

One house. Eight worlds.

A single villa walkthrough becomes a study in style: the same route through a house, reinterpreted as pixels, felt, clay, illustration and more.



Frames from the supplied Pixel art 2D and Felt toy walkthroughs.

A constant camera

The starting point is a 26-second Blender walkthrough. Keeping its path and timing as the reference makes the changing materials, lighting and surroundings easier to compare.

A world for every look

Scenario supplied the image and video generation workflow: exterior style frames, additional interior references where needed, then Seedance 2.5 video edits.

Build once, walk through once.

The source scene is a rounded, two-storey villa with a 16 by 10 metre footprint. The camera moves from the exterior through the entrance to the kitchen and living room.



The Blender exterior establishes the building's silhouette.

The base render

The supplied Blender script renders simple colours at 1920 by 1080 and 24 fps. The route passes the porch, front door, kitchen and spiral staircase.



The kitchen render anchors the interior layout.

An inspectable model

The web viewer loads the exported villa with named layers. Fifteen build steps reveal its construction, with presets to remove the ceiling, remove walls or separate the floors.

Keep the layout. Redraw the world.

GPT Image 2.5 Sunburst on Scenario produced the style references at 1536 by 864. The exterior render was used as a layout reference, preserving the silhouette and openings.



Pixel art: a synthwave night with a pixel moon.

Beyond recolouring

The prompt pattern asked for a full re-render of materials, lighting and surroundings. Two image options were generated for each style before one was selected.



Felt toy: a sewn miniature in an autumn landscape.

Eight directions

The final set spans risograph illustration, stylised game art, claymation, cinematic snow, pencil sketch, felt toy, 2D pixels and 3D voxels.

Give the interior its own reference.

An exterior-only style frame sometimes let the indoor scene drift toward the original render. The corrective step was a kitchen frame in the same visual language.



Pixel interior reference for the same kitchen.

A second visual anchor

The pencil, pixel and voxel versions used an additional interior image alongside the exterior reference. Both references guided the same continuous walkthrough.



Sketch interior reference, with selective warm light.

Constrain what matters

The reference images specify appearance. The original video specifies camera path, speed, timing and framing, so style changes can be compared along a familiar route.

Let the world move around the camera.

Seedance 2.5 restyled the source walkthrough using video and image references. The prompt described the changes, with Duration set to Auto to retain the source length.



Clay reference: a miniature farm in warm light.

Style and atmosphere

The directions included snowfall, birds, tumbling leaves and rotating planets. The pencil result was desaturated except for orange; the game-art version has no audio.



Sketch reference: charcoal marks and an orange sun.

Bring the results together

Eight 1920 by 1080 styled videos accompany the original walkthrough. A synchronised player and draggable wipe reveal how each treatment changes the same passage through the house.