DEFINITIONS AND REMUNERATION OF ANIMATION BIBLES

DEFINITION OF THE LITERARY BIBLE

The bible is the original and founding reference document for an audiovisual animation series; it determines and describes the elements needed for different authors to write episodes. It is the tool that gives the authors who are collaborating or will be collaborating on the work the keys to its functioning and coherence.

The bible should not be confused with a simple idea for a series, a general concept, a project designed to convince a potential buyer, or with the specifications defined by a producer or broadcaster.

The bible must provide all the permanent elements essential to the arc of the series: it is the written document describing in detail the general framework in which the series' main recurring characters will evolve.

The literary bible must include:

- the concept (i.e. the original idea set out in a few lines), the genre, the format and the target audience,
- characterisation of the main characters and recurring secondary characters, their relationships and an outline of their development in the case of a serialised or semi-serialised series,
- places,
- the tone, atmosphere and style of the series,
- the narrative mechanics of the episodes.

Depending on the nature of the project, the initial commission for the literary bible may also include:
- the "season trajectory": in the case of a procedural series, this will be the general arc of the story without breaking it down into episodes (one to three pages maximum)

Or

- a few pitches or plots (between 4 and 6).

A "serialised series" is a series in which each episode continues the main plot of the season.

A "semi-serialised series" is one in which each episode has its own main plot, whilst continuing one or more sub-plots developed in other episodes of the season.

The bible will only be recognised as such if it is validated by a complete, dialogue-filled episode, which makes use of all the elements defined above and provides the rhythm and tone, to which any author called upon to collaborate on the series at a later date can refer. This episode will be the first written episode as soon as it is produced.

DEFINITION OF THE GRAPHIC BIBLE

The graphic bible is the original and founding reference document for an audiovisual animation series. It is the tool that gives the graphic designers working on the series the keys to its visual style, its coherence and its functioning.

The graphic bible includes the following graphic elements, as they will appear in the series, or as close as possible to the final image, depending on the techniques used and in accordance with production constraints:

- original models of the main recurring characters in colour and in proportion to each other; each character is depicted full-length, with at least one neutral pose and a certain number of contractually-defined attitudes and expressions,
- the original sets of the main recurring locations in colour,
- recurring main characters evolving in the sets,
- where appropriate, the different ambiances.

Only recurring designs and characters in the series are eligible for SACD bible rights.
This category does not include any characters or sets created during production to meet the specific needs of episodes - which are made in the graphic style defined by the bible.

Except in the case of an exact reproduction of the style of the illustrations in the original work and in the absence of any significant additional creation, the adapted graphic bible is considered to be a work of authorship in respect of its part in the creation of new graphic elements and/or its substantial reinterpretation of the original graphic design. In addition, it must meet the same criteria and fulfil the same role as an original creative bible.

In the absence of a shooting bible, the graphic bible will only be recognised as such if it is validated by a completed episode, which provides the "visual style". The director of this episode will become the author of the shooting bible. This rule will continue to apply until 1 September 2024, while the inter-trade agreement on the shooting bible is being put in place.

DEFINITION OF THE SHOOTING BIBLE

The shooting bible is the written and illustrated document that sets out in detail the vision for the directing of the series and the artistic intentions, as expressed by the permanent elements essential to the development and production of the work and detailing:

- the directing choices envisaged, the soundscapes, the style of music and sound effects, with any references,
- animation style and type of directing,
- the rules for the cutting and narration in storyboarded, edited sequences in animated form,
- the design of the final image (photography, light, colour, depth of field),
- characterisation of characters and, where appropriate, voices.

The shooting bible must comply with production constraints. It is drawn up by the author-director of the series and is part of the related author-director contract.

The various elements of the shooting bible can be developed in stages, with the final structure established once the first episode has been shot.