



SCENARIO EXPLORATION · HOW IT WAS MADE

KUMO RAMEN-YA

The little noodle house under the clouds

An interactive Three.js diorama of a ramen house, and a study in building a whole small world from Scenario generations. Through Scenario MCP, one Claude Code session made 187 generations: key art and concepts, image-to-3D props and characters, rigs, tileable materials, wall art, a soundtrack and ambience loops. Together they became every asset in the house.

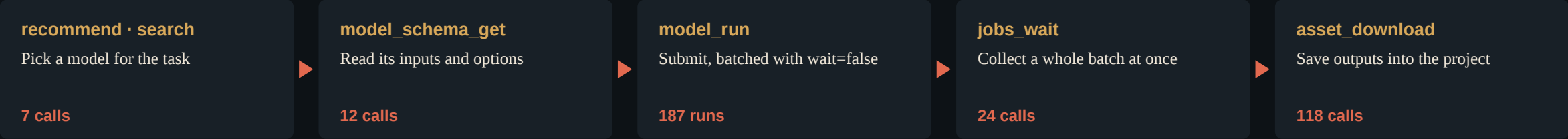
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187 generations, one session.

The brief asked for a ramen restaurant with a kitchen production line and characters that are “fun, cartoonish, but not childish”. It also asked for Scenario’s AI 3D models to be compared for quality and weight. The Scenario MCP server attached to the Claude Code session made every asset request. The session loaded the Scenario 3D skill, asked which Scenario project to use and saved the answer. From then on, each kind of asset followed the same loop.



Every run finished successfully. Four jobs_wait calls timed out on long jobs and were called again with the pending ids.

GENERATIONS BY MODEL

GPT Image 2.5 Sunburst	82	concepts, sheets, art, edits
Tripo 3.1	64	props, cast, vegetables
Tripo Rigging 1.0 [Biped]	19	walk and idle clips
PATINA Material	11	tileable PBR sets
Meshy 7.1	3	tests, lacquer bowl
Tripo P2	2	comparison
ElevenLabs Music v2.5	2	soundtrack, trailer
ElevenLabs Sound Effects 2	2	ambience, rain
Hunyuan 3D 3.1 Pro	1	comparison
Seedance 2.5	1	trailer opener

WHY THE LOOP WORKED

recommend surfaced the specialist models: PATINA Material for seamless PBR, Tripo Rigging for skeletons and ElevenLabs Music for the score. Launching whole batches with wait=false let eighteen props or nine characters generate in parallel, and one jobs_wait collected them for review on contact sheets before the next step.

Key art first, then one image per object.

The first generation was a 1536×1024 cutaway of the whole restaurant. It fixed the palette, the rooms and the production line before anything was modelled. Then every prop became its own product shot in the same studio framing, a clean input for image-to-3D: eighteen props in the first batch, then twelve ingredients and kitchen pieces. Characters used tall 1024×1536 sheets in an A-pose, so the rigging model could read the limbs.



Key art · 1536×1024 , high quality



Twelve of the first-round prop concepts

THE FRAMING SENTENCE IN EVERY PROP PROMPT

“Single object product shot for 3D modeling: ... 3/4 view from slightly above, entire object visible and centered. Premium stylized 3D render, soft rounded chunky forms with generous bevels, tactile realistic materials. Isolated on a plain flat light gray background, soft even studio lighting, no cast shadow, no text.”

Four models, one bowl.

Before thirty props were built, one ramen-bowl concept went through Tripo P2, Tripo 3.1, Hunyuan 3D 3.1 Pro and Meshy 7.1. Chef Taro’s first concept went through all of them except Hunyuan. Each result was rendered front and back in headless Blender and measured. Tripo P2 and 3.1 matched the concept faces best, but both turned the black lacquer grey. Tripo 3.1 built the cast and nearly every prop: it was as faithful as P2 at about a third of the cost. Meshy 7.1 made the final lacquer bowl in a separate run, because it kept the black glaze and had the lightest textures.

MODEL	FACES	TEXTURES	FILE	RESULT
Tripo P2	30,342	4K	7.9 MB	
Tripo 3.1	28,004	4K	6.9 MB	chosen: cast & props
Hunyuan 3D 3.1 Pro	39,984	3 × 4K	35.3 MB	
Meshy 7.1	31,128	2K	12.2 MB	chosen: lacquer bowl

Ramen-bowl test, measured in Blender · faces, texture size and file size



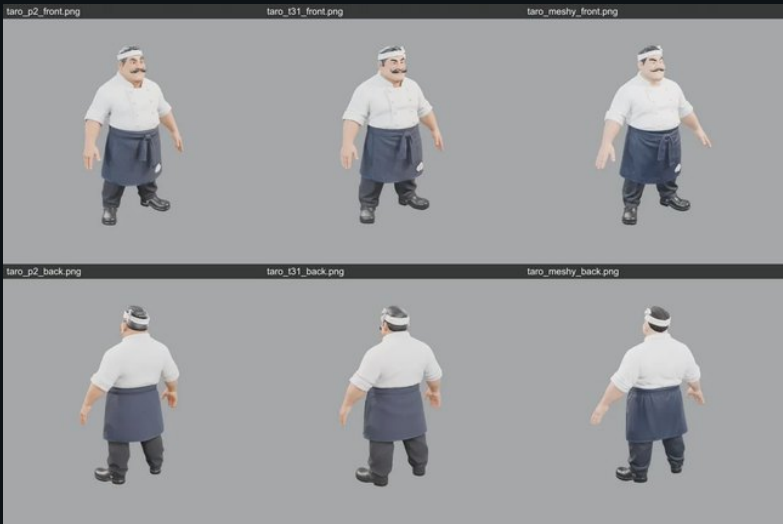
Ramen-bowl test, front and back: Tripo P2, Tripo 3.1, Hunyuan 3D 3.1 Pro, Meshy 7.1

REVIEW NOTE IN THE SESSION

“Tripo P2 and 3.1 match the concept faces best. Both Tripo bowls rendered gray instead of black lacquer.”

THE DECISION IN THE SESSION

Tripo 3.1 for the characters and props, “as faithful as P2 at a third of the cost”. Meshy 7.1 for the bowl: it “keeps the black lacquer, lightest textures”.



Chef Taro, first concept round: Tripo P2, Tripo 3.1, Meshy 7.1

From concept to mesh.



GPT Image 2.5 concepts (top) and the Tripo 3.1 meshes built from them, as shipped

ONE MESH PER CONCEPT

Each concept’s asset id went straight into Tripo 3.1, with detailed textures, the image’s own orientation and a face limit sized to the object: 5,000 to 25,000 for props, 8,000 for vegetables, 25,000 to 30,000 for characters. Meshy 7.1 made the lacquer bowl at a 4,000-polygon target.

READY FOR THE BROWSER

The downloads were 8–24 MB each. gltf-transform packed them into Meshopt geometry with WebP textures at 170–850 KB. About thirty props and the cast came to roughly 12 MB, and each model was checked on a Blender preview sheet.



More Tripo 3.1 props, plus the Meshy 7.1 lacquer bowl, rendered as shipped

Four concept rounds, one skeleton.

The cast took four GPT Image rounds. First came stylised adult humans. Next, a chunky mobile-game redesign made as edits of the first sheets, which was modelled but never used. A reference image shared in chat then led to text-only concepts of designer-toy animals with thin, noodle-like limbs, and a final edit swapped their glossy eyes for small bead eyes. Those sheets were approved first (“go, make them 3d”). Then nine Tripo 3.1 meshes went through Tripo Rigging with the walk preset and the rigged model included.



Chef Taro across the four rounds

19	41	9
Tripo Rigging runs	joints in every rig	walk clips shipped



The nine rigged characters as shipped: Taro, Kenji, Mei, Hana, Goro and four guests

The rigger returned one 41-joint biped for every character, so a single animation system drives them all. An idle clip generated for the chef snapped heads near the start and end of its loop, so it was dropped. Every other action is posed on the generated skeleton.

A vegetable sheet and eleven seamless materials.

SHEET → EDITS → MESHES

When the house went all-veggie, one GPT Image sheet drew eight vegetables in the cast's designer-toy style. Eight image edits isolated each one from the sheet, and Tripo 3.1 turned each isolated image into a mesh.



The sheet · 1536 × 1024



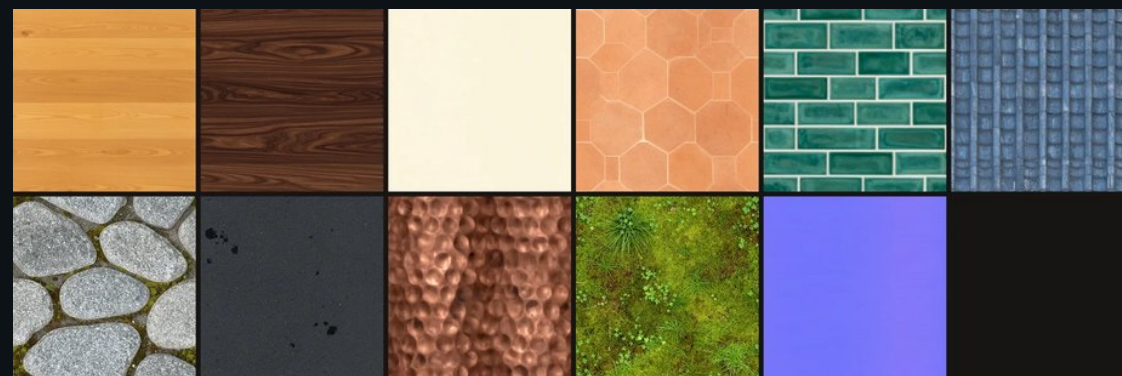
The Tripo 3.1 meshes, with the noodle nest



Vegetable plates and bowls riding the kaiten counter

PATINA MATERIAL

recommend pointed to PATINA Material for true tileable PBR. Eleven text prompts returned base-colour, normal and roughness maps, with metalness for copper and steel. The kawara roof was tiled in both directions.



The eleven sets as shipped

ONE PATINA PROMPT

“Hammered copper metal surface, warm rose-orange polished copper with small round hammer dimples and subtle darker patina in recesses.”

Prints for the walls, a menu that changed twice.

Three original ukiyo-e-style woodblock prints hang in the dining room: a steaming ramen bowl rising from curling indigo waves, a lucky cat over a lantern-lit town, and cranes at sunset. The painted menu board began with four broths. As the house changed, image edits reused the previous board as a reference image, so the wood, gold frame and brush lettering stayed while the dishes changed.



The three prints and the final board



Edit one: every bowl made vegetarian · Edit two: a single signature bowl and three small plates

THE SECOND MENU EDIT

“Replace the four ramen items with a single large signature bowl on the left ... labelled ‘Kumo Ramen ¥980’. On the right, list three small plates with little painted icons ...”

A soundtrack and two loops.

recommend ranked ElevenLabs Music v2.5 first for the score. Sound Effects 2 made the room tone and the weather. All three play in the diorama as looping buffers. The soundtrack fades with the mute button, and the rain loop rises when the sky turns wet.

SOUNDTRACK

ElevenLabs Music v2.5 · 120 s · instrumental

“Cozy, warm instrumental lo-fi jazz for an evening Japanese ramen shop. Gentle koto plucks and a soft shamisen motif over mellow Rhodes piano chords ...”



RESTAURANT AMBIENCE

ElevenLabs Sound Effects 2 · 30 s · loop

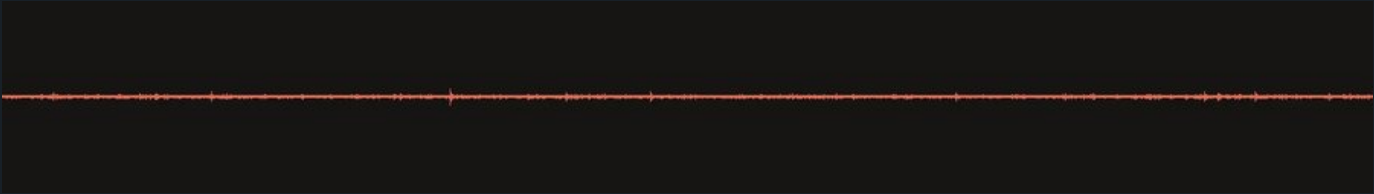
“Soft murmuring conversations, gentle clinking of bowls and chopsticks, a pot simmering and bubbling ...”



RAIN

ElevenLabs Sound Effects 2 · 30 s · loop

“Gentle steady rain falling on a traditional Japanese tiled roof and stone garden, soft dripping from eaves, calm and soothing, no thunder.”



Two more generations went to the trailers: an 80-second city-pop track from ElevenLabs Music, and a six-second Seedance 2.5 image-to-video opener made from the key art. Machine clicks, pours and bells in the diorama are synthesised live.

From assets to a living house.

Claude Code assembled the generated assets in Three.js. The building is the one thing Scenario did not generate: a Blender script builds its walls, roof and trim, and PATINA's materials cover it. The engine places the Tripo props and runs the production line and kaiten counter. It walks the rigged cast between stations and seats, and plays the ElevenLabs loops. The Scenario logo, taken from scenario.com, appears on a wall print, a brass maker's plate and the kei van.

Lift the roof, make it rain, and follow one bowl from the dispenser to a guest's table.

GENERATED THROUGH SCENARIO MCP

187

Scenario generations

82

GPT Image 2.5 images

64

Tripo 3.1 meshes

Every recorded run is counted, including the unused style round, the comparison tests, a trailer clip and the trailer music.

19

Tripo Rigging runs

11

PATINA materials