

OLVANE

Bottled

An invented Paris house, Maison Olvane, launches an invented perfume, Marée Pâle. One flacon, defined once in numbers, is carried through six note worlds, key visuals, an 8-second film and two boxes, and its label stays exact letter for letter.

64	19	1,703	16	1
Scenario jobs	models	CU in all	CPU path-traced stills	Blender Cycles still

62 jobs succeeded (1,697 CU); 2 Scenario Vectorize calls failed (6 CU). Every figure is reconciled with the Scenario job records.



The flacon, three-quarter view: Blender 5.2 Cycles on the CPU.

One flacon that never changes

The brief: launch an invented perfume, with the bottle, the notes as worlds, the campaign and the packaging, for fragrance and luxury brand teams. To avoid: real houses or bottle shapes, melting glass or labels, liquid that ignores gravity, garbled text.

The constant

One flacon and one label: a thick glass slab with an arched top, a pale gold collar, a travertine pebble stopper, the juice at 60 mm and a 46 x 36 mm typeset label.

The variables

Six notes as six worlds across one day, campaign key visuals, an 8-second film and two boxes.

Invented names

Maison Olvane, Paris, and Marée Pâle, Eau de Parfum 100 ml, a salted iris. Both names were checked on the web before use; no match was found.



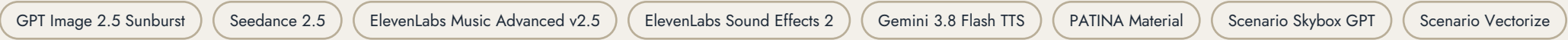
Key visual 1, The tide, at a pearl dawn.

Who did what

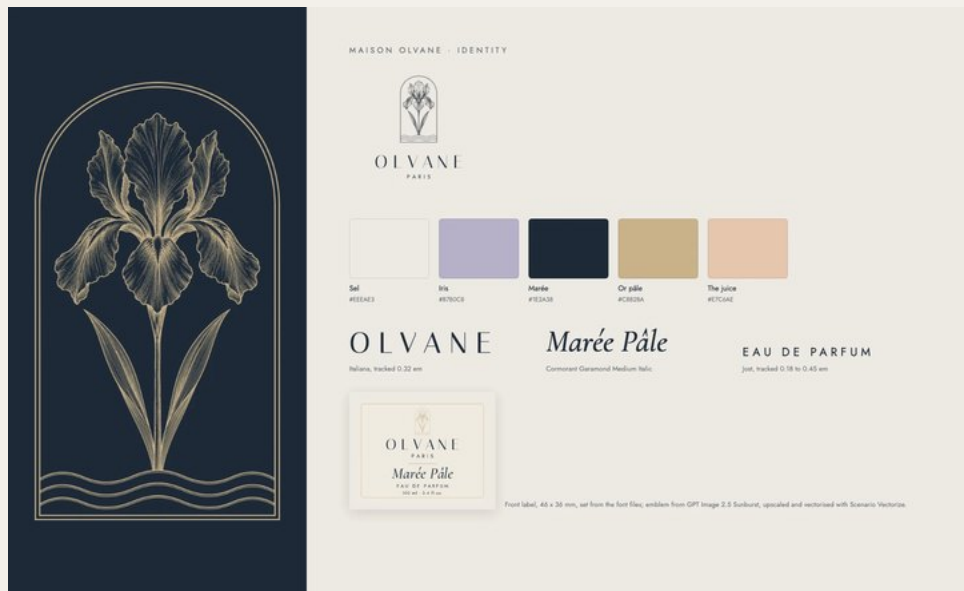
Agent	Claude, working through the Scenario MCP: recommend and a newest-first search for each new asset type, the live model schema before a first run, a dry run on priced jobs, and a shoot-out on the same input when two models were close.
Scenario	19 models across 64 jobs: image generation and edits, upscale, vectorising, PBR materials, a 360 environment and its HDR, video, music, sound effects, speech and transcription.
The flacon in code	Defined once in numbers and built in code. Mitsuba 3 path traced 16 stills on the CPU: the placement and label references, the packshots and the boxes. The web 3D model is written from the same meshes.
Blender	Three Blender 5.2 Cycles renders ran on the CPU and one three-quarter still is used. The brief asked for the bottle modelled in Blender; it was built in code instead.
Typography	Every word on the label and the boxes is set from font files (Italiana, Cormorant Garamond, Jost, SIL Open Font License), never generated.



The path of every world and key visual. Plate, placement and label edit are Scenario jobs; the rest is code.



The house, the label, the flacon



Identity board: emblem, wordmark, palette, type

Emblem

One prompt, two models: GPT Image 2.5 Sunburst drew a true round-topped arch with copperplate hatching and was kept over Recraft V4.1 Pro SVG. Recraft Crisp Upscale took it to 4096 px, then Scenario Vectorize made the SVG. Vectorize failed twice on the raw 2048 px image (3 CU each).



The typeset front label

Label

Typeset at 46 x 36 mm and 40 px per mm: OLVANE in Italiana, Marée Pâle in Cormorant Garamond Medium Italic, the small lines in Jost, a pale gold foil keyline, and a blank version for placement.



Reference packshot, Mitsuba 3

Flacon

A 62 x 32 mm glass slab, arch radius 31 mm, 4.5 mm walls and a 16 mm base, juice to 60 mm, 119 mm to the top of the stopper. PATINA Material made the travertine of the stopper; the references are Mitsuba 3 path traced on the CPU.

Same input, compared, then kept

Where two models were close or the job was new, they ran on the same input. The iris plate scores come from an advisory critic (Scenario LLM) and a look at full size.



GPT Image 2.5 Sunburst · 8.5 · kept



Seedream 5.0 Pro · 8



Gemini 3.0 Pro · 6

World plate

Sunburst was the most photographic. Seedream had the flattest stage, but its roots read as twigs; Gemini’s flowers read as CG.

Placement and label

Sunburst and Gemini 3.0 Pro both kept the flacon’s proportions and both got the iris label letter-perfect. Sunburst drifted less outside the label and costs about half (14 CU against 25).

Film

Seedance 2.5 and FLUX.3 First Last Frame on the same frames. With the camera zoom removed, the flacon moved less with Seedance (median residual 0.433 against 0.444, worst step 0.633 against 0.841); FLUX changed the frame to 800 x 1088.

Voice

Gemini 3.8 Flash TTS, ElevenLabs 3 and MiniMax Speech 2.8 HD read the same two lines, 44 of 44 words each by transcription. Gemini was kept for pace (2.43 words per second); ElevenLabs 3 was the runner-up.

Six notes from dawn to night

Each world starts as a plate with an empty, level surface. A reference edit places the blank-label flacon with its own contact shadow, reflection and refraction; a two-reference edit adds the label in the scene's light; the typeset label is pinned last. Models: GPT Image 2.5 Sunburst for the plates and edits, a Mitsuba 3 reference of the flacon, the typeset label.



Bergamot · dawn

41 CU



Pink Pepper · morning

41 CU



Neroli · noon

41 CU



Iris · afternoon

41 CU



Cedar · dusk, rebuilt after review

54 CU



Ambergris · night

41 CU

Placed blank, labelled in the light, then pinned



1 · Placement

A reference edit of the plate with the blank-label render: true scale, the scene's light and the flacon's own shadow.



2 · Two-reference edit

The scene plus the labelled render: the label arrives in the scene's light. On iris all five lines passed a letter check at 2.5x zoom.



3 · Typeset label pinned

The last step: the typeset label corner-pinned onto the flat front face, shaded by the image's own paper.



Why the last step

At 2048 px the smallest line is about 5 px tall, and it slipped in several takes. On neroli the edit wrote EAU DE PARFUM (shown at 3x). Every final world label and The muse's are therefore the typeset label pinned; The tide keeps its larger generated label, which passed the letter check (5 of 5).

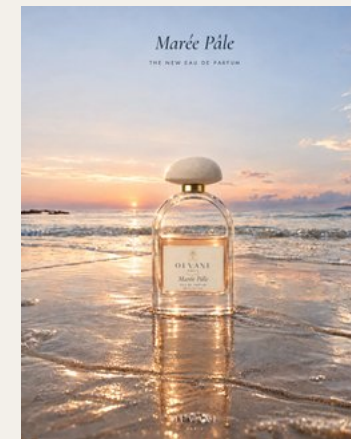
Rejected, reviewed, rebuilt



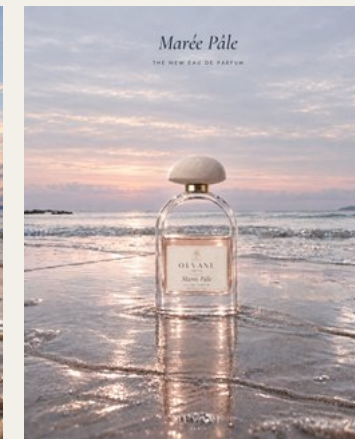
Cedar v1, read as pine



Cedar v2, cedar of Lebanon



The tide v1



The tide v2

Physics gate

Every key image was checked for contact, reflection and refraction, a level fill line, the exact flacon and label, and scale. Two were rejected and redone: the ambergris juice sat 5 mm low, and the first muse visual showed the flacon 1.7 times the size of her head with both sharp.

Cedar that reads as cedar

In review the first forest read as pine. A masked edit rebuilt it as cedar of Lebanon with a cedar cone, and the stump and flacon were composited back pixel for pixel (mean difference 0.0 inside the kept area). Through the glass the first forest still shows, dark trunks in a similar tone.

A pearl dawn

The warm sunset of the first key visual was edited toward the brief's pearl dawn. Its generated label passed the letter check again (5 of 5) and was kept.

Key visuals, an 8-second film, the box



The tide



The muse



First frame



At 4 s



Last frame



Box B, Marée

Key visuals

The tide and The muse, each built like the worlds, with the headline set in the house fonts.

The film

First and last frames are two crops of one key visual, so they match by construction. A 480p preview came first; the final is Seedance 2.5 at 720p: 8 s, 193 frames at 24 fps, mixed to -16 LUFS, in a titles and a clean version.

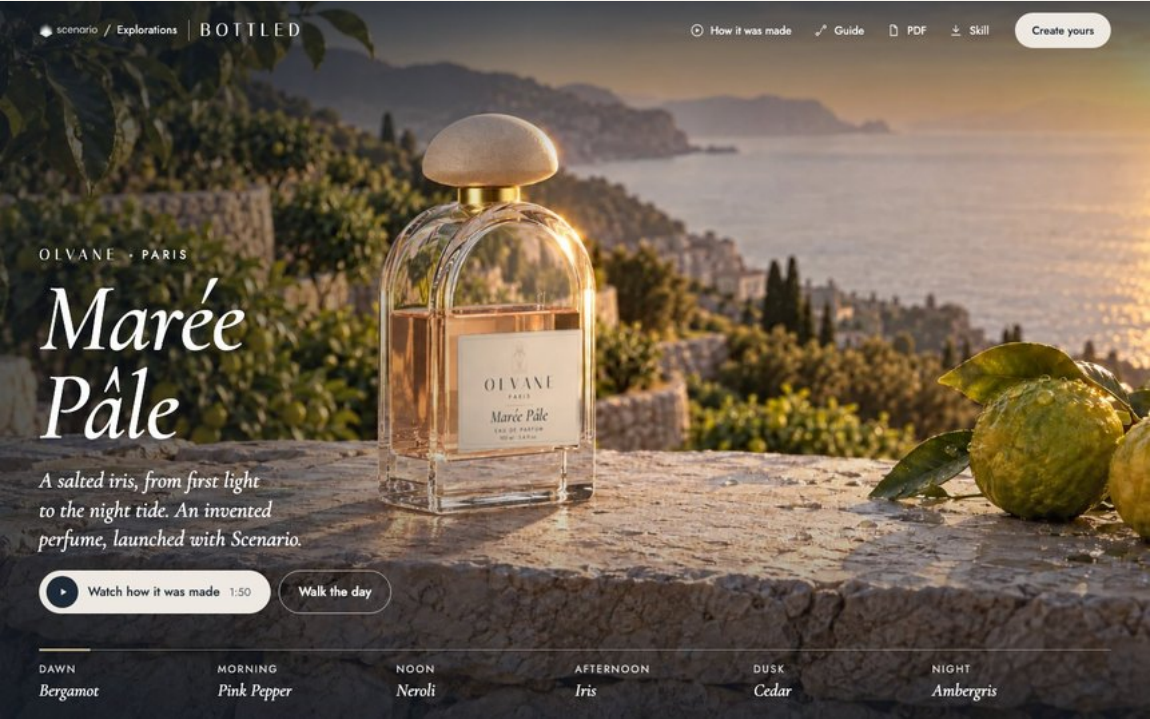
Score and tide

ElevenLabs Music Advanced v2.5 made the score in two sections, an opening and a coda; ElevenLabs Sound Effects 2 made the tide wash. Film items: 596 CU, plus 272 CU for the FLUX runner-up.

The hero box

Box B, Marée: a tide blue carton with an arch window die-cut, the flacon's arch and stopper seen through it. Typeset artwork, CPU path traced.

Turn it, walk it, compare it



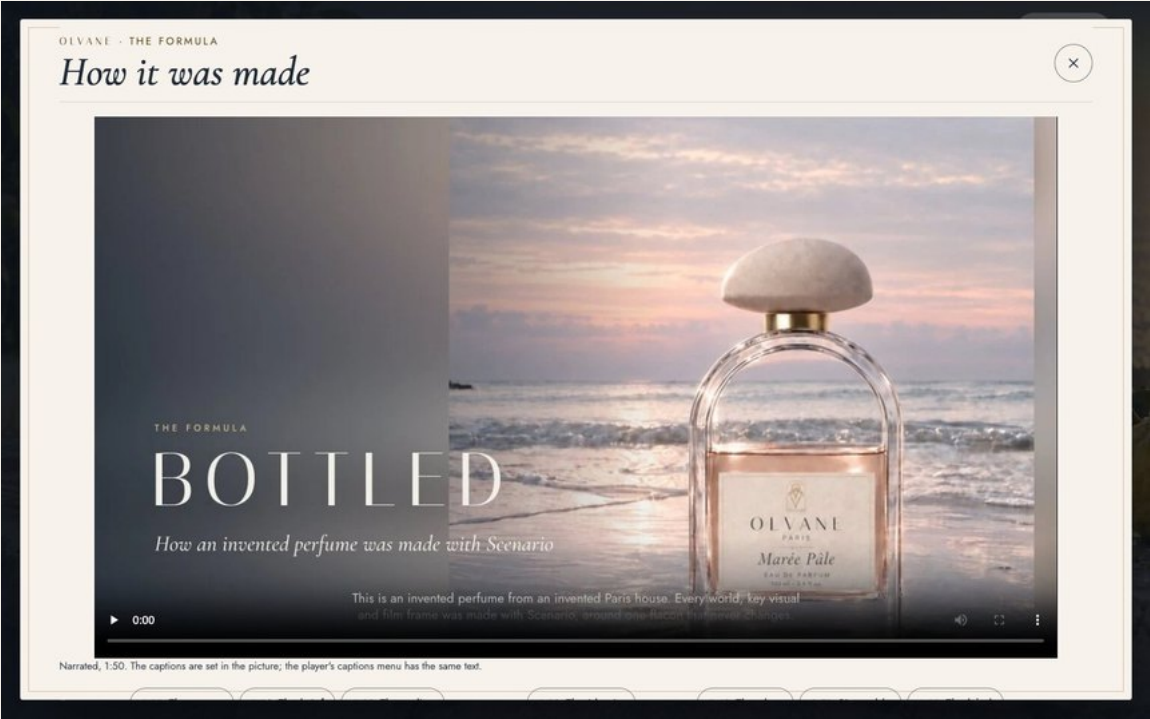
The first screen, bergamot at dawn

Turn the flacon

Drag the 3D flacon, lit by the Scenario Skybox GPT atelier made HDR by HDRi Skybox. Its juice is a translucent pale rose: three.js transmissive cannot show one transmissive layer through another.

Walk the day

The dial under the first screen and chapter 1 step from dawn to night; the arrow keys browse, and Guide walks the whole page.



How it was made

Compare

C or the compare button shows each plate against its final, cedar v1 against v2, and each key visual before and after.

Open the recipe

How it was made opens as a modal on the narrated film (1:50), then every step with its model, runner-up and CU, and the downloads.

Every model, every CU

MODEL · ROLE	JOB	CU
GPT Image 2.5 Sunburst emblem, world plates, flacon placement, label edits, key visuals, fixes	32	450
Recraft V4.1 Pro SVG emblem shoot-out runner-up	1	60
Scenario Vectorize emblem to SVG	4	12
Recraft Crisp Upscale emblem upscale	1	2
PATINA Material travertine and paper PBR sets	2	30
Scenario Skybox GPT atelier 360 environment	1	39
Scenario Skybox Flux.1 360 shoot-out runner-up	1	14
HDRi Skybox 360 to HDR	1	30
Seedream 5.0 Pro plate shoot-out runner-up	1	9
Gemini 3.0 Pro plate, placement and label shoot-outs (runner-up)	3	74

MODEL · ROLE	JOB	CU
Seedance 2.5 campaign film (preview and final)	2	536
FLUX.3 First Last Frame to Video film shoot-out runner-up	1	272
ElevenLabs Music Advanced v2.5 film score and how-to bed	2	60
ElevenLabs Sound Effects 2 tide wash	1	30
Gemini 3.8 Flash TTS how-to narration (shoot-out winner)	3	19
MiniMax Speech 2.8 HD voice shoot-out	1	15
ElevenLabs 3 voice shoot-out runner-up	1	34
Gemini 3.5 Transcribe every spoken word checked	5	10
Scenario LLM advisory scoring	1	7
Total, failed jobs included	64	1,703

Make your own

The recipe ZIP holds every job as sent (prompt, parameters, inputs, outputs, CU) and the models record. The skill scenario-fragrance-launch turns the method into steps an agent runs through the Scenario MCP, with scripts for the label pin, the pixel-exact keep composite and the film motion check.

[Open Bottled](#)

[Scenario MCP](#)

[Download the skill](#)

[Download the recipe](#)

[Create yours](#)