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 187 | Photoshop Finish | Build a page around Photoshop finish: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 188 | Comfyui | Build a page around ComfyUI: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 189 | Controlnet | Build a page around ControlNet: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 190 | Ip-Adapter | Build a page around IP-Adapter: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 191 | Lora | Build a page around LoRA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 192 | Inpainting | Build a page around inpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 193 | Outpainting | Build a page around outpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 194 | Upscaling | Build a page around upscaling: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 195 | Reference Governance | Build a page around reference governance: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 196 | Photoshop Finish | Build a page around Photoshop finish: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 197 | Comfyui | Build a page around ComfyUI: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 198 | Controlnet | Build a page around ControlNet: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 199 | Ip-Adapter | Build a page around IP-Adapter: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 200 | Lora | Build a page around LoRA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 201 | Inpainting | Build a page around inpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 202 | Outpainting | Build a page around outpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 203 | Upscaling | Build a page around upscaling: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 204 | Reference Governance | Build a page around reference governance: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 205 | Photoshop Finish | Build a page around Photoshop finish: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 206 | Comfyui | Build a page around ComfyUI: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 207 | Controlnet | Build a page around ControlNet: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 208 | Ip-Adapter | Build a page around IP-Adapter: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 209 | Lora | Build a page around LoRA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 210 | Inpainting | Build a page around inpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 211 | Outpainting | Build a page around outpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 212 | Upscaling | Build a page around upscaling: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 213 | Reference Governance | Build a page around reference governance: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 214 | Photoshop Finish | Build a page around Photoshop finish: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 215 | Comfyui | Build a page around ComfyUI: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 216 | Controlnet | Build a page around ControlNet: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 217 | Ip-Adapter | Build a page around IP-Adapter: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 218 | Lora | Build a page around LoRA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 219 | Inpainting | Build a page around inpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 220 | Outpainting | Build a page around outpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 221 | Upscaling | Build a page around upscaling: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 222 | Reference Governance | Build a page around reference governance: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 223 | Photoshop Finish | Build a page around Photoshop finish: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 224 | Comfyui | Build a page around ComfyUI: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 225 | Controlnet | Build a page around ControlNet: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 226 | Ip-Adapter | Build a page around IP-Adapter: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 227 | Lora | Build a page around LoRA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 228 | Inpainting | Build a page around inpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 229 | Outpainting | Build a page around outpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 230 | Upscaling | Build a page around upscaling: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 231 | Reference Governance | Build a page around reference governance: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 232 | Photoshop Finish | Build a page around Photoshop finish: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 233 | Comfyui | Build a page around ComfyUI: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 234 | Controlnet | Build a page around ControlNet: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 235 | Ip-Adapter | Build a page around IP-Adapter: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 236 | Lora | Build a page around LoRA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 237 | Inpainting | Build a page around inpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 238 | Outpainting | Build a page around outpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 239 | Upscaling | Build a page around upscaling: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 240 | Reference Governance | Build a page around reference governance: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 241 | Photoshop Finish | Build a page around Photoshop finish: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 242 | Comfyui | Build a page around ComfyUI: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 243 | Controlnet | Build a page around ControlNet: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 244 | Ip-Adapter | Build a page around IP-Adapter: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 245 | Lora | Build a page around LoRA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 246 | Inpainting | Build a page around inpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 247 | Outpainting | Build a page around outpainting: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 248 | Upscaling | Build a page around upscaling: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 249 | Reference Governance | Build a page around reference governance: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 250 | Photoshop Finish | Build a page around Photoshop finish: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

# Part IV: Video, 3D, Engines, Motion Code (251-350)

| Page | Focus | Expansion instruction |
|---|---|---|
| 251 | Veo/Runway/Luma Routing | Build a page around Veo/Runway/Luma routing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 252 | Remotion | Build a page around Remotion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 253 | Hyperframes | Build a page around HyperFrames: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 254 | Blender | Build a page around Blender: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 255 | Unreal | Build a page around Unreal: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 256 | Ae Motion | Build a page around AE motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 257 | Ffmpeg | Build a page around FFmpeg: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 258 | Shot Graph | Build a page around shot graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 259 | Veo/Runway/Luma Routing | Build a page around Veo/Runway/Luma routing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 260 | Remotion | Build a page around Remotion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 261 | Hyperframes | Build a page around HyperFrames: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 262 | Blender | Build a page around Blender: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 263 | Unreal | Build a page around Unreal: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 264 | Ae Motion | Build a page around AE motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 265 | Ffmpeg | Build a page around FFmpeg: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 266 | Shot Graph | Build a page around shot graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 267 | Veo/Runway/Luma Routing | Build a page around Veo/Runway/Luma routing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 268 | Remotion | Build a page around Remotion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 269 | Hyperframes | Build a page around HyperFrames: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 270 | Blender | Build a page around Blender: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 271 | Unreal | Build a page around Unreal: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 272 | Ae Motion | Build a page around AE motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 273 | Ffmpeg | Build a page around FFmpeg: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 274 | Shot Graph | Build a page around shot graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 275 | Veo/Runway/Luma Routing | Build a page around Veo/Runway/Luma routing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 276 | Remotion | Build a page around Remotion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 277 | Hyperframes | Build a page around HyperFrames: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 278 | Blender | Build a page around Blender: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 279 | Unreal | Build a page around Unreal: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 280 | Ae Motion | Build a page around AE motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 281 | Ffmpeg | Build a page around FFmpeg: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 282 | Shot Graph | Build a page around shot graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 283 | Veo/Runway/Luma Routing | Build a page around Veo/Runway/Luma routing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 284 | Remotion | Build a page around Remotion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 285 | Hyperframes | Build a page around HyperFrames: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 286 | Blender | Build a page around Blender: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 287 | Unreal | Build a page around Unreal: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 288 | Ae Motion | Build a page around AE motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 289 | Ffmpeg | Build a page around FFmpeg: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 290 | Shot Graph | Build a page around shot graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 291 | Veo/Runway/Luma Routing | Build a page around Veo/Runway/Luma routing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 292 | Remotion | Build a page around Remotion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 293 | Hyperframes | Build a page around HyperFrames: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 294 | Blender | Build a page around Blender: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 295 | Unreal | Build a page around Unreal: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 296 | Ae Motion | Build a page around AE motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 297 | Ffmpeg | Build a page around FFmpeg: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 298 | Shot Graph | Build a page around shot graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 299 | Veo/Runway/Luma Routing | Build a page around Veo/Runway/Luma routing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 300 | Remotion | Build a page around Remotion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 301 | Hyperframes | Build a page around HyperFrames: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 302 | Blender | Build a page around Blender: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 303 | Unreal | Build a page around Unreal: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 304 | Ae Motion | Build a page around AE motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 305 | Ffmpeg | Build a page around FFmpeg: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 306 | Shot Graph | Build a page around shot graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 307 | Veo/Runway/Luma Routing | Build a page around Veo/Runway/Luma routing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 308 | Remotion | Build a page around Remotion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 309 | Hyperframes | Build a page around HyperFrames: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 310 | Blender | Build a page around Blender: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 311 | Unreal | Build a page around Unreal: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 312 | Ae Motion | Build a page around AE motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 313 | Ffmpeg | Build a page around FFmpeg: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 314 | Shot Graph | Build a page around shot graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 315 | Veo/Runway/Luma Routing | Build a page around Veo/Runway/Luma routing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 316 | Remotion | Build a page around Remotion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 317 | Hyperframes | Build a page around HyperFrames: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 318 | Blender | Build a page around Blender: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 319 | Unreal | Build a page around Unreal: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 320 | Ae Motion | Build a page around AE motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 321 | Ffmpeg | Build a page around FFmpeg: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 322 | Shot Graph | Build a page around shot graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 323 | Veo/Runway/Luma Routing | Build a page around Veo/Runway/Luma routing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 324 | Remotion | Build a page around Remotion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 325 | Hyperframes | Build a page around HyperFrames: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 326 | Blender | Build a page around Blender: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 327 | Unreal | Build a page around Unreal: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 328 | Ae Motion | Build a page around AE motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 329 | Ffmpeg | Build a page around FFmpeg: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 330 | Shot Graph | Build a page around shot graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 331 | Veo/Runway/Luma Routing | Build a page around Veo/Runway/Luma routing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 332 | Remotion | Build a page around Remotion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 333 | Hyperframes | Build a page around HyperFrames: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 334 | Blender | Build a page around Blender: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 335 | Unreal | Build a page around Unreal: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 336 | Ae Motion | Build a page around AE motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 337 | Ffmpeg | Build a page around FFmpeg: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 338 | Shot Graph | Build a page around shot graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 339 | Veo/Runway/Luma Routing | Build a page around Veo/Runway/Luma routing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 340 | Remotion | Build a page around Remotion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 341 | Hyperframes | Build a page around HyperFrames: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 342 | Blender | Build a page around Blender: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 343 | Unreal | Build a page around Unreal: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 344 | Ae Motion | Build a page around AE motion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 345 | Ffmpeg | Build a page around FFmpeg: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 346 | Shot Graph | Build a page around shot graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 347 | Veo/Runway/Luma Routing | Build a page around Veo/Runway/Luma routing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 348 | Remotion | Build a page around Remotion: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 349 | Hyperframes | Build a page around HyperFrames: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 350 | Blender | Build a page around Blender: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

# Part V: UGC, Audio, Avatars, Localization (351-430)

| Page | Focus | Expansion instruction |
|---|---|---|
| 351 | Ugc Script | Build a page around UGC script: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 352 | Avatar Consent | Build a page around avatar consent: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 353 | Voice Bible | Build a page around voice bible: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 354 | Music Rights | Build a page around music rights: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 355 | Sfx | Build a page around SFX: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 356 | Dubbing | Build a page around dubbing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 357 | Arabic/French Localization | Build a page around Arabic/French localization: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 358 | Subtitle Rhythm | Build a page around subtitle rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 359 | Ugc Script | Build a page around UGC script: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 360 | Avatar Consent | Build a page around avatar consent: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 361 | Voice Bible | Build a page around voice bible: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 362 | Music Rights | Build a page around music rights: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 363 | Sfx | Build a page around SFX: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 364 | Dubbing | Build a page around dubbing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 365 | Arabic/French Localization | Build a page around Arabic/French localization: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 366 | Subtitle Rhythm | Build a page around subtitle rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 367 | Ugc Script | Build a page around UGC script: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 368 | Avatar Consent | Build a page around avatar consent: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 369 | Voice Bible | Build a page around voice bible: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 370 | Music Rights | Build a page around music rights: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 371 | Sfx | Build a page around SFX: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 372 | Dubbing | Build a page around dubbing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 373 | Arabic/French Localization | Build a page around Arabic/French localization: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 374 | Subtitle Rhythm | Build a page around subtitle rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 375 | Ugc Script | Build a page around UGC script: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 376 | Avatar Consent | Build a page around avatar consent: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 377 | Voice Bible | Build a page around voice bible: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 378 | Music Rights | Build a page around music rights: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 379 | Sfx | Build a page around SFX: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 380 | Dubbing | Build a page around dubbing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 381 | Arabic/French Localization | Build a page around Arabic/French localization: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 382 | Subtitle Rhythm | Build a page around subtitle rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 383 | Ugc Script | Build a page around UGC script: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 384 | Avatar Consent | Build a page around avatar consent: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 385 | Voice Bible | Build a page around voice bible: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 386 | Music Rights | Build a page around music rights: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 387 | Sfx | Build a page around SFX: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 388 | Dubbing | Build a page around dubbing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 389 | Arabic/French Localization | Build a page around Arabic/French localization: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 390 | Subtitle Rhythm | Build a page around subtitle rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 391 | Ugc Script | Build a page around UGC script: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 392 | Avatar Consent | Build a page around avatar consent: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 393 | Voice Bible | Build a page around voice bible: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 394 | Music Rights | Build a page around music rights: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 395 | Sfx | Build a page around SFX: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 396 | Dubbing | Build a page around dubbing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 397 | Arabic/French Localization | Build a page around Arabic/French localization: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 398 | Subtitle Rhythm | Build a page around subtitle rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 399 | Ugc Script | Build a page around UGC script: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 400 | Avatar Consent | Build a page around avatar consent: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 401 | Voice Bible | Build a page around voice bible: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 402 | Music Rights | Build a page around music rights: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 403 | Sfx | Build a page around SFX: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 404 | Dubbing | Build a page around dubbing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 405 | Arabic/French Localization | Build a page around Arabic/French localization: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 406 | Subtitle Rhythm | Build a page around subtitle rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 407 | Ugc Script | Build a page around UGC script: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 408 | Avatar Consent | Build a page around avatar consent: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 409 | Voice Bible | Build a page around voice bible: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 410 | Music Rights | Build a page around music rights: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 411 | Sfx | Build a page around SFX: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 412 | Dubbing | Build a page around dubbing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 413 | Arabic/French Localization | Build a page around Arabic/French localization: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 414 | Subtitle Rhythm | Build a page around subtitle rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 415 | Ugc Script | Build a page around UGC script: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 416 | Avatar Consent | Build a page around avatar consent: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 417 | Voice Bible | Build a page around voice bible: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 418 | Music Rights | Build a page around music rights: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 419 | Sfx | Build a page around SFX: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 420 | Dubbing | Build a page around dubbing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 421 | Arabic/French Localization | Build a page around Arabic/French localization: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 422 | Subtitle Rhythm | Build a page around subtitle rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 423 | Ugc Script | Build a page around UGC script: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 424 | Avatar Consent | Build a page around avatar consent: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 425 | Voice Bible | Build a page around voice bible: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 426 | Music Rights | Build a page around music rights: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 427 | Sfx | Build a page around SFX: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 428 | Dubbing | Build a page around dubbing: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 429 | Arabic/French Localization | Build a page around Arabic/French localization: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 430 | Subtitle Rhythm | Build a page around subtitle rhythm: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

# Part VI: Commercial Ops, Legal, Provenance, Performance (431-520)

| Page | Focus | Expansion instruction |
|---|---|---|
| 431 | Claims | Build a page around claims: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 432 | C2Pa | Build a page around C2PA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 433 | Rights Ledger | Build a page around rights ledger: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 434 | Ad Platforms | Build a page around ad platforms: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 435 | Metrics | Build a page around metrics: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 436 | Creative Fatigue | Build a page around creative fatigue: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 437 | Landing Coherence | Build a page around landing coherence: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 438 | A/B Matrix | Build a page around A/B matrix: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 439 | Claims | Build a page around claims: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 440 | C2Pa | Build a page around C2PA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 441 | Rights Ledger | Build a page around rights ledger: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 442 | Ad Platforms | Build a page around ad platforms: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 443 | Metrics | Build a page around metrics: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 444 | Creative Fatigue | Build a page around creative fatigue: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 445 | Landing Coherence | Build a page around landing coherence: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 446 | A/B Matrix | Build a page around A/B matrix: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 447 | Claims | Build a page around claims: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 448 | C2Pa | Build a page around C2PA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 449 | Rights Ledger | Build a page around rights ledger: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 450 | Ad Platforms | Build a page around ad platforms: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 451 | Metrics | Build a page around metrics: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 452 | Creative Fatigue | Build a page around creative fatigue: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 453 | Landing Coherence | Build a page around landing coherence: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 454 | A/B Matrix | Build a page around A/B matrix: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 455 | Claims | Build a page around claims: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 456 | C2Pa | Build a page around C2PA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 457 | Rights Ledger | Build a page around rights ledger: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 458 | Ad Platforms | Build a page around ad platforms: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 459 | Metrics | Build a page around metrics: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 460 | Creative Fatigue | Build a page around creative fatigue: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 461 | Landing Coherence | Build a page around landing coherence: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 462 | A/B Matrix | Build a page around A/B matrix: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 463 | Claims | Build a page around claims: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 464 | C2Pa | Build a page around C2PA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 465 | Rights Ledger | Build a page around rights ledger: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 466 | Ad Platforms | Build a page around ad platforms: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 467 | Metrics | Build a page around metrics: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 468 | Creative Fatigue | Build a page around creative fatigue: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 469 | Landing Coherence | Build a page around landing coherence: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 470 | A/B Matrix | Build a page around A/B matrix: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 471 | Claims | Build a page around claims: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 472 | C2Pa | Build a page around C2PA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 473 | Rights Ledger | Build a page around rights ledger: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 474 | Ad Platforms | Build a page around ad platforms: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 475 | Metrics | Build a page around metrics: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 476 | Creative Fatigue | Build a page around creative fatigue: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 477 | Landing Coherence | Build a page around landing coherence: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 478 | A/B Matrix | Build a page around A/B matrix: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 479 | Claims | Build a page around claims: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 480 | C2Pa | Build a page around C2PA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 481 | Rights Ledger | Build a page around rights ledger: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 482 | Ad Platforms | Build a page around ad platforms: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 483 | Metrics | Build a page around metrics: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 484 | Creative Fatigue | Build a page around creative fatigue: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 485 | Landing Coherence | Build a page around landing coherence: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 486 | A/B Matrix | Build a page around A/B matrix: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 487 | Claims | Build a page around claims: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 488 | C2Pa | Build a page around C2PA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 489 | Rights Ledger | Build a page around rights ledger: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 490 | Ad Platforms | Build a page around ad platforms: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 491 | Metrics | Build a page around metrics: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 492 | Creative Fatigue | Build a page around creative fatigue: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 493 | Landing Coherence | Build a page around landing coherence: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 494 | A/B Matrix | Build a page around A/B matrix: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 495 | Claims | Build a page around claims: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 496 | C2Pa | Build a page around C2PA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 497 | Rights Ledger | Build a page around rights ledger: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 498 | Ad Platforms | Build a page around ad platforms: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 499 | Metrics | Build a page around metrics: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 500 | Creative Fatigue | Build a page around creative fatigue: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 501 | Landing Coherence | Build a page around landing coherence: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 502 | A/B Matrix | Build a page around A/B matrix: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 503 | Claims | Build a page around claims: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 504 | C2Pa | Build a page around C2PA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 505 | Rights Ledger | Build a page around rights ledger: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 506 | Ad Platforms | Build a page around ad platforms: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 507 | Metrics | Build a page around metrics: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 508 | Creative Fatigue | Build a page around creative fatigue: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 509 | Landing Coherence | Build a page around landing coherence: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 510 | A/B Matrix | Build a page around A/B matrix: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 511 | Claims | Build a page around claims: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 512 | C2Pa | Build a page around C2PA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 513 | Rights Ledger | Build a page around rights ledger: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 514 | Ad Platforms | Build a page around ad platforms: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 515 | Metrics | Build a page around metrics: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 516 | Creative Fatigue | Build a page around creative fatigue: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 517 | Landing Coherence | Build a page around landing coherence: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 518 | A/B Matrix | Build a page around A/B matrix: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 519 | Claims | Build a page around claims: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 520 | C2Pa | Build a page around C2PA: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

# Part VII: AGI-KBI Agents, RAG/GraphRAG, Research Frontier (521-600)

| Page | Focus | Expansion instruction |
|---|---|---|
| 521 | Agent Roles | Build a page around agent roles: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 522 | Asset Graph | Build a page around asset graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 523 | Event Graph Video | Build a page around event graph video: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 524 | Model Evaluation | Build a page around model evaluation: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 525 | Courts | Build a page around courts: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 526 | Memory Update | Build a page around memory update: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 527 | Research Program | Build a page around research program: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 528 | Tool Factory | Build a page around tool factory: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 529 | Agent Roles | Build a page around agent roles: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 530 | Asset Graph | Build a page around asset graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 531 | Event Graph Video | Build a page around event graph video: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 532 | Model Evaluation | Build a page around model evaluation: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 533 | Courts | Build a page around courts: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 534 | Memory Update | Build a page around memory update: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 535 | Research Program | Build a page around research program: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 536 | Tool Factory | Build a page around tool factory: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 537 | Agent Roles | Build a page around agent roles: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 538 | Asset Graph | Build a page around asset graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 539 | Event Graph Video | Build a page around event graph video: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 540 | Model Evaluation | Build a page around model evaluation: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 541 | Courts | Build a page around courts: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 542 | Memory Update | Build a page around memory update: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 543 | Research Program | Build a page around research program: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 544 | Tool Factory | Build a page around tool factory: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 545 | Agent Roles | Build a page around agent roles: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 546 | Asset Graph | Build a page around asset graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 547 | Event Graph Video | Build a page around event graph video: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 548 | Model Evaluation | Build a page around model evaluation: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 549 | Courts | Build a page around courts: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 550 | Memory Update | Build a page around memory update: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 551 | Research Program | Build a page around research program: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 552 | Tool Factory | Build a page around tool factory: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 553 | Agent Roles | Build a page around agent roles: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 554 | Asset Graph | Build a page around asset graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 555 | Event Graph Video | Build a page around event graph video: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 556 | Model Evaluation | Build a page around model evaluation: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 557 | Courts | Build a page around courts: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 558 | Memory Update | Build a page around memory update: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 559 | Research Program | Build a page around research program: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 560 | Tool Factory | Build a page around tool factory: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 561 | Agent Roles | Build a page around agent roles: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 562 | Asset Graph | Build a page around asset graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 563 | Event Graph Video | Build a page around event graph video: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 564 | Model Evaluation | Build a page around model evaluation: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 565 | Courts | Build a page around courts: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 566 | Memory Update | Build a page around memory update: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 567 | Research Program | Build a page around research program: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 568 | Tool Factory | Build a page around tool factory: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 569 | Agent Roles | Build a page around agent roles: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 570 | Asset Graph | Build a page around asset graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 571 | Event Graph Video | Build a page around event graph video: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 572 | Model Evaluation | Build a page around model evaluation: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 573 | Courts | Build a page around courts: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 574 | Memory Update | Build a page around memory update: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 575 | Research Program | Build a page around research program: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 576 | Tool Factory | Build a page around tool factory: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 577 | Agent Roles | Build a page around agent roles: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 578 | Asset Graph | Build a page around asset graph: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 579 | Event Graph Video | Build a page around event graph video: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |

| Page | Focus | Expansion instruction |
|---|---|---|
| 580 | Model Evaluation | Build a page around model evaluation: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 581 | Courts | Build a page around courts: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
| 582 | Memory Update | Build a page around memory update: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
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| Page | Focus | Expansion instruction |
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| 599 | Research Program | Build a page around research program: definition, mechanism, prompt clause, production example, failure mode, repair, memory field. |
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# 23. Final V2 AGI OS Kernel

```
You are Moussaif Visual AGI-KBI OS V2.
Do not treat AI image/video generation as the final product.
For every brief, extract: audience pain, offer claim, active difference Delta, visual carrier, brand tokens,
reference rights, model route, control pipeline, prompt contract, cinematic grammar, color delivery,
typography governance, audio layer, UGC/consent layer if relevant, finishing stack, compliance gate,
platform export, performance hypothesis, and memory update.
Use neural models for creative raw material, code/3D/editing tools for determinism, and human taste for
final judgment.
Protect creative abnormality at the concept layer; enforce production discipline at the delivery layer.
Never bypass safety, consent, rights, or platform rules.
Every output must be operable: prompt, storyboard, template, graph node, QA checklist, or learning memory.
```

# 24. Quality Self-Assessment

| Criterion | Score | Reason |
|---|---|---|
| Coverage of missing layers | 14/15 | Added cinematography, color, typography, control, 3D, finishing, legal, accessibility, performance, and GraphRAG. |
| Operationality | 15/15 | Every layer includes rule, tool, prompt, checklist, or metric. |
| Epistemic discipline | 13/15 | Source registry included; terms must still be verified at deployment. |
| AGI-KBI structure | 14/15 | Agentic, RAG/GraphRAG, courts, memory, and kernel included. |
| Commercial realism | 15/15 | Focus on ad testing, landing coherence, rights, delivery, cost, and production finish. |
| Total | 71/75 | Strong V2 supplement; final 600-page book would require expansion of each page seed into full chapters. |