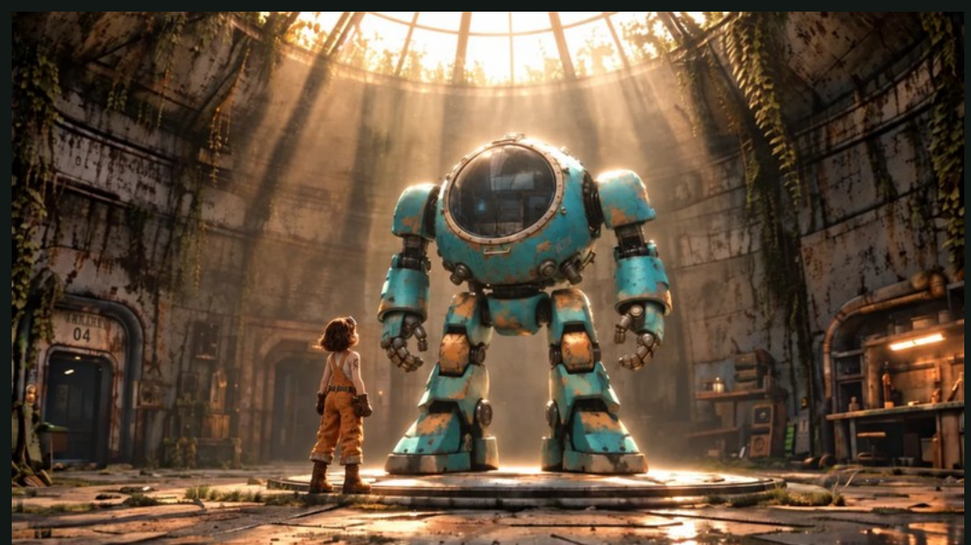
A first hello, built one shot at a time.

A curious explorer finds an abandoned mecha. Three supplied 3D assets became a staging study, then a series of directed images and video shots.



The approved reveal became a reference for later continuity repairs.

The finished sequence

The final cut runs 52.38 seconds, from a forest approach to the cockpit awakening. It brings together the established shots and the alternate view over the mecha’s shoulder.

The working method

Blender established staging for the early mecha encounter. Scenario MCP connected image editing and video generation. FFmpeg assembled and checked the edit.

Begin with a shared sense of scale.

The supplied GLB files contained the girl, mecha and separate glass canopy. The girl had a rig; the staging preview used rough procedural movement.

The explorer

The mecha

The separate canopy

Blender blocking

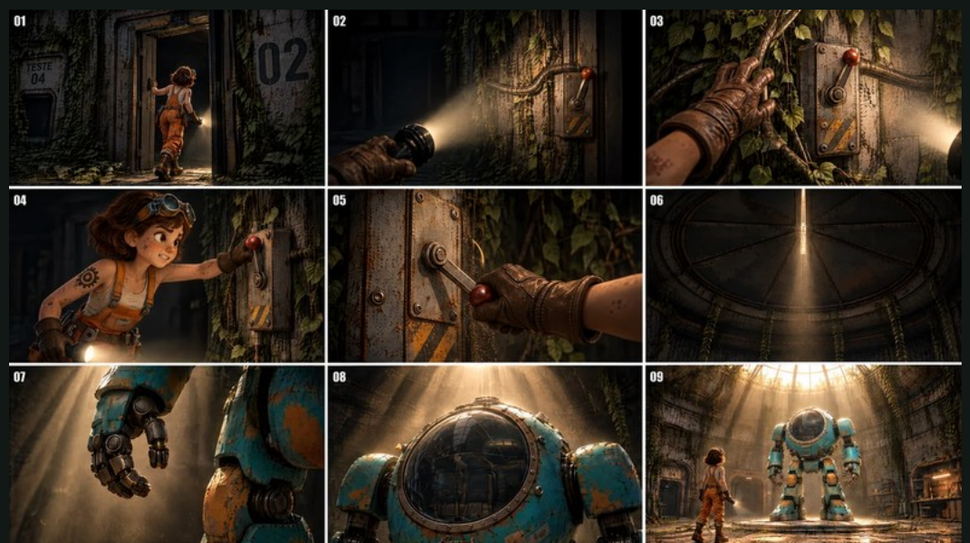
The approach, discovery, contact and canopy opening were staged with cameras and simple motion. The preview made framing, relative size and clearance easier to discuss.

A guide, not a performance

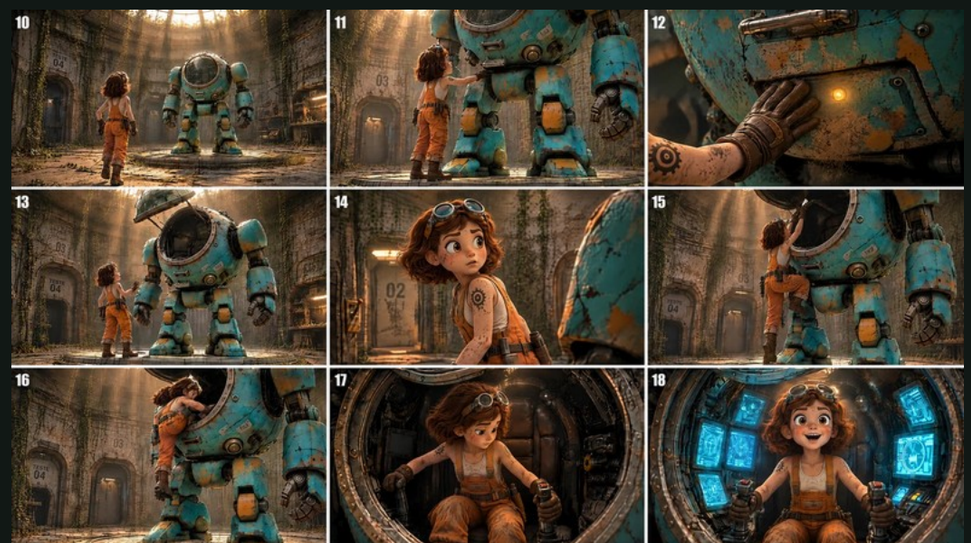
The initial generated walk echoed the rough preview too closely. Direction was revised to ask for natural foot plants, weight shifts and expression rather than copying that gait.

Make each frame carry the story.

Two nine-panel storyboards mapped the discovery and cockpit encounter. GPT Image 2.5 Sunburst was used for the revised boards and later continuity frames.



Frames 1-9: exploration, lever, reveal



Frames 10-18: approach, connection, cockpit

Continuity needed another pass

The boards and early videos changed robot size, platform shape and lighting. The lever also changed design, and the glass canopy began from inconsistent images.

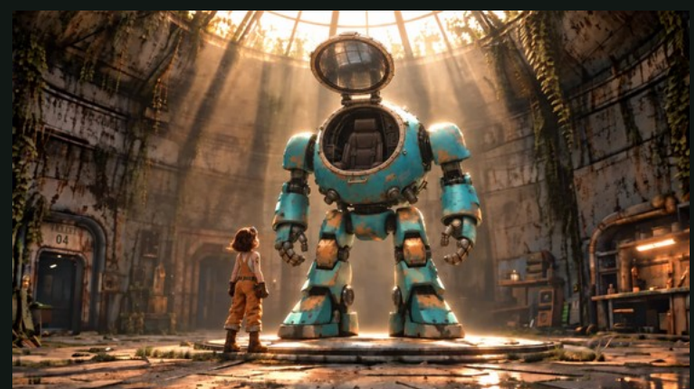
Scenario MCP in the loop

The recorded workflow inspected model schemas, submitted references and prompts, polled generation jobs and retrieved their assets through Scenario MCP. The tools supported repeated, specific revisions.

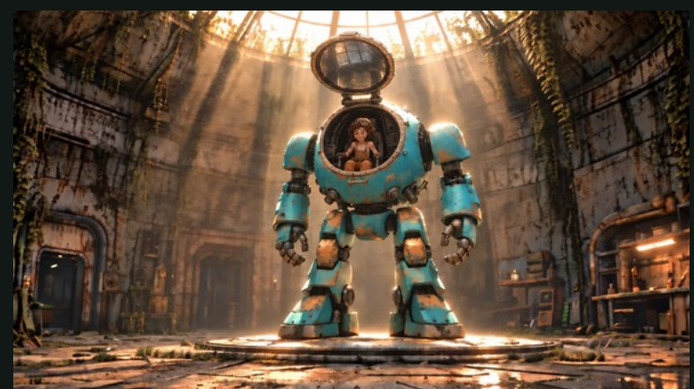
Keep the world. Change the action.

An actual frame from the approved reveal anchored new stills. The room, platform, robot proportions and lighting were held consistent while the girl's position and lid state changed.

Closed canopy



Open canopy



Seated endpoint

Directed keyframes

Sunburst produced aligned closed, open and seated frames. Seedance 2.5 used first and last frames for the approach, opening and climb, with instructions for supported movement and a fixed robot.

Review the result

Generated frames and adjacent cuts were inspected. Repeated settling motion was trimmed. These are generative shots: prompt constraints and sampled review do not establish a physics-perfect simulation.

A doorway is a sequence, not a cut.

The opening was extended to show where she came from and why she entered. These additions were created from image references, without a new 3D preview for every shot.

Forest approach and discovery

Reverse camera inside the dark room

Before the threshold

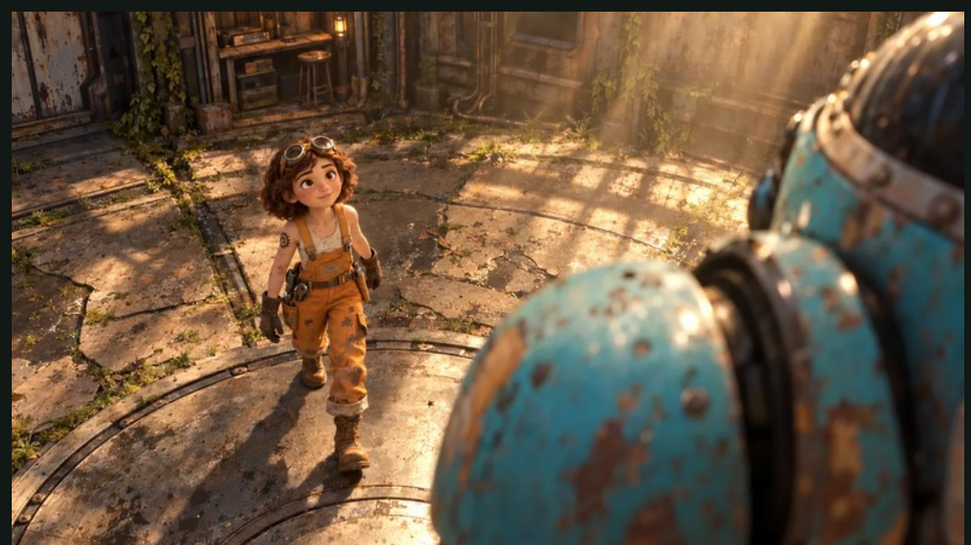
A six-second exploration, four-second reaction and five-second door opening established the exterior. The flashlight stayed in the right hand, leaving the left free to push.

After the threshold

A five-second interior reverse shot replaced the brief older entry. She advances into the room, looks around and sweeps the flashlight before the following view toward the lever.

Let the next angle reveal a feeling.

A six-second study looks over the robot's shoulder at her expression. This angle appears in the final cut and can also be explored separately alongside the wide approach.



The reverse angle makes the girl's reaction the subject.

Final assembly

Seedance 2.5 generated the new clips at 480p with audio. FFmpeg trimmed exact frame counts, adjusted selected audio levels and assembled the sequence at 24 fps.

Explore the tools

The minisite pairs the film with the original blocking preview, storyboards and camera studies. Follow the resources below to start a new experiment with your own references.