

A machine worth saving.

An expedition rover arrives with a damaged power cartridge. Open it, swap the part, bring the power back and send it on its way.



The finished workshop, rendered in Blender.

Generated parts. A playable story.

Scenario supplied the designs, 3D objects, materials, sound and alternate film treatments. Blender assembled them into a working repair sequence.

A little care. A little more road.

Six actions make the process tangible: Inspect, Open, Remove, Replace, Restart and Depart. The same scene becomes an interactive workshop and a short film.

From a reference to something you can turn.

Sunburst established the visual family. Astra 3D turned the chosen references into objects with separate, editable parts.



Sunburst: a vehicle with a visible service bay.

GPT Image 2.5 Sunburst

Image generation and editing shaped the ivory rover, copper cartridge and instrument bench. Consistent materials and proportions tied the objects together.

[Explore Sunburst](#)



Astra 3D: the reconstructed rover.

GPT-6 Astra 3D

Image-to-3D reconstruction created the main assemblies. Named parts made it practical to group the wheels and removable cartridge for animation in Blender.

[Open Astra 3D](#)

A replacement designed in context.

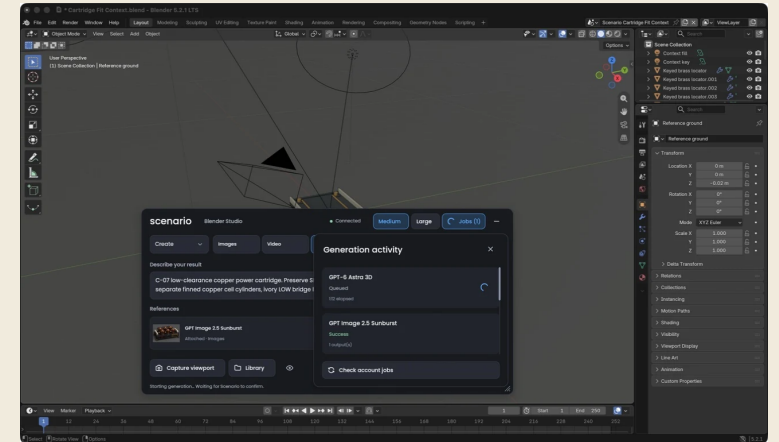
The plugin captured the mounting cradle in Blender. Sunburst used that capture alongside the cartridge reference to revise its handles and feet.



Before: the initial copper cartridge.



After: lower handles and brass mounting feet.



Astra generation submitted through the plugin.

Capture, edit, regenerate, return

The edited image went to Astra through the plugin. The resulting mesh returned to Blender, where the part was fitted to the receiver and given generated materials.

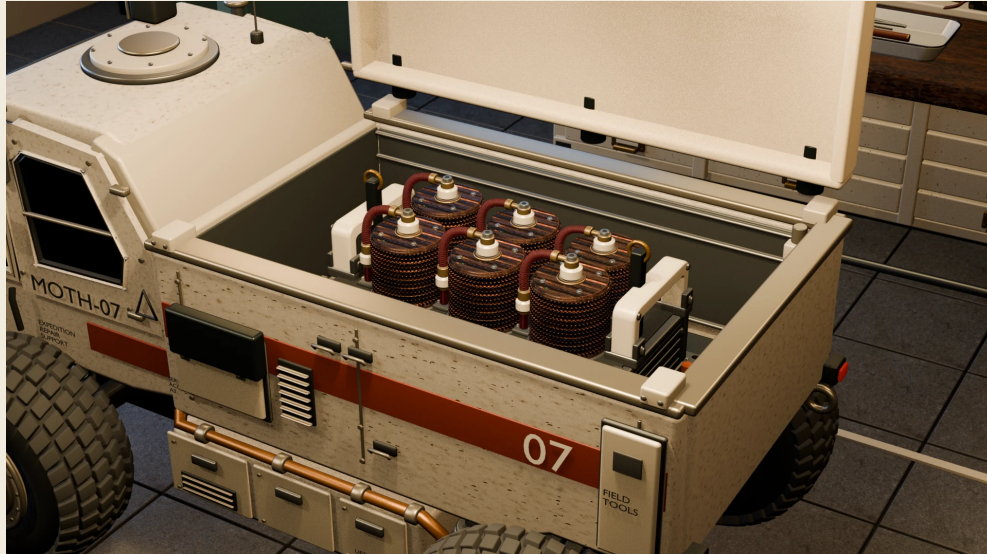
The connection to Scenario

Scenario MCP submitted generations, tracked their progress and retrieved assets. An adapter connected the installed plugin's generation handlers to that MCP session.

Get the Scenario Blender plugin

Wear tells you what needs replacing.

Scorched copper marks the old component. Fresh copper, warm enamel and workshop stone give the repair a clear visual contrast.



The damaged part exposed in its service bay.

PATINA makes the surfaces

Scenario generated coordinated material maps for color, relief and reflectivity. The Blender plugin applied them; texture mapping was adjusted to fit the parts.

[Explore PATINA](#)



The new cartridge moving into position.

Blender makes it work

The hatch, cradle, lifting hardware, pivots, motion and cameras were authored in Blender. The same animation powers the film and the browser workshop.

One repair. Two new atmospheres.

A roughly 30-second edit of the Blender film became the motion reference for two Seedance 2.5 treatments.



Daylight: soft window light and detailed surfaces.

Seedance 2.5 reimagines the film

Sunburst supplied an appearance guide for each look. Seedance used these alongside the motion reference to transform lighting and realism. Fine details can change.

[Explore Seedance 2.5](#)



Night: blue exterior light and warm task lamps.

Sound completes the scene

Scenario-generated ElevenLabs effects supplied ambience, movement and restart sounds. Scenario Video Studio assembled the film treatments with matching sound and titles.

The same tools. Your next idea.

Choose a machine with a part worth replacing. Keep the first version simple, then build a story around one satisfying transformation.

Start with a reference

Generate a concept with Sunburst. Make the replaceable part easy to read, then reconstruct your chosen objects with Astra 3D. Keep the references consistent.

Start on Scenario

Bring it into Blender

Use the Scenario plugin to capture context, revise a component and apply generated materials. Assemble and animate the mechanism in Blender. Finish with a Seedance film treatment if useful.

Connect Scenario MCP

Estimated production scale

Around 25 generation steps and 13,500 Scenario CU for this complete experiment. Roughly 5,300 CU covered the core assets and 8,200 CU the film treatments and preparation. Your version will vary with settings and iteration. These estimates cover Scenario generation; Blender assembly and rendering are separate.