A DEEP-SEA HORROR SHORT / MAKING OF

HADAL

A rusted research station at 10,912 metres, a drone searchlight that catches something moving, and a 50-metre creature overhead as the lights die. A 30-second film built from one prompt by Claude Opus 5.5 in Blender, with the Scenario Blender Plugin and the Scenario MCP.

0:30
three shots

84 min
one session

35
Scenario calls

1,652.75
credits (CU)

A brief, a machine, no follow-ups.

The session received one prompt: the shared rules and a three-shot brief for underwater science-fiction horror, murky photoreal with volumetric light and marine snow. It ran headless on one Mac with Blender 5.2, the Scenario Blender Plugin and the Scenario MCP, and made every decision itself.

Shot 1: the station, lights flickering.

Shot 2: the searchlight on the emblem.

Shot 3: the lights die one by one.

CALYX-9

The agent invented the station and its owner, the Thalassic Survey Directorate, and cut three shots at 9 and 19 seconds: a dolly past a whale skeleton, a drone run along the hull, and the creature passing overhead as thirteen circuits die.

The rules it worked to

Blender and Scenario only, every name and mark invented, test renders opened and fixed before the final, exactly 720 frames at 24 fps in EEVEE, a live build timelapse, and every generated asset filed in one Scenario collection.

Concept, then mesh, then the scene.

Scenario's recommend tool picked the image-to-3D models: one for clean, riggable organic topology, one for hard-surface detail. Each concept came from GPT Image 2 on a neutral background, then became a PBR mesh bound into a Scenario Blender Plugin asset slot in place of a grey proxy.

Creature concept, GPT Image 2.

Tripo P2 mesh, rigged.

Lab pod concept.

Hunyuan 3D 3.1 Pro mesh.

The leviathan

Prompt Spark rewrote the creature brief into the concept prompt, and Asset caption confirmed the chosen concept before any 3D spend. Tripo P2 built the mesh; Tripo Rigging 2.5 gave it a 30-bone aquatic rig and a swim cycle, slowed four times to suit a 50-metre animal.

The station and the drone

Hunyuan 3D 3.1 Pro turned the lab pod, the power tower and the inspection drone concepts into meshes. Their metallic maps read as black mirrors under water, so the session overrode metallic to 0.08 on the modules and 0.25 on the drone.

Rust, barnacles, and a name on the hull.

PATINA Material generated five full PBR sets, applied through the plugin's PBR function with world-scaled cylindrical UVs. GPT Image 2 drew the invented signage, projected as curved decals on the hull.

Hull rust, PATINA.

Barnacle crust, PATINA.

Hull stencil, GPT Image 2.

Hazard plate, GPT Image 2.

Five materials

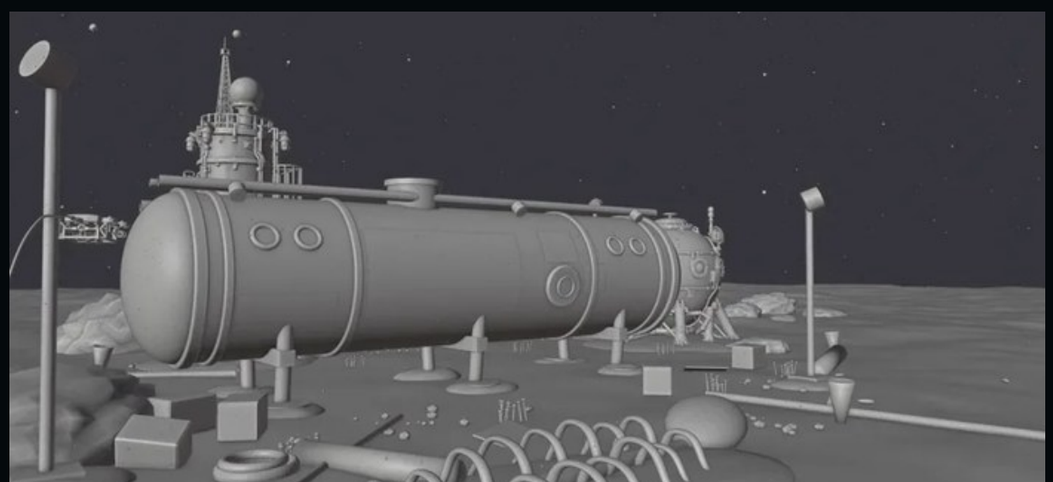
Hull rust on the plates, ribs and pipes; barnacle crust blended into the lower hull by height and noise; seafloor silt; basalt for 34 boulders; corroded safety-yellow paint for legs, masts and crates. A wet coat layer came later, after review.

Three marks

CALYX-9 / HADAL RESEARCH ARRAY / DEPTH 10,912 M with a chevron emblem, a DANGER HYPERBARIC SECTION plate, and HATCH 07 EMERGENCY RELEASE. Scenario's analysis later transcribed all of them correctly from the final frames.

Everything else is Python in Blender.

Geometry, cameras, lights and animation were written as bpy scripts run in order on one scene. The plugin created the three camera takes; timeline markers bound to their cameras make the cuts.



Shot 1 in clay.

The same frame, final render.

Water you can see

EEVEE volumetrics with 240,000 marine-snow instances drifting and sinking on 4D noise, 23 lights of which 13 are keyed to flicker and die, per-shot depth of field and AgX grading. A stippled grid in the beams was fixed with volumetric tile size 2, the cheapest of five options tested.

A timelapse recorded live

After every meaningful change the session rendered one stamped frame from a fixed wide camera: 51 Workbench blocking frames, then EEVEE look-dev through to the final frame, 186 frames in all.

It looked at its own work, then changed it.

The session opened 23 of its own images, then sent test renders to Scenario's analysis tools. Each note became a scene change before the final render.

Test render: ribs as white scratches, flat water.

Final: photophore dots, a silhouette against the glow.

What the analysis said

Asset analysis, prompted as a VFX supervisor: snow too uniform, seabed too flat, creature lost against dark water, hull too dry. The Quality Gate passed a shot 3 test at 98, then scored the final shot 2 still 86 at high sensitivity for one flaw: a drone cable ending in mid-air.

What changed

Depth of field on all cameras, silt drifts, debris and a half-buried whale fall, a downwelling glow keyed up in shot 3 so the creature reads as a silhouette, a wet coat on the steel, and a slack tether into the silt. Then the whole film was rendered again: 720 frames in 7 min 21 s.

Thirty-five cues, on the frame.

ElevenLabs Music v2 wrote a 45-second score, trimmed to 30: sub drone, low strings and sparse detuned piano in D minor. ElevenLabs Sound Effects 2 made nine effects. A script placed 35 cues on frame times and limited the mix to -1 dBFS.

Blackout: the last light, frame 712.

Timed to the picture

Sonar pings at frames 28, 168 and 398 as the drone turns; flicker buzz on the stutters; hull groans; thrusters and bubbles for the drone run; the creature call at the reveal; two pressure whooshes overhead; and for each of the eight main lights, a flicker rattle and a pitch-varied breaker power-down on its death frame.

The receipt

GPT Image 2	7	376 CU
Prompt Spark	1	2.75 CU
Hunyuan 3D 3.1 Pro	3	360 CU
Tripo P2	1	320 CU
Tripo Rigging 2.5	1	70 CU
PATINA Material	5	217 CU
ElevenLabs Sound Effects 2	9	270 CU
ElevenLabs Music v2	1	30 CU
Analysis and Quality Gate	7	7 CU
Total	**35**	**1,652.75 CU**

Charged credits from the Scenario job records of the session; jobs counted per model or tool.