

Material Worlds

One form. So many possibilities.

The material changes the story.

A single industrial facility becomes six different places through color, surface response and light.

A making-of of the supplied Industrial Facility study and the interactive experiment built from it.



Six finishes. One facility.

The geometry stays in place while each material direction changes the character of the whole asset.



Heritage Works

Sage enamel, oxide red and galvanized steel.



Tideworn Foundry

Sea-green patina and weathered roofing.



Polar Research

White cladding, navy roofing and cold silver.



Copper District

Charcoal panels, copper and warm brass.



Painted Workshop

Cobalt, vermilion and golden machinery.



Porcelain Lab

Celadon and porcelain, retained from V1.

Begin with the surfaces.

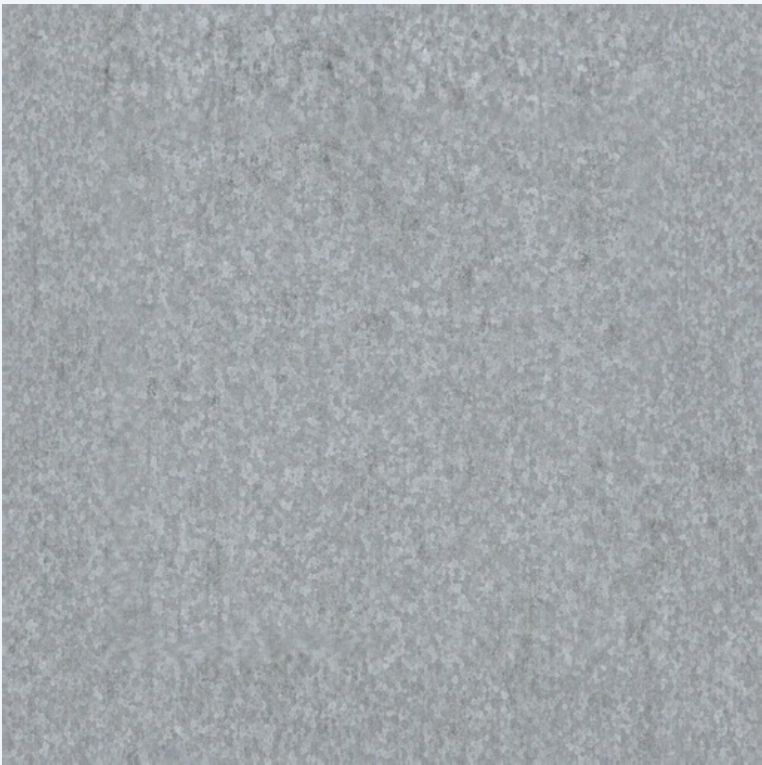
Three source families drive the new directions: cladding, roofing and metal.



Cladding



Roofing



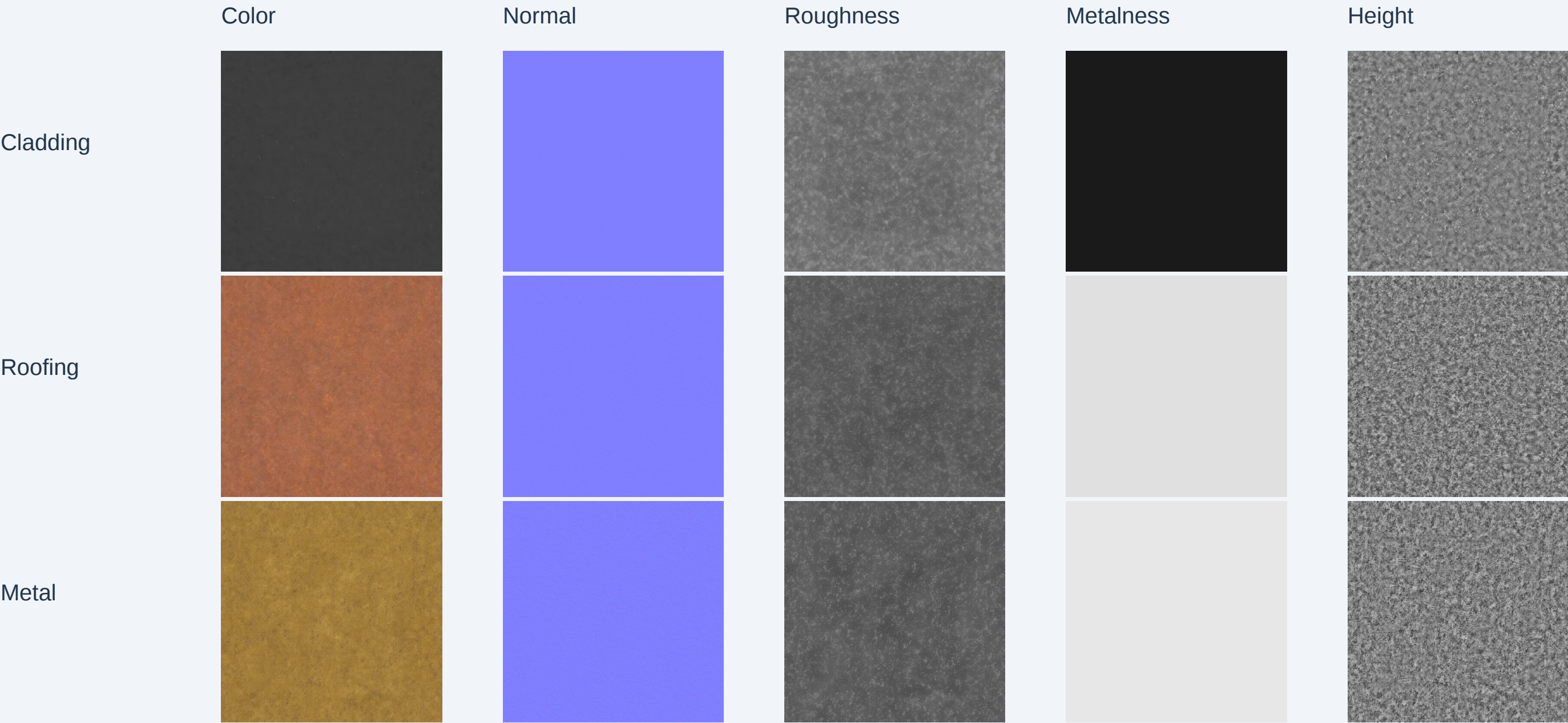
Metal

Scenario Texture / GPT Image based generated 15 new color families for the first five V2 directions. The prompts ask for an evenly lit, seamless material surface without objects, borders or baked shadows.

The exported materials apply these images to the existing UV-mapped model. Concrete, glass, lamps and recesses retain their source treatment.

A color image is the beginning.

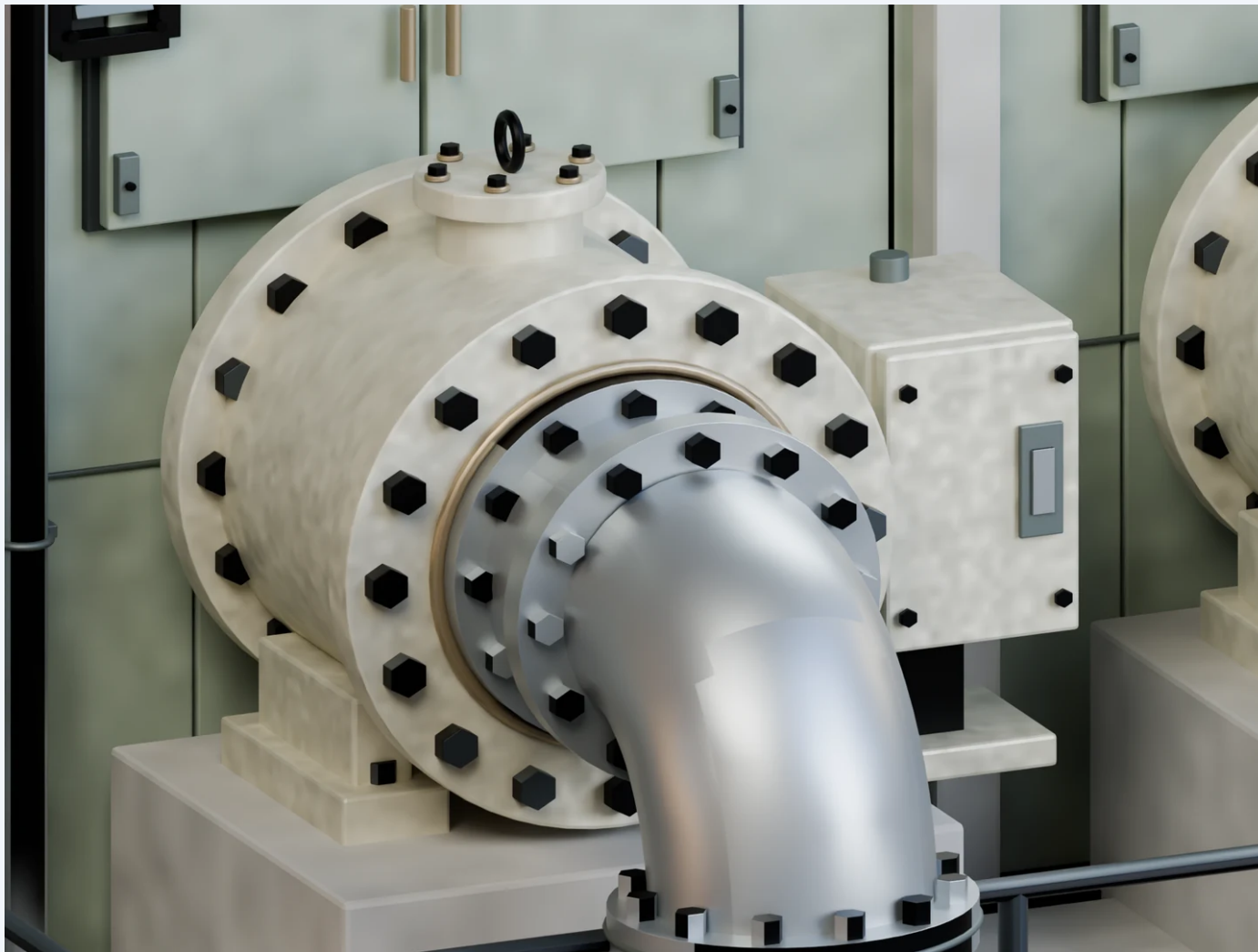
PBR channels describe how the material responds to the light.



Copper District shown. Color: Scenario Texture. Normal, roughness, metalness and height: locally authored approximations, not model-predicted channels. Height is shading, not newly displaced geometry.

Check the same detail, side by side.

Matched Blender camera views make the material change visible without changing the subject.



Original

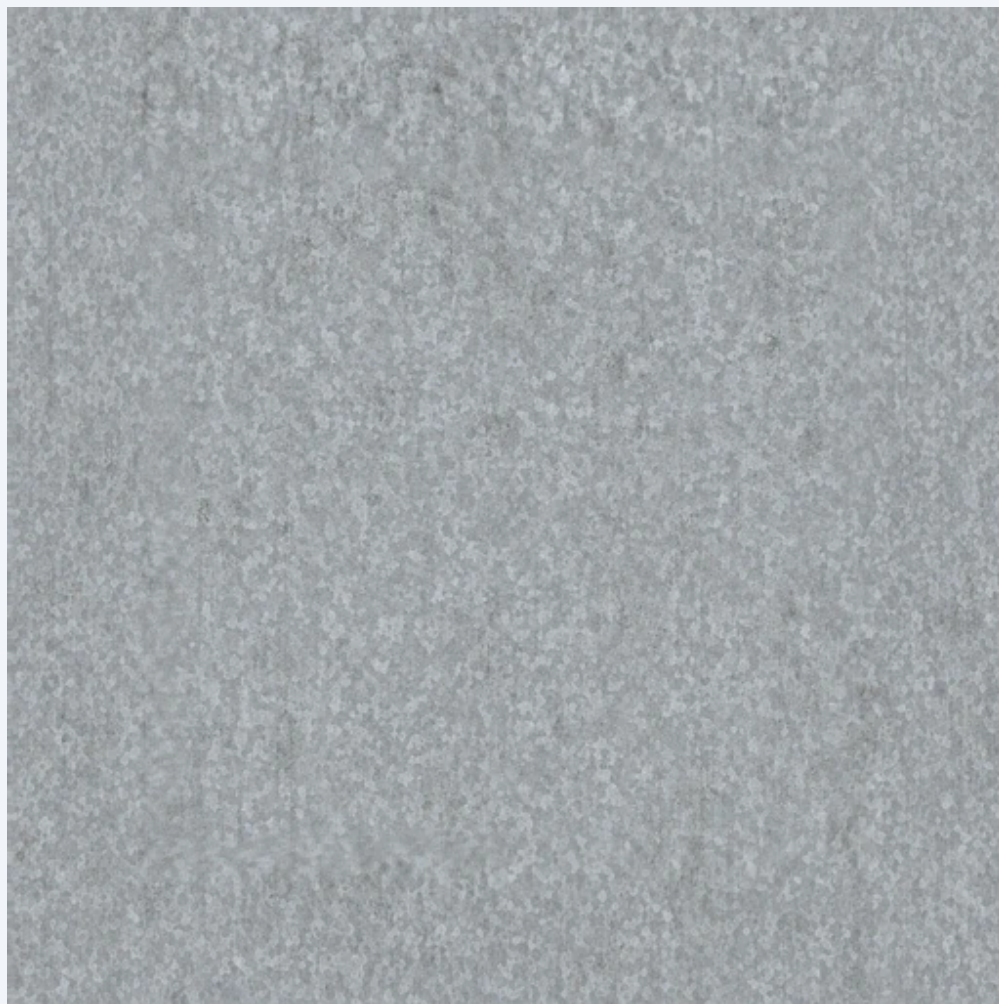


Tideworn Foundry

Patina and roughness alter the pump housing and pipework. The source study retained the geometry and used fixed camera positions to compare its outputs.

Prompt for a material, not an object.

A recorded source prompt from the Heritage Works metal family.



Aged galvanized steel, pale silver grey fine zinc spangle, subtle abrasion and faint grime, realistic industrial metal surface. No objects, bolts, panel borders. Orthographic flat surface scan, evenly lit albedo, seamless tileable in both axes, edge-to-edge material only, no text or baked shadows.

1024 × 1024 source color. Seam removal enabled. The material family was then paired with locally authored PBR maps and applied to several metal roles.

Source texture: `asset_cP4tBLTbicYEJvY2nWnpr9SL`

The exact prompts and map provenance are available in the texture explorer. Porcelain Lab remains the V1 exception: GPT color with historical PATINA Image to Maps channels.

From the study to a living experiment.

The browser adds camera movement, a material reveal and four distinct lighting moods.



Keep the asset intact.

GLB exports preserve each finish's mesh and UV mapping. Their embedded maps become smaller WebP images for the browser.

Let people make the comparison.

A moving screen reveal renders the original and selected finish from the same camera. Orbit controls and close views invite inspection of the actual 3D asset.

Change the light, keep the material.

Softbox, desert sun, neon night and moonlight use local scene lighting. These are interactive WebGL views, not generated video.

The tools behind the experiment.

Source evidence and practical next steps.

Created in Scenario

The source asset metadata identifies a Scenario-generated industrial facility with 11 materials, 408,713 vertices and 283,202 triangles. The supplied production records identify the new V2 color model as model_scenario-texture.

Source study

Industrial Facility / V2 Scenario GPT, supplied September 20, 2026. Original GLB, six variant GLBs, texture provenance records, generation plan, matching renders and original production conversation. Porcelain Lab is the retained V1 reference.

Scenario MCP

The original production was directed through Scenario MCP. This experiment used MCP to inspect the source asset and verify a recorded color-texture asset. The live 3D interaction is authored browser code.

Make the next material world

[Explore Scenario](#)

[Build through Scenario MCP](#)

These resource links are ways to continue. Exact claim-to-source references and rebuild instructions accompany the editable presentation in the repository.