



A SCENARIO EXPERIMENT

The Sun Keeper.

One take. Thirteen points of view. How a small gesture became three cinematic worlds, with Blender and Scenario.

The camera starts in a real scene.

A simple observatory establishes the keeper, the cradle and the ring before any finished artwork is generated.



Scenario Blender Studio: native spatial study

A stage with useful constraints

Fifty-two primitive objects define the floor, piers, pedestal, wheel, keeper and astronomical ring. The installed Scenario Blender Studio plugin builds a source composition and thirteen alternate camera studies, captures stills and saves an editable Blender file.



Gemini 3.0 Pro: selected painted interpretation

A guide, not a literal final set

The source capture anchors the first image-model pass. Finished masters interpret its spatial relationships in three visual media. A second image pass pulls back to show the complete keeper and more architecture. The generated sets reinterpret details of the proxy.

Three worlds. One dramatic idea.

Each treatment has its own keeper, materials and original performance. The shared story makes the differences easy to feel.



Vermilion / very stylized

Painted shape

A vermillion cloak, mineral-blue architecture and engraved gold. Broad painted shapes keep the gesture clear at a distance.



Little Daybreak / animated

Tactile animation

Glazed indigo ceramic, brass, canvas and a compact expressive keeper. Foreground instruments create depth around a warm centre.



Blue Hour / realistic

Photographic weight

Wet basalt, oxidized metal, a weather coat and coastal haze. The awakening travels through reflections and natural skin.

Twenty seconds to return a sun.

Seedance 2.5 animates one continuous locked-camera take per world, using the selected master image as its first frame.



Uncover the sun



Place it in the cradle



Turn the mechanism



Watch the room awaken

Prove the action first

Three 480p pilots test prop contact, body movement, camera stability and the illumination sequence. Revised 1080p sources add richer reflected light and more explicit physical constraints. Every source retains one keeper, one sphere, one cradle and one ring.

Read what actually happened

Timestamped frames sampled every half-second establish the returned action timing. Visual inspection and Gemini 3.7 Flash analysis distinguish approach, cloth removal, placement, release, wheel movement, light onset and reaction. The edit follows observed actions.

Change the camera. Keep the action.

One video-reference generation produces the complete thirteen-shot edit. The source performance remains the reference throughout.



The continuous source take



The corresponding moment in the camera cut

Write the continuity contract

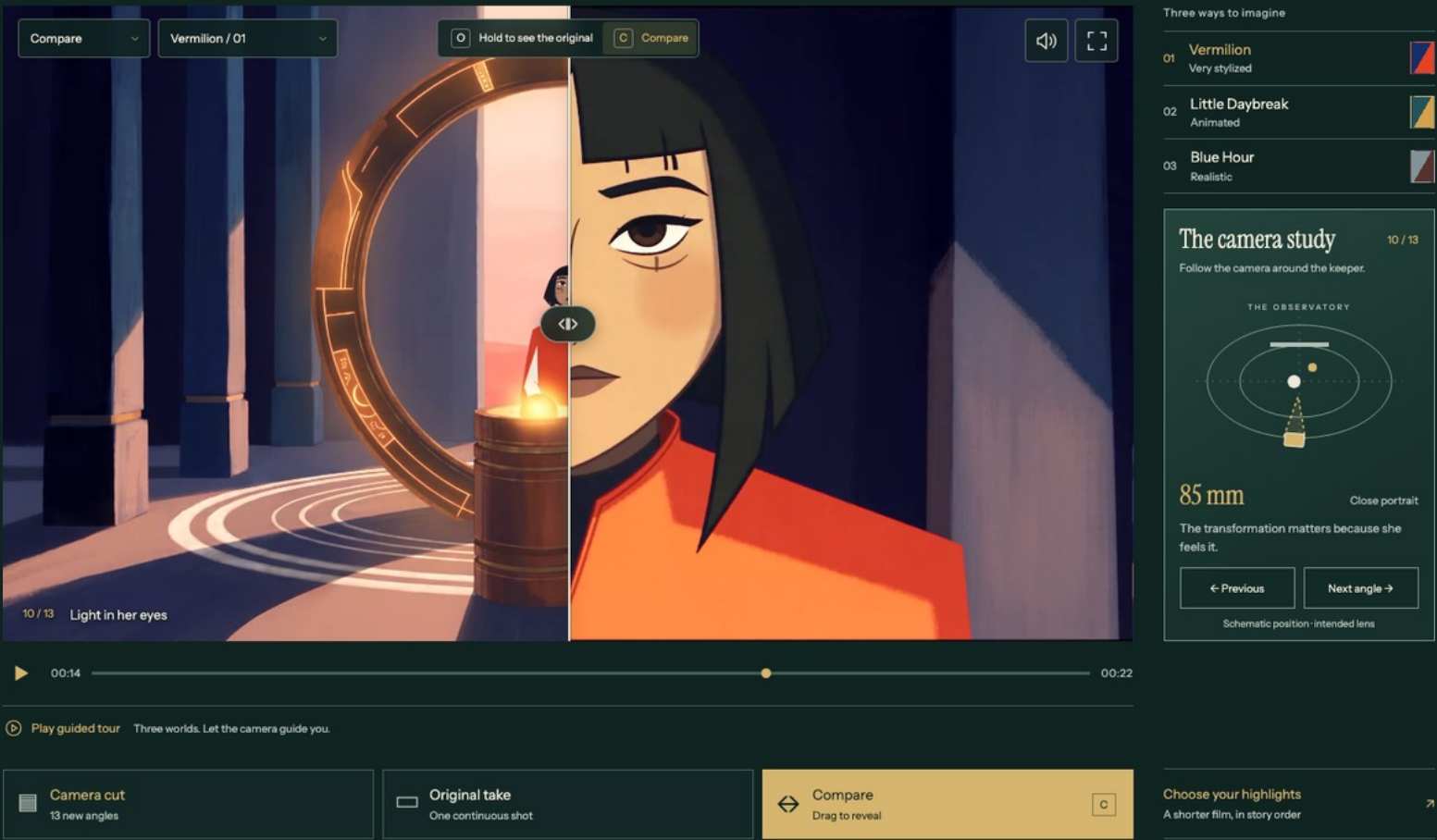
The prompt fixes the keeper, costume, sphere, set, action order, original eyelines, illumination and timebase. A numbered camera plan spans wide views, portraits, hands, overhead placement, wheel details, reverse views and a final reveal. Duration -1 follows the source video.

Measure the result

A 480p recut pilot confirms the approach before final edits. The player uses measured cut boundaries. Both delivery views add the same two-second closing frame hold, giving the final wide room to breathe. New viewpoints remain generative interpretations; comparison makes differences inspectable.

A point of view you can play with.

The finished experience is built from prepared films. Every interaction reveals or selects existing footage.



One clock, two pictures

One source video provides the clock and sound; the camera cut follows it. The divider and O key reveal the original at the same moment. A guided tour plays all three worlds with slow comparison sweeps. Fullscreen keeps the controls on the picture and the camera study beside it.

A small, shareable edit

The shot strip uses real frames and measured cut boundaries. Visitors select favorite segments, replay them in story order, and share a URL containing the world and selection. Unselected moments are skipped forward. The camera diagram describes the authored study; it is not a live 3D renderer.

The finished comparison and camera interface

A workflow worth opening up.

The experiment develops the supplied one-take rephotography workflow into three art directions and an interactive cinema.

Start with a legible take

Use a continuous source with clear physical actions and stable landmarks. Inspect its actual timestamps, then specify new camera positions without rewriting the performance. The supplied Notion workflow is the primary process reference.

[Read the original workflow](#)

Keep a reviewable chain

The local project retains the editable Blender study, prompts, exact requests, returned jobs, asset IDs, pilots, final sources and contact sheets. Scenario MCP handled schema discovery, estimates, image and video generation, asset uploads, analysis and collection organization.

[Connect through Scenario MCP](#)