

A PLAYABLE PASTEL ISLAND / MAKING OF

Island Builder

Six empty lots on a pastel island pop into a house, a bakery, a windmill, a market, a lighthouse and a town hall, then night falls with lit windows, lanterns and fireflies. A 15-second film built from one prompt by Claude Opus 5.5 in Blender with the Scenario Blender Plugin and Scenario MCP, then rebuilt as a town you can place yourself.

0:15

one continuous shot

64 min

one session

44

Scenario calls

1,931.25

credits (CU)

A brief, a machine, nobody to ask.

The session received one prompt: the shared rules and the brief for a casual mobile strategy scene in a pastel isometric low-poly style, one continuous orthographic shot. A tiny town builds itself with squash-and-stretch pops, boats circle, trees sway, and at about 10 seconds day turns to night. It ran headless on one Mac with Blender 5.2, the Scenario Blender Plugin and Scenario MCP.



Frame 1: six empty soil lots.



Frame 194: the town hall lands last.



Frame 300: night, beam and fireflies.

A floating ocean tile

An orthographic camera sends every ray the same way, so a world texture reads as one flat colour. The agent made the sea a round tile over a screen-space sky: a pastel gradient by day, indigo with stars and a moon by night.

The rules it worked to

Blender and Scenario only, every name and mark invented, test renders opened and fixed before the final, exactly 360 frames at 24 fps in EEVEE, a live build timelapse, and every generated asset filed in one Scenario collection.

Ten images, thirteen meshes.

GPT Image 2 drew six buildings and two boats in one pastel style, each prompt asking for dark navy window glass. Tripo 3.1 turned every concept into a textured mesh of about 1.9 million triangles; Hunyuan 3D 3.1 Pro ran on the town hall, lighthouse and windmill as a comparison.



The generated models, previewed by the session before binding them.

Tripo kept, Hunyuan compared

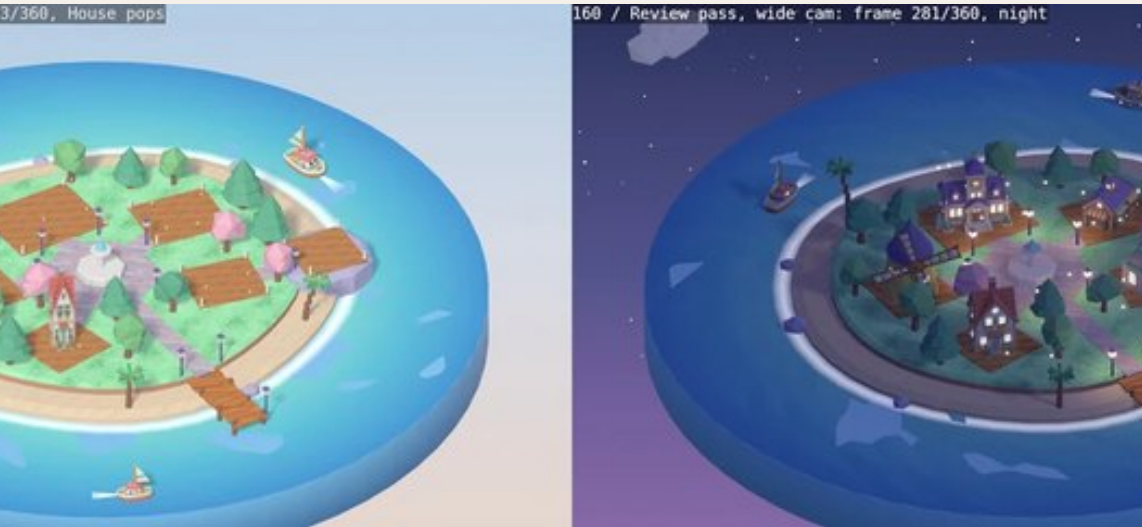
The session previewed both from three angles and kept Tripo 3.1 for crisper facade detail and a consistent set. Each Tripo mesh was decimated to about 160 thousand faces in Blender.

A windmill in two parts

The one-piece windmill fused its sails to the tower. Two GPT Image 2 edits of the concept made a tower without sails and a sail rotor alone; an azimuth scan of the tower found the axle, and the rotor spins there.

Boxes on lots, then buildings in the boxes.

The agent blocked the town with grey boxes, one per lot, and made each a Scenario Blender Plugin asset slot. bind_asset fitted each generated model to its box and aligned it to the ground, keeping a revision history. The pop is keyed on the slot, so any model can be swapped in without touching the animation.



The build timelapse, recorded live from a fixed camera.



Frame 222: all six standing, still day.

Squash and stretch

Every building scales from nothing to 0.55 wide and 1.28 tall, then 1.2 and 0.78, then settles over 15 frames, with a ring of dust puffs and a sparkle burst. Pops land every 1.25 seconds; the town hall lands at 7.7 seconds.

Day and night as saved looks

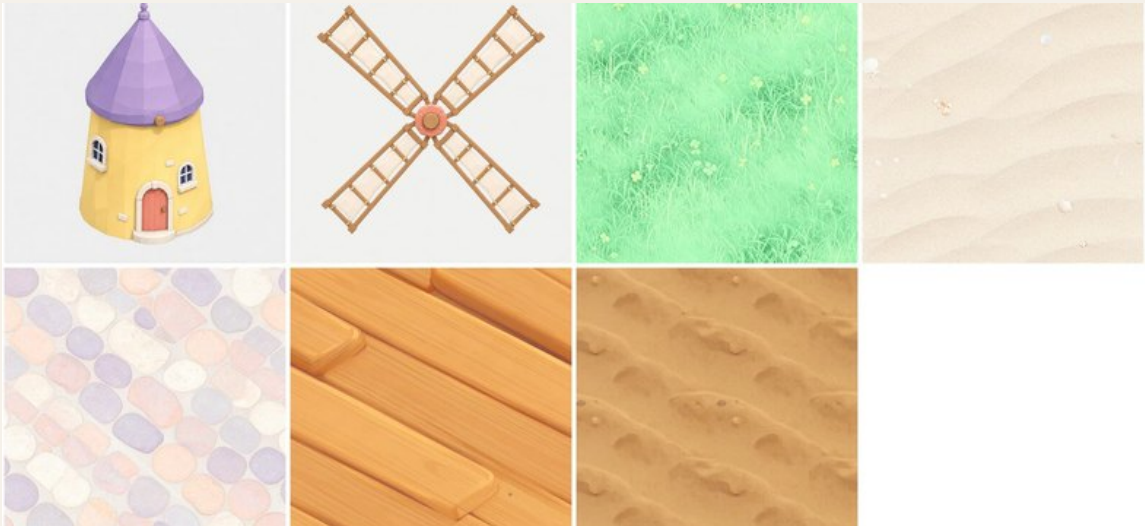
The plugin saved a Day look and a Night look (sun and moonlight, sky fill, world strength, lanterns, lighthouse lamp). The agent activated each and keyed every light between frames 228 and 262.

The windows light themselves.

Because every concept prompt asked for navy window glass, the generated textures already hold a window mask. At night a colour key selects hue 0.55 to 0.72, saturation above 0.5 and value below 0.24, 1 to 7 percent of each texture, and drives warm emission. No mask was painted by hand.



A generated house texture and the pixels the key selects.



The PATINA ground materials.

Ground and sound from Scenario

PATINA made five tileable materials: lawn grass, beach sand, pastel cobbles, honey planks and tilled soil. ElevenLabs Music v2 made the marimba bed and ElevenLabs Sound Effects v2 the pop, chime, night shimmer, light twinkle, crickets and waves.

The mix

A beat analysis of the music let the agent cut it on the beat grid. Pops land two frames after each building, chimes six frames after, a whole tone higher each time; crickets fade in with the night.

Critiqued twice, then scored.

Scenario analysis critiqued the day and night test frames. The agent softened the wakes and the foam rim, lowered the sun for softer shadows, added bloom and faded the lighthouse beam's edges. The quality gate scored the day test 88 out of 100, noting shadows baked into the textures, and the final night still 98.



The final night: windows, lanterns and the beam.

What it would do next

The session's own notes: clean the painted shadows off the buildings so they stop fighting the sun, add string lights to the market, which has little navy glass, and put small villagers on the paths.

The receipt

Tripo 3.1 image to 3D	10	900 CU
GPT Image 2 (concepts and edits)	10	450 CU
Hunyuan 3D 3.1 Pro (comparison)	3	270 CU
ElevenLabs Sound Effects v2	6	180 CU
PATINA Material	8	93.25 CU
ElevenLabs Music v2	1	30 CU
Analysis, caption, describe, quality gate	6	8 CU
Total	44	1,931.25 CU

Charged credits from the session's Scenario job ledger; calls counted per model or tool.

The film, rebuilt as a town you place.

The web exploration rebuilds the island in Three.js from the session's own scripts: the same lot layout, paths, dock, fountain, lanterns and tree rules, with its PATINA textures, its Tripo 3.1 models, its pop keys, its window key and its sounds. Visitors choose where each building goes, replay the film's order, and switch the night on.



Placing buildings in the browser.



The same colour key lights the windows at night.

From 55 MB to about half a megabyte

Each generated model was simplified from about 1.9 million to about 28 thousand triangles, with a 1024 px WebP texture and Meshopt compression, with glTF-Transform. The whole town of nine models weighs 4.2 MB.

New for this page: villagers

The session's own next-pass idea. GPT Image 2.5 Sunburst drew a baker, a fisher and a lamplighter; Tripo 3.1 made the meshes and Meshy Animation rigged them and added a walk. They cost 1,088 CU through Scenario MCP.