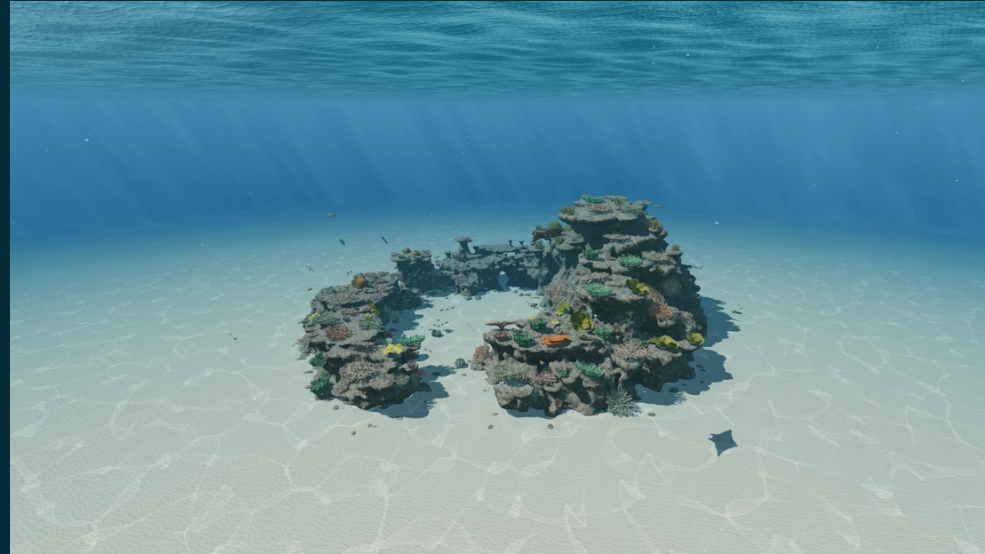


A reef that grows around you

A browser habitat built from generated artwork, editable 3D assets and procedural living geometry. Plant corals, watch them mature and welcome new animal visitors.



Actual populated game capture, without interface overlays.

The playable loop

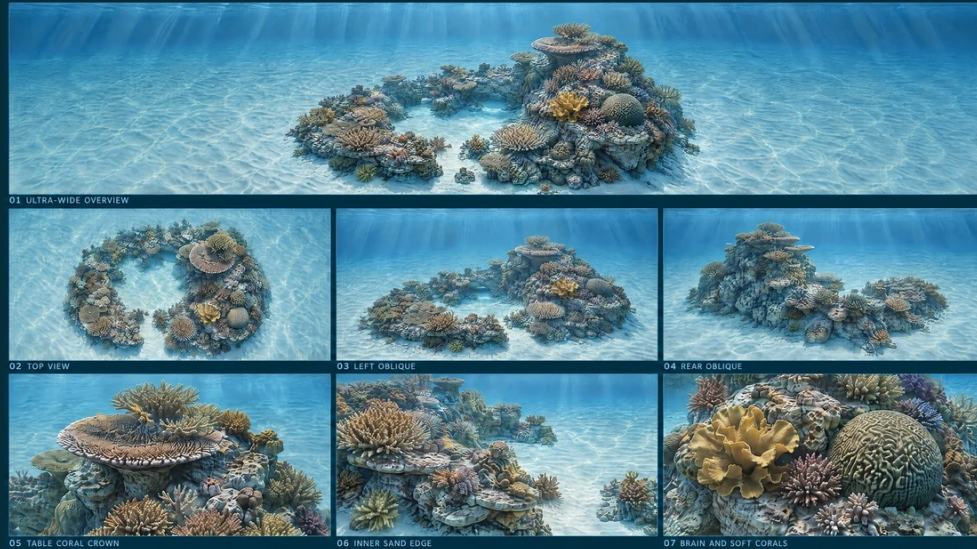
Start with three coral choices. Each pair of mature colonies brings a discovery; arrivals unlock more coral choices. The restored demo shows the completed habitat.

A visual learning experience

Real Great Barrier Reef taxa anchor the subject. Accelerated growth and simplified relationships support exploration, not ecological forecasting.

One crescent. Three states.

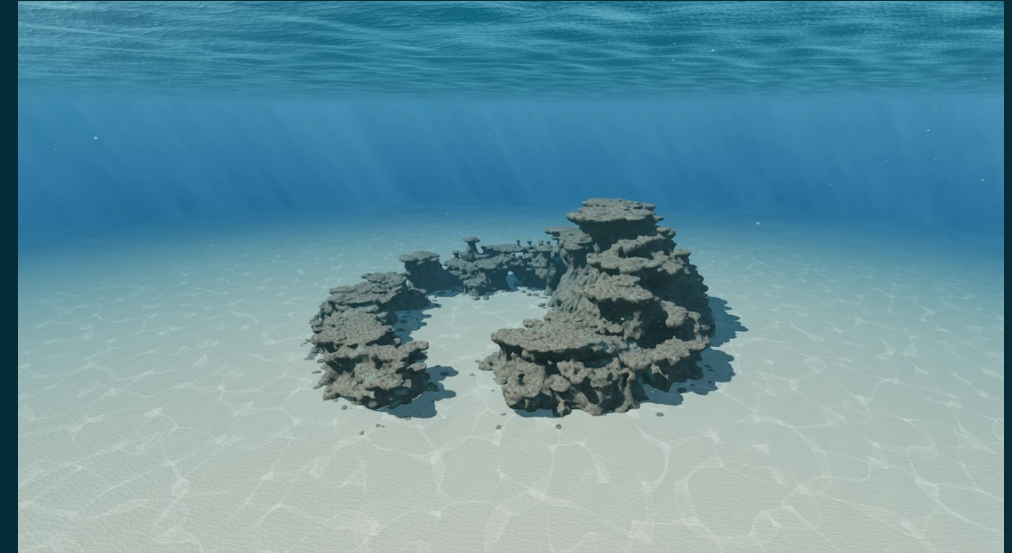
Scenario concept iterations established a fixed reef island with a low left arm, taller right mound, inner sandy pocket and open water around it.



Approved Crescent Habitat reference sheet.

A buildable reference

A neutral four-view board removed water, sand, textures and fauna. This isolated the rock volume for multi-image 3D generation through Scenario MCP.



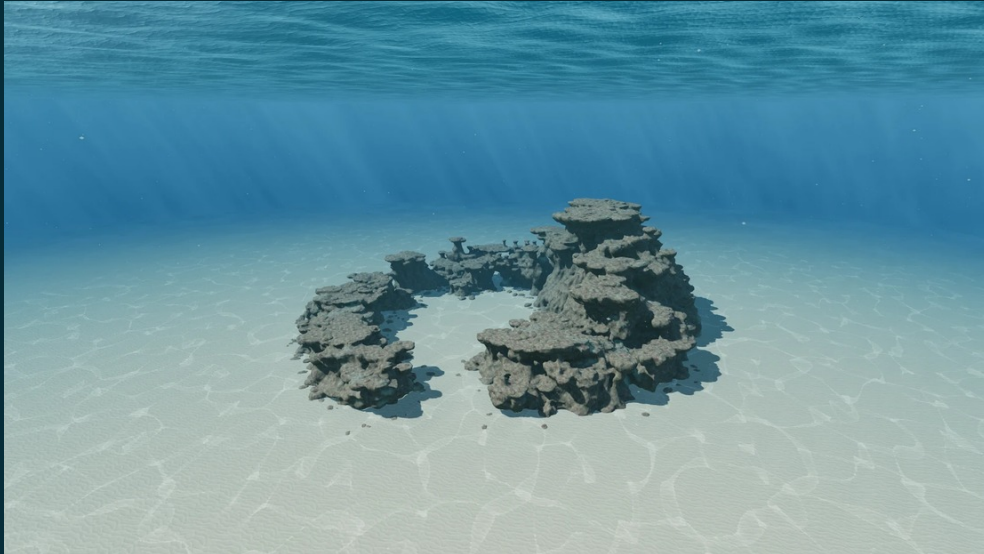
The barren game structure, before restoration.

A consistent composition

The same footprint supports barren, coral-restored and thriving states. Silhouettes and open swimming routes remain the composition authority.

From views to usable geometry

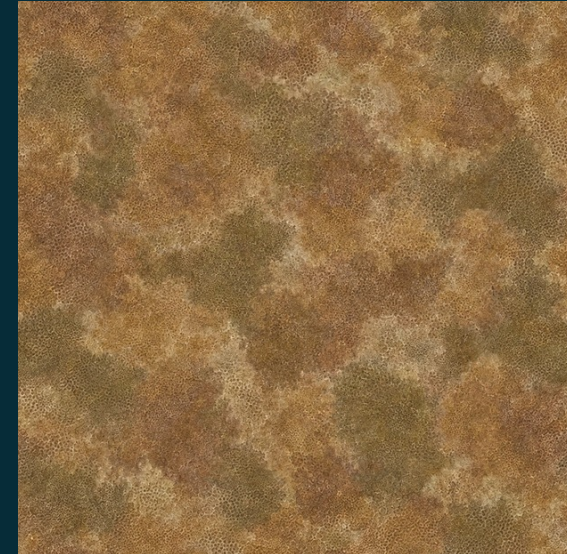
Meshy multi-image-to-3D produced the initial rock structure. Blender cleanup converted the generated surface into a continuous editable landform.



The runtime limestone structure and sand.

Model, clean, bake

The cleanup master was retained. A lighter roughly 250,000-triangle reef received UVs and baked normal and ambient-occlusion detail before browser integration.



Scenario-generated living tissue colour, used on corals.

Materials are authored inputs

Scenario generated limestone and coral texture artwork. Three.js materials combine those maps with underwater lighting and surface detail.

Growth builds the coral

Living corals are procedural. Branching histories and form-specific rules create new geometry as colonies mature, rather than enlarging finished meshes.



Branching growth: an early stage.

Different forms, different rules

Branching, table, boulder, scroll and soft-coral forms use distinct construction rules. Recorded histories keep branching development reproducible.



The same procedural study at a later stage.

Artwork and algorithms cooperate

Scenario supplies tissue artwork and visual references; code supplies growth. Isolated Blender turntables expose the actual procedural coral geometry.

Assets become animal behaviour

Scenario-generated animal references and 3D assets were inspected, corrected and prepared for animation. Each taxon keeps its own habitat and movement needs.



Schooling fish in the actual game.

Animation at several scales

Swimming deformation gives individual bodies motion. School steering, separate territories and bounded visitor paths organise movement around the reef.



The shark asset in an isolated 3D studio view.

Earned arrivals

The completed habitat has 205 animals, including 128 schooling fish. The same progression loaders populate the demo and the earned game end state.

An asset pipeline, a playable world

The project connects Scenario MCP generation, Blender preparation and a Three.js runtime. The film combines actual gameplay, growth time-lapses and isolated 3D asset studies.



Swimming-height capture of the restored game.

Keep the editable source

Generation records, source images, Blender files and runtime exports are preserved separately. In-game captures decide whether an asset or material improvement belongs.

Try the technique

The companion recipe shows an agent how to choose supported Scenario models, generate references and textures, prepare geometry and integrate a procedural habitat.