

ONE 9-SECOND GAME SHOT, FIVE EDITS / MAKING OF

Change only X

One 9-second run through a stylized 3D game world, edited again and again with a Scenario video model. Each edit takes the step before as its input and changes one element, so the changes stack: a robot owl, a pirate outfit, a coral reef, a new hero, then a jellyfish and an eel.

9 s
one continuous take

5
edits in a chain

1080p
native at every step

7,184
credits (CU), six clips



Kiko, from text, seen from every side.

The brief: a showcase of “change only X” in one video, with the changes chained, 9 seconds, no audio, a dynamic camera and a game look. Claude Opus 5.5 ran every call through the Scenario MCP. It starts with the hero.



GPT Image 2.5 Sunburst, text to image: Kiko, a sky courier. Four full-body views and a face close-up.

A sheet, not a single picture

The video model sees her front, sides and back, so she holds up through a chase from behind, a side-on grind and a whip-in to her face. Same outfit in every view, one clean silhouette.

The style, set once

The sheet is already in the game's look: soft toon shading, vivid colour, warm rim light. Every later sheet (the owl, the outfit, Lumi, Nami) was made in the same render style, so nothing looks pasted in.

Nine seconds, written beat by beat.

Seedance 2.5, from text and the sheet: no first frame. The prompt names the world, the style, and the camera for every beat, then the rules: one character, the parcel appears exactly once, no text or HUD. 1,024 CU.



0–2 s: low chase camera, the sprint.



2–4 s: the rail grind, camera at her side.



4–6 s: the leap and the parcel grab.



6–9 s: the landing, then the whip-in.

“One continuous shot, no cuts”

“... a dynamic third-person game camera that stays locked on her the whole time.” The take came back as one continuous run, so every edit after it inherits the same camera.

Plan every swap into the shot

Each element that will change later has a clear place and moment: the rail at 2–4 s, the parcel in the gap, the close-up at the end, where a sidekick and a new face can be seen.

A sidekick on an invisible leash.

From here on, every step is a video-to-video edit of the step before it: “Edit @video1. Add only one thing ...”, then a full list of what must stay. The owl came from its own sheet, made with Kiko’s sheet as the style reference.



The robot-owl sheet, GPT Image 2.5 Sunburst.



Step 01 at 3 s: the owl flies level with her head.



Step 01 at 8.6 s: it hovers opposite the parcel.

Lock it to the hero

“It always flies at the same spot, just above and to the right of her head ... on screen in every frame from the first to the last, always about the size of her head.” Then where it is in each beat.

The keep-list

“Keep everything else exactly the same as @video1: the same girl, face, teal hair, headphones ... the same camera moves and framing. Only one owl.” Seedance 2.5, owl sheet, 1,232 CU.

Edit the sheet, then the shot.

Kiko’s sheet was edited into a sky-pirate captain with GPT Image 2.5 Sunburst: the same face, hair, star clip and headphones, a completely new outfit. That sheet was the one image for the video edit.



Kiko’s sheet, edited into the pirate outfit.



Step 02 at 5 s: the scarf streams through the leap.



Step 02 at 8.6 s: same grin, same owl, new coat.

Name what goes

“No orange jacket, no shorts, no striped socks, no sneakers, no messenger bag.” Listing the old pieces keeps any of them from surviving in a corner of the frame.

Motion that belongs to the change

“The coattails and the scarf flap and stream behind her with the speed of the sprint, the grind and the leap, and settle when she lands.” Seedance 2.5, 1,232 CU.

Sky to sea, with words alone.

No image for this step. The prompt names every element of the sky town and what it becomes underwater, and keeps the shapes and positions of everything she touches.



Input, step 02 at 3 s: the sky town.



Step 03 at 3 s: the same grind, under the sea.



Step 03 at 6.6 s: the landing on a coral roof.

One element, one replacement

Clouds into the deep ocean, the sky into the water surface with god rays, waterfalls into rising bubbles, roofs into coral beds “with the same shapes and positions as the original roofs”.

Keep the speed

Underwater invites slow motion. “She moves at the same speed as in @video1, not slowed down” kept every beat on its frame. Seedance 2.5, text only, 1,232 CU.

Lumi takes the run; Nami and an eel join.

Step 04 replaces the hero with Lumi, an axolotl girl, from her own sheet. Step 05 changes two elements in one edit: the owl becomes Nami, a jellyfish from her sheet, and the rail becomes a giant eel, from the prompt.



Lumi's sheet, GPT Image 2.5 Sunburst.



Step 04 at 3 s: Lumi grinds the same rail.



Nami's sheet: very long tentacles.



Step 05 at 3 s: Nami beside her, the eel under her.

Same moments, same speed

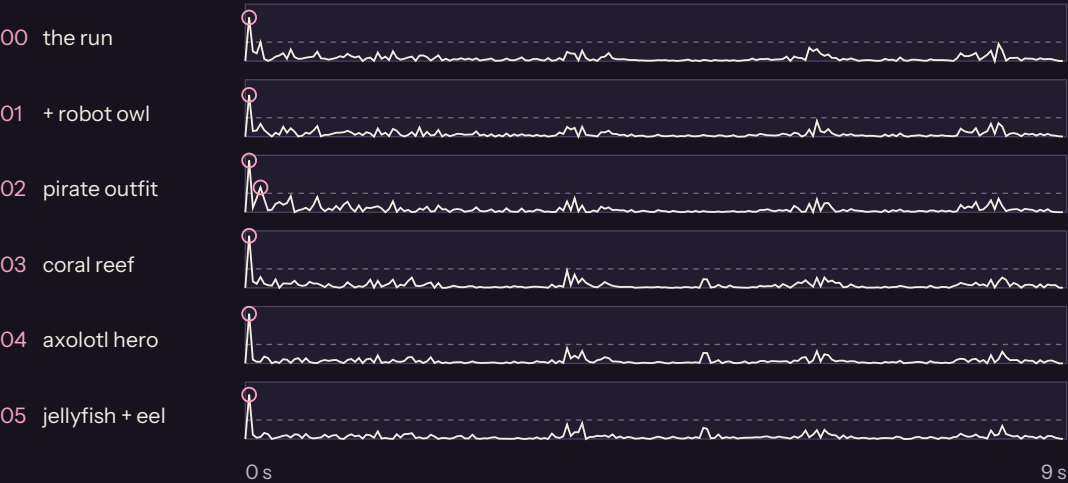
“Lumi is the same size as the girl and does exactly what she does, at the same moments and the same speed.” Her gills and tail trail with the motion. Seedance 2.5, Lumi sheet, 1,232 CU.

Two changes, numbered

“Change two things, and nothing else. 1. The companion ... 2. The rail ...” The eel lies exactly in the place and curve of the rail. Seedance 2.5, Nami sheet, 1,232 CU.

Every frame, every credit.

Each step was scanned frame by frame for a sudden change, the ffmpeg scene score, and compared with the step before it. Every clip spikes once in its opening frames, the encoder start; after the first 0.2 s, none of the five edits added a jump.



Scene score of every frame, steps 00 to 05. Dashed: the 0.06 threshold. Circled: the flags, all in the first 0.2 s.

The one mistake



An extra character described in text only: the jellyfish came out as a plain pink blob (left). Nami, from her own sheet (right), has a face, a frilled bell and long glowing tentacles.

The receipt

00 The original run, text + Kiko sheet	1,024 CU
01 Add a robot, owl sheet	1,232 CU
02 Change outfit, pirate outfit sheet	1,232 CU
03 Change environment, text only	1,232 CU
04 Change character, Lumi sheet	1,232 CU
05 Change companion and rail, Nami sheet	1,232 CU
Total, the six clips of the chain	7,184 CU

From the session’s Scenario job records. Every clip is Seedance 2.5 at native 1080p, 9 s, no audio. Not counted: the five character sheets (GPT Image 2.5 Sunburst).