Six moving worlds. One production method.

Six Blender scenes, reimagined as realistic cinema and six distinct animated worlds.

Car

Boat

Train

Bus

Motorcycle

Helicopter

Twelve films: 20 seconds each / 1080p / 24 fps / sound

Blender supplies moving vehicles, camera paths and cast staging. GPT Image 2.5 Sunburst supplies consistent visual references. Seedance 2.5 interprets the native movie through those references.

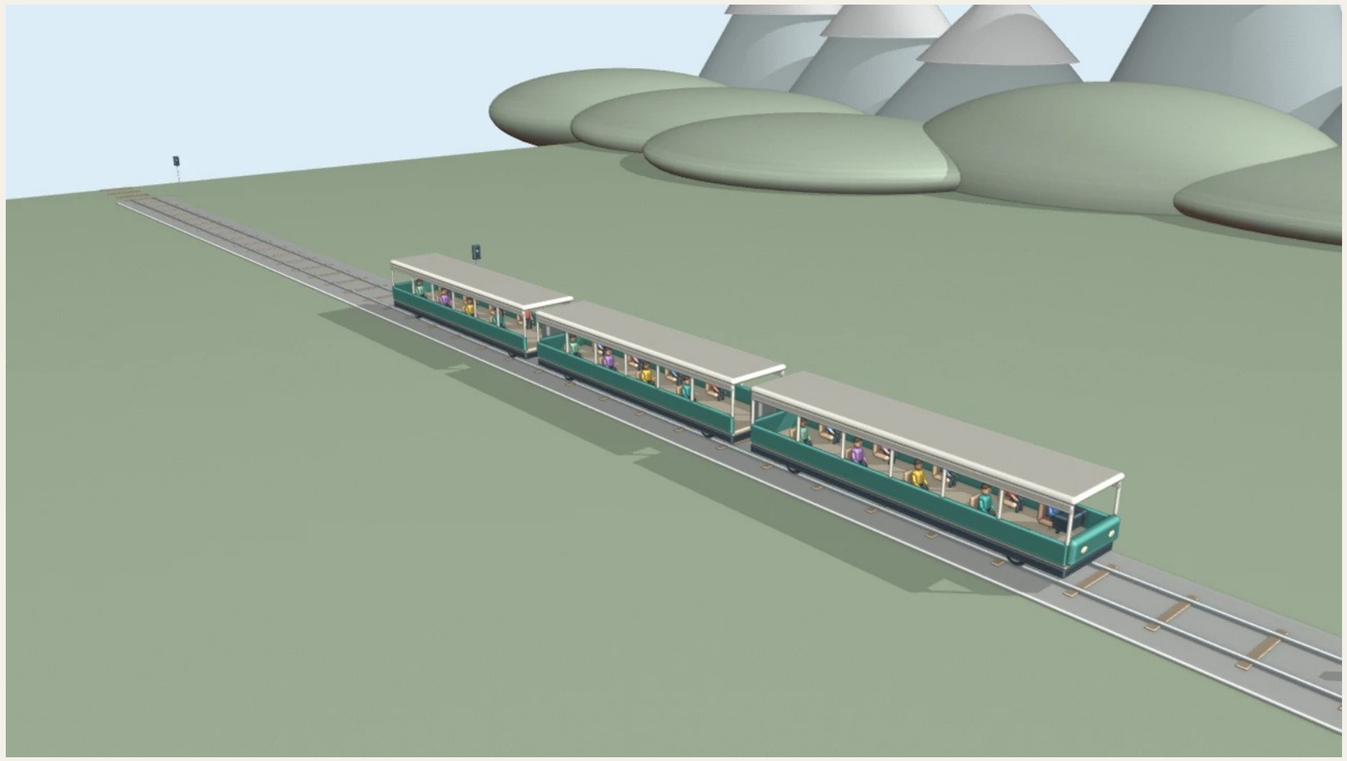
Start with movement and depth.

All six vehicles travel through fixed scenery. The train below is one worked example.

Six editable scenes

Each scene stages its own occupants and seats. In this train example, three linked cars carry 24 passengers and a driver. Distinct clothing colors make the cast readable.

Custom Blender Python assembled the scene and cameras. Scenario Blender Studio 0.1.6 rendered the native sequence in Blender 5.2.1.



Blender controls movement, depth and staging. This train example shows the route; each scene has its own people-focused angles.

00-06s	Continuous descending approach into low tracking
06-09s	Three-car overhead
09-13s	Front-left cab approach and driver
13-16s	Passenger glide
16-20s	Rising pullaway

No cut at 3 seconds: the first six seconds form one flowing approach into low tracking.

One identity master per scene.

GPT Image 2.5 Sunburst defines the vehicle and cast once, at 2048 x 1152 and maximum quality.

Car / two occupants

Boat / four occupants

Train / three carriages

Bus / two occupied decks

Motorcycles / two staggered riders

Helicopter / forward pilot, aft rescuer

Lock construction, proportions, paint, glazing and equipment, plus each person’s clothing, seat and facing direction. Every other viewpoint reuses this same master directly alongside its actual Blender frame.

The train master began with a real Allegra engineering photograph and a Gemini construction draft, finished in Sunburst. The other five masters use the 2-second Blender viewpoint and genre-specific art direction.

Nine references at actual source moments.

Train example: each angle uses the same master and its corresponding Blender frame.

0s / Opening wide / frame 1

2s / Descending track / frame 49

4.5s / Low passenger pass / frame 109

7s / Overhead crossing / frame 169

9s / Cab approach / frame 217

12s / Driver close-up / frame 289

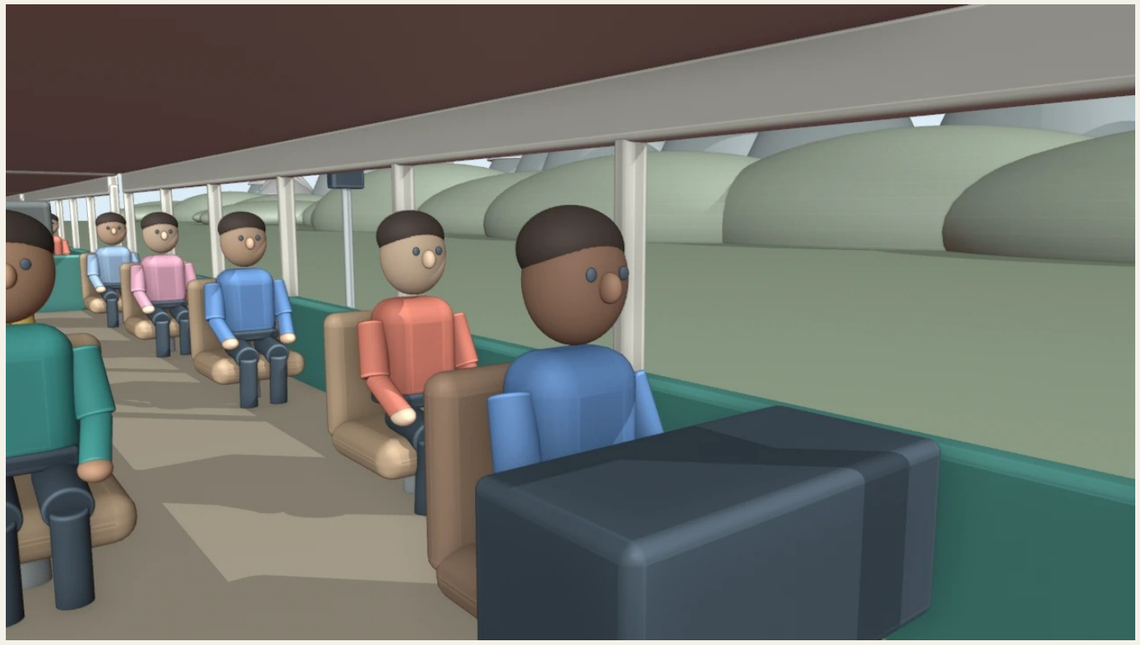
14s / Passenger glide / frame 337

15.75s / Traveller close-up / frame 379

18s / Rising pullaway / frame 433

Render the moving scene with Seedance.

Every scene uses its native movie and chronological references. Shown below: the train driver.



Native Blender driver staging

The finished Seedance movie, 12 seconds

Each prompt assigns reference roles and timestamps, camera order, travel direction, cast placement, setting and sound. The train supplies a separate master plus nine views. The other scenes supply nine images including their master.

Each delivery is 20 seconds at 24 fps. The original generated movies are preserved. For example, the train’s 19.712-second output was gently conformed with matching audio timing. Scene recipes record local timing edits.

This is a directed interpretation: framing, optics and generated details can differ from Blender. Shared timing does not mean pixel-exact registration.

The lessons are part of the recipe.

Stronger references came from correcting the creation method, not adding more adjectives.

01 / Replace the toy construction

The first realistic train copied the simplified open blockout too literally. The next brief specified a full-size enclosed railway vehicle.

02 / Keep every shot in the scene

An attractive standalone cab did not exist in the camera sequence. The final nine views are anchored to actual Blender frames.

03 / Reuse one identity master

Independent references changed the nose, windows and roof. Deriving every angle directly from one master improved continuity.

The downloadable recipe records exact prompts, inputs, timings, parameters and job IDs. The selected Sunburst set reports 512 CU and the successful Seedance film 2,722 CU. Earlier revisions and unverified failed-job net charges are excluded.

Three earlier video requests failed on input downloads. A later restart succeeded with unchanged inputs. Earlier model trials are archived; the viewer now focuses on Seedance 2.5.

Explore Scenario **Build through Scenario MCP**

Reproduce any of the six scenes.

The experiment recipe links the current film, native source, references and exact generation records.

01 / Native scene

Download the editable Blender file and 20-second camera study for the chosen vehicle.

02 / Master and source frames

Open the reference modal. Compare each of the nine finished images with its paired native frame.

03 / Exact prompts and parameters

The scene recipe preserves image requests, selected variants, video inputs, model parameters and job IDs.

04 / Delivery and corrections

Use the recorded cleanup and timing decisions. The current helicopter is v2; motorcycle v2 removes its brief blockout opening.

The train has a separate identity master and nine derived views. For each other scene, the 2-second master is one of the nine views; eight further source/master edits complete its set.

Twelve films are available with references and exact recipes. Each animated treatment adds dialogue and an original score.

Correct the camera before rendering.

A strong identity reference still needs an explicit viewing direction and believable construction.

Rejected: a driving cab appeared at the rear.

Selected: rear panel, seats and forward-facing cast.

Seven targeted image corrections fixed the boat guest views, the bus rear, two head-on motorcycle views, the helicopter fuselage and its forward cockpit crop. Original attempts stay in the production history.

Seedance receives each native 20-second movie and nine images at 1080p. The car retained 1.5 seconds of blockout footage; the motorcycle retained eight frames. These openings were removed and retimed to six seconds, preserving later cuts. Originals remain available.

New production allocation: 255 CU for masters, 2,040 for derived views, 357 for corrections and 13,610 for five film requests. These are quoted/submitted costs, not independently verified billing. This first five-scene batch excludes the later helicopter v2 correction.

Camera position is part of identity.

The corrected helicopter v2 film now uses fixed crew placement and source-derived viewpoints.

Rejected: nose left, crew still facing right.

Corrected: pilot forward, rescuer aft, both toward nose.

Rejected: the rescuer moved beside the pilot.

Corrected: only the pilot belongs in this viewpoint.

Eight source-first views and four framing corrections retain the valid master. Each prompt fixes nose/tail order, seat placement, visible people and camera crop. The additional requests quote 612 CU for images and 2,722 CU for the completed v2 film.

Six styles. Six completely different worlds.

Each stylized master begins at the same 2-second Blender viewpoint, then anchors eight more views.

Painted Highway

Paper Riviera

The Woollen Express

Clay City Express

Ink & Asphalt

Folded Rescue

Cel animation, papercut, felt miniatures, claymation, printed ink and folded paper each have their own construction, palette and cast. The native movie still directs depth, camera travel and seating.

One review led to three targeted reference edits: pointed boat bow, enclosed bus front and a single helicopter underside. Rejected variants stay in the production records. Every final set contains nine actual source moments.

Give every world its own voice.

Seedance supplies the character dialogue and scene sound. ACE-Step supplies a separate original score.

Picture and sound effects

Each 20-second Seedance prompt specifies two short English lines, the speakers and approximate shot times. Effects stay below speech; music is excluded from the video request.

One score per film

ACE-Step 1.5 Text to Music, Quality, generates a 20-second instrumental cue with dedicated tempo and key. Local mixing lowers the score through the dialogue and adds a closing fade.

Car	Surf rock / guitar, bass and brushed drums
Boat	Mediterranean acoustic / guitar and mandolin
Train	Chamber folk / marimba, pizzicato and flute
Bus	Comic jazz / trumpet, clarinet and upright bass
Motorcycles	Breakbeat / punchy drums and analogue synth
Helicopter	Minimalist rescue / mallets, pulse and strings

All six animated films have generated dialogue and mixed scores. The origami helicopter succeeded on its fifth request, reusing the same inputs after four download failures. Every attempt and local conform is retained.

Job cost fields: images 2,907 CU; scores 60 CU; six films 16,332 CU. Failed requests: 16,332 CU; net billing unverified.