

# METAPLAID Requirements

A SYSTEM FOR COLABARTIVE MEDIA PRODUCTION

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## ABSTRACT

MetaPlaid is designed to be a revolution in media production. The goal is enable “more cooks in the kitchen” when developing media productions such as movies, television shows, theater productions and games. It assumes that all media productions should be valid with in the universe of that production and provides tools to define the rules and layout of that universe, the character profiles of the production and the cause/effect temporal relationships between those characters.

This product is intended for general production, and must support both fictional and non-fictional universes and characters. It also must support linear and non-linear timelines with dynamically defining the very basis of universal rules such as cause and effect. To accomplish this we will develop a data model using an RDF Triple Store that strongly defines the high level concepts while allowing developer-esque users to subtype these concepts and develop tooling to take advantage of these subtypes.

The MetaPlaid platform at its core enables high level contributors to define a “metaplay” that other contributors implement to produce the finished project. For example the show runner would define the main character profiles and the high level events, the real-time-temporal order of those events and the screen-time-temporal order of those events while subject matter experts would work together to define the high level flow of each event and playwrights would develop the actual dialog from those artifacts. All of this would be tagged with metadata that the engines developed for the concepts used can be used to verify the validity of the work as a whole in terms of the rules of the universe.

This system would seem to enable the production of very complex works through the inclusion of more resources and allow the true talents in media to focus on high level thought while leaving the nuts and bolts to less experienced resources. To support this the system must be multi-tenant, that is the owner(s) of the work can control who and what others can do to the work; packagable, that is the concepts can easily be shared/sold on a managed platform; versionable, that is the modifications to realization of each concept (as well as the definitions of the concepts themselves) can be branched, change controlled, and approval controlled.

Additionally MetaPlaid will support credit analysis reporting and equity schemes to ensure all collaborators are giving defined credit for the role they played in defining a work.

## HIGH LEVEL DATA MODEL

The proposed data model is an RDF Triple Store. <https://en.wikipedia.org/wiki/Triplestore>. This data model defines facts as triples of subject-predicate-object, and in this system subjects are instances of concepts, predicates are a relationship or action definition and objects are instances of concepts with additional metadata.

### CONCEPT

Concept is the highest level entity in MetaPlaid. All concepts can be defined, realized, versioned, and authored.

### PACAKAGE

Package is a collection of concept definitions and a collection of other Packages.

### SOLUTION

Solution is a Package and a collection of realized concepts.

### UNIVERSE

Universe is a Solution that defines relationships between concepts.

### PROJECT

Project is a Solution with a Statement of Work, a collection of Events and temporal relationships between those events

### USER

A User represents a user of the system and the role relationships to concepts in the system.

### OBJECT

Object is a characteristic definition of an element that can exist in a location.

### LOCATION

Location is a Package within a Universe and defines the time-spatial relationships between objects within that location.

### EVENT

Event is a Package that has a collection of Actions. Events can be shared by universes.

### CHARACTER

A Character is an object that exists within a universe that can perform actions.