

A DRIVABLE GAME / MAKING OF

Full Self Flying

A roadster that drives at a curled ramp, backflips off the top and lands on four thrusters. Every car, sky, planet and prop in the game was made in Scenario; one agent wrote the game around them in three.js.

24

Scenario assets in the game

6

models

2,711

credits (CU)

1

agent

One agent, one game.

Claude Code built the game as one three.js page. It called the Scenario MCP for every asset, ran Blender headless to prepare the 3D models, and drove and filmed the finished game in headless Chrome.



The roadster under the evening light



The canyon road, built from Scenario models



Launch towers on the horizon

Scenario for every asset

The car, the sky, the planets, the props and every 3D model in the canyon were made in Scenario: 24 assets from 6 models. The agent picked each model through the Scenario MCP, ran it, and saved the result next to the game.

Code for everything that moves

The game is written by the agent: the road and the dunes, the ramp and the loop, the flight, the thrusters, the light, the HUD dials and the sound. Blender runs without its window, from scripts, to prepare the models for the browser.

One concept, one car.

A single concept image sets the look of the roadster: a chunky silver wedge with a black canopy and a red light bar across the back. Image-to-3D turns it into a textured model ready for the road.



Concept image, GPT Image 2.5 Flare, 1536×1024



3D model, Rodin Gen-2.5 Fast, 20K faces, PBR: 60 CU



In the game

From image to model

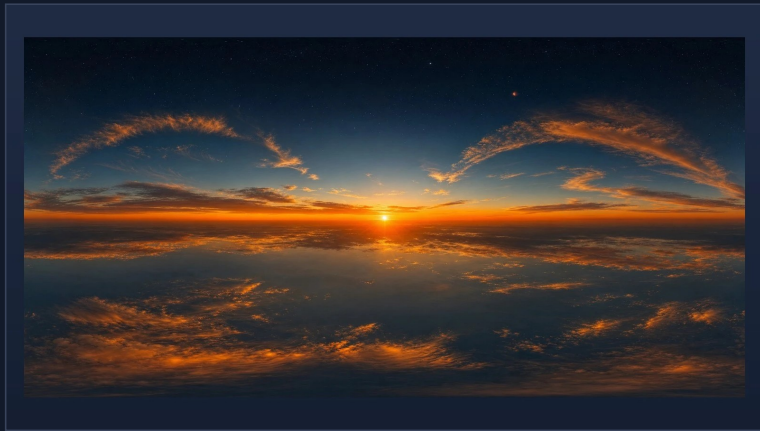
The concept image is the only input. The model comes back as one textured mesh with physically based materials; Blender exports it with 19,850 triangles and 1024 px textures.

Into the game

The car ships as an embedded glTF file that three.js loads in one request. Four thruster nozzles, their jets, the smoke and the headlight are added in code, sized to the model.

An evening over the canyon.

The whole game sits under one painted evening sky. Four planets hang in it, painted as transparent images in the same light.



Evening sky, Skybox GPT: 32 CU



Four planets, GPT Image 2.5 Flare: 4 × 12 CU



The planets over the launch towers

A sky that agrees with the light

The sky is a 360° panorama. three.js turns the background and its reflections together so the painted sun sits just ahead of the road, slightly to the left, where the sunlight and the lens flare come from. The fog takes its colour from the horizon of the panorama.

Planets in one style

A ringed planet, a gas giant, the Earth and the Moon, each a transparent image. They move with the camera, like the sky, so they always look infinitely far away.

Prizes and obstacles, one style.

The things to collect and to avoid are transparent images that face the camera. One shared style line in every prompt keeps the set consistent.



Coin, bear, bird, rocket, briefcase, GPT Image 2.5 Flare: 71 CU



Coins collected in the air



A bird strike: the bird is rebranded with an X

Transparent props

Each prop is generated on a transparent background and checked for a real alpha channel, then trimmed and centred, so the game can stand it anywhere on the road or in the sky.

What they do

A coin is worth 69 points and a rocket 420; the briefcase doubles every point for nine seconds. The bear in a suit blocks a lane, and hitting the blue bird turns it into an X.

A canyon made in Scenario.

Thirteen 3D models make the roadside: trees, rocks, a cactus, sandstone buttes, a van, crates, barrels, a vending machine and a cone barrier. All of them were made in Scenario with image-to-3D.



Trees, rocks, van, crates and more: Tripo P2, Tripo 3.1, Meshy 7.1: 1,620 CU



Grass, shrub, cactus, butte: Tripo P2, 4 × 220 CU



The canyon in the game

Thirteen models, under a megabyte

Blender joins each model into one mesh, lightens it for the browser and shifts its colours to the desert palette. Every canyon model is under a megabyte.

Drawn by the thousand

Every model is one mesh with one material, so the game can draw it with instancing: about 1,500 grass clumps and 140 shrubs along the road, with sandstone buttes for the canyon walls.

Curl, flip, thrusters, loop.

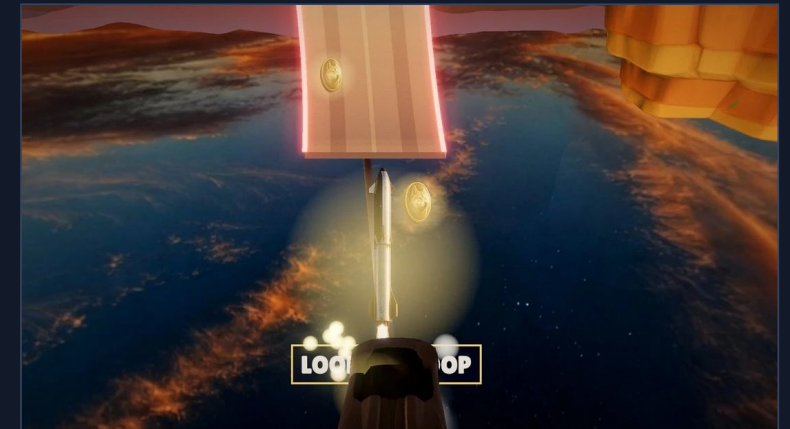
The flight is a short script of states: ramp, flip, hover and landing. Each one is written in code around the car model, with its own camera.



The backflip at the top of the curl



A thruster hop over the parked fleet



The open top of the loop, upside down

Curl, flip, thrusters

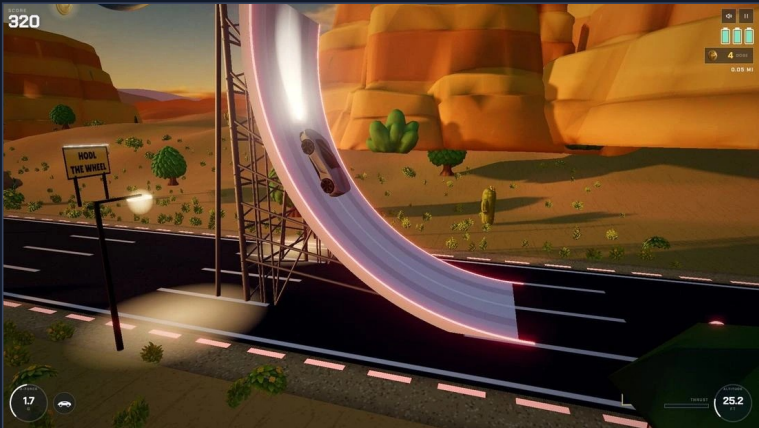
The car follows a 15 m curl to 100°, leaves it nose up and finishes a backflip in slow motion. Four jets then hold it in the air while fuel lasts: hold Space to climb, let go to come down, and land soft in the smoke.

The hop and the loop

Space on the road fires a short hop over the parked fleet. A corkscrew loop with an open top lets the car fly across upside down; the camera rides with the car, so the whole world turns over.

Evening, then the receipt.

A low evening sun throws long, soft shadows; headlights and street lamps pick out the road, and a little bloom makes the car read as metal. The trailer is filmed from the game itself.



The trailer: 1,050 frames at 30 fps



Evening light at the launch tower



The end card of the trailer

Filmed by an autopilot

A capture mode steps the game at a fixed 1/30 s while an autopilot drives: it lines up with the ramps, collects the coins, hops the fleet and holds thrust upside down in the loop. The 35 s trailer is cut to the beat of a 120 BPM track.

The receipt

The roadster, Rodin Gen-2.5 Fast	60 CU
Evening sky, Skybox GPT	32 CU
Four planets, GPT Image 2.5 Flare	48 CU
Five props, GPT Image 2.5 Flare	71 CU
Thirteen 3D models, Tripo P2, Tripo 3.1, Meshy 7.1	2,500 CU
Total, the 24 Scenario assets in the game	2,711 CU

From the Scenario job records. Only the assets inside the final game are counted.