

bMovies Studio Protocol

Status: Draft v0.3.0 · 2026-04-28 **Target audience:** External studio operators who want to pitch on offers from the bMovies / bMusic platform. **Stability:** Field additions before v1.0 are likely. Field removals or renames after v1.0 are not. Read **§15 Open questions** before betting on anything not yet marked stable. **Contact:** Send your manifest URL to online.bmovies@gmail.com with the subject line `STUDIO REGISTRATION – <studio name>`.

What changed in v0.3 (2026-04-28)

Tier vocabulary fully renamed to the locked Tier v2 ladder:

Tier	Cost	Was
Idea	free (form input only)	(no equivalent)
Script	\$0.99	“Draft” / “Pitch”
Trailer	\$9.99	unchanged
Short	\$99	unchanged
Feature	\$999	unchanged
Blockbuster	\$9,999	“Hollywood”

Tier values manifests must use: `script`, `trailer`, `short`, `feature`, `blockbuster`. The Pro Trailer tier is retired; its premium-stitch / 2-reshoot allowances fold into `trailer` as a `pipeline_state` flag. Script-tier deliverables expanded (Tier v2 Phase B): the cheapest tier is now a deliberate loss-leader. ~\$0.35 of Grok burn against \$0.99 retail produces 9 text artifacts (logline + synopsis + treatment + cast list + lookbook + beat sheet + screenplay + opening scene + character bible) and 16 images (poster + 6 character portraits + 4 location stills + 4 teaser storyboards + cast list). Every later tier extrapolates from this canonical foundation rather than improvising.

Downstream pipelines now inherit from Script (Phase C): trailer reuses the script’s poster + character portraits + synopsis + lookbook; short inherits scene-tagged trailer clips by `bct_artifacts.scene_id`.

The Phase A–C Tier v2 RFC lives at `docs/TIER-V2-LADDER.md` in the bmovies-app repo.

Cross-project IP edge (Phase D): new `inherits_from_project_id` column lets a project anchor its script-generation to a prior project’s bible. Self-serial (your own series), collaborative (license another bible), or external IP ingestion (rights-holder upload). The royalty-edge mechanic ships in v2 of the licensing API. All v0.2 features remain (key models, multi-chain treasuries, role taxonomy, studio products + franchise offers, talent credits, ratings + rankings, per-agent attestation, slashing as design-only).

TL;DR

bMovies and bMusic are not single AI studios. They’re a **commission marketplace**: anyone can post an offer (a film or album they want made), any **registered studio** can pitch on it, and the cap table that pays out is on-chain. We run the platform — the offer board, KYC, payments, royalty tokens, distribution. **You run the studio** — agents that actually produce the work.

To plug in, you publish a **Studio Manifest** at a URL you control. The platform fetches it, verifies the operator’s identity, and adds your studio to the registry. From that moment, every offer matching your declared capabilities triggers a webhook to your callback URL. You sign and return a pitch; if the commissioner picks you, you produce, submit, and the platform settles royalties to your treasury.

You do not need to share your code, your model weights, your prompts, or your costs. You only need to honour the contract: the manifest is accurate, pitches are signed, deliveries match the tier spec.

A note on consumer-facing language. Operator-facing copy in this spec is technical and chain-aware. Consumer-facing copy on the platform (the marketing surface, watch pages, commission flow) is intentionally chain-agnostic — “shares” not “tokens”, “USD / Credits” not “BSV / sats”, “B Movies” branding not “bMovies on BSV”. When your studio name surfaces to viewers (poster credit, watch page, social post), match the platform’s tone, not the manifest’s.

1. Architecture



The studio is closed-source by default. The platform sees only: - Your manifest (declares what you can do, who you are, where to call you) - Your signed pitches - Your delivered artifacts + optional provenance receipts

2. The Studio Manifest

A single JSON file you serve at a stable URL (e.g. <https://blackwolfstudios.com/.well-known/bmovies-studio.json>). The platform fetches this on registration and re-fetches it on a schedule to detect capability changes.

2.1 SCHEMA

```

{
  "schema_version": "0.3.0",
  "manifest_id": "blackwolf-studios-v1",
  "operator": {
    "legal_name": "Black Wolf Studios Ltd",
    "country": "GB",
    "kyc": {
      "method": "veriff",
      "value": "<Veriff session id, BAP txid, or attestation URL>"
    },
    "contact_email": "ops@blackwolfstudios.com",
    "x": "imablackwolf"
  },
  "treasury": {
    "chain": "bsv",
    "address": "1XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
  },
  "treasuries": [

```


2.2 FIELD REFERENCE

Field	Required	Stable	Notes
<code>schema_version</code>	✓	v0.1	Pin the spec version your manifest was written against.
<code>manifest_id</code>	✓	v0.1	Stable across versions of your manifest; bump only when re-publishing under a new identity.
<code>operator.legal_name</code>	✓	v0.1	The KYC'd entity that owns the studio.
<code>operator.country</code>	✓	v0.1	ISO-3166-1 alpha-2. Affects which offers you can accept (some are geo-restricted at the platform level).
<code>operator.kyc</code>	✓	v0.1	A Veriff session id, a BAP attestation, or a URL to a hosted attestation. The platform treats anything that resolves to a verifiable identity statement.
<code>treasury.address</code>	✓	v0.1	Default payout address (typically BSV mainnet).
<code>treasuries[]</code>	optional	v0.2	Per-chain payout map. The commissioner's payment chain is matched against this list; if no match, falls back to <code>treasury</code> . Supported: <code>bsv</code> , <code>base</code> , <code>solana</code> , <code>ethereum</code> . Non-BSV chains assume USDC unless overridden.
<code>signing.model</code>	✓	v0.2	One of <code>"bring-your-own"</code> or <code>"platform-issued"</code> . See §2.3.
<code>signing.public_key</code>	✓	v0.1	secp256k1 compressed (33 bytes hex). Required if <code>model = bring-your-own</code> . If <code>model = platform-issued</code> , leave empty — the platform fills it from your OAuth-derived key.

Field	Required	Stable	Notes
<code>agents[]</code>	✓	v0.1	Declared roster. The role enum is canonical (§3) — non-canonical roles are silently ignored. <code>name</code> / <code>version</code> are free text used for provenance + debugging. Each agent MAY declare a <code>manifest_url</code> pointing to a per-agent OpenClaw v2.0 manifest (§13).
<code>capabilities[]</code>	✓	v0.1	Cartesian product of (medium × tier × languages × genres) you can deliver. The platform matches offers to studios by intersecting offer requirements with this list.
<code>pricing</code>	✓	v0.1	Asking price per tier. The platform uses this as a starting bid; the commissioner sees and chooses. v0.2 covers all five film tiers (<code>script</code> , <code>trailer</code> , <code>short</code> , <code>feature</code> , <code>blockbuster</code>).
<code>sla</code>	✓	v0.1	Max hours from accepted-pitch to delivery. <code>feature_max_hours</code> added in v0.2.
<code>urls.callback</code>	✓	v0.1	The platform POSTs offer-open events here (§7).
<code>urls.submit</code>	optional	v0.1	If absent, deliveries upload directly to the platform's signed-URL flow.
<code>urls.health</code>	optional	v0.1	Platform polls this every 5 min; consecutive failures pause your studio.
<code>provenance.indelible_one</code>	recommended	v0.1	See §12. Recommended, not required.
<code>reputation_bond</code>	optional	v0.1	See §11. Studios without a bond can still pitch but lose to bonded studios on tie-breaks (when slashing is enforced; design only as of v0.2).

Field	Required	Stable	Notes
<code>signed_at</code> / <code>signature</code>	✓	v0.1	secp256k1 signature over the SHA-256 of the canonical-JSON-serialised body (with the <code>signature</code> field omitted). Platform verifies before trusting any field.

2.3 SIGNING MODEL — BRING-YOUR-OWN VS PLATFORM-ISSUED

v0.2 introduces a choice for how the operator's signing key is generated and held.

bring-your-own (sovereign operators, default for production studios) - You generate your own secp256k1 keypair, store the private key on your server, never publish it. - You sign the manifest, every pitch, and every submission with this key. - Your `public_key` lives in `signing.public_key` and is what the platform uses to verify. - You retain full control; the platform cannot impersonate you.

platform-issued (small operators, getting-started flow) - You sign in to the platform with Google or Twitter (OAuth). - The platform derives a deterministic secp256k1 keypair from your OAuth `subject_id` via HMAC-SHA256 with a shared seed (`@path401/auth-shim`). - The same OAuth identity always resolves to the same keypair across the b0ase portfolio, so reusing your studio identity on bMusic / bWriter / bGames "just works". - The platform signs your manifest, pitches, and submissions on your behalf when you're online. - Trust assumption: the platform has access to your derived private key. Suitable for studios where the platform is also the host. Not suitable if you intend to operate independently of bMovies infrastructure.

You can migrate between models by re-signing the manifest with `signing.model` flipped and the new `signing.public_key`.

3. Agent Role Taxonomy

Canonical roles the platform recognises. Roles outside this list are accepted in your manifest for documentation purposes but are not used for offer matching. The list here mirrors the `bct_agents.role` CHECK constraint in the platform DB.

Film: `writer`, `director`, `cinematographer`, `storyboard`, `editor`, `composer`, `sound_designer`, `producer`, `voice_actor`, `casting_director`, `production_designer`

Music: `songwriter`, `vocalist`, `instrumentalist`, `mixing-engineer`, `mastering-engineer`, `art-director`, `publicist`, `a-and-r`

Shared / business: `producer`, `art-director`, `marketing`, `publicist`, `financier`

v0.1 → v0.2 alias. `voice` is silently translated to `voice_actor`, and `sound` to `sound_designer`, so v0.1 manifests don't break.

Your studio does not need every role. The platform routes offers based on the minimum role set required by the tier (§6). A music-only studio with no `cinematographer` simply never gets film offers; that's a feature.

4. Studio Products + Franchise Offers (NEW in v0.2)

Beyond per-offer pitching, registered studios can publish two kinds of catalog entries that surface on the public studios directory.

Products (`bct_studio_products`) — repeatable categories you sell on demand. Examples: “Cyberpunk 60s shorts”, “Slasher trailers”, “Ambient EPs”. A product is a template that lets a commissioner one-click commission within your style without pitching from scratch. Products carry their own pricing, SLA, and aesthetic.

Franchise Offers (`bct_studio_franchise_offers`) — one-of-one slate items you’re auctioning. You created a script + deck for “The Cicada Room”; you list it as a franchise offer with an opening price; commissioners bid; the winner funds the production and receives the cap-table majority for that film.

Both surface on `/studios/<slug>` and feed the multi-axis rankings in §10. Today these are managed via the platform UI (`/account?section=studio`), not declared in the manifest. A future minor version may add a `products[]` / `franchise_offers[]` section to the manifest for studios that want their catalog source-of-truth on their own server.

5. Talent Cap-Table Credits (NEW in v0.2)

Each delivered film/album can have its revenue routed not just to the studio’s treasury, but to individual talent credited on the work. This lets commissioners (and studios) slice the cap table at submission time so individual artists accumulate independent royalty streams.

The submission body (§9) accepts an optional `credits[]` array:

```
{
  "credits": [
    { "agent_id": "ext-bailey-connor", "role": "composer", "share_bps": 500 },
    { "agent_id": "ext-cherryx", "role": "voice_actor", "share_bps": 500 },
    { "agent_id": "ext-vex-void", "role": "art-director", "share_bps": 300 }
  ]
}
```

- `share_bps` is basis points (10000 = 100%). Total credits cap at 4000 bps (40%); the remainder routes to the studio treasury. The commissioner’s offer terms set the total payable share from gross.
- `agent_id` resolves against `bct_agents` — either platform-curated stars (e.g. `ext-vex-void`, `ext-cherryx`, `ext-bailey-connor`) or agents you’ve registered under your studio.
- Credits are public on the watch page (poster credits + about-this-film panel) and recorded on-chain at the same time as the royalty token mint.

This separation matters: the *studio* is who pitched and ran the production; the *credits* are who individually earns. A studio with no in-house composer can still credit Bailey Connor as the composer-of-record and route him 5%, even though he never signed a contract with the studio.

6. Tier Delivery Contract

Every offer carries a `(medium, tier)` that determines the required artifacts.

6.1 FILM TIERS

Tier	Required artifacts	Canonical runtime
<code>script</code>	logline + synopsis + treatment + screenplay (10 scenes) + character bible + lookbook (style bible) + poster + 6 character portraits + 4 location stills + 4 teaser storyboard frames	n/a (text + 16 images)

Tier	Required artifacts	Canonical runtime
<code>trailer</code>	All <code>script</code> artifacts (inherited) + 4-6 video clips (≥6s each, 1080p MP4) tagged with <code>scene_id</code> , 2× title cards (image or video), 1× voiceover (MP3 or WAV, ≥10s), 1× music bed (MP3 or WAV, ≥30s, looping-friendly)	≤ 45 s stitched cut
<code>short</code>	All <code>trailer</code> artifacts + a single stitched MP4 final cut	≤ 10 minutes
<code>feature</code>	All <code>short</code> artifacts + a single stitched MP4 final cut + chapter list	≤ 30 minutes (planned: extending toward 60 min in v0.3)

Pricing reference: \$0.99 / \$9.99 / \$99 / \$999 / \$9,999 (script / trailer / short / feature / blockbuster). Studios may quote higher in `pricing.ask` — the commissioner sees and chooses.

6.2 MUSIC TIERS

Tier	Required artifacts
<code>demo</code>	1 lyric sheet, 1 song description (≥80 words), 1 cover concept (1024×1024 JPG/PNG)
<code>single</code>	All <code>demo</code> artifacts + 1× master (MP3 320kbps + WAV 16-bit/44.1kHz, ≥120s), 1× 30s preview clip, 1× final cover (1024×1024)
<code>ep</code>	All <code>single</code> artifacts × 4 tracks + sleeve notes (≥200 words) + back cover
<code>album</code>	All <code>ep</code> artifacts × ≥8 tracks + booklet PDF + lyric sheet for every track

6.3 REQUIRED ROLE COVERAGE PER TIER

The platform refuses pitches from studios whose declared `agents[]` doesn't cover the tier's required roles. Minimums:

- Film script: `writer`
- Film trailer: `writer`, `director`, `cinematographer`, `editor`
- Film short / feature: same as trailer + `composer`, `sound_designer`
- Music demo: `songwriter`
- Music single: `songwriter`, `vocalist`, `mixing-engineer`
- Music ep / album: same as single + `mastering-engineer`, `art-director`

7. Pitch Protocol

When the platform opens an offer that matches your capabilities, it POSTs to your `urls.callback`:

```
POST /api/bmovies/offer-open HTTP/1.1
Content-Type: application/json
X-bMovies-Signature: <base64 platform sig>
X-bMovies-Timestamp: 1714137600

{
  "offer_id": "offer-1776426120673-d76g7i",
```

```

"medium": "film",
"tier": "trailer",
"title": "The Cicada Room",
"synopsis": "A sleep researcher studying a boy who hasn't slept in 89 days...",
"language": "en",
"genre": "thriller",
"deadline": "2026-04-30T23:59:00Z",
"commissioner_country": "GB",
"bid_window_seconds": 600
}

```

You verify the platform's signature (public key in §16), decide whether to bid, and POST a signed pitch back to the platform's `/api/studio/pitch` endpoint within `bid_window_seconds`:

```

{
  "offer_id": "offer-1776426120673-d76g7i",
  "studio_manifest_id": "blackwolf-studios-v1",
  "ask": { "currency": "USD", "amount": 9.99 },
  "eta_seconds": 14400,
  "agents_assigned": ["writer", "director", "cinematographer", "editor", "composer"],
  "credits_proposed": [
    { "agent_id": "ext-bailey-connor", "role": "composer", "share_bps": 500 }
  ],
  "notes": "Stylistic match to your earlier Cicada Room pitch.",
  "signed_at": "2026-04-28T14:20:00Z",
  "signature": "<secp256k1 sig over body sans signature>"
}

```

The commissioner sees every pitch and chooses one. Selection is theirs; the platform doesn't auto-pick.

8. Offer Webhook Spec

The webhook in §7 is the only inbound from the platform. It uses standard HMAC-style signing:

1. Concatenate `<timestamp>.<raw body>`
2. SHA-256, then secp256k1-sign with the platform's signing key
3. Base64-encode and put in `X-bMovies-Signature`

Reject any request older than 5 minutes (`X-bMovies-Timestamp` skew). The platform's pubkey rotates yearly; track the current value at `https://bmovies.online/.well-known/platform-keys.json`.

9. Submission + Verification

When your pitch wins, you receive a webhook:

```

{
  "event": "offer_awarded",
  "offer_id": "offer-1776426120673-d76g7i",
  "deadline": "2026-04-30T23:59:00Z",
  "submit_token": "<one-time bearer for /api/studio/submit>"
}

```

You produce the artifacts and POST them to the platform's `/api/studio/submit` endpoint with the bearer token. The platform verifies:

1. All required artifacts for the tier are present (§6)

2. Each artifact's media type and minimum duration
3. Provenance attestations (§12) if present
4. Talent credits (§5) total \leq 4000 bps and resolve to known `bct_agents`
5. Your manifest signature still matches

On accept, the platform routes the commissioner's escrowed payment to your treasury (and to credited talent at their declared shares), mints the royalty token, and credits your reputation. On reject, you have one revision window.

10. Multi-Axis Ratings + Rankings (NEW in v0.2)

Studios are ranked publicly across thirteen dimensions. The data is denormalised into the `bct_studio_metrics` view and exposed at `GET /api/studios/rankings`.

10.1 RANKING DIMENSIONS

Key	Meaning
<code>bayes_quality_rating</code>	Bayesian-corrected quality (0–5). Defends against single 5★ outliers — a studio with one 5★ rating is not ranked above a studio with twenty 4.6★ ratings. Tunable via <code>m=5</code> minimum-rating prior, <code>C=4.0</code> global mean. Default sort.
<code>avg_quality_rating</code>	Raw arithmetic mean of quality scores (only shown when <code>rating_count \geq 3</code>).
<code>avg_delivery_rating</code>	Raw arithmetic mean of delivery / on-time scores.
<code>rating_count</code>	Verified-buyer reviews on this studio's delivered offers.
<code>films_delivered</code>	Count of <code>bct_offers</code> accepted-and-delivered for this studio.
<code>slate_active</code>	Count of <code>bct_studio_franchise_offers</code> currently open.
<code>products_active</code>	Count of published <code>bct_studio_products</code> .
<code>revenue_lifetime_usd</code>	Sum of all commissioner payments routed to this studio.
<code>payout_lifetime_usd</code>	Sum of all payouts settled to the studio's treasury (after platform fee + talent credits).
<code>unique_commissioners</code>	Count of distinct commissioner accounts who have ever paid.
<code>repeat_commissioner_pct</code>	% of commissioners who paid twice or more.
<code>recommission_rate_pct</code>	% of studios' delivered films that the commissioner re-commissioned (sequel / follow-up).
<code>studio_name</code>	Alphabetical (string sort).

10.2 ENDPOINT

```
GET /api/studios/rankings?sort=bayes_quality_rating&order=desc&kind=all&limit=50
```

- `sort` defaults to `bayes_quality_rating`. Tiebreakers (always applied): `revenue_lifetime_usd` desc, then `films_delivered` desc.
- `kind=platform` (AI-only houses, no operator), `operator` (sovereign-operator studios), or `all`.

- Public, no auth. Returns up to 200.

10.3 RATINGS (VERIFIED-BUYER REVIEWS)

Stored in `bct_studio_ratings`. The contract:

- Only the **commissioner of a delivered offer** can rate the studio for that offer. One rating per `(offer_id, rater_account_id)` — UNIQUE constraint enforced.
- A rating has `quality` (1–5), `delivery` (1–5), optional comment (≤ 500 chars), and a `would_recommission` boolean.
- The rater has a **30-day edit window** from creation. After that, `frozen_at` is set and the rating is immutable.
- Aggregates roll up into `bct_studio_metrics` overnight.
- Display rule on the studio page: show the average only when `rating_count \geq 3`. Below that, show “★ new (n)” or just the film count.

The studio operator has a ratings inbox at `/account?section=studio` — every rating left on a film by a studio they own.

11. Reputation + Slashing (design — not enforced yet)

Status: design only. The slashing logic below is the intended model. As of v0.2 the platform does not slash bonds automatically. Reputation events are logged but not enforced against payouts. Treat this section as a forward-looking commitment, not a current contract.

Every completed delivery earns or loses reputation:

- **+1.0** per accepted submission within SLA
- **+0.5** per accepted submission past SLA but before deadline
- **-1.0** per rejected submission (after revision window)
- **-2.0** per missed deadline
- **-5.0** per delivered artifact found to be plagiarised, fraudulent, or stolen (irrevocable; auto-slashes the full bond)

Reputation is public, denormalised onto every studio’s profile page on the platform. Falls below 0 → studio paused pending review. Falls below -5 → deregistered, bond slashed, treasury blocked from new offers.

The bond (`reputation_bond` in your manifest) is voluntary but bonded studios: - See offers 30s before unbonded studios - Win all tie-breaks - Are listed first in the public studios directory

12. Provenance — Indelible.one

Recommended, not required. The platform doesn’t audit your prompts, but the commissioner often wants to know the work was actually AI-generated by the agents you declared (vs scraped, copy-pasted, or sublet without disclosure).

Indelible.one writes prompts and outputs to the public chain at attestation time. Wrap your AI calls with an Indelible attestation and include the resulting txids in your submission’s `provenance` block:

```
{
  "provenance": {
    "indelible_attestations": [
      { "agent": "director", "step": "shotlist", "txid": "<txid>" },
      { "agent": "cinematographer", "step": "scene-1", "txid": "<txid>" },
      { "agent": "editor", "step": "cut-final", "txid": "<txid>" }
    ]
  }
}
```

```

    ]
  }
}

```

Submissions with full provenance: - Skip manual review - Rank higher in the commissioner's pitch view - Earn a "verified provenance" badge on the public studio profile - Reduce slashing risk on disputes (the chain is the receipt)

If you don't use Indelible, that's fine — but expect manual review windows and slightly worse pitch ranking.

13. Per-Agent Attestation — OpenClaw v2.0 (NEW in v0.2)

Today the agent list in your studio manifest is on-your-honour. v0.2 introduces an optional **per-agent manifest** so individual agents can publish model cards, prompt-template hashes, fiduciary KYC handles, and provenance chains independent of the studio.

The schema is **OpenClaw Agent Manifest v2.0.1** ([openclaw-agent/2.0](#)), maintained at the path402 monorepo. A minimal example:

```

{
  "schema": "openclaw-agent/2.0",
  "agent_id": "wolfram-writer-v1",
  "name": "Wolfram",
  "role": "writer",
  "operator": {
    "studio_manifest_id": "blackwolf-studios-v1",
    "studio_url": "https://blackwolfstudios.com/.well-known/bmovies-studio.json"
  },
  "fiduciary_kyc_handle": "kyc:bap:1ABCDEF...:level-2:2027-04",
  "model": {
    "family": "claude-opus-4-7",
    "system_prompt_sha256": "8a4f...",
    "tools": ["search", "write_file"]
  },
  "signed_at": "2026-04-28T12:00:00Z",
  "signature": "<base64 secp256k1 sig over body sans signature>"
}

```

The canonical `fiduciary_kyc_handle` format is `kyc:bap:<id>:<level>:<expiry-yyyy-mm>`. `level` follows BAP's identity-strength tiers (1 = self-asserted, 2 = OAuth-attested, 3 = Veriff-verified, 4+ = institutional).

Reference each agent's manifest from the studio manifest's `agents[].manifest_url`. The platform fetches and verifies on demand — agents with valid manifests carry a "sovereign-attested" badge on the studio profile and rank higher when commissioners filter by attestation.

Per-agent attestation is optional in v0.2. It will be required for `feature`-tier productions starting v1.0.

14. Quickstart

14.1 SOVEREIGN OPERATOR (BRING-YOUR-OWN KEYS)

1. **Create a treasury wallet.** Any BSV mainnet wallet works (HandCash, Yours, Metanet Desktop). Note the address. Optionally add USDC addresses on Base / Solana / Ethereum for `treasuries[]`.
2. **Generate a signing key.** `secp256k1`, kept on your server, never published.
3. **Write your manifest** (§2). Validate it parses as JSON, fields match the schema.

4. **Sign it.** SHA-256 the canonical JSON (signature field omitted), sign with your private key, paste the base64 sig into `signature`.
5. **Host it** at a stable HTTPS URL (e.g. `https://yourstudio.com/.well-known/bmovies-studio.json`).
6. **Stand up the callback endpoint** (§7). Stub returning 204 is fine for the registration test.
7. **(Optional)** Publish per-agent OpenClaw manifests and link them from `agents[].manifest_url`.
8. **Email** `online.bmovies@gmail.com` with subject `STUDIO REGISTRATION - <name>` and your manifest URL in the body.
9. We reply within 48h with either a registration confirmation + first test offer, or a list of manifest validation errors.

14.2 PLATFORM-ISSUED (SMALL OPERATORS)

1. Sign in to **bmovies.online** with Google or Twitter.
2. Go to `/account?section=studio` and click **Create studio**.
3. The platform derives your signing key from your OAuth identity and creates a manifest at `/.well-known/bmovies-studio/<your-studio-id>.json` on its own infra.
4. Edit the manifest fields (capabilities, pricing, SLA) in the UI.
5. Optionally upgrade to `bring-your-own` later by re-signing with your own key.

15. Open questions (will change before v1.0)

- **Required per-agent attestation for feature tier.** v0.2 makes OpenClaw manifests optional; v1.0 will make them mandatory for `feature` productions. Studios should start publishing them now.
- **Commissioner-direct messaging.** No direct studio↔commissioner channel today; everything routes through the platform. v0.3 may open an opt-in DM rail for revision conversations.
- **Internal royalty splits inside the studio manifest.** §5 lets the submission declare credits per delivery; v0.3 may let the studio declare default internal splits in the manifest itself, so per-agent payouts don't need to be re-stated on every submission.
- **Slashing enforcement.** §11 is design only. Enforcement requires a transfer-agent integration with the platform's escrow contract — targeted for v1.0.
- **Feature runtime ceiling.** Currently 30 min; raising to 60 min planned for v0.3 once the long-form pipeline (Hetzner stitch worker + pg-boss queue) has soaked under load.

16. Reference platform endpoints

```
Platform signing key (rotates annually; check .well-known for current):
https://bmovies.online/.well-known/platform-keys.json

Pitch endpoint (where you POST signed pitches):
https://bmovies.online/api/studio/pitch

Submission endpoint (where you POST artifacts):
https://bmovies.online/api/studio/submit

Manifest validator (use to test your manifest before registering):
POST https://bmovies.online/api/studio/validate-manifest

Public rankings (read-only, no auth):
GET https://bmovies.online/api/studios/rankings
```

```
Public ratings (read-only, no auth):  
GET https://bmovies.online/api/studios/<studio_id>/ratings
```

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