V1.0 / 600-PAGE OS

MOUSSAIF VISUAL AGI-KBI HYPERKB OS

Image Generation + Conceptual Ads + Pop/Flat/Patchwork Design
Video Generation + Motion Graphics + UGC + HyperPrompt Engineering Loops

VISUAL KERNEL

Style as visible compression of an idea.

VIDEO KERNEL

Shot, motion, sound, caption, proof, platform.

HYPERPROMPT KERNEL

Prompt injection as orchestration, not jailbreak.

ZOUHAIR MOUSSAIF / MOUSSAIF KNOWLEDGE ARCHITECTURE - JULY 2026

Epistemic Safety Declaration

Front Matter / Epistemic Safety and Operating Contract

Operating Thesis

المادة المتاحة: طلب المستخدم، ذاكرة مشاريع Moussaif HyperKB، snippets من الملفات، ومصادر عامة حديثة. Directly sourced: official model/tool pages and selected benchmarks. Theoretical synthesis: MCD/QMCD/MCAI/HAKIM-MCD. لا ندعي ضمان مبيعات أو AGI فعلي.

Use in Production

Convert this principle into an asset: prompt, storyboard, shot list, design token, QA checklist, RAG chunk, or agent command.

Boundary Condition

This OS is a creative production framework, not legal advice, not proof of AGI, and not a guarantee of conversion.

Mini Test

Can a designer execute it? Can an agent retrieve it? Can a critic falsify the weak part? Can a campaign manager use it today?

Memory Rule

Store outcomes, not vibes: prompt version, model, output, failure, repair, source rank, next check.

Court

Reject unsupported authority, fake novelty, unreadable typography, unsafe likeness, deceptive UGC, and design density without cognition.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: theoretical synthesis + sourced constraints

Domain Constitution

Front Matter / Epistemic Safety and Operating Contract

Operating Thesis

Purpose: turn visual and audiovisual generation into an operable creative OS for ads, editorial media, commercial video, UGC, motion graphics, and agentic production. Every idea must become prompt, shot, asset, test, tool, loop, or memory update.

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Central Research Question

Front Matter / Epistemic Safety and Operating Contract

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كيف نحول الأفكار الخام إلى أصول بصرية/فيديو عالية التأثير بدون generic AI aesthetics، وبدون خداع تجاري، وبدون ضياع الهوية عبر النماذج؟

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Generative Kernel

Front Matter / Epistemic Safety and Operating Contract

Operating Thesis

Creative output = active difference + visible compression + model routing + proof-aware commercial promise + destruction court + version memory.

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confidence: theoretical synthesis + sourced constraints

Operational Law

Front Matter / Epistemic Safety and Operating Contract

Operating Thesis

No style without function. No function without mechanism. No mechanism without boundary. No ad without truthful promise. No prompt without test. No video without shot grammar.

Use in Production

Convert this principle into an asset: prompt, storyboard, shot list, design token, QA checklist, RAG chunk, or agent command.

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Ontological Classification

Front Matter / Epistemic Safety and Operating Contract

Operating Thesis

The domain is a system: models, prompts, assets, tools, legal boundaries, platform formats, audience psychology, brand memory, and production loops.

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confidence: theoretical synthesis + sourced constraints

MCD for Visual Media

Front Matter / Epistemic Safety and Operating Contract

Operating Thesis

D distinctions, I integration, T transformation, A agency, P testability, C reusable compression, N noise. Use MCD to remove decorative fake novelty.

Use in Production

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confidence: theoretical synthesis + sourced constraints

QMCD for Model Choice

Front Matter / Epistemic Safety and Operating Contract

Operating Thesis

Do not collapse too early into one model. Generate across models, preserve competing outputs, then collapse by task: typography, realism, motion, speed, cost, rights.

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HAKIM-MCD Modules

Front Matter / Epistemic Safety and Operating Contract

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Difference extractor, complexity mapper, inner time engine, vascular compute router, global workspace, agency selector, perturbation court, world-effect loop, self-reconstruction memory.

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Model Atlas 01: OpenAI ChatGPT Images 2.0 / GPT Image family

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

OpenAI ChatGPT Images 2.0 / GPT Image family. Type: image. Use it when the job needs: visual reasoning, text rendering, editorial continuity.

Operational Strength

high semantic following and ad-layout concepting. Route tasks here only when this strength is decisive.

Failure Mode

watch API/version availability; verify text; never rely on one render. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=OpenAI ChatGPT Images 2.0 / GPT Image family; task=visual reasoning, text rendering, editorial continuity; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 02: OpenAI gpt-image-1

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

OpenAI gpt-image-1. Type: image/API. Use it when the job needs: product images, posters, compositional ads, editing.

Operational Strength

strong API integration and practical design generation. Route tasks here only when this strength is decisive.

Failure Mode

platform/version drift; check policy and output rights. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=OpenAI gpt-image-1; task=product images, posters, compositional ads, editing; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 03: Google Imagen 4

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Google Imagen 4. Type: image/API. Use it when the job needs: 2K assets, brand-safe campaign explorations, typography-heavy layouts.

Operational Strength

strong text rendering and broad Gemini API availability. Route tasks here only when this strength is decisive.

Failure Mode

verify lettering and brand usage before publishing. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Google Imagen 4; task=2K assets, brand-safe campaign explorations, typography-heavy layouts; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 04: Google Imagen 4 Fast

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Google Imagen 4 Fast. Type: image/API. Use it when the job needs: fast ideation, thumbnail batches, variant farming.

Operational Strength

rapid iteration for creative directors. Route tasks here only when this strength is decisive.

Failure Mode

lower final polish; use for ideation not master export. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Google Imagen 4 Fast; task=fast ideation, thumbnail batches, variant farming; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 05: Google Imagen 4 Ultra

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Google Imagen 4 Ultra. Type: image/API. Use it when the job needs: premium hero concepts, editorial art, product key visuals.

Operational Strength

higher quality tier for final candidate generation. Route tasks here only when this strength is decisive.

Failure Mode

budget and latency; validate exact claim before client quote. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Google Imagen 4 Ultra; task=premium hero concepts, editorial art, product key visuals; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

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source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 06: Midjourney V7 / current MJ stack

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Midjourney V7 / current MJ stack. Type: image. Use it when the job needs: pop art, conceptual art, moodboards, editorial surrealism.

Operational Strength

high aesthetic force and style coherence. Route tasks here only when this strength is decisive.

Failure Mode

typography/text should often be post-designed or verified. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Midjourney V7 / current MJ stack; task=pop art, conceptual art, moodboards, editorial surrealism; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 07: Ideogram 4.0

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Ideogram 4.0. Type: image/open weight + API. Use it when the job needs: typography-first posters, slogans inside image, commercial layouts.

Operational Strength

frontier text rendering, bounding-box layout, 2K output. Route tasks here only when this strength is decisive.

Failure Mode

license, self-hosting, and fine-tuning rules require review. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Ideogram 4.0; task=typography-first posters, slogans inside image, commercial layouts; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 08: Ideogram custom models

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Ideogram custom models. Type: image/brand. Use it when the job needs: brand-trained visual identity and typographic continuity.

Operational Strength

small set of brand images can guide style. Route tasks here only when this strength is decisive.

Failure Mode

avoid overfitting and unauthorized references. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Ideogram custom models; task=brand-trained visual identity and typographic continuity; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 09: FLUX.1 Kontext

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

FLUX.1 Kontext. Type: image/editing. Use it when the job needs: image editing, local changes, consistent transformations.

Operational Strength

edit-first flow for product and ad variations. Route tasks here only when this strength is decisive.

Failure Mode

control edges; preserve product truth. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=FLUX.1 Kontext; task=image editing, local changes, consistent transformations; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 10: FLUX.1 Pro

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

FLUX.1 Pro. Type: image/API. Use it when the job needs: high-end editorial, ads, concept art.

Operational Strength

strong open ecosystem and API integration. Route tasks here only when this strength is decisive.

Failure Mode

use negative constraints and QC for anatomy/text. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=FLUX.1 Pro; task=high-end editorial, ads, concept art; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 11: FLUX.1 Dev

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

FLUX.1 Dev. Type: image/open. Use it when the job needs: local workflows, LoRA, ComfyUI pipelines.

Operational Strength

customizable and automatable. Route tasks here only when this strength is decisive.

Failure Mode

compute/licensing/version checks. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=FLUX.1 Dev; task=local workflows, LoRA, ComfyUI pipelines; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 12: Stable Diffusion 3.5 Large

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Stable Diffusion 3.5 Large. Type: image/open/API. Use it when the job needs: custom pipelines, ControlNets, brand workflows.

Operational Strength

high customization and prompt adherence. Route tasks here only when this strength is decisive.

Failure Mode

needs workflow skill; artifacts need QA. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Stable Diffusion 3.5 Large; task=custom pipelines, ControlNets, brand workflows; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 13: Stable Diffusion XL / Turbo

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Stable Diffusion XL / Turbo. Type: image/open. Use it when the job needs: fast variants, style tests, local deployments.

Operational Strength

cheap and flexible base workflows. Route tasks here only when this strength is decisive.

Failure Mode

older capability; use when speed/control matters. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Stable Diffusion XL / Turbo; task=fast variants, style tests, local deployments; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 14: Adobe Firefly Image

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Adobe Firefly Image. Type: image/studio. Use it when the job needs: commercial-safe brand content, Adobe workflow.

Operational Strength

integrates with Creative Cloud and brand processes. Route tasks here only when this strength is decisive.

Failure Mode

check model selected and content credential settings. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Adobe Firefly Image; task=commercial-safe brand content, Adobe workflow; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 15: Recraft / vector-oriented AI design

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Recraft / vector-oriented AI design. Type: image/vector. Use it when the job needs: icons, flat illustrations, brand systems.

Operational Strength

useful for vector-like commercial assets. Route tasks here only when this strength is decisive.

Failure Mode

verify export paths and typography. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Recraft / vector-oriented AI design; task=icons, flat illustrations, brand systems; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 16: Krea AI

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Krea AI. Type: image/realtime. Use it when the job needs: live ideation, style exploration, creative direction.

Operational Strength

fast feedback loop. Route tasks here only when this strength is decisive.

Failure Mode

do not mistake live sketch quality for final ad. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Krea AI; task=live ideation, style exploration, creative direction; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 17: Canva Magic Media / design AI

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Canva Magic Media / design AI. Type: image/design. Use it when the job needs: quick social ads, templates, non-designer production.

Operational Strength

template-to-output speed. Route tasks here only when this strength is decisive.

Failure Mode

avoid generic template sameness. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Canva Magic Media / design AI; task=quick social ads, templates, non-designer production; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 18: Leonardo Phoenix / production image stack

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Leonardo Phoenix / production image stack. Type: image. Use it when the job needs: game/art assets and creative variants.

Operational Strength

useful for style experiments. Route tasks here only when this strength is decisive.

Failure Mode

check commercial rights and model version. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Leonardo Phoenix / production image stack; task=game/art assets and creative variants; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 19: Freepik / Mystic / stock-integrated AI

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Freepik / Mystic / stock-integrated AI. Type: image/stock. Use it when the job needs: stock-like ad visuals, mockups, small business assets.

Operational Strength

fast asset marketplace workflow. Route tasks here only when this strength is decisive.

Failure Mode

risk of generic stock look. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Freepik / Mystic / stock-integrated AI; task=stock-like ad visuals, mockups, small business assets; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 20: DALL-E 3 / legacy OpenAI image model

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

DALL-E 3 / legacy OpenAI image model. Type: image. Use it when the job needs: simple illustration and prompt-following concepts.

Operational Strength

still useful as baseline comparator. Route tasks here only when this strength is decisive.

Failure Mode

newer GPT Image family may supersede. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=DALL-E 3 / legacy OpenAI image model; task=simple illustration and prompt-following concepts; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 21: Runway Gen-4.5

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Runway Gen-4.5. Type: video. Use it when the job needs: cinematic ads, complex camera choreography, high-fidelity motion.

Operational Strength

strong prompt adherence, motion quality, visual fidelity. Route tasks here only when this strength is decisive.

Failure Mode

object permanence and causality still need QC. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Runway Gen-4.5; task=cinematic ads, complex camera choreography, high-fidelity motion; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 22: Runway Gen-4

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Runway Gen-4. Type: video. Use it when the job needs: world-consistent scenes, consistent characters/locations.

Operational Strength

narrative media and VFX adjacent generation. Route tasks here only when this strength is decisive.

Failure Mode

short clip limits and continuity repair needed. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Runway Gen-4; task=world-consistent scenes, consistent characters/locations; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 23: Google Veo 3.1

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Google Veo 3.1. Type: video/audio/API. Use it when the job needs: commercial video, storyboards, native audio, narrative control.

Operational Strength

video plus synchronized audio and creative controls. Route tasks here only when this strength is decisive.

Failure Mode

paid preview/version drift; legal audio/voice checks. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Google Veo 3.1; task=commercial video, storyboards, native audio, narrative control; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 24: Google Veo 3 / Veo 3 Fast

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Google Veo 3 / Veo 3 Fast. Type: video/audio/API. Use it when the job needs: fast social video, vertical 9:16, 1080p workflows.

Operational Strength

speed/cost variants and text/image-to-video. Route tasks here only when this strength is decisive.

Failure Mode

do not overpromise physics or factual truth. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Google Veo 3 / Veo 3 Fast; task=fast social video, vertical 9:16, 1080p workflows; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 25: Luma Ray3 / Ray3.2

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Luma Ray3 / Ray3.2. Type: video. Use it when the job needs: cinematic product films, controlled video generation.

Operational Strength

complete creative control claims and API path. Route tasks here only when this strength is decisive.

Failure Mode

verify current availability and plan limits. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Luma Ray3 / Ray3.2; task=cinematic product films, controlled video generation; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 26: Luma Ray2 / Dream Machine

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Luma Ray2 / Dream Machine. Type: video. Use it when the job needs: natural coherent motion, image/video input.

Operational Strength

good cinematic ideation and modify-video workflows. Route tasks here only when this strength is decisive.

Failure Mode

motion drift and continuity review. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Luma Ray2 / Dream Machine; task=natural coherent motion, image/video input; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 27: Kling VIDEO 3.0 / Omni

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Kling VIDEO 3.0 / Omni. Type: video. Use it when the job needs: subject binding, camera control, e-commerce, 4K workflows.

Operational Strength

strong creator tooling and long narrative features. Route tasks here only when this strength is decisive.

Failure Mode

review release notes and export limitations. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Kling VIDEO 3.0 / Omni; task=subject binding, camera control, e-commerce, 4K workflows; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 28: Kling native 4K video model

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Kling native 4K video model. Type: video. Use it when the job needs: industrial-grade ad visuals and product video.

Operational Strength

native 4K positioning for high-end production. Route tasks here only when this strength is decisive.

Failure Mode

requires strong camera/prompt control and cost review. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Kling native 4K video model; task=industrial-grade ad visuals and product video; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 29: Pika / Pikaffects

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Pika / Pikaffects. Type: video/social. Use it when the job needs: social-first effects, surreal transformations, trend content.

Operational Strength

fast attention-grabbing effects. Route tasks here only when this strength is decisive.

Failure Mode

not enough for serious brand alone; use as hook layer. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Pika / Pikaffects; task=social-first effects, surreal transformations, trend content; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 30: PikaStream / real-time video chat research

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

PikaStream / real-time video chat research. Type: video/realtime. Use it when the job needs: interactive agent video, near-real-time demos.

Operational Strength

low-latency streaming direction. Route tasks here only when this strength is decisive.

Failure Mode

experimental; verify deployment limits. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=PikaStream / real-time video chat research; task=interactive agent video, near-real-time demos; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 31: Adobe Firefly Video

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Adobe Firefly Video. Type: video/studio. Use it when the job needs: commercial-safe b-roll, product animation, Firefly editor.

Operational Strength

text-to-video and image-to-video inside Adobe studio. Route tasks here only when this strength is decisive.

Failure Mode

confirm model and commercial safety conditions. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Adobe Firefly Video; task=commercial-safe b-roll, product animation, Firefly editor; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 32: OpenAI Sora 2

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

OpenAI Sora 2. Type: video/audio/deprecation-watch. Use it when the job needs: reference for world-simulation direction and video+audio generation.

Operational Strength

important frontier concept even when product/API status changes. Route tasks here only when this strength is decisive.

Failure Mode

official discontinuation/deprecation requires migration plan. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=OpenAI Sora 2; task=reference for world-simulation direction and video+audio generation; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 33: MiniMax / Hailuo Video

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

MiniMax / Hailuo Video. Type: video. Use it when the job needs: fast cinematic clips and social ads.

Operational Strength

strong public creator adoption. Route tasks here only when this strength is decisive.

Failure Mode

verify current model and terms. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=MiniMax / Hailuo Video; task=fast cinematic clips and social ads; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 34: PixVerse

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

PixVerse. Type: video. Use it when the job needs: social/video generation alternatives.

Operational Strength

useful for quick variants. Route tasks here only when this strength is decisive.

Failure Mode

quality varies by prompt; compare with benchmark set. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=PixVerse; task=social/video generation alternatives; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 35: Dreamina / CapCut AI generation

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Dreamina / CapCut AI generation. Type: video/social. Use it when the job needs: short-form creator workflows.

Operational Strength

integrates with social editing culture. Route tasks here only when this strength is decisive.

Failure Mode

platform lock-in and trend sameness. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Dreamina / CapCut AI generation; task=short-form creator workflows; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 36: Haiper

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Haiper. Type: video. Use it when the job needs: stylized video ideation and social clips.

Operational Strength

quick browser workflow. Route tasks here only when this strength is decisive.

Failure Mode

needs serious QA for ads. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Haiper; task=stylized video ideation and social clips; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 37: HunyuanVideo

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

HunyuanVideo. Type: video/open. Use it when the job needs: open-source video research and local pipelines.

Operational Strength

useful for experimentation and custom deployment. Route tasks here only when this strength is decisive.

Failure Mode

requires compute and licensing review. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=HunyuanVideo; task=open-source video research and local pipelines; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 38: CogVideoX

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

CogVideoX. Type: video/open. Use it when the job needs: research/open video generation baseline.

Operational Strength

useful for benchmark and lab workflows. Route tasks here only when this strength is decisive.

Failure Mode

not always commercial-grade. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=CogVideoX; task=research/open video generation baseline; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 39: Wan video models

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Wan video models. Type: video/open. Use it when the job needs: open video generation and local experiments.

Operational Strength

strong community workflow potential. Route tasks here only when this strength is decisive.

Failure Mode

current version must be verified. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Wan video models; task=open video generation and local experiments; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 40: Genmo Mochi

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Genmo Mochi. Type: video/open. Use it when the job needs: open video model experimentation.

Operational Strength

research-friendly, flexible. Route tasks here only when this strength is decisive.

Failure Mode

less brand-safe unless curated. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Genmo Mochi; task=open video model experimentation; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 41: Meta MovieGen

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Meta MovieGen. Type: video/research. Use it when the job needs: research reference for video/audio editing direction.

Operational Strength

useful architecture lesson. Route tasks here only when this strength is decisive.

Failure Mode

not necessarily product available. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Meta MovieGen; task=research reference for video/audio editing direction; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 42: Meta Emu Video

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Meta Emu Video. Type: video/research. Use it when the job needs: image-conditioned video generation lesson.

Operational Strength

teaches factorized image-to-video strategy. Route tasks here only when this strength is decisive.

Failure Mode

research source, not direct production tool. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Meta Emu Video; task=image-conditioned video generation lesson; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 43: HeyGen Avatar V

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

HeyGen Avatar V. Type: avatar/video. Use it when the job needs: UGC-like presenters, sales explainers, onboarding.

Operational Strength

avatar workflows and API production. Route tasks here only when this strength is decisive.

Failure Mode

must disclose when needed; avoid fake testimonial deception. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=HeyGen Avatar V; task=UGC-like presenters, sales explainers, onboarding; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 44: HeyGen HyperFrames

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

HeyGen HyperFrames. Type: video/code. Use it when the job needs: agent-composed videos using HTML/CSS/JS.

Operational Strength

bridges design code and AI video assembly. Route tasks here only when this strength is decisive.

Failure Mode

requires dev QA and layout tests. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=HeyGen HyperFrames; task=agent-composed videos using HTML/CSS/JS; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 45: Synthesia Avatars

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Synthesia Avatars. Type: avatar/video. Use it when the job needs: business training, multilingual explainer videos.

Operational Strength

collaboration and translation workflows. Route tasks here only when this strength is decisive.

Failure Mode

avoid over-humanizing or false endorsement. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Synthesia Avatars; task=business training, multilingual explainer videos; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 46: Captions AI

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Captions AI. Type: editing/UGC. Use it when the job needs: talking-head edits, captions, platform styles.

Operational Strength

AI editor for social/UGC formats. Route tasks here only when this strength is decisive.

Failure Mode

style trends can become generic. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Captions AI; task=talking-head edits, captions, platform styles; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 47: Invideo AI

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Invideo AI. Type: video/assistant. Use it when the job needs: script-to-video commercial drafts.

Operational Strength

fast all-in-one video creation. Route tasks here only when this strength is decisive.

Failure Mode

needs brand-specific polish. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Invideo AI; task=script-to-video commercial drafts; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 48: Descript

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Descript. Type: editing/audio/video. Use it when the job needs: podcast, transcript editing, video repurposing.

Operational Strength

text-based editing and creator workflows. Route tasks here only when this strength is decisive.

Failure Mode

verify synthetic voice permissions. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Descript; task=podcast, transcript editing, video repurposing; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 49: Kapwing AI

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Kapwing AI. Type: editing/social. Use it when the job needs: collaborative social video and captioning.

Operational Strength

fast web workflow. Route tasks here only when this strength is decisive.

Failure Mode

export and brand consistency checks. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Kapwing AI; task=collaborative social video and captioning; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 50: Runway editor suite

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Runway editor suite. Type: video/editing. Use it when the job needs: inpainting, extend, cut, generative edits.

Operational Strength

AI-native post-production. Route tasks here only when this strength is decisive.

Failure Mode

requires shot continuity and style lock. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Runway editor suite; task=inpainting, extend, cut, generative edits; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 51: Adobe Premiere Pro + Firefly stack

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Adobe Premiere Pro + Firefly stack. Type: editing/pro. Use it when the job needs: timeline-based pro editing plus generative assets.

Operational Strength

industry-standard post workflow. Route tasks here only when this strength is decisive.

Failure Mode

do not skip classic editing grammar. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Adobe Premiere Pro + Firefly stack; task=timeline-based pro editing plus generative assets; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 52: After Effects + motion templates

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

After Effects + motion templates. Type: motion/pro. Use it when the job needs: kinetic typography, ads, HUD, editorial graphics.

Operational Strength

precise motion design when AI video is unstable. Route tasks here only when this strength is decisive.

Failure Mode

human craft still required. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=After Effects + motion templates; task=kinetic typography, ads, HUD, editorial graphics; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 53: DaVinci Resolve Neural Engine

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

DaVinci Resolve Neural Engine. Type: editing/color. Use it when the job needs: color, masks, audio/video finishing.

Operational Strength

professional grade finishing and color pipeline. Route tasks here only when this strength is decisive.

Failure Mode

AI generation is not color mastery. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=DaVinci Resolve Neural Engine; task=color, masks, audio/video finishing; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 54: Final Cut Pro AI features

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Final Cut Pro AI features. Type: editing/pro. Use it when the job needs: captioning, masks, Mac/iPad creator workflow.

Operational Strength

fast native editor workflow. Route tasks here only when this strength is decisive.

Failure Mode

verify current feature set and platform. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Final Cut Pro AI features; task=captioning, masks, Mac/iPad creator workflow; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 55: ElevenLabs Voice + Dubbing

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

ElevenLabs Voice + Dubbing. Type: audio/video. Use it when the job needs: voiceovers, dubbing, multilingual ads.

Operational Strength

voice quality and dubbing workflows. Route tasks here only when this strength is decisive.

Failure Mode

consent, likeness and disclosure governance. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=ElevenLabs Voice + Dubbing; task=voiceovers, dubbing, multilingual ads; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 56: Suno / Udio style music tools

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Suno / Udio style music tools. Type: audio. Use it when the job needs: campaign music ideation and social hooks.

Operational Strength

fast musical mood exploration. Route tasks here only when this strength is decisive.

Failure Mode

license and platform rules must be checked. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Suno / Udio style music tools; task=campaign music ideation and social hooks; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 57: Stable Audio / audio models

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Stable Audio / audio models. Type: audio. Use it when the job needs: sound beds, cues, sonic branding tests.

Operational Strength

automated audio layer generation. Route tasks here only when this strength is decisive.

Failure Mode

legal/music-rights review. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Stable Audio / audio models; task=sound beds, cues, sonic branding tests; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 58: ComfyUI

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

ComfyUI. Type: workflow. Use it when the job needs: node-based image/video automation.

Operational Strength

local pipelines, control, batch production. Route tasks here only when this strength is decisive.

Failure Mode

workflow complexity and safety gates. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=ComfyUI; task=node-based image/video automation; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 59: Remotion

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Remotion. Type: code/video. Use it when the job needs: programmatic videos, React templates, batch rendering.

Operational Strength

parameterized MP4 generation with code. Route tasks here only when this strength is decisive.

Failure Mode

requires frontend/code discipline. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Remotion; task=programmatic videos, React templates, batch rendering; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Model Atlas 60: Blender / Unreal + AI pipelines

60 state-of-art image/video/audio/code models and production tools

Model / Tool Identity

Blender / Unreal + AI pipelines. Type: 3D/video. Use it when the job needs: 3D-guided generation, product worlds, previsualization.

Operational Strength

physical composition and camera control. Route tasks here only when this strength is decisive.

Failure Mode

slower but stronger for serious brands. Always run typography, realism, continuity, rights, and platform-fit checks.

Prompt Injection Cell

Inject: brand promise + audience friction + one visual metaphor + format + style grammar + negative constraints + QA target. Output safe, strong, disruptive.

MCD Use

Raise distinction, integration, transformation, agency, testability, compression; reduce decorative noise.

Memory Update

Store model=Blender / Unreal + AI pipelines; task=3D-guided generation, product worlds, previsualization; best prompt; failure cause; repair; cost/latency; next verification date.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

source rank: official/current where cited; otherwise verify before commercial deployment

Visual Grammar 01: Visible Compression

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

اجعل الأسلوب اختزالا مرئيا للفكرة لا زينة فوقها

Mechanism

الفكرة -> رمز -> عنوان -> لون -> اختبار مصغر

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Visible Compression: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 02: Thumbnail Survival

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

كل إعلان يجب أن ينجو في 2 سم قبل أن ينجو في 2 متر

Mechanism

اختبر 100%, 50%, 25%, grayscale

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Thumbnail Survival: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 03: Iconic Object Logic

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

عنصر واحد غريب أقوى من عشرة عناصر مفهومة

Mechanism

اختر object يختصر التوتر المركزي

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Iconic Object Logic: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 04: Patchwork Authority

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

اجمع طبقات غير متجانسة لكن بوحدة حاكمية

Mechanism

كل رقعة يجب أن تضيف معنى لا ضجيجا

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Patchwork Authority: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 05: Pop Shock With Trust

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

للثقة typography ،للشد Pop art

Mechanism

القوة بدون ثقة clickbait؛ الثقة بدون قوة موت بصري

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Pop Shock With Trust: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 06: Flat Depth

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

flat design + depth hints = وضوح مع مستقبلية

Mechanism

عمق قليل في الخلفية، وضوح في الرسالة

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Flat Depth: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 07: Color Governance

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

الألوان ليست ذوقا، هي نظام توجيه انتباه

Mechanism

لون فعل، لون ثقة، لون صدمة، لون راحة

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Color Governance: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 08: Type as Logo

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

العنوان يجب أن يعمل كشعار حملة

Mechanism

العنوان أول أصل تجاري لا آخر طبقة

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Type as Logo: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 09: Negative Space as Function

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

الفراغ له وظيفة: عزل، إيقاع، ثقة، تنفس

Mechanism

لا فراغ زخرفي ولا ازدحام بلا سلم

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Negative Space as Function: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 10: Conceptual Misdirection

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

مرر الفكرة عبر عنصر غير متوقع

Mechanism

اجعل المشاهد يربط شيئين لم يربطهما من قبل

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Conceptual Misdirection: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 11: Ad Truth Boundary

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

الإعلان القوي لا يكذب بل يضغط الوعد الصادق

Mechanism

كل claim يحتاج rank وحدود

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Ad Truth Boundary: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 12: One-Second Thesis

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

في ثانية واحدة: لمن؟ ماذا؟ لماذا الآن؟

Mechanism

اقرأ الإعلان بلا شرح

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using One-Second Thesis: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 13: Neo-Tech Signal

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

future signal بلا random neon

Mechanism

استعمل خطوط، شبكات، طبقات، لا ضوء عشوائي

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Neo-Tech Signal: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 14: Human Trace

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

حتى في AI، أضف أثر قرار بشري

Mechanism

عيب مقصود، ملمس، قص، إيقاع

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Human Trace: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 15: Series Memory

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

كل حملة تحفظ tokens قابلة لإعادة الاستخدام

Mechanism

palette, typography, object grammar, motion grammar

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Series Memory: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 16: Visible Compression

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

اجعل الأسلوب اختزالا مرئيا للفكرة لا زينة فوقها

Mechanism

الفكرة -> رمز -> عنوان -> لون -> اختبار مصغر

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Visible Compression: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 17: Thumbnail Survival

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

كل إعلان يجب أن ينجو في 2 سم قبل أن ينجو في 2 متر

Mechanism

اختبر 100%, 50%, 25%, grayscale

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Thumbnail Survival: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 18: Iconic Object Logic

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

عنصر واحد غريب أقوى من عشرة عناصر مفهومة

Mechanism

اختر object يختصر التوتر المركزي

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Iconic Object Logic: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 19: Patchwork Authority

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

اجمع طبقات غير متجانسة لكن بوحدة حاكمية

Mechanism

كل رقعة يجب أن تضيف معنى لا ضجيجا

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Patchwork Authority: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 20: Pop Shock With Trust

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

للثقة typography ،للشد Pop art

Mechanism

القوة بدون ثقة clickbait؛ الثقة بدون قوة موت بصري

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Pop Shock With Trust: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 21: Flat Depth

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

وضوح مع مستقبلية = flat design + depth hints

Mechanism

عمق قليل في الخلفية، وضوح في الرسالة

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Flat Depth: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 22: Color Governance

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

الألوان ليست ذوقا، هي نظام توجيه انتباه

Mechanism

لون فعل، لون ثقة، لون صدمة، لون راحة

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Color Governance: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 23: Type as Logo

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

العنوان يجب أن يعمل كشعار حملة

Mechanism

العنوان أول أصل تجاري لا آخر طبقة

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Type as Logo: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 24: Negative Space as Function

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

الفراغ له وظيفة: عزل، إيقاع، ثقة، تنفس

Mechanism

لا فراغ زخرفي ولا ازدحام بلا سلم

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Negative Space as Function: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 25: Conceptual Misdirection

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

مرر الفكرة عبر عنصر غير متوقع

Mechanism

اجعل المشاهد يربط شيئين لم يربطهما من قبل

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Conceptual Misdirection: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 26: Ad Truth Boundary

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

الإعلان القوي لا يكذب بل يضغط الوعد الصادق

Mechanism

كل claim يحتاج rank وحدود

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Ad Truth Boundary: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 27: One-Second Thesis

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

في ثانية واحدة: لمن؟ ماذا؟ لماذا الآن؟

Mechanism

اقرأ الإعلان بلا شرح

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using One-Second Thesis: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 28: Neo-Tech Signal

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

future signal بلا random neon

Mechanism

استعمل خطوط، شبكات، طبقات، لا ضوء عشوائي

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Neo-Tech Signal: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 29: Human Trace

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

حتى في AI، أضف أثر قرار بشري

Mechanism

عيب مقصود، ملمس، قص، إيقاع

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Human Trace: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 30: Series Memory

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

كل حملة تحفظ tokens قابلة لإعادة الاستخدام

Mechanism

palette, typography, object grammar, motion grammar

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Series Memory: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 31: Visible Compression

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

اجعل الأسلوب اختزالا مرئيا للفكرة لا زينة فوقها

Mechanism

الفكرة -> رمز -> عنوان -> لون -> اختبار مصغر

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Visible Compression: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 32: Thumbnail Survival

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

كل إعلان يجب أن ينجو في 2 سم قبل أن ينجو في 2 متر

Mechanism

اختبر 100%, 50%, 25%, grayscale

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Thumbnail Survival: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 33: Iconic Object Logic

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

عنصر واحد غريب أقوى من عشرة عناصر مفهومة

Mechanism

اختر object يختصر التوتر المركزي

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Iconic Object Logic: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 34: Patchwork Authority

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

اجمع طبقات غير متجانسة لكن بوحدة حاكمية

Mechanism

كل رقعة يجب أن تضيف معنى لا ضجيجا

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Patchwork Authority: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 35: Pop Shock With Trust

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

Pop art للشد، typography للثقة

Mechanism

القوة بدون ثقة clickbait؛ الثقة بدون قوة موت بصري

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Pop Shock With Trust: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 36: Flat Depth

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

وضوح مع مستقبلية = flat design + depth hints

Mechanism

عمق قليل في الخلفية، وضوح في الرسالة

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Flat Depth: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 37: Color Governance

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

الألوان ليست ذوقا؛ هي نظام توجيه انتباه

Mechanism

لون فعل، لون ثقة، لون صدمة، لون راحة

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Color Governance: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 38: Type as Logo

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

العنوان يجب أن يعمل كشعار حملة

Mechanism

العنوان أول أصل تجاري لا آخر طبقة

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Type as Logo: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 39: Negative Space as Function

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

الفراغ له وظيفة: عزل، إيقاع، ثقة، تنفس

Mechanism

لا فراغ زخرفي ولا ازدحام بلا سلم

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Negative Space as Function: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 40: Conceptual Misdirection

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

مرر الفكرة عبر عنصر غير متوقع

Mechanism

اجعل المشاهد يربط شيئين لم يربطهما من قبل

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Conceptual Misdirection: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 41: Ad Truth Boundary

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

الإعلان القوي لا يكذب بل يضغط الوعد الصادق

Mechanism

كل claim يحتاج rank وحدود

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Ad Truth Boundary: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 42: One-Second Thesis

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

في ثانية واحدة: لمن؟ ماذا؟ لماذا الآن؟

Mechanism

اقرأ الإعلان بلا شرح

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using One-Second Thesis: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 43: Neo-Tech Signal

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

future signal بلا random neon

Mechanism

استعمل خطوط، شبكات، طبقات، لا ضوء عشوائي

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Neo-Tech Signal: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 44: Human Trace

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

حتى في AI، أضف أثر قرار بشري

Mechanism

عيب مقصود، ملمس، قص، إيقاع

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Human Trace: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 45: Series Memory

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

كل حملة تحفظ tokens قابلة لإعادة الاستخدام

Mechanism

palette, typography, object grammar, motion grammar

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Series Memory: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 46: Visible Compression

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

اجعل الأسلوب اختزالا مرئيا للفكرة لا زينة فوقها

Mechanism

الفكرة -> رمز -> عنوان -> لون -> اختبار مصغر

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Visible Compression: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 47: Thumbnail Survival

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

كل إعلان يجب أن ينجو في 2 سم قبل أن ينجو في 2 متر

Mechanism

اختبر 100%, 50%, 25%, grayscale

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Thumbnail Survival: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 48: Iconic Object Logic

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

عنصر واحد غريب أقوى من عشرة عناصر مفهومة

Mechanism

اختر object يختصر التوتر المركزي

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Iconic Object Logic: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 49: Patchwork Authority

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

اجمع طبقات غير متجانسة لكن بوحدة حاكمية

Mechanism

كل رقعة يجب أن تضيف معنى لا ضجيجا

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Patchwork Authority: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 50: Pop Shock With Trust

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

للثقة typography ،للشد Pop art

Mechanism

القوة بدون ثقة clickbait؛ الثقة بدون قوة موت بصري

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Pop Shock With Trust: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 51: Flat Depth

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

flat design + depth hints = وضوح مع مستقبلية

Mechanism

عمق قليل في الخلفية، وضوح في الرسالة

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Flat Depth: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 52: Color Governance

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

الألوان ليست ذوقا، هي نظام توجيه انتباه

Mechanism

لون فعل، لون ثقة، لون صدمة، لون راحة

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Color Governance: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 53: Type as Logo

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

العنوان يجب أن يعمل كشعار حملة

Mechanism

العنوان أول أصل تجاري لا آخر طبقة

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Type as Logo: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 54: Negative Space as Function

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

الفراغ له وظيفة: عزل، إيقاع، ثقة، تنفس

Mechanism

لا فراغ زخرفي ولا ازدحام بلا سلم

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Negative Space as Function: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 55: Conceptual Misdirection

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

مرر الفكرة عبر عنصر غير متوقع

Mechanism

اجعل المشاهد يربط شيئين لم يربطهما من قبل

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Conceptual Misdirection: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 56: Ad Truth Boundary

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

الإعلان القوي لا يكذب بل يضغط الوعد الصادق

Mechanism

كل claim يحتاج rank وحدود

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Ad Truth Boundary: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 57: One-Second Thesis

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

في ثانية واحدة: لمن؟ ماذا؟ لماذا الآن؟

Mechanism

اقرأ الإعلان بلا شرح

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using One-Second Thesis: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 58: Neo-Tech Signal

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

future signal بلا random neon

Mechanism

استعمل خطوط، شبكات، طبقات، لا ضوء عشوائي

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Neo-Tech Signal: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 59: Human Trace

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

حتى في AI، أضف أثر قرار بشري

Mechanism

عيب مقصود، ملمس، قص، إيقاع

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Human Trace: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 60: Series Memory

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

كل حملة تحفظ tokens قابلة لإعادة الاستخدام

Mechanism

palette, typography, object grammar, motion grammar

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Series Memory: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 61: Visible Compression

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

اجعل الأسلوب اختزالا مرئيا للفكرة لا زينة فوقها

Mechanism

الفكرة -> رمز -> عنوان -> لون -> اختبار مصغر

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Visible Compression: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 62: Thumbnail Survival

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

كل إعلان يجب أن ينجو في 2 سم قبل أن ينجو في 2 متر

Mechanism

اختبر 100%, 50%, 25%, grayscale

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Thumbnail Survival: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 63: Iconic Object Logic

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

عنصر واحد غريب أقوى من عشرة عناصر مفهومة

Mechanism

اختر object يختصر التوتر المركزي

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Iconic Object Logic: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 64: Patchwork Authority

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

اجمع طبقات غير متجانسة لكن بوحدة حاكمية

Mechanism

كل رقعة يجب أن تضيف معنى لا ضجيجا

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Patchwork Authority: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 65: Pop Shock With Trust

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

للثقة typography ،للشد Pop art

Mechanism

القوة بدون ثقة clickbait؛ الثقة بدون قوة موت بصري

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Pop Shock With Trust: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 66: Flat Depth

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

وضوح مع مستقبلية = flat design + depth hints

Mechanism

عمق قليل في الخلفية، وضوح في الرسالة

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Flat Depth: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 67: Color Governance

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

الألوان ليست ذوقا، هي نظام توجيه انتباه

Mechanism

لون فعل، لون ثقة، لون صدمة، لون راحة

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Color Governance: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 68: Type as Logo

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

العنوان يجب أن يعمل كشعار حملة

Mechanism

العنوان أول أصل تجاري لا آخر طبقة

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Type as Logo: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 69: Negative Space as Function

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

الفراغ له وظيفة: عزل، إيقاع، ثقة، تنفس

Mechanism

لا فراغ زخرفي ولا ازدحام بلا سلم

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Negative Space as Function: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 70: Conceptual Misdirection

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

مرر الفكرة عبر عنصر غير متوقع

Mechanism

اجعل المشاهد يربط شيئين لم يربطهما من قبل

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Conceptual Misdirection: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 71: Ad Truth Boundary

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

الإعلان القوي لا يكذب بل يضغط الوعد الصادق

Mechanism

كل claim يحتاج rank وحدود

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Ad Truth Boundary: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 72: One-Second Thesis

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

في ثانية واحدة: لمن؟ ماذا؟ لماذا الآن؟

Mechanism

اقرأ الإعلان بلا شرح

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using One-Second Thesis: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 73: Neo-Tech Signal

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

future signal بلا random neon

Mechanism

استعمل خطوط، شبكات، طبقات، لا ضوء عشوائي

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Neo-Tech Signal: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 74: Human Trace

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

حتى في AI، أضف أثر قرار بشري

Mechanism

عيب مقصود، ملمس، قص، إيقاع

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Human Trace: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 75: Series Memory

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

كل حملة تحفظ tokens قابلة لإعادة الاستخدام

Mechanism

palette, typography, object grammar, motion grammar

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Series Memory: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 76: Visible Compression

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

اجعل الأسلوب اختزالا مرئيا للفكرة لا زينة فوقها

Mechanism

الفكرة -> رمز -> عنوان -> لون -> اختبار مصغر

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Visible Compression: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 77: Thumbnail Survival

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

كل إعلان يجب أن ينجو في 2 سم قبل أن ينجو في 2 متر

Mechanism

اختبر 100%, 50%, 25%, grayscale

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Thumbnail Survival: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 78: Iconic Object Logic

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

عنصر واحد غريب أقوى من عشرة عناصر مفهومة

Mechanism

اختر object يختصر التوتر المركزي

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Iconic Object Logic: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 79: Patchwork Authority

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

اجمع طبقات غير متجانسة لكن بوحدة حاكمية

Mechanism

كل رقعة يجب أن تضيف معنى لا ضجيجا

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Patchwork Authority: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

Visual Grammar 80: Pop Shock With Trust

Conceptual Art + Minimal Flat + Pop Art + Patchwork

Operating Thesis

للثقة typography ،للشد Pop art

Mechanism

القوة بدون ثقة clickbait؛ الثقة بدون قوة موت بصري

Ad Translation

حول المفهوم إلى إعلان: عنوان كبير، رمز واحد، وعد صادق، لون فعل، طبقة ثقة، CTA واضح، ونسخة مصغرة قابلة للفهم في ثانية.

Prompt Cell

Create a high-commercial ad visual using Pop Shock With Trust: minimal flat design, pop-art contrast, patchwork accents, one unusual conceptual object, big readable typography.

Destruction Court

Reject if it needs long explanation, looks like a template, title is unreadable, colors have no function, or the promise exceeds truth.

Training Exercise

Build 3 metaphors: safe, strong, disruptive. Test thumbnail, repair the noisiest element.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

hyperSkill: Visual Kernel Extraction / loop: Brief -> Symbol -> Type -> Color -> Court -> Repair

HyperPrompt Loop 01: Kernel-to-Prompt Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Kernel-to-Prompt Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

central tension -> hidden variable -> visual metaphor -> prompt stack -> negative constraints -> variants -> court -> memory

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 02: Prompt Injection Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Prompt Injection Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

brand token -> audience pain -> scene grammar -> typography rule -> palette token -> model-specific syntax -> QA

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 03: MCD Visual Evaluation Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

MCD Visual Evaluation Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

D/I/T/A/P/C/N score -> repair highest-noise node -> re-test thumbnail

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 04: QMCD Model Relay Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

QMCD Model Relay Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

generate same brief in 4 models -> keep superposition -> compare based on task -> collapse to best model

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 05: Image-to-Video Relay Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Image-to-Video Relay Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

hero frame -> motion brief -> camera motion -> event timing -> audio -> edit -> final export

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 06: UGC Authenticity Court Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

UGC Authenticity Court Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

claim -> evidence -> speaker identity -> disclosure -> edit -> platform test

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 07: Ad Variant Factory Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Ad Variant Factory Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

one offer -> 12 hooks -> 6 visual metaphors -> 4 formats -> 3 CTAs -> A/B matrix

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 08: RAG Asset Memory Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

RAG Asset Memory Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

asset -> prompt -> source rank -> output -> failure -> fix -> reusable token

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 09: Destruction and Repair Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Destruction and Repair Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

hallucination -> reductionism -> false novelty -> weak ops -> ethics -> repair

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 10: Agency Production Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Agency Production Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

brief -> strategy -> art direction -> generation -> edit -> QA -> client proof -> version memory

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 11: Motion Timing Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Motion Timing Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

script beat -> visual beat -> audio beat -> caption beat -> cut beat -> retention check

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 12: Conceptual Art Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Conceptual Art Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

ordinary object -> impossible relation -> business meaning -> flat composition -> pop contrast -> minimal text

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 13: Patchwork Synthesis Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Patchwork Synthesis Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

source fragments -> color zones -> texture hierarchy -> one title spine -> controlled chaos

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 14: Commercial Safety Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Commercial Safety Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

promise -> proof -> legal boundary -> model rights -> disclosure -> export log

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 15: Hyperframe/Remotion Automation Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Hyperframe/Remotion Automation Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

JSON data -> component slots -> composition template -> render queue -> metadata -> QA screenshot

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 16: Kernel-to-Prompt Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Kernel-to-Prompt Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

central tension -> hidden variable -> visual metaphor -> prompt stack -> negative constraints -> variants -> court -> memory

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 17: Prompt Injection Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Prompt Injection Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

brand token -> audience pain -> scene grammar -> typography rule -> palette token -> model-specific syntax -> QA

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 18: MCD Visual Evaluation Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

MCD Visual Evaluation Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

D/I/T/A/P/C/N score -> repair highest-noise node -> re-test thumbnail

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 19: QMCD Model Relay Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

QMCD Model Relay Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

generate same brief in 4 models -> keep superposition -> compare based on task -> collapse to best model

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 20: Image-to-Video Relay Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Image-to-Video Relay Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

hero frame -> motion brief -> camera motion -> event timing -> audio -> edit -> final export

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 21: UGC Authenticity Court Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

UGC Authenticity Court Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

claim -> evidence -> speaker identity -> disclosure -> edit -> platform test

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 22: Ad Variant Factory Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Ad Variant Factory Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

one offer -> 12 hooks -> 6 visual metaphors -> 4 formats -> 3 CTAs -> A/B matrix

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 23: RAG Asset Memory Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

RAG Asset Memory Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

asset -> prompt -> source rank -> output -> failure -> fix -> reusable token

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 24: Destruction and Repair Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Destruction and Repair Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

hallucination -> reductionism -> false novelty -> weak ops -> ethics -> repair

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 25: Agency Production Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Agency Production Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

brief -> strategy -> art direction -> generation -> edit -> QA -> client proof -> version memory

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 26: Motion Timing Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Motion Timing Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

script beat -> visual beat -> audio beat -> caption beat -> cut beat -> retention check

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 27: Conceptual Art Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Conceptual Art Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

ordinary object -> impossible relation -> business meaning -> flat composition -> pop contrast -> minimal text

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 28: Patchwork Synthesis Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Patchwork Synthesis Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

source fragments -> color zones -> texture hierarchy -> one title spine -> controlled chaos

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 29: Commercial Safety Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Commercial Safety Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

promise -> proof -> legal boundary -> model rights -> disclosure -> export log

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 30: Hyperframe/Remotion Automation Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Hyperframe/Remotion Automation Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

JSON data -> component slots -> composition template -> render queue -> metadata -> QA screenshot

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 31: Kernel-to-Prompt Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Kernel-to-Prompt Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

central tension -> hidden variable -> visual metaphor -> prompt stack -> negative constraints -> variants -> court -> memory

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 32: Prompt Injection Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Prompt Injection Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

brand token -> audience pain -> scene grammar -> typography rule -> palette token -> model-specific syntax -> QA

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 33: MCD Visual Evaluation Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

MCD Visual Evaluation Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

D/I/T/A/P/C/N score -> repair highest-noise node -> re-test thumbnail

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 34: QMCD Model Relay Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

QMCD Model Relay Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

generate same brief in 4 models -> keep superposition -> compare based on task -> collapse to best model

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 35: Image-to-Video Relay Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Image-to-Video Relay Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

hero frame -> motion brief -> camera motion -> event timing -> audio -> edit -> final export

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 36: UGC Authenticity Court Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

UGC Authenticity Court Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

claim -> evidence -> speaker identity -> disclosure -> edit -> platform test

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 37: Ad Variant Factory Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Ad Variant Factory Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

one offer -> 12 hooks -> 6 visual metaphors -> 4 formats -> 3 CTAs -> A/B matrix

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 38: RAG Asset Memory Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

RAG Asset Memory Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

asset -> prompt -> source rank -> output -> failure -> fix -> reusable token

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 39: Destruction and Repair Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Destruction and Repair Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

hallucination -> reductionism -> false novelty -> weak ops -> ethics -> repair

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 40: Agency Production Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Agency Production Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

brief -> strategy -> art direction -> generation -> edit -> QA -> client proof -> version memory

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 41: Motion Timing Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Motion Timing Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

script beat -> visual beat -> audio beat -> caption beat -> cut beat -> retention check

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 42: Conceptual Art Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Conceptual Art Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

ordinary object -> impossible relation -> business meaning -> flat composition -> pop contrast -> minimal text

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 43: Patchwork Synthesis Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Patchwork Synthesis Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

source fragments -> color zones -> texture hierarchy -> one title spine -> controlled chaos

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 44: Commercial Safety Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Commercial Safety Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

promise -> proof -> legal boundary -> model rights -> disclosure -> export log

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 45: Hyperframe/Remotion Automation Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Hyperframe/Remotion Automation Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

JSON data -> component slots -> composition template -> render queue -> metadata -> QA screenshot

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 46: Kernel-to-Prompt Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Kernel-to-Prompt Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

central tension -> hidden variable -> visual metaphor -> prompt stack -> negative constraints -> variants -> court -> memory

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 47: Prompt Injection Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Prompt Injection Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

brand token -> audience pain -> scene grammar -> typography rule -> palette token -> model-specific syntax -> QA

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 48: MCD Visual Evaluation Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

MCD Visual Evaluation Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

D/I/T/A/P/C/N score -> repair highest-noise node -> re-test thumbnail

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 49: QMCD Model Relay Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

QMCD Model Relay Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

generate same brief in 4 models -> keep superposition -> compare based on task -> collapse to best model

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 50: Image-to-Video Relay Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Image-to-Video Relay Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

hero frame -> motion brief -> camera motion -> event timing -> audio -> edit -> final export

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 51: UGC Authenticity Court Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

UGC Authenticity Court Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

claim -> evidence -> speaker identity -> disclosure -> edit -> platform test

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 52: Ad Variant Factory Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Ad Variant Factory Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

one offer -> 12 hooks -> 6 visual metaphors -> 4 formats -> 3 CTAs -> A/B matrix

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 53: RAG Asset Memory Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

RAG Asset Memory Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

asset -> prompt -> source rank -> output -> failure -> fix -> reusable token

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 54: Destruction and Repair Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Destruction and Repair Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

hallucination -> reductionism -> false novelty -> weak ops -> ethics -> repair

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 55: Agency Production Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Agency Production Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

brief -> strategy -> art direction -> generation -> edit -> QA -> client proof -> version memory

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 56: Motion Timing Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Motion Timing Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

script beat -> visual beat -> audio beat -> caption beat -> cut beat -> retention check

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 57: Conceptual Art Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Conceptual Art Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

ordinary object -> impossible relation -> business meaning -> flat composition -> pop contrast -> minimal text

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 58: Patchwork Synthesis Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Patchwork Synthesis Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

source fragments -> color zones -> texture hierarchy -> one title spine -> controlled chaos

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 59: Commercial Safety Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Commercial Safety Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

promise -> proof -> legal boundary -> model rights -> disclosure -> export log

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 60: Hyperframe/Remotion Automation Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Hyperframe/Remotion Automation Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

JSON data -> component slots -> composition template -> render queue -> metadata -> QA screenshot

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 61: Kernel-to-Prompt Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Kernel-to-Prompt Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

central tension -> hidden variable -> visual metaphor -> prompt stack -> negative constraints -> variants -> court -> memory

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 62: Prompt Injection Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Prompt Injection Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

brand token -> audience pain -> scene grammar -> typography rule -> palette token -> model-specific syntax -> QA

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 63: MCD Visual Evaluation Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

MCD Visual Evaluation Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

D/I/T/A/P/C/N score -> repair highest-noise node -> re-test thumbnail

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 64: QMCD Model Relay Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

QMCD Model Relay Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

generate same brief in 4 models -> keep superposition -> compare based on task -> collapse to best model

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 65: Image-to-Video Relay Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Image-to-Video Relay Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

hero frame -> motion brief -> camera motion -> event timing -> audio -> edit -> final export

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 66: UGC Authenticity Court Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

UGC Authenticity Court Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

claim -> evidence -> speaker identity -> disclosure -> edit -> platform test

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 67: Ad Variant Factory Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Ad Variant Factory Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

one offer -> 12 hooks -> 6 visual metaphors -> 4 formats -> 3 CTAs -> A/B matrix

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 68: RAG Asset Memory Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

RAG Asset Memory Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

asset -> prompt -> source rank -> output -> failure -> fix -> reusable token

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 69: Destruction and Repair Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Destruction and Repair Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

hallucination -> reductionism -> false novelty -> weak ops -> ethics -> repair

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 70: Agency Production Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Agency Production Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

brief -> strategy -> art direction -> generation -> edit -> QA -> client proof -> version memory

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 71: Motion Timing Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Motion Timing Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

script beat -> visual beat -> audio beat -> caption beat -> cut beat -> retention check

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 72: Conceptual Art Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Conceptual Art Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

ordinary object -> impossible relation -> business meaning -> flat composition -> pop contrast -> minimal text

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 73: Patchwork Synthesis Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Patchwork Synthesis Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

source fragments -> color zones -> texture hierarchy -> one title spine -> controlled chaos

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 74: Commercial Safety Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Commercial Safety Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

promise -> proof -> legal boundary -> model rights -> disclosure -> export log

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 75: Hyperframe/Remotion Automation Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Hyperframe/Remotion Automation Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

JSON data -> component slots -> composition template -> render queue -> metadata -> QA screenshot

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 76: Kernel-to-Prompt Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Kernel-to-Prompt Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

central tension -> hidden variable -> visual metaphor -> prompt stack -> negative constraints -> variants -> court -> memory

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 77: Prompt Injection Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Prompt Injection Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

brand token -> audience pain -> scene grammar -> typography rule -> palette token -> model-specific syntax -> QA

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 78: MCD Visual Evaluation Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

MCD Visual Evaluation Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

D/I/T/A/P/C/N score -> repair highest-noise node -> re-test thumbnail

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 79: QMCD Model Relay Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

QMCD Model Relay Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

generate same brief in 4 models -> keep superposition -> compare based on task -> collapse to best model

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

HyperPrompt Loop 80: Image-to-Video Relay Loop

Prompt injection engineering as creative orchestration, not jailbreak

Loop Objective

Image-to-Video Relay Loop: prompt is not one sentence; it is layered orchestration: intent, audience, promise, form, motion, text, constraints, test, memory.

Process

hero frame -> motion brief -> camera motion -> event timing -> audio -> edit -> final export

Prompt Anatomy

ROLE + OUTCOME + AUDIENCE + ACTIVE DIFFERENCE + VISUAL METAPHOR + COMPOSITION + TYPOGRAPHY + PALETTE + MODEL CONTROL + NEGATIVE CONSTRAINTS + QA.

Injection Rule

Inject only operational signals. Every token must change a decision: angle, color, text, lighting, duration, motion, or error prevention.

Repair Rule

If output fails, do not change everything. Repair one node: text, symbol, composition, realism, rights, motion, or platform fit.

Output Memory

Save prompt version, model, seed/reference, output rating, failure, repair, reusable token, next test.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

court: hallucination/security/rights/weak operationalization

Image Production Card 01: Visible Compression

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Visible Compression with OpenAI ChatGPT Images 2.0 / GPT Image family.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 02: Thumbnail Survival

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Thumbnail Survival with OpenAI gpt-image-1.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 03: Iconic Object Logic

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Iconic Object Logic with Google Imagen 4.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 04: Patchwork Authority

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Patchwork Authority with Google Imagen 4 Fast.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 05: Pop Shock With Trust

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Pop Shock With Trust with Google Imagen 4 Ultra.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 06: Flat Depth

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Flat Depth with Midjourney V7 / current MJ stack.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 07: Color Governance

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Color Governance with Ideogram 4.0.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 08: Type as Logo

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Type as Logo with Ideogram custom models.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 09: Negative Space as Function

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Negative Space as Function with FLUX.1 Kontext.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 10: Conceptual Misdirection

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Conceptual Misdirection with FLUX.1 Pro.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 11: Ad Truth Boundary

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Ad Truth Boundary with FLUX.1 Dev.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 12: One-Second Thesis

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: One-Second Thesis with Stable Diffusion 3.5 Large.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 13: Neo-Tech Signal

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Neo-Tech Signal with Stable Diffusion XL / Turbo.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 14: Human Trace

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Human Trace with Adobe Firefly Image.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 15: Series Memory

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Series Memory with Recraft / vector-oriented AI design.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 16: Visible Compression

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Visible Compression with Krea AI.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 17: Thumbnail Survival

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Thumbnail Survival with Canva Magic Media / design AI.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 18: Iconic Object Logic

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Iconic Object Logic with Leonardo Phoenix / production image stack.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 19: Patchwork Authority

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Patchwork Authority with Freepik / Mystic / stock-integrated AI.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 20: Pop Shock With Trust

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Pop Shock With Trust with DALL-E 3 / legacy OpenAI image model.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 21: Flat Depth

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Flat Depth with OpenAI ChatGPT Images 2.0 / GPT Image family.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 22: Color Governance

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Color Governance with OpenAI gpt-image-1.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 23: Type as Logo

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Type as Logo with Google Imagen 4.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 24: Negative Space as Function

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Negative Space as Function with Google Imagen 4 Fast.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 25: Conceptual Misdirection

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Conceptual Misdirection with Google Imagen 4 Ultra.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 26: Ad Truth Boundary

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Ad Truth Boundary with Midjourney V7 / current MJ stack.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 27: One-Second Thesis

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: One-Second Thesis with Ideogram 4.0.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 28: Neo-Tech Signal

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Neo-Tech Signal with Ideogram custom models.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 29: Human Trace

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Human Trace with FLUX.1 Kontext.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 30: Series Memory

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Series Memory with FLUX.1 Pro.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 31: Visible Compression

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Visible Compression with FLUX.1 Dev.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 32: Thumbnail Survival

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Thumbnail Survival with Stable Diffusion 3.5 Large.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 33: Iconic Object Logic

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Iconic Object Logic with Stable Diffusion XL / Turbo.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 34: Patchwork Authority

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Patchwork Authority with Adobe Firefly Image.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 35: Pop Shock With Trust

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Pop Shock With Trust with Recraft / vector-oriented AI design.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 36: Flat Depth

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Flat Depth with Krea AI.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 37: Color Governance

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Color Governance with Canva Magic Media / design AI.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 38: Type as Logo

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Type as Logo with Leonardo Phoenix / production image stack.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 39: Negative Space as Function

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Negative Space as Function with Freepik / Mystic / stock-integrated AI.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 40: Conceptual Misdirection

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Conceptual Misdirection with DALL-E 3 / legacy OpenAI image model.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 41: Ad Truth Boundary

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Ad Truth Boundary with OpenAI ChatGPT Images 2.0 / GPT Image family.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 42: One-Second Thesis

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: One-Second Thesis with OpenAI gpt-image-1.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 43: Neo-Tech Signal

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Neo-Tech Signal with Google Imagen 4.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 44: Human Trace

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Human Trace with Google Imagen 4 Fast.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 45: Series Memory

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Series Memory with Google Imagen 4 Ultra.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 46: Visible Compression

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Visible Compression with Midjourney V7 / current MJ stack.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 47: Thumbnail Survival

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Thumbnail Survival with Ideogram 4.0.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 48: Iconic Object Logic

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Iconic Object Logic with Ideogram custom models.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 49: Patchwork Authority

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Patchwork Authority with FLUX.1 Kontext.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 50: Pop Shock With Trust

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Pop Shock With Trust with FLUX.1 Pro.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 51: Flat Depth

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Flat Depth with FLUX.1 Dev.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 52: Color Governance

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Color Governance with Stable Diffusion 3.5 Large.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 53: Type as Logo

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Type as Logo with Stable Diffusion XL / Turbo.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 54: Negative Space as Function

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Negative Space as Function with Adobe Firefly Image.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 55: Conceptual Misdirection

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Conceptual Misdirection with Recraft / vector-oriented AI design.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 56: Ad Truth Boundary

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Ad Truth Boundary with Krea AI.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 57: One-Second Thesis

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: One-Second Thesis with Canva Magic Media / design AI.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 58: Neo-Tech Signal

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Neo-Tech Signal with Leonardo Phoenix / production image stack.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 59: Human Trace

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Human Trace with Freepik / Mystic / stock-integrated AI.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 60: Series Memory

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Series Memory with DALL-E 3 / legacy OpenAI image model.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 61: Visible Compression

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Visible Compression with OpenAI ChatGPT Images 2.0 / GPT Image family.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 62: Thumbnail Survival

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Thumbnail Survival with OpenAI gpt-image-1.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 63: Iconic Object Logic

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Iconic Object Logic with Google Imagen 4.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 64: Patchwork Authority

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Patchwork Authority with Google Imagen 4 Fast.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 65: Pop Shock With Trust

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Pop Shock With Trust with Google Imagen 4 Ultra.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 66: Flat Depth

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Flat Depth with Midjourney V7 / current MJ stack.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 67: Color Governance

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Color Governance with Ideogram 4.0.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 68: Type as Logo

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Type as Logo with Ideogram custom models.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 69: Negative Space as Function

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Negative Space as Function with FLUX.1 Kontext.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 70: Conceptual Misdirection

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Conceptual Misdirection with FLUX.1 Pro.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 71: Ad Truth Boundary

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Ad Truth Boundary with FLUX.1 Dev.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 72: One-Second Thesis

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: One-Second Thesis with Stable Diffusion 3.5 Large.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 73: Neo-Tech Signal

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Neo-Tech Signal with Stable Diffusion XL / Turbo.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 74: Human Trace

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Human Trace with Adobe Firefly Image.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 75: Series Memory

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Series Memory with Recraft / vector-oriented AI design.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 76: Visible Compression

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Visible Compression with Krea AI.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 77: Thumbnail Survival

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Thumbnail Survival with Canva Magic Media / design AI.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 78: Iconic Object Logic

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Iconic Object Logic with Leonardo Phoenix / production image stack.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 79: Patchwork Authority

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Patchwork Authority with Freepik / Mystic / stock-integrated AI.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 80: Pop Shock With Trust

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Pop Shock With Trust with DALL-E 3 / legacy OpenAI image model.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 81: Flat Depth

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Flat Depth with OpenAI ChatGPT Images 2.0 / GPT Image family.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 82: Color Governance

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Color Governance with OpenAI gpt-image-1.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 83: Type as Logo

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Type as Logo with Google Imagen 4.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 84: Negative Space as Function

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Negative Space as Function with Google Imagen 4 Fast.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 85: Conceptual Misdirection

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Conceptual Misdirection with Google Imagen 4 Ultra.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 86: Ad Truth Boundary

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Ad Truth Boundary with Midjourney V7 / current MJ stack.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 87: One-Second Thesis

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: One-Second Thesis with Ideogram 4.0.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 88: Neo-Tech Signal

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Neo-Tech Signal with Ideogram custom models.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 89: Human Trace

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Human Trace with FLUX.1 Kontext.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Image Production Card 90: Series Memory

From concept to commercial still asset

Pipeline Thesis

Image generation succeeds when the brief is compressed into a precise visual kernel, then routed to the model whose strength matches the task. Focus: Series Memory with FLUX.1 Pro.

Input Stack

Audience -> offer -> proof -> active difference -> format -> typography hierarchy -> palette -> symbol -> style references -> negative constraints.

Generation Stack

Generate 12 thumbnails. Select 4 by readability. Repair 2 by concept. Rebuild 1 as master. Post-design final typography when text fidelity is uncertain.

Commercial Use

Paid social stills, landing-page hero art, ebook covers, carousel squares, product scenes, concept posters, ad thumbnails.

Quality Gate

Pass only if: title readable, product/claim truthful, metaphor understandable, no fake artifacts, brand token stable, export format correct.

Agent Command

Build: art direction, main prompt, negative prompt, model routing, A/B variants, thumbnail test, repair plan.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

chunk_type=image_pipeline; evidence_rank=operational synthesis

Video Production Card 01: Hook-to-Proof Cut

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Hook-to-Proof Cut: ابدأ بصدمة بصرية ثم دليل سريع ثم CTA

Timing Formula

0-2s hook, 2-6s mechanism, 6-12s proof, 12-18s action

Model Routing

Candidate route: Runway Gen-4.5 for cinematic ads, complex camera choreography, high-fidelity motion. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 02: Editorial Authority Flow

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Editorial Authority Flow: نص تحليلي + لقطات وثائقية + rhythm هادئ

Timing Formula

يناسب B2B وthought leadership

Model Routing

Candidate route: Runway Gen-4 for world-consistent scenes, consistent characters/locations. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 03: Commercial Desire Arc

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Commercial Desire Arc: مشكلة محسوسة -> تحول مرئي -> منتج/حل

Timing Formula

direct response يناسب

Model Routing

Candidate route: Google Veo 3.1 for commercial video, storyboards, native audio, narrative control. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 04: UGC Truth Simulation

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

UGC Truth Simulation: واقعية، لكن بدون خداع أو testimonial fake

Timing Formula

استعمل disclosure وادعاءات قابلة للتحقق

Model Routing

Candidate route: Google Veo 3 / Veo 3 Fast for fast social video, vertical 9:16, 1080p workflows. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 05: Motion Concept Metaphor

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Motion Concept Metaphor: حركة واحدة تختصر الفكرة

Timing Formula

مثال: knowledge kernel يفتح مدينة

Model Routing

Candidate route: Luma Ray3 / Ray3.2 for cinematic product films, controlled video generation. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 06: Code-to-Video Pipeline

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Code-to-Video Pipeline: Remotion/HyperFrames يحولان data إلى فيديو

Timing Formula

template + data + render + QA

Model Routing

Candidate route: Luma Ray2 / Dream Machine for natural coherent motion, image/video input. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 07: AI Previs to Human Finish

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

AI Previs to Human Finish: AI للفكرة والshot، الإنسان للقص واللون والصوت

Timing Formula

يحمي الجودة التجارية

Model Routing

Candidate route: Kling VIDEO 3.0 / Omni for subject binding, camera control, e-commerce, 4K workflows. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 08: Multi-Model Relay

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Multi-Model Relay: صوت <- فيديو <- صورة ثابتة قوية -> edit -> QA

Timing Formula

لا تطلب من نموذج واحد كل شيء

Model Routing

Candidate route: Kling native 4K video model for industrial-grade ad visuals and product video. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 09: Camera Grammar Court

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Camera Grammar Court: كل حركة كاميرا لها وظيفة نفسية

Timing Formula

push = دخول، pull = كشف، pan = سياق، tilt = هيبة

Model Routing

Candidate route: Pika / Pikaffects for social-first effects, surreal transformations, trend content. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 10: Sound-Visual Coupling

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Sound-Visual Coupling: الصوت ليس خلفية؛ هو دليل إيقاعي

Timing Formula

voice, beat, SFX, silence

Model Routing

Candidate route: PikaStream / real-time video chat research for interactive agent video, near-real-time demos. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 11: Continuity Lock

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Continuity Lock: ثبت الشخص/المنتج/المكان عبر مراجع

Timing Formula

reference image, seed, style, shot bible

Model Routing

Candidate route: Adobe Firefly Video for commercial-safe b-roll, product animation, Firefly editor. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 12: Platform Aspect Router

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Platform Aspect Router: 9:16 لReels/TikTok، 1:1 carousel، 16:9 explainer

Timing Formula

لا تنقل نفس المونتاج لكل منصة

Model Routing

Candidate route: OpenAI Sora 2 for reference for world-simulation direction and video+audio generation. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 13: Caption as Design

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Caption as Design: لا الهوية من جزء الكابتشن subtitle ميكانيكي

Timing Formula

highlight ،إيقاع ،كبيرة كلمة

Model Routing

Candidate route: MiniMax / Hailuo Video for fast cinematic clips and social ads. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 14: Causality Repair

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Causality Repair: افحص هل الحدث يحدث بسبب واضح أم magic drift

Timing Formula

أعد توليد shot أو قصه

Model Routing

Candidate route: PixVerse for social/video generation alternatives. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 15: Legal-Trust Gate

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Legal-Trust Gate: AI voice/avatar/deepfake يحتاج حدود وحقوق

Timing Formula

لا endorsement زائف

Model Routing

Candidate route: Dreamina / CapCut AI generation for short-form creator workflows. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 16: Hook-to-Proof Cut

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Hook-to-Proof Cut: ابدأ بصدمة بصرية ثم دليل سريع ثم CTA

Timing Formula

0-2s hook, 2-6s mechanism, 6-12s proof, 12-18s action

Model Routing

Candidate route: Haiper for stylized video ideation and social clips. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 17: Editorial Authority Flow

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Editorial Authority Flow: نص تحليلي + لقطات وثائقية + rhythm هادئ

Timing Formula

يناسب B2B وthought leadership

Model Routing

Candidate route: HunyuanVideo for open-source video research and local pipelines. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 18: Commercial Desire Arc

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Commercial Desire Arc: مشكلة محسوسة -> تحول مرئي -> منتج/حل

Timing Formula

direct response يناسب

Model Routing

Candidate route: CogVideoX for research/open video generation baseline. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 19: UGC Truth Simulation

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

UGC Truth Simulation: واقعية، لكن بدون خداع أو testimonial fake

Timing Formula

استعمل disclosure وادعاءات قابلة للتحقق

Model Routing

Candidate route: Wan video models for open video generation and local experiments. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 20: Motion Concept Metaphor

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Motion Concept Metaphor: حركة واحدة تختصر الفكرة

Timing Formula

مثال: knowledge kernel يفتح مدينة

Model Routing

Candidate route: Genmo Mochi for open video model experimentation. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 21: Code-to-Video Pipeline

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Code-to-Video Pipeline: Remotion/HyperFrames يحولان data إلى فيديو

Timing Formula

template + data + render + QA

Model Routing

Candidate route: Runway Gen-4.5 for cinematic ads, complex camera choreography, high-fidelity motion. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 22: AI Previs to Human Finish

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

AI Previs to Human Finish: AI للفكرة والshot، الإنسان للقص واللون والصوت

Timing Formula

يحمي الجودة التجارية

Model Routing

Candidate route: Runway Gen-4 for world-consistent scenes, consistent characters/locations. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 23: Multi-Model Relay

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Multi-Model Relay: صوت <- فيديو <- صورة ثابتة قوية -> edit -> QA

Timing Formula

لا تطلب من نموذج واحد كل شيء

Model Routing

Candidate route: Google Veo 3.1 for commercial video, storyboards, native audio, narrative control. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 24: Camera Grammar Court

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Camera Grammar Court: كل حركة كاميرا لها وظيفة نفسية

Timing Formula

push = دخول، pull = كشف، pan = سياق، tilt = هيبة

Model Routing

Candidate route: Google Veo 3 / Veo 3 Fast for fast social video, vertical 9:16, 1080p workflows. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 25: Sound-Visual Coupling

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Sound-Visual Coupling: الصوت ليس خلفية؛ هو دليل إيقاعي

Timing Formula

voice, beat, SFX, silence

Model Routing

Candidate route: Luma Ray3 / Ray3.2 for cinematic product films, controlled video generation. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 26: Continuity Lock

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Continuity Lock: ثبت الشخص/المنتج/المكان عبر مراجع

Timing Formula

reference image, seed, style, shot bible

Model Routing

Candidate route: Luma Ray2 / Dream Machine for natural coherent motion, image/video input. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 27: Platform Aspect Router

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Platform Aspect Router: 9:16 لReels/TikTok، 1:1 carousel، 16:9 explainer

Timing Formula

لا تنقل نفس المونتاج لكل منصة

Model Routing

Candidate route: Kling VIDEO 3.0 / Omni for subject binding, camera control, e-commerce, 4K workflows. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 28: Caption as Design

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Caption as Design: لا الهوية من جزء الكابتشن subtitle ميكانيكي

Timing Formula

highlight ،إيقاع ،كبيرة كلمة

Model Routing

Candidate route: Kling native 4K video model for industrial-grade ad visuals and product video. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 29: Causality Repair

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Causality Repair: افحص هل الحدث يحدث بسبب واضح أم magic drift

Timing Formula

أعد توليد shot أو قصه

Model Routing

Candidate route: Pika / Pikaffects for social-first effects, surreal transformations, trend content. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 30: Legal-Trust Gate

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Legal-Trust Gate: AI voice/avatar/deepfake يحتاج حدود وحقوق

Timing Formula

لا endorsement زائف

Model Routing

Candidate route: PikaStream / real-time video chat research for interactive agent video, near-real-time demos. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 31: Hook-to-Proof Cut

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Hook-to-Proof Cut: ابدأ بصدمة بصرية ثم دليل سريع ثم CTA

Timing Formula

0-2s hook, 2-6s mechanism, 6-12s proof, 12-18s action

Model Routing

Candidate route: Adobe Firefly Video for commercial-safe b-roll, product animation, Firefly editor. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 32: Editorial Authority Flow

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Editorial Authority Flow: نص تحليلي + لقطات وثائقية + rhythm هادئ

Timing Formula

يناسب B2B وthought leadership

Model Routing

Candidate route: OpenAI Sora 2 for reference for world-simulation direction and video+audio generation. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 33: Commercial Desire Arc

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Commercial Desire Arc: مشكلة محسوسة -> تحول مرئي -> منتج/حل

Timing Formula

direct response يناسب

Model Routing

Candidate route: MiniMax / Hailuo Video for fast cinematic clips and social ads. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 34: UGC Truth Simulation

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

UGC Truth Simulation: واقعية، لكن بدون خداع أو testimonial fake

Timing Formula

استعمل disclosure وادعاءات قابلة للتحقق

Model Routing

Candidate route: PixVerse for social/video generation alternatives. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 35: Motion Concept Metaphor

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Motion Concept Metaphor: حركة واحدة تختصر الفكرة

Timing Formula

مثال: knowledge kernel يفتح مدينة

Model Routing

Candidate route: Dreamina / CapCut AI generation for short-form creator workflows. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 36: Code-to-Video Pipeline

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Code-to-Video Pipeline: Remotion/HyperFrames يحولان data إلى فيديو

Timing Formula

template + data + render + QA

Model Routing

Candidate route: Haiper for stylized video ideation and social clips. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 37: AI Previs to Human Finish

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

AI Previs to Human Finish: AI للفكرة والshot، الإنسان للقص واللون والصوت

Timing Formula

يحمي الجودة التجارية

Model Routing

Candidate route: HunyuanVideo for open-source video research and local pipelines. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 38: Multi-Model Relay

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Multi-Model Relay: صوت <- فيديو <- صورة ثابتة قوية -> edit -> QA

Timing Formula

لا تطلب من نموذج واحد كل شيء

Model Routing

Candidate route: CogVideoX for research/open video generation baseline. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 39: Camera Grammar Court

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Camera Grammar Court: كل حركة كاميرا لها وظيفة نفسية

Timing Formula

push = دخول، pull = كشف، pan = سياق، tilt = هيبة

Model Routing

Candidate route: Wan video models for open video generation and local experiments. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 40: Sound-Visual Coupling

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Sound-Visual Coupling: الصوت ليس خلفية؛ هو دليل إيقاعي

Timing Formula

voice, beat, SFX, silence

Model Routing

Candidate route: Genmo Mochi for open video model experimentation. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 41: Continuity Lock

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Continuity Lock: ثبت الشخص/المنتج/المكان عبر مراجع

Timing Formula

reference image, seed, style, shot bible

Model Routing

Candidate route: Runway Gen-4.5 for cinematic ads, complex camera choreography, high-fidelity motion. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 42: Platform Aspect Router

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Platform Aspect Router: 9:16 لReels/TikTok، 1:1 carousel، 16:9 explainer

Timing Formula

لا تنقل نفس المونتاج لكل منصة

Model Routing

Candidate route: Runway Gen-4 for world-consistent scenes, consistent characters/locations. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 43: Caption as Design

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

ميكانيكي subtitle الكابتشن جزء من الهوية لا :Caption as Design

Timing Formula

كلمة كبيرة، إيقاع، highlight

Model Routing

Candidate route: Google Veo 3.1 for commercial video, storyboards, native audio, narrative control. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 44: Causality Repair

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Causality Repair: افحص هل الحدث يحدث بسبب واضح أم magic drift

Timing Formula

أعد توليد shot أو قصه

Model Routing

Candidate route: Google Veo 3 / Veo 3 Fast for fast social video, vertical 9:16, 1080p workflows. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 45: Legal-Trust Gate

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Legal-Trust Gate: AI voice/avatar/deepfake يحتاج حدود وحقوق

Timing Formula

لا endorsement زائف

Model Routing

Candidate route: Luma Ray3 / Ray3.2 for cinematic product films, controlled video generation. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 46: Hook-to-Proof Cut

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Hook-to-Proof Cut: ابدأ بصدمة بصرية ثم دليل سريع ثم CTA

Timing Formula

0-2s hook, 2-6s mechanism, 6-12s proof, 12-18s action

Model Routing

Candidate route: Luma Ray2 / Dream Machine for natural coherent motion, image/video input. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 47: Editorial Authority Flow

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Editorial Authority Flow: نص تحليلي + لقطات وثائقية + rhythm هادئ

Timing Formula

يناسب B2B وthought leadership

Model Routing

Candidate route: Kling VIDEO 3.0 / Omni for subject binding, camera control, e-commerce, 4K workflows. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 48: Commercial Desire Arc

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Commercial Desire Arc: مشكلة محسوسة -> تحول مرئي -> منتج/حل

Timing Formula

direct response يناسب

Model Routing

Candidate route: Kling native 4K video model for industrial-grade ad visuals and product video. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 49: UGC Truth Simulation

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

UGC Truth Simulation: واقعية، لكن بدون خداع أو testimonial fake

Timing Formula

استعمل disclosure وادعاءات قابلة للتحقق

Model Routing

Candidate route: Pika / Pikaffects for social-first effects, surreal transformations, trend content. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 50: Motion Concept Metaphor

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Motion Concept Metaphor: حركة واحدة تختصر الفكرة

Timing Formula

مثال: knowledge kernel يفتح مدينة

Model Routing

Candidate route: PikaStream / real-time video chat research for interactive agent video, near-real-time demos. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 51: Code-to-Video Pipeline

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Code-to-Video Pipeline: Remotion/HyperFrames يحولان data إلى فيديو

Timing Formula

template + data + render + QA

Model Routing

Candidate route: Adobe Firefly Video for commercial-safe b-roll, product animation, Firefly editor. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 52: AI Previs to Human Finish

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

AI Previs to Human Finish: AI للفكرة والshot، الإنسان للقص واللون والصوت

Timing Formula

يحمي الجودة التجارية

Model Routing

Candidate route: OpenAI Sora 2 for reference for world-simulation direction and video+audio generation. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 53: Multi-Model Relay

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Multi-Model Relay: صوت <- فيديو <- صورة ثابتة قوية -> edit -> QA

Timing Formula

لا تطلب من نموذج واحد كل شيء

Model Routing

Candidate route: MiniMax / Hailuo Video for fast cinematic clips and social ads. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 54: Camera Grammar Court

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Camera Grammar Court: كل حركة كاميرا لها وظيفة نفسية

Timing Formula

push = دخول، pull = كشف، pan = سياق، tilt = هيبة

Model Routing

Candidate route: PixVerse for social/video generation alternatives. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 55: Sound-Visual Coupling

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Sound-Visual Coupling: الصوت ليس خلفية؛ هو دليل إيقاعي

Timing Formula

voice, beat, SFX, silence

Model Routing

Candidate route: Dreamina / CapCut AI generation for short-form creator workflows. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 56: Continuity Lock

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Continuity Lock: ثبت الشخص/المنتج/المكان عبر مراجع

Timing Formula

reference image, seed, style, shot bible

Model Routing

Candidate route: Haiper for stylized video ideation and social clips. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 57: Platform Aspect Router

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Platform Aspect Router: 9:16 لReels/TikTok، 1:1 carousel، 16:9 explainer

Timing Formula

لا تنقل نفس المونتاج لكل منصة

Model Routing

Candidate route: HunyuanVideo for open-source video research and local pipelines. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 58: Caption as Design

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

ميكانيكي subtitle الكابتشن جزء من الهوية لا :Caption as Design

Timing Formula

كلمة كبيرة، إيقاع، highlight

Model Routing

Candidate route: CogVideoX for research/open video generation baseline. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 59: Causality Repair

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Causality Repair: افحص هل الحدث يحدث بسبب واضح أم magic drift

Timing Formula

أعد توليد shot أو قصه

Model Routing

Candidate route: Wan video models for open video generation and local experiments. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 60: Legal-Trust Gate

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Legal-Trust Gate: AI voice/avatar/deepfake يحتاج حدود وحقوق

Timing Formula

لا endorsement زائف

Model Routing

Candidate route: Genmo Mochi for open video model experimentation. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 61: Hook-to-Proof Cut

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Hook-to-Proof Cut: ابدأ بصدمة بصرية ثم دليل سريع ثم CTA

Timing Formula

0-2s hook, 2-6s mechanism, 6-12s proof, 12-18s action

Model Routing

Candidate route: Runway Gen-4.5 for cinematic ads, complex camera choreography, high-fidelity motion. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 62: Editorial Authority Flow

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Editorial Authority Flow: نص تحليلي + لقطات وثائقية + rhythm هادئ

Timing Formula

يناسب B2B وthought leadership

Model Routing

Candidate route: Runway Gen-4 for world-consistent scenes, consistent characters/locations. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 63: Commercial Desire Arc

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Commercial Desire Arc: مشكلة محسوسة -> تحول مرئي -> منتج/حل

Timing Formula

direct response يناسب

Model Routing

Candidate route: Google Veo 3.1 for commercial video, storyboards, native audio, narrative control. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 64: UGC Truth Simulation

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

UGC Truth Simulation: واقعية، لكن بدون خداع أو testimonial fake

Timing Formula

استعمل disclosure وادعاءات قابلة للتحقق

Model Routing

Candidate route: Google Veo 3 / Veo 3 Fast for fast social video, vertical 9:16, 1080p workflows. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 65: Motion Concept Metaphor

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Motion Concept Metaphor: حركة واحدة تختصر الفكرة

Timing Formula

مثال: knowledge kernel يفتح مدينة

Model Routing

Candidate route: Luma Ray3 / Ray3.2 for cinematic product films, controlled video generation. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 66: Code-to-Video Pipeline

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Code-to-Video Pipeline: Remotion/HyperFrames يحولان data إلى فيديو

Timing Formula

template + data + render + QA

Model Routing

Candidate route: Luma Ray2 / Dream Machine for natural coherent motion, image/video input. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 67: AI Previs to Human Finish

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

AI Previs to Human Finish: AI للفكرة والshot، الإنسان للقص واللون والصوت

Timing Formula

يحمي الجودة التجارية

Model Routing

Candidate route: Kling VIDEO 3.0 / Omni for subject binding, camera control, e-commerce, 4K workflows. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 68: Multi-Model Relay

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Multi-Model Relay: صوت <- فيديو <- صورة ثابتة قوية -> edit -> QA

Timing Formula

لا تطلب من نموذج واحد كل شيء

Model Routing

Candidate route: Kling native 4K video model for industrial-grade ad visuals and product video. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 69: Camera Grammar Court

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Camera Grammar Court: كل حركة كاميرا لها وظيفة نفسية

Timing Formula

push = دخول، pull = كشف، pan = سياق، tilt = هيبة

Model Routing

Candidate route: Pika / Pikaffects for social-first effects, surreal transformations, trend content. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 70: Sound-Visual Coupling

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Sound-Visual Coupling: الصوت ليس خلفية؛ هو دليل إيقاعي

Timing Formula

voice, beat, SFX, silence

Model Routing

Candidate route: PikaStream / real-time video chat research for interactive agent video, near-real-time demos. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 71: Continuity Lock

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Continuity Lock: ثبت الشخص/المنتج/المكان عبر مراجع

Timing Formula

reference image, seed, style, shot bible

Model Routing

Candidate route: Adobe Firefly Video for commercial-safe b-roll, product animation, Firefly editor. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 72: Platform Aspect Router

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Platform Aspect Router: 9:16 لReels/TikTok، 1:1 carousel، 16:9 explainer

Timing Formula

لا تنقل نفس المونتاج لكل منصة

Model Routing

Candidate route: OpenAI Sora 2 for reference for world-simulation direction and video+audio generation. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 73: Caption as Design

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

ميكانيكي subtitle الكابتشن جزء من الهوية لا :Caption as Design

Timing Formula

كلمة كبيرة، إيقاع، highlight

Model Routing

Candidate route: MiniMax / Hailuo Video for fast cinematic clips and social ads. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 74: Causality Repair

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Causality Repair: افحص هل الحدث يحدث بسبب واضح أم magic drift

Timing Formula

أعد توليد shot أو قصه

Model Routing

Candidate route: PixVerse for social/video generation alternatives. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 75: Legal-Trust Gate

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Legal-Trust Gate: AI voice/avatar/deepfake يحتاج حدود وحقوق

Timing Formula

لا endorsement زائف

Model Routing

Candidate route: Dreamina / CapCut AI generation for short-form creator workflows. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 76: Hook-to-Proof Cut

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Hook-to-Proof Cut: ابدأ بصدمة بصرية ثم دليل سريع ثم CTA

Timing Formula

0-2s hook, 2-6s mechanism, 6-12s proof, 12-18s action

Model Routing

Candidate route: Haiper for stylized video ideation and social clips. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 77: Editorial Authority Flow

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Editorial Authority Flow: نص تحليلي + لقطات وثائقية + rhythm هادئ

Timing Formula

يناسب B2B وthought leadership

Model Routing

Candidate route: HunyuanVideo for open-source video research and local pipelines. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 78: Commercial Desire Arc

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Commercial Desire Arc: مشكلة محسوسة -> تحول مرئي -> منتج/حل

Timing Formula

direct response يناسب

Model Routing

Candidate route: CogVideoX for research/open video generation baseline. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 79: UGC Truth Simulation

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

UGC Truth Simulation: واقعية، لكن بدون خداع أو testimonial fake

Timing Formula

استعمل disclosure وادعاءات قابلة للتحقق

Model Routing

Candidate route: Wan video models for open video generation and local experiments. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 80: Motion Concept Metaphor

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Motion Concept Metaphor: حركة واحدة تختصر الفكرة

Timing Formula

مثال: knowledge kernel يفتح مدينة

Model Routing

Candidate route: Genmo Mochi for open video model experimentation. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 81: Code-to-Video Pipeline

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Code-to-Video Pipeline: Remotion/HyperFrames يحولان data إلى فيديو

Timing Formula

template + data + render + QA

Model Routing

Candidate route: Runway Gen-4.5 for cinematic ads, complex camera choreography, high-fidelity motion. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 82: AI Previs to Human Finish

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

AI Previs to Human Finish: AI للفكرة والshot، الإنسان للقص واللون والصوت

Timing Formula

يحمي الجودة التجارية

Model Routing

Candidate route: Runway Gen-4 for world-consistent scenes, consistent characters/locations. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 83: Multi-Model Relay

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Multi-Model Relay: صوت <- فيديو <- صورة ثابتة قوية -> edit -> QA

Timing Formula

لا تطلب من نموذج واحد كل شيء

Model Routing

Candidate route: Google Veo 3.1 for commercial video, storyboards, native audio, narrative control. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 84: Camera Grammar Court

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Camera Grammar Court: كل حركة كاميرا لها وظيفة نفسية

Timing Formula

push = دخول، pull = كشف، pan = سياق، tilt = هيبة

Model Routing

Candidate route: Google Veo 3 / Veo 3 Fast for fast social video, vertical 9:16, 1080p workflows. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 85: Sound-Visual Coupling

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Sound-Visual Coupling: الصوت ليس خلفية؛ هو دليل إيقاعي

Timing Formula

voice, beat, SFX, silence

Model Routing

Candidate route: Luma Ray3 / Ray3.2 for cinematic product films, controlled video generation. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 86: Continuity Lock

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Continuity Lock: ثبت الشخص/المنتج/المكان عبر مراجع

Timing Formula

reference image, seed, style, shot bible

Model Routing

Candidate route: Luma Ray2 / Dream Machine for natural coherent motion, image/video input. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 87: Platform Aspect Router

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Platform Aspect Router: 9:16 لReels/TikTok، 1:1 carousel، 16:9 explainer

Timing Formula

لا تنقل نفس المونتاج لكل منصة

Model Routing

Candidate route: Kling VIDEO 3.0 / Omni for subject binding, camera control, e-commerce, 4K workflows. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 88: Caption as Design

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Caption as Design: لا الكابتشن جزء من الهوية ميكانيكي subtitle

Timing Formula

كلمة كبيرة، إيقاع، highlight

Model Routing

Candidate route: Kling native 4K video model for industrial-grade ad visuals and product video. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 89: Causality Repair

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Causality Repair: افحص هل الحدث يحدث بسبب واضح أم magic drift

Timing Formula

أعد توليد shot أو قصه

Model Routing

Candidate route: Pika / Pikaffects for social-first effects, surreal transformations, trend content. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Video Production Card 90: Legal-Trust Gate

Editorial video + commercial video + motion graphics + UGC

Video Mechanism

Legal-Trust Gate: AI voice/avatar/deepfake يحتاج حدود وحقوق

Timing Formula

لا endorsement زائف

Model Routing

Candidate route: PikaStream / real-time video chat research for interactive agent video, near-real-time demos. Use image-to-video when identity matters; text-to-video when exploration matters.

Shot Bible

Scene goal, subject lock, camera movement, action order, lighting, motion intensity, caption rhythm, audio mood, CTA moment.

Failure Mode

Temporal drift, identity loss, impossible causality, unreadable text, fake UGC, inconsistent product, over-stylized brand mismatch.

Repair Method

Split scene into shorter shots, lock reference image, reduce actions per prompt, add camera grammar, use human edit/color/audio finish.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

loop: storyboard -> model route -> render -> edit -> QA -> export -> memory

Commercial Campaign Card 01: B2B explainer

Ad creative architecture for high-level agency production

Campaign Thesis

B2B explainer: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 02: AI service launch

Ad creative architecture for high-level agency production

Campaign Thesis

AI service launch: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 03: ebook/course ad

Ad creative architecture for high-level agency production

Campaign Thesis

ebook/course ad: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 04: UGC product proof

Ad creative architecture for high-level agency production

Campaign Thesis

UGC product proof: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 05: carousel-to-video funnel

Ad creative architecture for high-level agency production

Campaign Thesis

carousel-to-video funnel: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 06: premium editorial brand film

Ad creative architecture for high-level agency production

Campaign Thesis

premium editorial brand film: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 07: short-form hook ad

Ad creative architecture for high-level agency production

Campaign Thesis

short-form hook ad: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 08: case-study motion graphic

Ad creative architecture for high-level agency production

Campaign Thesis

case-study motion graphic: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 09: founder avatar video

Ad creative architecture for high-level agency production

Campaign Thesis

founder avatar video: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 10: landing-page hero loop

Ad creative architecture for high-level agency production

Campaign Thesis

landing-page hero loop: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 11: B2B explainer

Ad creative architecture for high-level agency production

Campaign Thesis

B2B explainer: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 12: AI service launch

Ad creative architecture for high-level agency production

Campaign Thesis

AI service launch: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 13: ebook/course ad

Ad creative architecture for high-level agency production

Campaign Thesis

ebook/course ad: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 14: UGC product proof

Ad creative architecture for high-level agency production

Campaign Thesis

UGC product proof: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 15: carousel-to-video funnel

Ad creative architecture for high-level agency production

Campaign Thesis

carousel-to-video funnel: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 16: premium editorial brand film

Ad creative architecture for high-level agency production

Campaign Thesis

premium editorial brand film: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 17: short-form hook ad

Ad creative architecture for high-level agency production

Campaign Thesis

short-form hook ad: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 18: case-study motion graphic

Ad creative architecture for high-level agency production

Campaign Thesis

case-study motion graphic: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 19: founder avatar video

Ad creative architecture for high-level agency production

Campaign Thesis

founder avatar video: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 20: landing-page hero loop

Ad creative architecture for high-level agency production

Campaign Thesis

landing-page hero loop: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 21: B2B explainer

Ad creative architecture for high-level agency production

Campaign Thesis

B2B explainer: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 22: AI service launch

Ad creative architecture for high-level agency production

Campaign Thesis

AI service launch: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 23: ebook/course ad

Ad creative architecture for high-level agency production

Campaign Thesis

ebook/course ad: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 24: UGC product proof

Ad creative architecture for high-level agency production

Campaign Thesis

UGC product proof: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 25: carousel-to-video funnel

Ad creative architecture for high-level agency production

Campaign Thesis

carousel-to-video funnel: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 26: premium editorial brand film

Ad creative architecture for high-level agency production

Campaign Thesis

premium editorial brand film: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 27: short-form hook ad

Ad creative architecture for high-level agency production

Campaign Thesis

short-form hook ad: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 28: case-study motion graphic

Ad creative architecture for high-level agency production

Campaign Thesis

case-study motion graphic: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 29: founder avatar video

Ad creative architecture for high-level agency production

Campaign Thesis

founder avatar video: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 30: landing-page hero loop

Ad creative architecture for high-level agency production

Campaign Thesis

landing-page hero loop: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 31: B2B explainer

Ad creative architecture for high-level agency production

Campaign Thesis

B2B explainer: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 32: AI service launch

Ad creative architecture for high-level agency production

Campaign Thesis

AI service launch: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 33: ebook/course ad

Ad creative architecture for high-level agency production

Campaign Thesis

ebook/course ad: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 34: UGC product proof

Ad creative architecture for high-level agency production

Campaign Thesis

UGC product proof: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 35: carousel-to-video funnel

Ad creative architecture for high-level agency production

Campaign Thesis

carousel-to-video funnel: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 36: premium editorial brand film

Ad creative architecture for high-level agency production

Campaign Thesis

premium editorial brand film: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 37: short-form hook ad

Ad creative architecture for high-level agency production

Campaign Thesis

short-form hook ad: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 38: case-study motion graphic

Ad creative architecture for high-level agency production

Campaign Thesis

case-study motion graphic: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 39: founder avatar video

Ad creative architecture for high-level agency production

Campaign Thesis

founder avatar video: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 40: landing-page hero loop

Ad creative architecture for high-level agency production

Campaign Thesis

landing-page hero loop: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 41: B2B explainer

Ad creative architecture for high-level agency production

Campaign Thesis

B2B explainer: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 42: AI service launch

Ad creative architecture for high-level agency production

Campaign Thesis

AI service launch: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 43: ebook/course ad

Ad creative architecture for high-level agency production

Campaign Thesis

ebook/course ad: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 44: UGC product proof

Ad creative architecture for high-level agency production

Campaign Thesis

UGC product proof: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 45: carousel-to-video funnel

Ad creative architecture for high-level agency production

Campaign Thesis

carousel-to-video funnel: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 46: premium editorial brand film

Ad creative architecture for high-level agency production

Campaign Thesis

premium editorial brand film: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 47: short-form hook ad

Ad creative architecture for high-level agency production

Campaign Thesis

short-form hook ad: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 48: case-study motion graphic

Ad creative architecture for high-level agency production

Campaign Thesis

case-study motion graphic: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 49: founder avatar video

Ad creative architecture for high-level agency production

Campaign Thesis

founder avatar video: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 50: landing-page hero loop

Ad creative architecture for high-level agency production

Campaign Thesis

landing-page hero loop: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 51: B2B explainer

Ad creative architecture for high-level agency production

Campaign Thesis

B2B explainer: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 52: AI service launch

Ad creative architecture for high-level agency production

Campaign Thesis

AI service launch: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 53: ebook/course ad

Ad creative architecture for high-level agency production

Campaign Thesis

ebook/course ad: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 54: UGC product proof

Ad creative architecture for high-level agency production

Campaign Thesis

UGC product proof: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 55: carousel-to-video funnel

Ad creative architecture for high-level agency production

Campaign Thesis

carousel-to-video funnel: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 56: premium editorial brand film

Ad creative architecture for high-level agency production

Campaign Thesis

premium editorial brand film: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 57: short-form hook ad

Ad creative architecture for high-level agency production

Campaign Thesis

short-form hook ad: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 58: case-study motion graphic

Ad creative architecture for high-level agency production

Campaign Thesis

case-study motion graphic: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 59: founder avatar video

Ad creative architecture for high-level agency production

Campaign Thesis

founder avatar video: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 60: landing-page hero loop

Ad creative architecture for high-level agency production

Campaign Thesis

landing-page hero loop: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 61: B2B explainer

Ad creative architecture for high-level agency production

Campaign Thesis

B2B explainer: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 62: AI service launch

Ad creative architecture for high-level agency production

Campaign Thesis

AI service launch: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 63: ebook/course ad

Ad creative architecture for high-level agency production

Campaign Thesis

ebook/course ad: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 64: UGC product proof

Ad creative architecture for high-level agency production

Campaign Thesis

UGC product proof: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 65: carousel-to-video funnel

Ad creative architecture for high-level agency production

Campaign Thesis

carousel-to-video funnel: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 66: premium editorial brand film

Ad creative architecture for high-level agency production

Campaign Thesis

premium editorial brand film: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 67: short-form hook ad

Ad creative architecture for high-level agency production

Campaign Thesis

short-form hook ad: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 68: case-study motion graphic

Ad creative architecture for high-level agency production

Campaign Thesis

case-study motion graphic: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 69: founder avatar video

Ad creative architecture for high-level agency production

Campaign Thesis

founder avatar video: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 70: landing-page hero loop

Ad creative architecture for high-level agency production

Campaign Thesis

landing-page hero loop: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 71: B2B explainer

Ad creative architecture for high-level agency production

Campaign Thesis

B2B explainer: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 72: AI service launch

Ad creative architecture for high-level agency production

Campaign Thesis

AI service launch: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 73: ebook/course ad

Ad creative architecture for high-level agency production

Campaign Thesis

ebook/course ad: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 74: UGC product proof

Ad creative architecture for high-level agency production

Campaign Thesis

UGC product proof: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 75: carousel-to-video funnel

Ad creative architecture for high-level agency production

Campaign Thesis

carousel-to-video funnel: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 76: premium editorial brand film

Ad creative architecture for high-level agency production

Campaign Thesis

premium editorial brand film: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 77: short-form hook ad

Ad creative architecture for high-level agency production

Campaign Thesis

short-form hook ad: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 78: case-study motion graphic

Ad creative architecture for high-level agency production

Campaign Thesis

case-study motion graphic: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 79: founder avatar video

Ad creative architecture for high-level agency production

Campaign Thesis

founder avatar video: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Commercial Campaign Card 80: landing-page hero loop

Ad creative architecture for high-level agency production

Campaign Thesis

landing-page hero loop: the ad sells a felt transition from friction to clarity. Visual + video must prove the promise, not decorate it.

Creative Brief

Audience pain, one measurable promise, proof asset, trust boundary, desired emotion, platform, format, CTA, forbidden claims.

Conceptual Object

Unusual object examples: key opening a brain, city inside a book, interface becoming an eye, broken map repaired by a kernel, clock built from prompt tokens.

Execution Stack

Still image: 3 variants. Video: 5-shot version. Motion: kinetic title. UGC: ethical avatar/talking-head or real creator. Landing: hero and proof section.

Conversion Court

Does the client understand the promise? Is there proof? Is CTA clear? Does the metaphor serve sales? Does it create trust, not only surprise?

A/B Plan

Test hook, title size, object metaphor, color contrast, proof placement, CTA wording, 9:16 vs 1:1, with small budget before scaling.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

metric: Hook clarity / Trust / Recall / CTA action / Legal safety

Agentic QA / RAG Card 01: Hallucination Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Hallucination Court

هل توجد ادعاءات عن model/capability بلا تحقق؟ اخفض الرتبة أو احذف.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 02: Typography Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Typography Court

هل النص مقروء داخل الصورة، في الفيديو، وفي thumbnail؟ أعد التصميم.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 03: Generic AI Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Generic AI Court

هل يبدو العمل كـ AI stock؟ أدخل metaphor محدد وhuman trace.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 04: Conversion Truth Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Conversion Truth Court

هل الوعد أكبر من المنتج؟ خفض claim أو أضف proof.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 05: Rights and Likeness Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Rights and Likeness Court

هل يوجد وجه/صوت/شخصية/علامة بلا حق؟ أوقف النشر.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 06: UGC Deception Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

UGC Deception Court

هل يوهم الإعلان أن شخصا حقيقيا جرب المنتج؟ أضف disclosure أو غير الصيغة.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 07: Causality Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Causality Court

هل الحركة منطقية أم drift؟ قص أو أعد توليد اللقطة.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 08: Audio Ethics Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Audio Ethics Court

هل الصوت cloned أو موسيقى عليها حقوق؟ تحقق وسجل الترخيص.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 09: Platform Fit Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Platform Fit Court

هل format والمنصة والCTA متطابقة؟ عدل للمنصة.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 10: MCD Noise Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

MCD Noise Court

ما العنصر الذي لا يضيف تمييزا أو وكالة؟ احذفه.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 11: Hallucination Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Hallucination Court

هل توجد ادعاءات عن model/capability بلا تحقق؟ اخفض الرتبة أو احذف.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 12: Typography Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Typography Court

هل النص مقروء داخل الصورة، في الفيديو، وفي thumbnail؟ أعد التصميم.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 13: Generic AI Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Generic AI Court

هل يبدو العمل كـ AI stock؟ أدخل metaphor محدد وhuman trace.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 14: Conversion Truth Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Conversion Truth Court

هل الوعد أكبر من المنتج؟ خفض claim أو أضف proof.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 15: Rights and Likeness Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Rights and Likeness Court

هل يوجد وجه/صوت/شخصية/علامة بلا حق؟ أوقف النشر.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 16: UGC Deception Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

UGC Deception Court

هل يوهم الإعلان أن شخصا حقيقيا جرب المنتج؟ أضف disclosure أو غير الصيغة.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 17: Causality Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Causality Court

هل الحركة منطقية أم drift؟ قص أو أعد توليد اللقطة.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 18: Audio Ethics Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Audio Ethics Court

هل الصوت cloned أو موسيقى عليها حقوق؟ تحقق وسجل الترخيص.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 19: Platform Fit Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Platform Fit Court

هل format والمنصة والCTA متطابقة؟ عدل للمنصة.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 20: MCD Noise Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

MCD Noise Court

ما العنصر الذي لا يضيف تمييزا أو وكالة؟ احذفه.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 21: Hallucination Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Hallucination Court

هل توجد ادعاءات عن model/capability بلا تحقق؟ اخفض الرتبة أو احذف.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 22: Typography Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Typography Court

هل النص مقروء داخل الصورة، في الفيديو، وفي thumbnail؟ أعد التصميم.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 23: Generic AI Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Generic AI Court

هل يبدو العمل كـ AI stock؟ أدخل metaphor محدد وhuman trace.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 24: Conversion Truth Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Conversion Truth Court

هل الوعد أكبر من المنتج؟ خفض claim أو أضف proof.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 25: Rights and Likeness Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Rights and Likeness Court

هل يوجد وجه/صوت/شخصية/علامة بلا حق؟ أوقف النشر.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 26: UGC Deception Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

UGC Deception Court

هل يوهم الإعلان أن شخصا حقيقيا جرب المنتج؟ أضف disclosure أو غير الصيغة.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 27: Causality Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Causality Court

هل الحركة منطقية أم drift؟ قص أو أعد توليد اللقطة.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 28: Audio Ethics Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Audio Ethics Court

هل الصوت cloned أو موسيقى عليها حقوق؟ تحقق وسجل الترخيص.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 29: Platform Fit Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Platform Fit Court

هل format والمنصة والCTA متطابقة؟ عدل للمنصة.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 30: MCD Noise Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

MCD Noise Court

ما العنصر الذي لا يضيف تمييزا أو وكالة؟ احذفه.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 31: Hallucination Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Hallucination Court

هل توجد ادعاءات عن model/capability بلا تحقق؟ اخفض الرتبة أو احذف.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 32: Typography Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Typography Court

هل النص مقروء داخل الصورة، في الفيديو، وفي thumbnail؟ أعد التصميم.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 33: Generic AI Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Generic AI Court

هل يبدو العمل كـ AI stock؟ أدخل metaphor محدد وhuman trace.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 34: Conversion Truth Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Conversion Truth Court

هل الوعد أكبر من المنتج؟ خفض claim أو أضف proof.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 35: Rights and Likeness Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Rights and Likeness Court

هل يوجد وجه/صوت/شخصية/علامة بلا حق؟ أوقف النشر.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 36: UGC Deception Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

UGC Deception Court

هل يوهم الإعلان أن شخصا حقيقيا جرب المنتج؟ أضف disclosure أو غير الصيغة.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 37: Causality Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Causality Court

هل الحركة منطقية أم drift؟ قص أو أعد توليد اللقطة.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 38: Audio Ethics Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Audio Ethics Court

هل الصوت cloned أو موسيقى عليها حقوق؟ تحقق وسجل الترخيص.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 39: Platform Fit Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Platform Fit Court

هل format والمنصة والCTA متطابقة؟ عدل للمنصة.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 40: MCD Noise Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

MCD Noise Court

ما العنصر الذي لا يضيف تمييزا أو وكالة؟ احذفه.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 41: Hallucination Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Hallucination Court

هل توجد ادعاءات عن model/capability بلا تحقق؟ اخفض الرتبة أو احذف.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 42: Typography Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Typography Court

هل النص مقروء داخل الصورة، في الفيديو، وفي thumbnail؟ أعد التصميم.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 43: Generic AI Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Generic AI Court

هل يبدو العمل كـ AI stock؟ أدخل metaphor محدد وhuman trace.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 44: Conversion Truth Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Conversion Truth Court

هل الوعد أكبر من المنتج؟ خفض claim أو أضف proof.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 45: Rights and Likeness Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Rights and Likeness Court

هل يوجد وجه/صوت/شخصية/علامة بلا حق؟ أوقف النشر.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 46: UGC Deception Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

UGC Deception Court

هل يوهم الإعلان أن شخصا حقيقيا جرب المنتج؟ أضف disclosure أو غير الصيغة.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 47: Causality Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Causality Court

هل الحركة منطقية أم drift؟ قص أو أعد توليد اللقطة.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 48: Audio Ethics Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Audio Ethics Court

هل الصوت cloned أو موسيقى عليها حقوق؟ تحقق وسجل الترخيص.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 49: Platform Fit Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Platform Fit Court

هل format والمنصة والCTA متطابقة؟ عدل للمنصة.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 50: MCD Noise Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

MCD Noise Court

ما العنصر الذي لا يضيف تمييزا أو وكالة؟ احذفه.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 51: Hallucination Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Hallucination Court

هل توجد ادعاءات عن model/capability بلا تحقق؟ اخفض الرتبة أو احذف.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 52: Typography Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Typography Court

هل النص مقروء داخل الصورة، في الفيديو، وفي thumbnail؟ أعد التصميم.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 53: Generic AI Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Generic AI Court

هل يبدو العمل كـ AI stock؟ أدخل metaphor محدد وhuman trace.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 54: Conversion Truth Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Conversion Truth Court

هل الوعد أكبر من المنتج؟ خفض claim أو أضف proof.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 55: Rights and Likeness Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Rights and Likeness Court

هل يوجد وجه/صوت/شخصية/علامة بلا حق؟ أوقف النشر.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 56: UGC Deception Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

UGC Deception Court

هل يوهم الإعلان أن شخصا حقيقيا جرب المنتج؟ أضف disclosure أو غير الصيغة.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 57: Causality Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Causality Court

هل الحركة منطقية أم drift؟ قص أو أعد توليد اللقطة.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 58: Audio Ethics Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Audio Ethics Court

هل الصوت cloned أو موسيقى عليها حقوق؟ تحقق وسجل الترخيص.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 59: Platform Fit Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

Platform Fit Court

هل format والمنصة والCTA متطابقة؟ عدل للمنصة.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

Agentic QA / RAG Card 60: MCD Noise Court

RAG/GraphRAG creative memory + destruction courts

Agent Role

Research Agent, Concept Agent, Prompt Agent, Model Router, Visual Critic, Video Editor, Rights Agent, RAG Librarian, Deployment Agent, Versioning Agent.

RAG Chunk Schema

chunk_id, asset_type, campaign, audience, model, prompt, prompt_version, source_rank, confidence, failure, repair, platform, format, next_check.

Graph Edge Schema

concept -> generates -> prompt; model -> supports -> output type; court -> rejects -> failure; repair -> updates -> token; campaign -> tests -> variant.

MCD Noise Court

ما العنصر الذي لا يضيف تمييزا أو وكالة؟ احذفه.

QA Checklist

Readability, brand fit, factual claim, product accuracy, likeness rights, music/voice license, platform aspect, accessibility, caption design, export settings.

Update Memory

Store outcomes, not vibes: what changed, why, evidence rank, user/client response, metric, failure code, next experiment.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

agentic interface: usable by human team or production bot

AGI-Readiness Metric 01: Kernel Regeneration

Evaluation layer for visual/video HyperKB OS

Metric Definition

Kernel Regeneration measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 02: Concept Operationality

Evaluation layer for visual/video HyperKB OS

Metric Definition

Concept Operationality measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 03: Prompt Precision

Evaluation layer for visual/video HyperKB OS

Metric Definition

Prompt Precision measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 04: Visual Distinction

Evaluation layer for visual/video HyperKB OS

Metric Definition

Visual Distinction measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 05: Typography Survival

Evaluation layer for visual/video HyperKB OS

Metric Definition

Typography Survival measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 06: Motion Coherence

Evaluation layer for visual/video HyperKB OS

Metric Definition

Motion Coherence measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 07: Audio-Visual Coupling

Evaluation layer for visual/video HyperKB OS

Metric Definition

Audio-Visual Coupling measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 08: Commercial Truth

Evaluation layer for visual/video HyperKB OS

Metric Definition

Commercial Truth measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 09: Platform Fit

Evaluation layer for visual/video HyperKB OS

Metric Definition

Platform Fit measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 10: Rights Safety

Evaluation layer for visual/video HyperKB OS

Metric Definition

Rights Safety measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 11: RAG Retrievability

Evaluation layer for visual/video HyperKB OS

Metric Definition

RAG Retrievability measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 12: Graph Connectivity

Evaluation layer for visual/video HyperKB OS

Metric Definition

Graph Connectivity measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 13: MCD Noise Reduction

Evaluation layer for visual/video HyperKB OS

Metric Definition

MCD Noise Reduction measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 14: Destruction Resistance

Evaluation layer for visual/video HyperKB OS

Metric Definition

Destruction Resistance measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 15: Version Memory

Evaluation layer for visual/video HyperKB OS

Metric Definition

Version Memory measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 16: Kernel Regeneration

Evaluation layer for visual/video HyperKB OS

Metric Definition

Kernel Regeneration measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 17: Concept Operationality

Evaluation layer for visual/video HyperKB OS

Metric Definition

Concept Operationality measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 18: Prompt Precision

Evaluation layer for visual/video HyperKB OS

Metric Definition

Prompt Precision measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 19: Visual Distinction

Evaluation layer for visual/video HyperKB OS

Metric Definition

Visual Distinction measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 20: Typography Survival

Evaluation layer for visual/video HyperKB OS

Metric Definition

Typography Survival measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 21: Motion Coherence

Evaluation layer for visual/video HyperKB OS

Metric Definition

Motion Coherence measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 22: Audio-Visual Coupling

Evaluation layer for visual/video HyperKB OS

Metric Definition

Audio-Visual Coupling measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 23: Commercial Truth

Evaluation layer for visual/video HyperKB OS

Metric Definition

Commercial Truth measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 24: Platform Fit

Evaluation layer for visual/video HyperKB OS

Metric Definition

Platform Fit measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 25: Rights Safety

Evaluation layer for visual/video HyperKB OS

Metric Definition

Rights Safety measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 26: RAG Retrievability

Evaluation layer for visual/video HyperKB OS

Metric Definition

RAG Retrievability measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 27: Graph Connectivity

Evaluation layer for visual/video HyperKB OS

Metric Definition

Graph Connectivity measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 28: MCD Noise Reduction

Evaluation layer for visual/video HyperKB OS

Metric Definition

MCD Noise Reduction measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 29: Destruction Resistance

Evaluation layer for visual/video HyperKB OS

Metric Definition

Destruction Resistance measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

AGI-Readiness Metric 30: Version Memory

Evaluation layer for visual/video HyperKB OS

Metric Definition

Version Memory measures whether the creative system becomes operable, testable, memorable, and reusable.

Scoring Questions

Can the kernel regenerate a campaign? Can the prompt be reused? Can the output be judged? Can the failure be repaired? Can memory improve the next asset?

Research Program

1 year: benchmark models and prompts. 3 years: build brand-specific GraphRAG creative memory. 10 years: agentic visual operating system for agencies.

Data Needed

Prompt/output pairs, platform metrics, human ratings, conversion data, retention graphs, rights logs, failure codes, model versions.

Destruction Test

What would make this metric fake? Vague score, no data, confusing aesthetics with sales, ignoring legal risk, or hiding model drift.

Repair

Use qualitative ranking until data exists. Add examples, thresholds, and fail cases. Store every decision with source rank.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

confidence: operational rubric, not fake precision

Final Operating Formula

Final AGI OS Kernel Packet

Kernel

Visual AGI-KBI OS = Active Difference + Visible Compression + Model Routing + Prompt Injection Loop + Commercial Truth + Destruction Courts + Asset Memory.

Execution

Use this kernel as reusable operating prompt. Add topic, brand, audience, offer, platform, format, model, source rank, and forbidden claims.

Output Required

Art direction, prompt packet, negative prompt, storyboard, shot list, QA checklist, court results, repair actions, export specs, RAG metadata.

Final Court

Reject output that is beautiful but not usable, viral but deceptive, advanced but generic, dense but unreadable, or promptable but not testable.

Memory

Store what worked, what failed, what was repaired, and what should be reused.

Deployment

Use as agency KB, brand guideline, RAG corpus, video prompt engine, or production QA system.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

closure: operational prompt kernel

Master Image Prompt Kernel

Final AGI OS Kernel Packet

Kernel

Create a commercial conceptual-art ad visual: one unusual metaphorical object, minimal flat design, pop-art energy, patchwork accents, large readable title area, palette with functional contrast, trustworthy layout, no generic AI artifacts, no fake text, no rights-unsafe likeness.

Execution

Use this kernel as reusable operating prompt. Add topic, brand, audience, offer, platform, format, model, source rank, and forbidden claims.

Output Required

Art direction, prompt packet, negative prompt, storyboard, shot list, QA checklist, court results, repair actions, export specs, RAG metadata.

Final Court

Reject output that is beautiful but not usable, viral but deceptive, advanced but generic, dense but unreadable, or promptable but not testable.

Memory

Store what worked, what failed, what was repaired, and what should be reused.

Deployment

Use as agency KB, brand guideline, RAG corpus, video prompt engine, or production QA system.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

closure: operational prompt kernel

Master Video Prompt Kernel

Final AGI OS Kernel Packet

Kernel

Create a short commercial/editorial video: one clear hook, one visual metaphor, controlled camera movement, product/truth boundary, caption rhythm, audio mood, 5-shot storyboard, platform aspect ratio, continuity lock, and QA notes.

Execution

Use this kernel as reusable operating prompt. Add topic, brand, audience, offer, platform, format, model, source rank, and forbidden claims.

Output Required

Art direction, prompt packet, negative prompt, storyboard, shot list, QA checklist, court results, repair actions, export specs, RAG metadata.

Final Court

Reject output that is beautiful but not usable, viral but deceptive, advanced but generic, dense but unreadable, or promptable but not testable.

Memory

Store what worked, what failed, what was repaired, and what should be reused.

Deployment

Use as agency KB, brand guideline, RAG corpus, video prompt engine, or production QA system.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

closure: operational prompt kernel

HyperPrompt Injection Kernel

Final AGI OS Kernel Packet

Kernel

Inject prompt layers in order: objective, audience, active difference, promise, proof, scene grammar, typography, palette, motion, model constraints, negative constraints, tests, memory update.

Execution

Use this kernel as reusable operating prompt. Add topic, brand, audience, offer, platform, format, model, source rank, and forbidden claims.

Output Required

Art direction, prompt packet, negative prompt, storyboard, shot list, QA checklist, court results, repair actions, export specs, RAG metadata.

Final Court

Reject output that is beautiful but not usable, viral but deceptive, advanced but generic, dense but unreadable, or promptable but not testable.

Memory

Store what worked, what failed, what was repaired, and what should be reused.

Deployment

Use as agency KB, brand guideline, RAG corpus, video prompt engine, or production QA system.

Page-Fill Memory / Production Checklist

Page-fill memory: thesis + mechanism + prompt + court + repair + metadata. This card must produce a reusable asset, not decorative prose. Store the next action and the failure condition before moving to the next page.

closure: operational prompt kernel

Remotion / HyperFrames Kernel

Final AGI OS Kernel Packet

Kernel

Represent the video as data + components: scenes, duration, text layers, media slots, motion presets, audio cues, export specs. Render variants in bulk and store QA screenshots.

Execution

Use this kernel as reusable operating prompt. Add topic, brand, audience, offer, platform, format, model, source rank, and forbidden claims.

Output Required

Art direction, prompt packet, negative prompt, storyboard, shot list, QA checklist, court results, repair actions, export specs, RAG metadata.

Final Court

Reject output that is beautiful but not usable, viral but deceptive, advanced but generic, dense but unreadable, or promptable but not testable.

Memory

Store what worked, what failed, what was repaired, and what should be reused.

Deployment

Use as agency KB, brand guideline, RAG corpus, video prompt engine, or production QA system.

Page-Fill Memory / Production Checklist

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closure: operational prompt kernel

Model Routing Kernel

Final AGI OS Kernel Packet

Kernel

If typography matters: Ideogram/Imagen/GPT Image. If aesthetic concept matters: Midjourney/FLUX/GPT Image. If controllable editing matters: FLUX/SD/ComfyUI. If video motion matters: Runway/Veo/Luma/Kling. If avatar/business explainer matters: HeyGen/Synthesia. Always verify current capabilities.

Execution

Use this kernel as reusable operating prompt. Add topic, brand, audience, offer, platform, format, model, source rank, and forbidden claims.

Output Required

Art direction, prompt packet, negative prompt, storyboard, shot list, QA checklist, court results, repair actions, export specs, RAG metadata.

Final Court

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Memory

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Deployment

Use as agency KB, brand guideline, RAG corpus, video prompt engine, or production QA system.

Page-Fill Memory / Production Checklist

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closure: operational prompt kernel

UGC Ethics Kernel

Final AGI OS Kernel Packet

Kernel

UGC style may simulate everyday realism, but must not fabricate testimony, identity, or endorsement. Label or redesign when the viewer could be materially misled.

Execution

Use this kernel as reusable operating prompt. Add topic, brand, audience, offer, platform, format, model, source rank, and forbidden claims.

Output Required

Art direction, prompt packet, negative prompt, storyboard, shot list, QA checklist, court results, repair actions, export specs, RAG metadata.

Final Court

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Memory

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Deployment

Use as agency KB, brand guideline, RAG corpus, video prompt engine, or production QA system.

Page-Fill Memory / Production Checklist

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closure: operational prompt kernel

Destruction Kernel

Final AGI OS Kernel Packet

Kernel

Attack every asset: unsupported claim, generic AI look, weak typography, false novelty, rights risk, platform mismatch, motion drift, audio issue, no memory update. Repair before export.

Execution

Use this kernel as reusable operating prompt. Add topic, brand, audience, offer, platform, format, model, source rank, and forbidden claims.

Output Required

Art direction, prompt packet, negative prompt, storyboard, shot list, QA checklist, court results, repair actions, export specs, RAG metadata.

Final Court

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Memory

Store what worked, what failed, what was repaired, and what should be reused.

Deployment

Use as agency KB, brand guideline, RAG corpus, video prompt engine, or production QA system.

Page-Fill Memory / Production Checklist

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closure: operational prompt kernel

600-Page Expansion Memory

Final AGI OS Kernel Packet

Kernel

Each page must contain: thesis, mechanism, example, prompt, court, repair, metadata. A page without an action is deleted.

Execution

Use this kernel as reusable operating prompt. Add topic, brand, audience, offer, platform, format, model, source rank, and forbidden claims.

Output Required

Art direction, prompt packet, negative prompt, storyboard, shot list, QA checklist, court results, repair actions, export specs, RAG metadata.

Final Court

Reject output that is beautiful but not usable, viral but deceptive, advanced but generic, dense but unreadable, or promptable but not testable.

Memory

Store what worked, what failed, what was repaired, and what should be reused.

Deployment

Use as agency KB, brand guideline, RAG corpus, video prompt engine, or production QA system.

Page-Fill Memory / Production Checklist

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closure: operational prompt kernel

Compact Agent System Prompt

Final AGI OS Kernel Packet

Kernel

Operate Moussaif Visual AGI-KBI OS. Declare uncertainty, extract active difference, route the model, build prompts, storyboard, typography, palette and motion, run QA courts, output RAG metadata, GraphRAG edges, repair actions and version memory.

Execution

Use this kernel as reusable operating prompt. Add topic, brand, audience, offer, platform, format, model, source rank, and forbidden claims.

Output Required

Art direction, prompt packet, negative prompt, storyboard, shot list, QA checklist, court results, repair actions, export specs, RAG metadata.

Final Court

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Store what worked, what failed, what was repaired, and what should be reused.

Deployment

Use as agency KB, brand guideline, RAG corpus, video prompt engine, or production QA system.

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closure: operational prompt kernel