

Full Circle

One picture.
Every angle.

Seven subjects, each generated as a single image, turned into 25 camera angles you can walk around: at eye level, from below, from above and straight down, on location or with no background.



Brakka, four of his 25 views.



It starts with one picture.

The only visual input for each subject: a single 1024 × 1024 image.



Seven subjects, seven art styles

GPT Image 2.5 Sunburst on Scenario generated three characters, a prop, a vehicle, a creature and a building: a feature-animation courier, a photoreal diving helmet, a cel-shaded sidecar scooter, a gouache storybook tortoise carrying a tea house, a dwarf blacksmith in fantasy game art, a stop-motion robot gardener and a low-poly lighthouse islet.

Each prompt fixed the camera

Every prompt asked for the whole subject, centered with margin, on a plain background, seen slightly above eye level and turned about 30 degrees. That known framing is what the 3D cameras later line up with.

Everything after this page comes from that one image per subject: no extra references, no turnarounds, no concept sheets.

Rebuild the shape, not the paint.

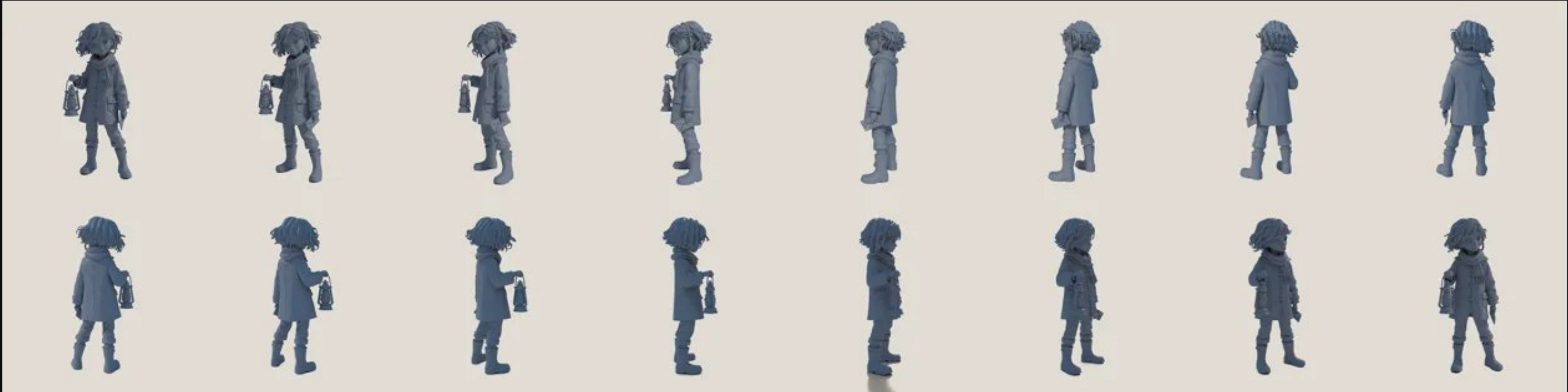
Hitem3D 3.0 turns the picture into geometry only.



Hitem3D 3.0 generated one mesh per picture at 2048 quality with up to one million faces, without textures. The look comes back from the picture later, so the mesh only has to be right about silhouette, volume and proportion. Rendered in flat gray clay, it becomes a precise guide for any camera position.

Surround it with 25 cameras.

Blender renders the clay model from every position at the same distance.



High, 35°



Low, looking up



Straight down

Sixteen cameras circle at eye level, one every 22.5 degrees. Four more look down from 35 degrees, four look up from just below the subject, and one looks straight down. A fixed sun lights the model from the same side of its world at every angle.

A silhouette sweep compares clay outlines against the original picture to find the azimuth and height of camera zero, checked by eye where the outline alone was ambiguous, so the first view matches the image you started from.

Stand it inside its world.

Scenario Skybox GPT paints a 360 degree environment in the same style.



One panorama per subject: a rainy harbor square, a salvage workshop at golden hour, a seaside hill town, a misty meadow, a dwarven forge hall, a stop-motion greenhouse and a low-poly beach, generated at 3840×1920 .

In Blender the panorama is wrapped on a dome around the model, and the lower half of the dome is flattened into a real floor. Every camera then sees the ground and the horizon in true perspective: from above the floor opens up, from below the horizon drops.

A sun casts the clay model's real shadow on that floor. Clay, floor and shadow together make a finished frame layout for that exact camera.

Repaint every clay view.

Per camera: the grounded clay layout and the original picture.



Clay layout



GPT Image 2.5 Sunburst result

Sunburst keeps the camera, pose, size and ground contact of the clay, and takes identity, colors, materials and finish from the picture.

Sides the picture never showed, like the far side of the sidecar, are designed to match.

In the viewer, press C to slide between the two.

Paint it again in a studio.

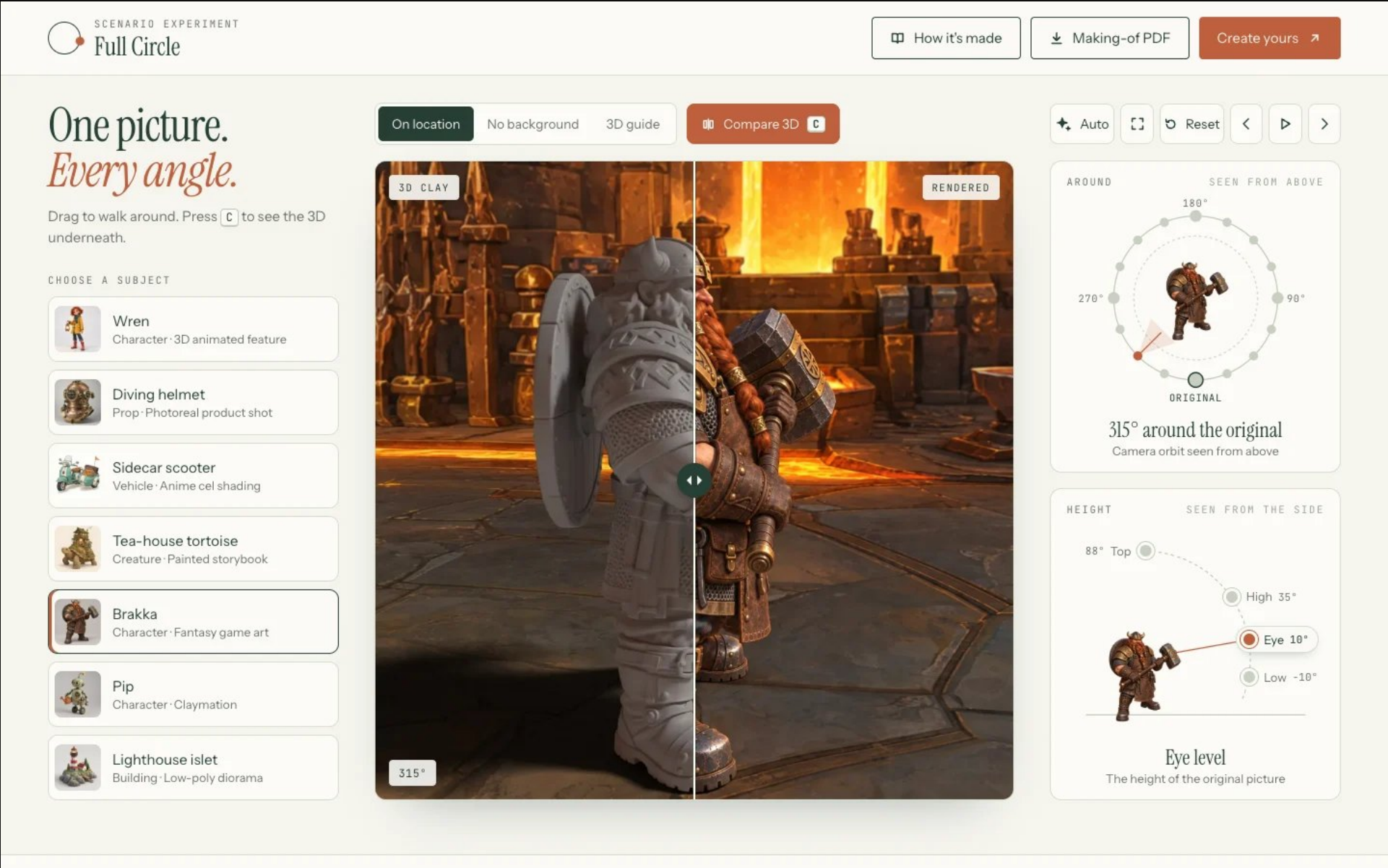
The same clay view on a neutral floor, painted a second time for No background.

For No background, each clay view is set on a neutral studio floor with its real Blender shadow and GPT Image 2.5 Sunburst paints it a second time in soft, even studio light. The 3D fixes size, pose and camera, so both modes line up when you switch, without a cutout step.



Walk around the picture.

The finished views become a browser orbit.



Drag to walk around; each camera shows on its own, with a clean cut between angles. The orbit dial picks the angle around, the height chart and the arrow keys move between low, eye level, high and straight down.

On location shows the repaint in its world, No background the studio render of the same view. 3D guide shows the untextured clay.

Compare 3D splits the frame: clay on the left, the rendered view on the right. Auto mode plays every mode in turn, slider included.

The tools behind it.

Every generation ran on Scenario, driven through Scenario MCP.

GPT Image 2.5 Sunburst	7 source pictures, 175 repaints in their worlds and 175 studio renders: 25 cameras × 7 subjects × 2 modes.
Hitem3D 3.0	7 untextured meshes, one per picture.
Scenario Skybox GPT	7 panoramas at 3840 × 1920, one world per subject.
Blender	Clay renders, camera alignment, the panorama dome with its floor, sun and cast shadows, authored locally.
Scenario MCP	Uploaded the clay layouts, launched and collected every job from an agent session.

[Open Full Circle](#) [Explore Scenario](#) [Build with Scenario MCP](#)

Picture, mesh, world and repaint: the same recipe works for any single image of a character, prop, vehicle, creature or building. The exploration page offers it as a downloadable agent skill, scenario-orbit-views, with the Blender and Python scripts.