ABLEREAL V1.0

Locator Glossary

How your section names become camera moods

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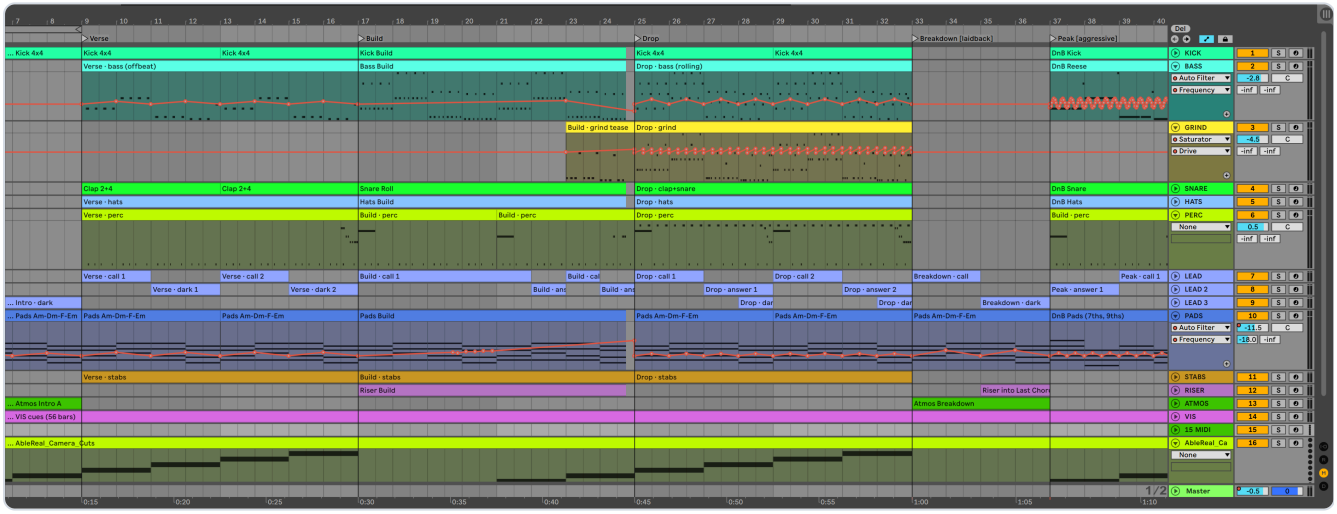
AbleReal reads the **locators** (markers) in your Ableton arrangement and uses their names to understand your song's structure. Every section gets a **mood**, and the mood decides how each camera cut behaves — how calm, how aggressive, what kind of moves get picked.

You don't need special syntax. Name your sections the way you already do ("Intro", "Verse 1", "Chorus", "Drop") and AbleReal understands them.



Locators in an Ableton arrangement: each name becomes a section mood

The seven moods

Mood	Feel	Typical camera behavior
`calm`	ambient, quiet	slow drifts, gentle idles
`establish`	scene-setting	reveals, pull-backs, wide framing
`groove`	verses, steady pulse	mid-energy sways, rail moves
`energy`	choruses, hooks	pushes, sweeps, faster cuts
`max`	drops, climaxes	whips, rushes, the big guns
`tension`	builds, breakdowns	creeps, zoom tension, tight damping
`showcase`	solos, instrumentals	hero shots, feature framing

Locator words → moods

Case doesn't matter; punctuation is ignored; trailing numbers are stripped ("Chorus 2", "verse3" both work). Multi-word phrases are matched first.

establish — intro, outro, ending, end, coda **calm** — ambient, pad, atmo, interlude, skit, tag, fade **groove** — verse, groove, vamp, theme, part, section, couplet, strophe, estrofa **energy** — chorus, hook, refrain, main, peak, full on / fullon, post chorus / postchorus, refrão, estribillo **max** — drop, bass drop, climax, banger, hit, impact, last chorus, final chorus **tension** — break, breakdown, bridge, build, buildup, riser, rise, ramp, transition, sweep, uplift, pre chorus / prechorus, pre, mid8, middle 8, strip, minimal, pont, puente **showcase** — solo, instrumental, lead, melody, feature, guitar, synth

(French, Spanish and Portuguese section words are included: couplet, estrofa, refrão, estribillo, pont, puente, …)

What if a locator name isn't recognized?

- **Unnamed / unknown sections**: AbleReal measures the *cutting rhythm* of your camera cuts and ranks each segment against the rest of the song — slow segments read as `calm` / `groove`, fast ones as `energy` / `max`.
- **Locator + unusually fast cutting**: a recognized section that cuts much faster than the song's baseline gets *bumped up* one level (calm → establish → groove → energy → max). Your "Verse 3" that suddenly doubles its cut rate will play like a chorus.
- **No locators at all**: the whole song is segmented by cutting rhythm alone. Locators always give better results — name your sections.
- **Before the first locator**: treated as `establish`.

Style tags — one section, different vocabulary

Add a style tag in square brackets anywhere in a locator name to make that whole section draw from a different shot library:

```
Chorus [aggressive]
Bridge [laidback]
Outro [user]
```

Recognized tags: `[laidback]` `[standard]` `[aggressive]` `[ultra]` `[user]`

(`[rap]` is the older name of `[ultra]` and still works.)

- `[user]` uses **your own** 8×8 shot library (AbleReal Shots → Libraries → Create/Open USER Shot Library).
- Without a tag, the section uses the take's default style (the Director's **Intensity – Whole Take** dropdown).
- Per-cut choices (the Director's **Intensity – This Cut**) win over section tags.

Priority order (who decides a cut's style)

1. **Per-cut choice** — the Director's **Intensity – This Cut** (AUTO clears it)
2. **Section tag** — `[style]` in the locator name
3. **Take default** — the Director's **Intensity – Whole Take**

Things that are *not* locators (quick reference)

- **MAIN marker** — a level actor that anchors camera geometry, placed in your Unreal level with the Director's **Set Main** button, not in Ableton.
- **Amplitude** — per-camera, set from the Director panel (**Amplitude ×** 0–3 and **Regen from position**), stored on the camera itself.