



THREE CASUAL GAMES / MAKING OF

Game to Trailer.

Three simple casual games, each turned into a cinematic trailer of about 50 seconds. Only the character and the gameplay idea carry over; the look, the story, the music and the sound are new. Made with Claude Code and the Scenario MCP.

3

TRAILERS

44

SHOTS

140

FINISHED GENERATIONS

22,068

CU, FINAL RESULTS ONLY

Start with simple casual games.

Three simple casual games are the input: a diner rush, a cat stacker and a delivery racer.



Grandma's Kitchen Rush: 2D isometric cooking



Tower of Cats: 2D side-view stacker



Dino Delivery: low-poly toy-town driving

Only two things carry over

The character idea and the gameplay idea: a tiny grandma serving monsters, cats that stack like blocks, a T-rex on a scooter racing the clock. Everything else is rebuilt for the trailer.

Recast the characters in 3D.

The main game characters are redrawn as photoreal stylized 3D sheets. Later images use them as references, so the cast stays on-model from shot to shot.



Grandma Rosie, 3D sheet



Chef Tooth, 3D sheet



Boris, 3D sheet



Gloop, 3D sheet



Fang, 3D sheet



Dino Delivery, the cast on one sheet



Tower of Cats, the block cats in 3D



Tower of Cats, the one style frame

Sheets only where they matter

Only the main characters get a full 3D sheet: Grandma Rosie and the four monsters, and the Dino Delivery cast on one sheet. Elsewhere one image reference is enough: every Tower of Cats still follows a single 3D style frame of the tower, next to the game's own cat sheet.

Describe the look

The video model rejected a studio name in the prompt. Prompts describe the look instead: a photoreal stylized 3D animated feature film, cinematic light, shallow depth of field.

Pick a parody, write the shots.

Each trailer borrows the grammar of a film genre and lands one joke at the end: 13 to 16 shots each, written as a shot list with a camera move for every shot.



Action comeback: the boss only wants the special



Epic fantasy: a tower of cats to the moon



Monster movie: it is only the pizza

Three genres

A retired grandma gets ready for a monster gang, and the scary boss only wants the special of the day. Cats stack up to the moon until a red laser dot appears. Giant footsteps in the rain, a family frozen in fear, and it is only the pizza, a little late.

Every shot starts as a still.

One GPT Image 2.5 still per shot at 1920 x 1088, made with the sheets as references. The still becomes the first frame of the video, so it fixes the composition, the light and the lens.



The glint · 14 CU



Tall Tom · 14 CU



The glass · 13 CU



The reveal · 13 CU

The image prompt

“Cinematic film still from a photoreal stylized 3D animated feature film. Extreme close-up in a dark family kitchen at night: a glass of water standing on a wooden kitchen table, the surface of the water showing perfect concentric ripple rings, as if from a distant heavy footstep. Behind it, out of ...”

Fix the still, not the clip

When a shot was wrong, its still was redone and animated again: the opening without Rex in the background, the doorbell as a macro of the claw only, the pizza box seen from the porch with the house behind the family.

Animate the stills.

Seedance 2.0, image to video, 1080p, 4 to 10 seconds a shot, 90 CU a second. 44 shots made the final cuts.



Crane, first frame



Halfway up



Crane, last frame

One crane shot to the moon

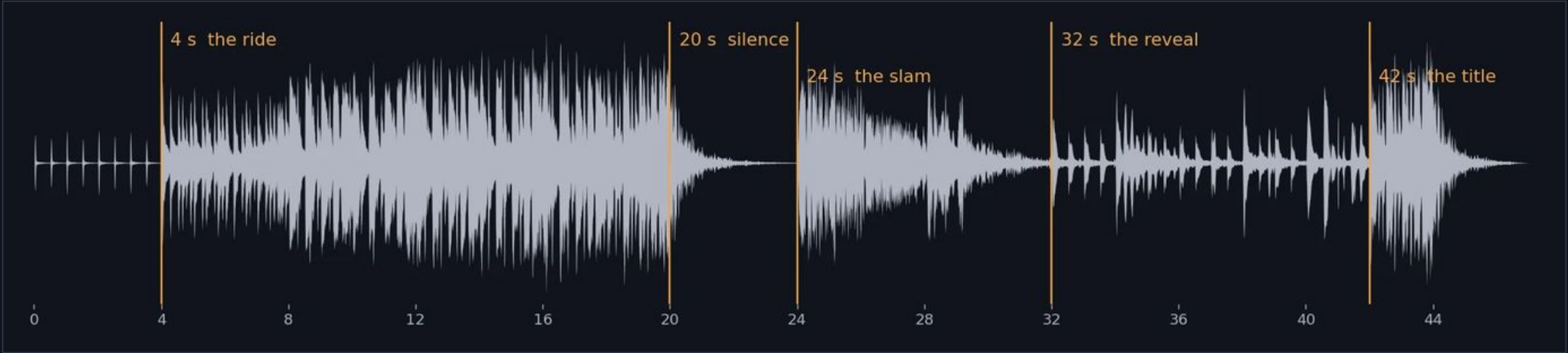
The camera starts at the base of the tower, rises slowly, then speeds up to the top. A first and a last frame give Seedance both ends of the move: 10 seconds, 900 CU.

Silent clips

Generated soundtracks came back with music that clashed with the score, so the cat and dinosaur clips were rendered without sound and every sound was added on purpose. One bus shot plays reversed, so the scooter races toward the camera.

Score first, then cut to it.

Each trailer has one continuous song from ElevenLabs Music v2.5, written in sections that share the tempo, the key and the theme. Its hits are measured, and every cut lands on one of them.



Dino Delivery, the song and its measured hits · 30 CU

Measured, not guessed

Loudness and onset analysis give the beat grid. Dino Delivery runs at 120 bpm: the ride from 4 to 20 seconds, silence at 20 for the footsteps, the slam at 24, the reveal at 32 and the title at 42.

Voice and effects

A trailer narrator from ElevenLabs TTS v4, directed in brackets such as [deep, ominous movie-trailer voice], and effects from Sound Effects v2: rain and giant footsteps, a doorbell, a scooter, dizzy meows. The music ducks under the voice.

Build the logo.

Each game logo is split into pieces with GPT Image edits. The pieces are aligned back onto the original automatically, animated in code, then crossfaded to the exact logo, with Play Now and Made with Scenario.



DELIVERY lands on the 42 s hit



DIN slams, the pizza rolls in



Rex pops up from behind



The exact logo, Play Now

The receipt

Video clips: 44 shots and 2 end-card plates	Seedance 2.0	46 calls	20,520 CU
Stills, cast sheets, world frames, one title plate	GPT Image 2.5 Sunburst	58 calls	880 CU
Music, narration and sound effects	ElevenLabs Music, TTS, SFX	20 calls	460 CU
Animated logo pieces	GPT Image 2.5 Sunburst	16 calls	208 CU

Total, 140 finished Scenario calls **22,068 CU**

From this production's Scenario job records. Final results only: the generations in the three trailers. The games are the input and are not counted, and neither are redos, replaced shots, voice auditions or style tests.