



NEGASCOPE USER MANUAL

ALL FEATURES, OPTIONS & POSSIBILITIES EXPLAINED STEP BY STEP

Welcome to NEGASCOPE. This guide is designed to walk you through the exact chronological steps of making a film, with zero technical or coding jargon. Every screen, every button, every setting, and every creative option is clearly explained so you can master 100% of your virtual studio.

THE LOGICAL NEGASCOPE WORKFLOW (FROM INITIAL IDEA TO EDITED FILM)

PHASE 0 - SETUP, AI MODES & INTERFACE OVERVIEW (Pages 2 & 3)

Project Initialization, AI Mode Selection & Studio Navigation

Create your project (24/25/30 fps, 16:9 or 2.39:1 format), pick your AI mode (Free Hybrid for writing, Full Cloud, or 100% Offline Local), configure models, track real-time budget costs, and pin the Media Library.

STEP 1 - WRITING, SYNOPSIS & SHOWRUNNER AGENT (Page 4)

Master Screenplay, Sequence Breakdown & Automatic Entity Extraction

Write your pitch and screenplay, automatically split the script into sequences, extract Characters, Sets, and Props in 1 click with interactive color-coded text (NLP Breakdown), and co-write with the Showrunner Agent.

STEP 2 - AESTHETIC BIBLE, 4-VIEW CASTING & 3D SET STUDIO (Pages 5, 6 & 7)

Visual Look, Actor Faces & Voices, 3D Set Building & Consistency Check

Global & per-scene look, 4-Variant Forge Bench, 4-View Character Turnarounds, Actor Voices, 3D Set Studio (1.1 Architecture, 1.2 Backplates, 1.3 3D Furniture, 1.4 Lighting & 360° Seam Stitching), and Consistency Studio.

STEP 3 - 3D SOUNDSTAGE, DIRECTING, RUSHES ROOM & EXPORTS (Pages 8 to 12)

Shot Breakdown, 3D Camera Framing, Cue Timeline, 4-Track Mixer & NLE Export

Shot list breakdown, Actor Directing (8 acting methods, Macro/Micro), 3D Optical Viewfinder (14-200mm lenses, 3D actor poses, sun, trajectories), Image/Video generation, 4-Track Audio Mixer (A1-A4), and PDF / DaVinci Resolve exports.

100% VISUAL

ZERO LINES OF CODE

Designed for filmmakers

3 STEPS

GUIDED WORKFLOW

Writing -> 3D Bible -> Shoot

7 AI AGENTS

CREATIVE FILM CREW

Showrunner, AD, DP, Sound...

4 AUDIO TRACKS

PRO EDITING EXPORT

A4 PDF, WAV Stems & FCPXML



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Find your way around NEGASCOPE at a glance: top header bar, left sidebar, 7 AI agents, and media library

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ZONE 1: TOP OF THE SCREEN

The Top Header Bar (Global Navigation, Real-Time Budget & Quick Exports)

- Focus Mode Button (Full Screen)**
Located on the far left, it hides the sidebars to give 100% of your screen space to the 3D set or video rushes.
- Film Title & FPS Badge (24/25/30 fps)**
Click the film title to rename it on the fly. Click the "24 fps" badge to open the Project Manager modal.
- Central Step Switcher (Home / 1 / 2 / 3)**
Your permanent compass: switch in 1 click between the Central Hub, Step 1 (Writing), Step 2 (Bible & 3D), and Step 3 (Shoot & Sound).
- Real-Time Budget Widget & Hover Cost Preview**
Displays your cumulative spending down to the cent. Whenever you hover over any generation button in the app, it previews the exact estimated cost before you click.
- AI Account, Projects, Exports (NLE / PDF) & Backups (Save / ZIP)**
On the right: "AI Account & Key" (AI mode), "Projects" (switch films), "NLE" (DaVinci/Premiere export), "PDF" (A4 dossier), "Save" (light local save), and "ZIP" (full archive for collaborators).

ZONE 2: LEFT COLUMN

The Left Sidebar & Permanent Studio Tools

- Contextual Step Menu**
Displays only the workshops belonging to your current step (1, 2, or 3) so the interface never feels cluttered.
- Media Library & Pin-to-Right Button**
From the Hub, open the Media Library or click the small pin icon on the right of the button to dock it as a permanent right-hand drawer.
- Quick AI Model Switcher**
At the bottom left, switch the active model for Text, Image, Video, or Voice at any time without leaving your current workspace.
- Memory Health & Revisions (Snapshots)**
Monitor RAM usage and create named restore points (snapshots) to roll back to an earlier version of your film.

ZONE 3: RIGHT COLUMN

The 7 AI Agents & Interactive Right Drawer

- Colored Agent Call Badges**
Click the round colored badges next to the left-hand menu items to open the corresponding AI specialist in the right panel.
- 1. Showrunner & 2. Visual Art Director**
Showrunner (Indigo) for story, sequences, and dialogue; Visual Art Director (Amber) for photography style and set design.
- 3. Sound Designer & 4. Director**
Sound Designer (Cyan) for ambiances and score; Director (Green) for technical shot breakdown and camera coverage.
- 5. Acting Coach, 6. Continuity & 7. Alchemist**
Acting Coach (Rose) for performance and voices; Continuity Inspector (raccord checks) and Prompt Alchemist (safety rephrasing).

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CREATING A PROJECT & CHOOSING YOUR AI ENGINES

Configure your film at launch and switch freely between Hybrid Mode, Cloud Mode, or 100% Offline Local Mode

STARTUP STEP 1

The Launch Window ("Production Dashboard")

Opens automatically at startup or whenever you click the "Projects" button in the top header bar

- Production Identity & Project Language (FR, EN, ES, DE, IT)**
Enter the Project Title, Author / Director Name, Production Company, and project language (these details are automatically printed on your A4 PDF covers and Human Authorship Certificate).
- Frame Rate (FPS)**
Foundational setting that calibrates the entire timeline and audio sync: 24 fps (International Cinema Standard), 25 fps (European PAL / Broadcast / TV), or 30 fps (Web, Social Media & NTSC Broadcast).
- Production Format Profile**
Select the profile tailored to your project: Cinema / Fiction (short or feature film), Music Video (rhythm-driven), Commercial / Ad (brand/product spot), or Documentary.
- Load Official Demo Project in 1 Click**
New to NEGASCOPE or haven't set up an AI key yet? Click "Load Official Demo" to immediately explore a complete film project (screenplay, 3D sets, storyboard, and pre-generated voices).
- Resume a Saved Project or Import (.JSON / .ZIP)**
In the right column, find all projects saved on your hard drive or in browser memory. The "Import JSON / ZIP" button lets you open a project or archive sent by a collaborator.

AI Operating Mode	How it Works & Cost	When Should You Choose This Mode?
1. Hybrid Mode (Recommended)	Free Text & AI Agents (0 EUR/USD) on your computer via Ollama + Images, Voices, and Videos on the Cloud (Fal.ai).	Ideal for writing, breaking down scenes, and chatting endlessly with AI agents for free, while using top Cloud engines for images and video.
2. Full Cloud Mode (Fal.ai)	100% of generations (Text, Image, Video, Audio) run on ultra-fast remote Cloud servers.	Ideal on a lightweight laptop (8 GB RAM) or on the go: your computer stays cool and silent while delivering maximum rendering speed.
3. 100% Offline Local Mode	Text via Ollama + Images and Videos via ComfyUI directly on your computer's graphics card (0 EUR/USD).	Ideal for total confidentiality (zero internet connection required) and zero API cost if you own a workstation with a dedicated GPU.

30-SECOND SETUP

The "AI Account & Key" Window

- Automatic Clipboard Detection**
Copy your API key from Fal.ai, then click the "Fal.ai Account & Key" button at the top of NEGASCOPE: the app automatically detects and pastes your key!
- Test Connection Button (Ping)**
A green status indicator immediately confirms that your Cloud key or local server (Ollama / ComfyUI) is responding properly.
- Switch Modes on the Fly**
Switch freely between free Local Mode (during writing) and Cloud Mode (for final visual renders) at any time.

ADVANCED STUDIO SETTINGS

The "Settings" Screen (3 Tabs)

- 1. API Key Vault Tab**
Manage keys across providers: Fal.ai, Google AI Studio (Nano Banana / Veo), ElevenLabs (Pro Voices), OpenAI, Anthropic, OpenRouter, and Replicate.
- 2. AI Routing Table Tab**
Choose exactly which model handles each task: Screenplay, Standard Image, 4K Image, Video, Voice, Sound Effects (Foley), Music, and Lip-Sync.
- 3. System & Storage Tab**
View your local hard drive project folder path, switch budget currency (EUR / USD), and manage memory.

GOOD TO KNOW - BUDGET CONTROL

How does real-time cost tracking work in NEGASCOPE?

Every time you hover your mouse over a generation button (for example "Forge 4 Variants" or "Generate Video"), a small badge displays the exact price of the operation based on your selected model (in EUR or USD). In Local Mode, the badge displays 0.00.

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STEP 1: SYNOPSIS, SCREENPLAY & SHOWRUNNER AGENT

Turn a simple pitch or existing script into structured sequences and character/set bible cards

SCREEN: VISION & MASTER SCREENPLAY

1. Step-by-Step Guide to the Writing Workshop

Accessible by clicking "1. Writing" in the top bar or "Vision & Screenplay" in the left sidebar

- 1. Enter the Film Title and Short Synopsis (Pitch)

At the top of the page, type your film title and summarize the story in 2 to 4 sentences in the "Short Synopsis" field. This summary acts as the permanent creative north star for all AI assistants on the project.

- 2. Write or Paste the Master Screenplay (Writing Mode)

In the large "Master Screenplay" editor, write your story directly or paste an existing script. A live status bar tells you in real time whether your text has enough narrative detail to be broken down into scenes.

- 3. Click "Structure into Sequences"

This button analyzes your script and automatically creates all film sequences (Sequence 1, Sequence 2...), identifying scene headings (INT./EXT.), Day/Night time of day, and dramatic beats.

- 4. Click "Detect Entities (AI Analysis)"

The AI scans your screenplay to build a complete production inventory: it automatically creates Bible cards for all Characters, Master Sets, and key Props.

- 5. Explore "NLP Breakdown" Mode (Interactive Highlighted Script)

Switch the view toggle from "Writing" to "NLP Breakdown": your script appears with Characters highlighted in amber, Sets in blue, and Props in green. Click any highlighted word in the text to open its visual Bible card directly!

AI-ASSISTED CO-WRITING: THE SHOWRUNNER AGENT

2. Collaborating with the Showrunner (Executive Producer & Screenwriter AI)

Click the Brain icon (Showrunner) next to the left menu to open its interactive drawer on the right

- A Single Dedicated Story Partner (Zero Role Confusion)

In Step 1, you work one-on-one with the Showrunner: it focuses exclusively on plot, sequence structure, dramatic pacing, and dialogue writing, without cluttering your screenplay with technical camera jargon.

- Attach Reference Files or Notes (Paperclip Icon)

In the Showrunner input bar, click the attachment button to feed it a treatment, mood note, or reference image so it can use your material while writing.

- Expand the Right Drawer (Comfort Reading Mode)

At the top right of the agent panel, click the expand icon to double the drawer width (from 380 px to 720 px) whenever you are reading or reviewing long screenplay scenes.

- Proposal Card (Synopsis & Screenplay) & 1-Click Sync

When the Showrunner drafts or rewrites your story, it displays a clean Proposal Card separating the proposed Synopsis and Master Screenplay. Click "Apply" to update your Master Screenplay instantaneously.

- Quick Tab Bar Across All 7 Agents & Media Library

At the top of the right drawer, a tab bar lets you switch at any moment between: Showrunner, Director, Actors, Art Dir., Sound, Audit, Alchemist, and Media Library.

PRACTICAL WORKFLOW TIP

Starting from a blank page?

If you only have a one-sentence idea (for example: "A detective interrogates a suspect inside a lighthouse during a violent storm"), simply type that sentence into the Short Synopsis, open the Showrunner on the right, and ask: "Write a complete 3-sequence screenplay with tense dialogue." Click "Apply", then click "Structure into Sequences" and "Detect Entities"!

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STEP 2 (A): THE VISUAL & SOUND BIBLE

Lock in your photographic look, color palette, and sonic atmosphere globally or sequence by sequence

TAB: GLOBAL FILM CHARTER

1. Define the Overall Aesthetic of Your Entire Production

Accessible via "2. Bible & 3D" in the top bar, then "Visual & Sound Bible" in the left sidebar

- Pre-Configured Cinematic Style Gallery**
At the top of the Bible, browse ready-to-use aesthetic presets (filterable by category: 35mm Film Stock, Film Noir / Thriller, Sci-Fi, Arthouse Cinema, Animation, Vintage...). Click any style to immediately apply its lighting, film grain, lens, and color rules to your entire film.
- Global Directive Cards**
Your Global Charter is organized into clear thematic cards (Cinematography, Color Palette, Grain & Texture, Optics, Sound Style...). Every card is automatically injected into the image and video engines during rendering.
- Magic Wand (AI Suggestion per Card) & Padlock Locking**
On any card, click the Magic Wand icon to let the AI draft custom artistic direction tailored to your screenplay. You can add custom cards and lock them with the Padlock icon.
- Co-Piloting with the Visual Art Director & Sound Designer**
From the "Visual & Sound Bible" button in the left sidebar, click the Paintbrush badge (Art Director) or Soundwave badge (Sound Designer) to shape your universe through live conversation.

PER-SEQUENCE TABS (SCENE 1, SCENE 2...)

2. Adapt the Atmosphere of a Specific Sequence (Local Modulations)

Click a sequence tab at the top of the Bible to customize its mood without altering the rest of the film

- Why modulate by sequence?**
A film keeps the same photographic identity (Global Charter), but Sequence 1 might take place at dawn in heavy silence while Sequence 2 unfolds at night under red neon lights with a pulsing score.
- The 4 Direct Sequence Controls (with AI Magic Wand)**
Inside a sequence tab, type or auto-generate via AI: 1) Scene Lighting & Atmosphere (e.g., dramatic backlight, candlelight), 2) Technical & Camera Directives (e.g., nervous handheld camera), 3) Sound Ambience & Foley (e.g., heavy rain hitting glass), 4) Musical Direction (e.g., low cello drone).
- Override Any Global Charter Rule**
At the bottom of the sequence tab, click any Global Charter card to create a local override that applies only to the shots in that sequence. A "Reset Modulations" button lets you revert to the global charter at any time.

Setting Level	Scope in the Film	Priority During 3D Soundstage Rendering
1. Global Film Charter	Applies by default to all sequences and all shots.	Shared baseline (applied everywhere unless overridden by a scene or shot).
2. Sequence Modulation	Applies only to shots belonging to that specific sequence.	Overrides the Global Charter (replaces only the modified rules).
3. Shot Setting (3D Soundstage)	Applies exclusively to the individual shot being framed.	Absolute priority (3D framing, lens focal length, and shot lighting always win).

CREATIVE TIP - THE ALCHEMIST AGENT

What if an intense scene description is blocked by Cloud AI safety filters?

In a crime thriller or action film, certain words (weapon, blood, explosion, fight) can occasionally be rejected by Cloud image servers. NEGASCOPE includes "The Alchemist": it automatically rephrases your description into subtle cinematic and visual terms (shadows, tension, crimson liquid, metallic glint) so your image renders smoothly while preserving your staging!

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STEP 2 (B): VISUAL CASTING, VOICES & 4-VIEW SHEETS

Create and lock the exact appearance of your actors, sets, and props to eliminate continuity errors

SCREEN: CASTING BIBLE

1. Manage the Gallery of Characters, Sets, and Props

Accessible in Step 2 via the "Casting Bible" menu in the left sidebar

- Filters & Creating New Cards**
Filter the view by All, Characters, Master Sets (with a toggle to show or group child Ambiences), Props, or Locked items. Create new elements manually via "+ Char", "+ Set", "+ Prop", or automatically via "Detect Entities".
- The 4-Variant Forge Bench**
Click any card to open the Forge Bench. Add optional style notes and up to 6 reference images, then click "Forge 4 Variants". Compare the 4 candidates in Full Screen, retouch them, or click "Choose as Anchor" to lock the official look.
- Automatic 4-View Turnaround Sheets & Expression Moodboards**
As soon as you lock the visual anchor of a Character or Prop, NEGASCOPE automatically generates and slices its 4-View Model Sheet (Front 0°, Right Profile 90°, Back 180°, Left Profile 270°). For Characters, it also generates an Expression Sheet (Moodboard).
- Save & Reuse Any Card Across Films (.negacard.zip)**
On every card, the "Save Card" button exports a self-contained archive to your drive containing the character (with all 4 views and voice) or the entire set (complete with its 3D room, furniture, and lighting ambiances!). Use "Import Card" to drop them into any future film.

DETAIL CARD: CHARACTER

Complete Actor Options & Voice

- Default Temperament & Posture**
Choose the actor's baseline mood (Calm, Nervous, Authoritative...) and default posture (Standing, Sitting, Crouching, Lying Down, Action, Pointing).
- 4-View Turnaround & Moodboard**
Inspect, regenerate, or manually upload each of the 4 angles (Front, Profile, 3/4, Back) and facial expressions so the AI recognizes the actor from any camera angle.
- Master Voice Configuration**
Select the voice engine, pick a timbre (Female, Male, or Neutral voices), fine-tune acoustic sliders (Stability, Speed, Pitch, Expressiveness), and click "Preview Voice" to hear your actor speak.

DETAIL CARDS: PROP & SET

3D Prop Forging, Set Extraction & Retouch

- Physical Dimensions & AI 3D Prop Forge**
Inside a Prop card, set its real-world Width (X), Depth (Z), and Height (Y) in meters, then click "Forge 3D Model" to automatically generate a 3D mesh (.glb) ready to place on your 3D soundstage!
- "3D Blueprint" Extraction from a Set Photo**
On any set image candidate, click "3D Plan" so the AI analyzes the photo, estimates room dimensions, and prepares the 3D architecture.
- Image Retouch Studio ("Retouch")**
Available on every image: crop (16:9, 1:1...), adjust Brightness / Contrast / Saturation, or modify a specific detail via AI instruction.

Bible Card Type	Automatically Generated Reference Sheets	What Is Included When Clicking "Save Card (.zip)"
Character (Actor)	Anchor + 4 Angles (0°, 90°, 180°, 270°) + Moodboard	Description, Temperament, all 4V/Moodboard images, and vocal sample.
Master Set (Location)	Hero Photo + 4 Cardinal Walls or 360° Cyclorama	Complete 3D room (dimensions, materials, openings, 3D furniture) + all child Ambiences!
Prop (Object)	Anchor + 4-Angle Sheet + Material Sheet	Physical dimensions (X, Z, Y), textures, and forged 3D model (.glb).

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STEP 2 (C): THE 3D SET STUDIO & 360° CYCLORAMA

Build your filming location in 3D (4-wall Interior or 360° Exterior) across 4 logical sub-tabs

SUB-TAB 1.1: ARCHITECTURE

Structural Shell, Dimensions & Openings

- **Interior vs. 360° Exterior Mode**
Choose whether the location is an enclosed room (4 walls: North/East/South/West) or an open 360° exterior environment.
- **Surface Presets & Exact Meter Dimensions**
Apply a room size in 1 click (12 m², 25 m², 50 m², 120 m²...) or dial in the exact Width, Depth, and Ceiling Height.
- **Floors, Walls & Ceilings**
Select materials (hardwood, concrete, tile, brick, plaster, exposed beams...) and their color/brightness.
- **Placing Openings (AI or Manual)**
Click "Generate Architecture via AI" or manually add doors, windows, bay windows, arches, stairs, and columns on any wall (North, East, South, West).

SUB-TAB 1.2: BACKPLATES

Window Views & Exterior Horizons

- **What is a Window Backplate (Discovery)?**
It is the exterior landscape or adjacent room seen by the camera in the background through an open window or doorway.
- **Upload, AI Generation, or Bible Set Link**
For each wall with an opening, drag-and-drop an image, generate a view via AI, or link another Set from your Bible (e.g., seeing the Hallway through the Living Room door)!
- **3D Calibration of the Exterior View**
Fine-tune the Distance, Scale, Altitude, Horizontal Offset, and Exposure (bright Daylight or dark Night) of each window view.

SUB-TAB 1.3: 3D FURNITURE

Furnishing the Set & Importing 3D Objects

- **Automatic AI Room Furnishing**
Describe the desired layout and click "Furnish via AI": tables, sofas, beds, desks, and lamps are intelligently arranged inside the room.
- **Detected Script & Bible Props**
Insert props already detected in your screenplay in a single click.
- **3D Catalog, AI 3D Forge & .GLB Import**
Pick from the built-in catalog, forge a custom 3D piece via AI, or drag-and-drop any .glb 3D file from your computer. Move, rotate, and recolor every item in 2D or 3D.

SUB-TAB 1.4: AMBIENCES & LIGHT

Sun Path, Practical Lamps, Blinds & Variants

- **Sun Trajectory & Time-of-Day Presets**
Click Dawn, High Noon, Golden Hour, Dusk, or Full Moon (or adjust Azimuth 0-360°, Elevation, and Intensity). Sunlight physically streams through the windows!
- **Practical Lamps, Doors & Window Blinds**
Switch 3D room lamps on/off, swing door panels open/closed (0-90°), and lower window blinds or shutters (venetian shadow effect).
- **Create Lighting Ambience Variants**
Create a child card in 1 click (e.g., "Living Room - Stormy Night") that keeps the exact same 3D walls and furniture as the Master Set.

BOTTOM CONSOLE: 360° GENERATION & SEAM STITCHING

Generate the 4 Cardinal Walls (Interior) or 360° Cyclorama (Exterior)

- **In Interior Mode: 4 Cardinal Angles Console (North 0°, East 90°, South 180°, West 270°) & 360° Stitching**
Generate all 4 walls of the room from your 3D layout. The system automatically harmonizes color grading across all 4 walls. Open the "360° Continuity Table" and click "Stitch Corner Seam (Seam Inpainting)" to seamlessly blend the corner between two adjacent walls with a Before/After slider.
- **In Exterior Mode (Continuous 360° Panorama) & Hero Photo Capture**
For exteriors, generate a continuous seamless 360° panoramic ribbon directly. Finally, click "Capture Hero Photo" to save the official thumbnail of the set in your Bible.

MOUSE & KEYBOARD NAVIGATION IN THE 3D VIEWPORT

How to move around effortlessly in the 3D Set Studio and on the Soundstage

Hold Left-Click in empty space: orbit around the room (Orbit). • Mouse Wheel: move closer or further away (Zoom). • Hold Right-Click: slide laterally (Pan). • Left-Click on any furniture item or window: select it to move it across the floor, rotate it, or resize it. • "Shortcuts" button at the top of the 3D view: displays the complete controls cheat sheet at any time.

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CONSISTENCY STUDIO, SHOT LIST & ACTOR DIRECTING

Verify Bible consistency, break each sequence down into shots, and direct actor performances and voices

CLOSING STEP 2: CONSISTENCY STUDIO

1. Verify Global Coherence Before Shooting ("Consistency Studio")

- **"Run Consistency Diagnostic" & "Reconcile Contradictions (Showrunner <-> Art Director)" Buttons**
Computes a Health Score (%) across 4 pillars (Casting, Sets, Audio, Directives). If a contradiction is detected between the Screenplay and the Aesthetic Bible, click "Reconcile Contradictions" to harmonize your texts automatically in 1 click.

STEP 3 - SCREEN 1: TECHNICAL SHOT BREAKDOWN

2. Build and Order the Shots of Each Sequence

Accessible by clicking "3. Shoot & Sound" in the top bar, then "1. Technical Breakdown" on the left

- **Automatic Breakdown (Director Agent), Manual Addition & Drag-and-Drop**
Open the Director Agent (green badge) to automatically break your sequence down into shots, or click "+ Add Shot". Reorder shots via simple drag-and-drop. The "Enrich Silent Shots" button adds living physical actions to non-dialogue shots.
- **Shot Inspector (Right Panel) & Scratch Voice Generation**
Set the action, shot size (Extreme Close-Up to Extreme Wide Shot), camera angle, movement, characters present, and dialogue lines. Click "Generate Voice": the shot duration automatically snaps to the exact frame count of the spoken line!
- **"Continuity Audit" & "A4 Storyboard Sheets PDF" Buttons**
Check in 1 click for visual continuity errors between two consecutive shots, and export A4 Storyboard sheets directly (16:9 Landscape or Portrait).

DEDICATED WORKSHOP: ACTOR DIRECTING (MACRO & MICRO)

3. Direct Dramatic Performance, Acting Methods, and Vocal Inflections

Click the "Actor Directing" button at the top of the Technical Breakdown screen to open this workshop

- **MACRO Tab (Full Sequence) & MICRO Tab (Shot-by-Shot Coaching)**
In Macro, choose the Acting Method for the scene, each actor's emotional arc, and the Climax Shot. In Micro, select who speaks, their Vocal Presence Mode (Lip-Sync On-Screen, Off-Screen, or Voiceover Narrator), and fine-tune the 4 segments: Spoken Text, Emotional Direction, 3D Posture, and Visual Action.

Available Acting Method	Performance & Staging Style Infused into the Actors and Voices
Stanislavski / Stella Adler	Organic inner truth, believable psychological motivation, and grounded faith in the dramatic situation.
Sanford Meisner / Strasberg	Electric moment-to-moment instinctive listening (Meisner) or raw, visceral affective memory (Actors Studio).
Robert Bresson / Robbe-Grillet	Stripped-down neutral delivery free of theatricality ("The Model" Bresson) or hypnotic, hieratic distance (Resnais).
Jacques Lecoq / Contemporary	Expressive body mechanics and physical gesture (Lecoq) or raw, nervous, hyper-immersive modern realism.

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STEP 3 (B): THE 3D VIRTUAL SOUNDSTAGE

Place your camera with real cinema lenses, direct 3D actor postures and eye-lines, and sculpt the lighting

SCREEN 2: 3D VIRTUAL SOUNDSTAGE (VIEWFINDER & OPTICS)

1. Frame Through the Optical Viewfinder with Real Cinema Lenses

Accessible via "2. Virtual Soundstage" in the left sidebar or by clicking "Frame in 3D" on any shot

- The 4 Viewport Modes & Composition Guides**
Switch between: 1) Camera Viewfinder (exact lens view), 2) 3D Orbit View (rotate freely around the set), 3) 2D Top-Down Floor Plan, and 4) Split View (manipulate the 3D scene on one side while watching the live camera frame on the other!). Enable optical overlays (Rule of Thirds, Golden Spiral, Crosshair, Aspect Ratios 16:9, 2.39:1, 4:3, 9:16).
- Sensor Format & Lens Focal Length (14mm to 200mm)**
Select your camera sensor (Full Frame 35mm, Super 35, Large Format 65mm) and prime lens: Ultra Wide-Angle (14mm, 18mm, 24mm for space), Natural Standard (35mm, 50mm), or Telephoto (85mm, 100mm, 135mm, 200mm for close-ups and background compression).
- Position, Height, High/Low Angle, Dutch Tilt & 180° Reverse Angle**
Move the camera with the mouse or precision sliders (X, Y, Height Z, Pan Yaw, Tilt Pitch, Dutch Roll). A "Flip 180°" button creates the exact reverse-angle shot instantaneously!
- Aperture (f/1.4 to f/16), Focus Puller & Removable Wall ("Wild Wall")**
Enable optical depth of field (bokeh), set the f-stop, and choose between manual focus distance or Auto-Focus locked onto an actor's eyes. If you pull the camera back behind a wall for extra room, the partition ("Wild Wall") automatically turns transparent to the lens without altering room shadows.

INSPECTOR TAB: 3D ACTORS

2. Postures, Limb Joints & Eye-Line (Look-At)

- Spawn Actors & Props onto the Stage**
In the right-hand panel ("Elements" tab), click any character or prop from your Bible to place them onto the 3D soundstage.
- 1-Click Posture Catalog**
Select an actor and pick a pose: Standing, Walking, Running, Sitting (automatically adapts to chair height!), Crouching, Lying Down (back/stomach), Action, Pointing, Crossed Arms... + Left/Right Mirror button.
- Fine-Tuning All 18 Body Segments**
Freely rotate the head, torso, shoulders, elbows, hands, and legs to sculpt a custom body attitude.
- Automatic Eye-Line Target ("Look-At")**
Choose what the actor looks at: the Camera (direct lens gaze), another Actor (perfect shot/reverse-shot eye-line match!), or a Prop.

LIGHTING TAB: SHOT LIGHTING

3. Lighting Console, Sun & 3D Practical Lamps

- Sun Orientation & Window Alignment**
Adjust the sun angle and elevation for the shot, or click "Align Sun to Window" to project a dramatic shaft of light straight through the window.
- Color Temperature (Kelvin)**
Dial in light warmth: from warm candlelight (2200K) or tungsten bulbs (3200K) up to crisp daylight (5600K) or cold night neon (8500K).
- Stage Spotlights & Practical Lamps**
Add or dim every lamp in the set (desk lamp, floor lamp, ceiling fixture, neon tube) with real-time floor shadow casting.

Selected Focal Length	Optical Effect & Recommended Use on the 3D Soundstage	Suggested Aperture
14mm - 24mm (Wide-Angle)	Expands space, accentuates room depth. Ideal for establishing shots and architecture.	f/5.6 to f/11 (Deep focus)
35mm - 50mm (Standard)	Perspective close to the human eye. Ideal for medium shots, cowboy shots, and two-shots.	f/2.8 to f/4 (Natural)
85mm - 200mm (Telephoto)	Isolates the face, compresses the background with creamy bokeh. Ideal for intimate close-ups.	f/1.4 to f/2.0 (Soft bokeh)

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STEP 3 (C): CAMERA MOTION, TIMELINE & GENERATION

Choreograph camera and actor movements over time, then generate master stills and video rushes

CAMERA MOVEMENT: START (T0) -> END (T1)**1. Program a Dolly Push, Pan, Tracking Shot, or Crane Move**

- **Enable "Trajectory / Movement (Start -> End)" Mode**
Check the movement option to unlock a dual-camera rig: the Start Camera (Green, T0) and the End Camera (Amber, T1).
- **"Copy Start to End" & "Copy End to Start" Buttons**
Super handy workflow: frame your starting composition first, click "Copy Start -> End", then slightly move the End Camera to create a smooth dolly push-in, pan, or zoom.
- **Path Curvature (Bezier Spline) & Camera Rig Sequencer**
On the 2D Floor Plan or via the curvature slider, bend the camera path between Start and End. You can also open the "Camera Rig Sequencer" to apply in 1 click: Dolly Push/Pull, Lateral Tracking, 360° Arc Shot, Crane Rise, or Vertigo Dolly Zoom.

MULTI-TRACK 3D SOUNDSTAGE TIMELINE**2. Animate Actors, Camera, and Lighting Second by Second ("Cues")**

- **How does the Timeline at the bottom of the 3D Soundstage work?**
It represents the exact duration of your shot (for example from 0.0s to 5.0s) split across multiple tracks: Camera, Actors, Lighting, Dialogue, and Sound Effects (Foley).
- **Creating Animation Keyframes ("Cue Points")**
Move the playhead to the desired timestamp (e.g., at 2.5 seconds), move an actor on the stage or change their posture (e.g., standing up from a chair or turning their head), and add a Cue Point. When you press Play, NEGASCOPE interpolates the actor's movement and posture transition in real time!
- **Visual Synchronization with Dialogue and Foley**
Your spoken dialogue lines and sound effects appear as visual blocks on the timeline: you can time an actor's exact gesture to the split second they speak a word or slam a door.

SHOT GENERATION BAR (STILL IMAGE & VIDEO)**3. Generate the Master Still, Temporal Keyframes, and Video Rush**

- **"Use Previous Shot as Reference" Option & "4V Contact Sheet" Mode**
Enable previous-shot reference to reinforce lighting continuity across cuts. Click "Generate Shot" to render the Master Still (Frame 0) or enable "4V Contact Sheet" to pick from 4 simultaneous visual candidates.
- **Capturing End Anchors and Intermediate Cue Keyframes**
If your shot includes camera movement or an actor posture change, generate the End Still (Frame End) as well as your Cue Point keyframes: the video engine will be guided from keyframe to keyframe without ever drifting!
- **Launching Video Rendering (720p, 1080p, 4K), Lip-Sync & Take History ("Takes")**
Pick your video resolution and launch the render. If synchronous dialogue is present, lip synchronization (Lip-Sync) activates automatically (and unwanted background music is suppressed). Browse all your rendered attempts (Take 1, Take 2...) in the strip below the viewfinder.

Desired Shot Type	What to Generate on the 3D Soundstage Before Launching Video
Simple Static Shot (Dialogue or Reaction)	Generate only the Start Master Still (Frame 0), then launch Video rendering (with Lip-Sync if spoken).
Dolly, Pan, or Camera Movement	Enable "Start -> End Trajectory", generate both the Start Still AND the End Still, then launch Video.
Multi-Step Complex Action	Place one or more Cue Points on the Timeline, generate their keyframe stills, then launch Video.

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STEP 3 (D): RUSHES ROOM & 4-TRACK AUDIO MIXER

Review the sequence, pick your best takes, retouch, upscale to 4K, and mix all 4 audio tracks to the exact frame

DIRECTOR MONITOR & TAKE MANAGEMENT

1. Review Shots, Compare in Split A/B, and Select the Best Take

Accessible via "3. Shoot & Sound" at the top, then "3. Rushes Room & Sound" in the left sidebar

- The 3 Monitor Display Modes & Continuous Sequence Playback**
Switch between: 1) Video Rush (animated shot playback), 2) Frame 0 Still (reference master image), and 3) Split A/B (side-by-side comparison). Click "Play Sequence" to watch all shots in the scene back-to-back with voices, sound effects, and music.
- Video Take Selector ("Takes")**
Below the monitor, find every video take recorded for the selected shot (Take 01, Take 02, Take 03...), including takes stored on your local hard drive (marked with a floppy disk icon). Hover over a take to preview it and click to make it the active edit take.
- Brush Inpainting Retouch & HD/4K Video Mastering / Upscale**
Click "Retouch" to fix a localized detail on an image with a brush without regenerating the whole frame. Use the "Video Mastering & Upscale" panel to upgrade a validated take to High Definition / 4K.

Audio Track	Role in the Film	How to Generate, Extract, or Mix It in the Rushes Room
Track A1: Dialogue & Voice	Spoken actor lines and voiceover for the shot.	Generated from the shot dialogue using the character's voice timbre. Includes volume slider, Mute button, and frame-accurate nudge.
Track A2: Studio Foley	Precise action sound effects (footsteps, door, glass, wind...).	Generated automatically from shot Cue Points or custom description. Multi-sound assembly synced down to the millisecond.
Track A3: Extracted Video Audio	Natural room tone and sounds embedded in the video file.	Click "Extract Audio from Video Rush": NEGASCOPE separates the native video sound into a dedicated WAV track so you can balance or mute it.
Track A4: Scene Music Score	Continuous original musical score across the whole sequence.	Composed in the "Scene Music" panel: plays smoothly and continuously across all consecutive shots in the sequence without restarting.

CINEMA EDITING PRECISION

2. Frame-Accurate Audio Sync ("Nudge") & WAV Stem Exports

- Micro-Nudge Buttons (-5f, -1f, +1f, +5f) on Every Track**
Does a door slam or spoken line land a fraction of a second too early or too late? Click -1f (shift 1 frame earlier) or +1f (shift 1 frame later) on Track A1, A2, A3, or A4 to lock audio sync with millimeter precision at your project frame rate (24, 25, or 30 fps).
- Temporal Cue Points Panel & Export Audio Stems (.ZIP)**
Add a marker directly at the current video playhead position to trigger a Dialogue line or Foley sound effect. Click "Export Audio Stems (.ZIP)" to download all 4 separated high-quality WAV tracks.

SOUND MIXING PRO TIP

How to achieve a balanced theatrical sound mix in 30 seconds

1) Keep Track A1 (Dialogue) at 100% so voices remain crystal clear at all times. 2) Set Track A2 (Studio Foley) and Track A3 (Extracted Video Audio) around 70-75% to give physical weight to the environment. 3) Set Track A4 (Scene Music) between 40% and 50% so it carries the emotion without overpowering the actors.

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A4 PDF EXPORTS, NLE EDITING & PROJECT BACKUPS

Export your production dossier, open your timeline in DaVinci Resolve / Premiere, and share your projects

"PDF" BUTTON (TOP RIGHT HEADER)**1. A4 Production Dossier & Storyboard**

- **Selectable Page Orientation**
16:9 Landscape (ideal for screen reading and pitch projections) or A4 Portrait (ideal for printed production binders).
- **6 Modular Sections to Check/Uncheck**
1) Director's Note & Vision, 2) Aesthetic Matrix, 3) Casting & Set Cards, 4) A4 Storyboard Sheets (thumbnails: Start->End side-by-side, Start only, or End only), 5) Full Screenplay, 6) Authorship Certificate.
- **3 Screenplay Layouts Included**
International Standard (Courier 12pt, 1 page = 1 min), Two-Column Video/Audio (ideal for commercials and music videos), or Technical Shot Table.
- **Human Authorship Certificate**
Appends a timestamped log of all your human directing decisions to the PDF to protect your copyright.

"NLE" BUTTON (TOP RIGHT HEADER)**2. Editor Pack & Pro FCPXML Timeline**

- **Option A: Standard Editor Pack (.ZIP)**
Creates an archive organized by sequence folders (SEQ_01, SEQ_02...) containing numbered .mp4 videos, separated .wav stems (A1 Voice, A2 Foley, A3 Music, A4 Ambience), and the Edit Decision Sheet (.txt) with all timecodes.
- **Option B: Pro Timeline (FCPXML 1.10)**
Select your target editing suite: DaVinci Resolve, Adobe Premiere Pro, or Final Cut Pro, along with your frame rate (24, 25, or 30 fps).
- **Instant Opening in Your Editing Suite**
In DaVinci Resolve or Premiere, choose "File > Import Timeline XML": all your video shots and 4 audio tracks open pre-assembled and synced on the timeline!

FILE MANAGEMENT, BACKUPS & COLLABORATION**3. Where Your Files Are Stored and How to Share a Project**

- **Automatic Organization on Your Hard Drive**
While you work, NEGASCOPE neatly saves your high-res media on your computer inside: Documents / Negascope Projects / [Project_Name] / (organized into clean subfolders: personnages/, decors/, accessoires/, and scenes/ with all your video takes/).
- **"Save" Button (Lightweight Local Save) vs. "ZIP" Button (Collaborator Archive)**
At the top right, "Save" exports an ultra-lightweight .json skeleton file while syncing your .png images to disk. The "ZIP" button packages the entire film (project data, images, 3D sets, and video takes) into a single .zip archive ready to send to a collaborator.
- **Revision Manager (Snapshots)**
At the bottom of the left sidebar, create a named restore point at any time (e.g., "Before Sequence 3 rewrite") so you can roll back in 1 click.

Button / Action	Output File	When Should You Use This Option?
"Save" Button (Header)	.json skeleton + assets/ folder	To quickly save your daily work on your own computer.
"ZIP" Button (Header)	Complete project .zip archive	To send the entire project (with all images and video takes) to a collaborator.
"Save Card" (Bible)	Element .negacard.zip archive	To reuse an Actor or complete 3D Set in a future film project.
"PDF" Button (Header)	A4 Production & Storyboard .pdf	To print the script, storyboard, or pitch a complete production dossier.
"NLE" Button (Header)	Editor Pack or FCPXML Timeline	To finish editing and color grading in DaVinci Resolve, Premiere, or Final Cut.