



SCENARIO EXPLORATION · HOW IT WAS MADE

LAMPLIGHTER

The Drowned Quarter of Kandela

A one-level Three.js game about a small brass automaton who brings the dawn back to a rain-soaked canal city. Claude Code wrote the engine; every model, material, sky, neon sign, song and sound effect came from Scenario, generated through Scenario MCP.

[Play Lamplighter](#)

[Scenario MCP](#)

[Scenario](#)

Stunning visuals. No primitive geometry.

The request was spoken into a single Claude Code session: a one-level browser game with very simple gameplay, “hyper-realistic reflections”, neon light on wet surfaces, wood and bronze materials, movable objects and AI-generated 3D models from Scenario. It named Tripo P2 as a candidate and asked for a comparison to find the model that looks best, works best and stays lightest. It also set one hard rule: “No primitive geometry at all.”

1 CONCEPT ART

One GPT Image 2.5 Sunburst image per object, framed as an image-to-3D input.

2 IMAGE TO 3D

Tripo P2 for the city, with a three-model test on the centrepiece.

3 RIG THE HERO

Tripo Rigging 1.0 skeleton and four animation clips.

4 SURFACES & SOUND

PATINA materials, Skybox GPT skies, ElevenLabs music and effects.

5 BUILD

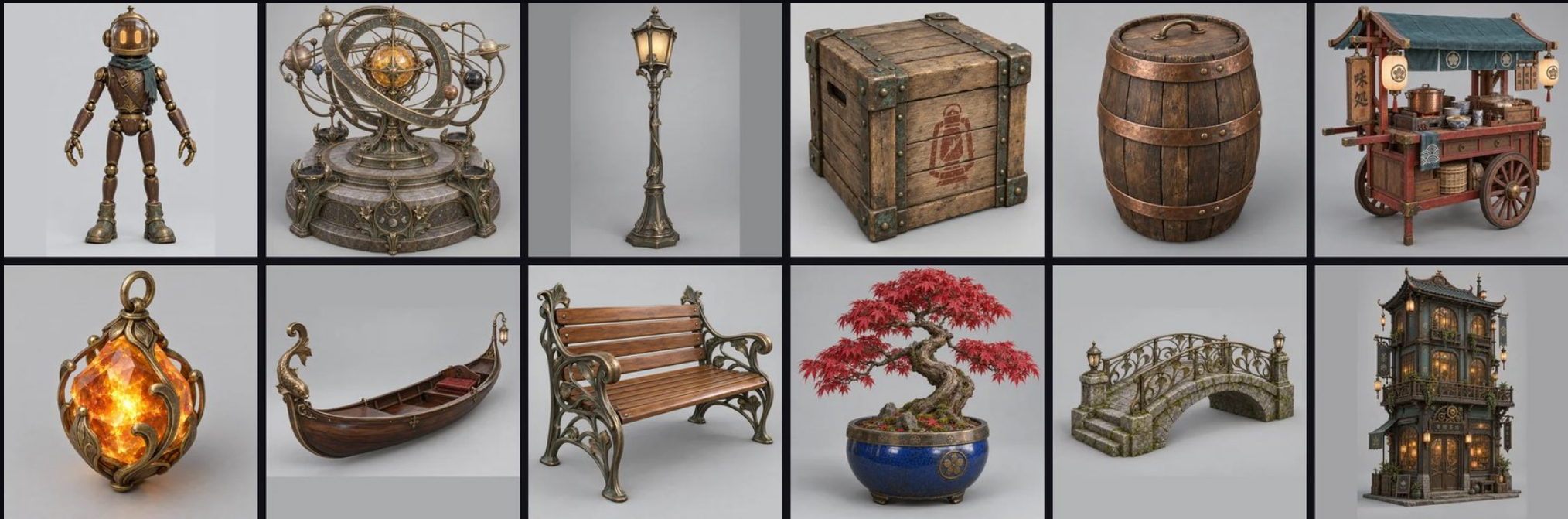
Headless Blender clean-up, then a hand-written Three.js engine.



The finished plaza: every lamp, bench, bonsai, building and neon sign began as a Scenario generation.

One concept for every object

GPT Image 2.5 Sunburst produced the hero, the orrery, two building types and nine props in one parallel batch; all fourteen images, including the night key art, finished within about a minute and a half. Every object prompt used the same studio framing, a neutral grey ground and soft even light, so each concept would read cleanly as an image-to-3D input. A second batch added a paper lantern, a hanging signboard, a mooring bollard and four neon sign designs on pure black.



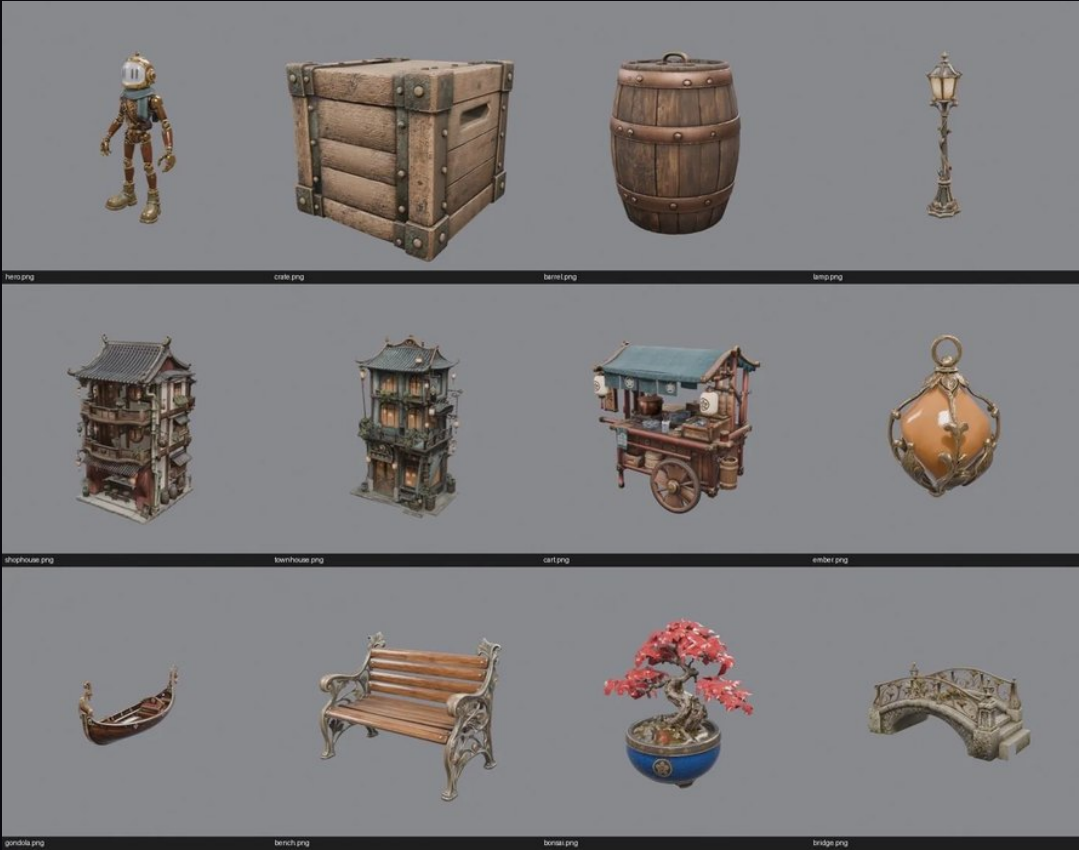
Twelve of the object concepts as generated. One image was made per object.

THE CRATE PROMPT, VERBATIM

3D game prop concept, single object centered, full object visible, three-quarter view from slightly above, neutral light gray studio background, soft even diffuse lighting. Object: a sturdy old wooden shipping crate made of thick weathered oak planks with visible wood grain, rounded worn edges, dark bronze corner brackets and riveted bronze straps with verdigris patina, a stenciled faded red lantern emblem painted on the side, slightly chunky proportions. Stylized-realistic, detailed PBR materials, game asset render.

Three models, one orrery

The Great Orrery is the heart of the level, so its concept went to three image-to-3D models on Scenario. Each result was rendered in headless Blender with its triangle count and textures for review. Hunyuan 3D 3.1 Pro had the best materials, a glassy amber sun and clean rings, and became the orrery after decimation to 59,425 triangles. Tripo P2 matched the concepts most closely at the lightest weight, so it built everything else, with PBR textures and a face limit sized to each object: 8k for a crate or barrel, 12k for a lamp or bench, 30k for the hero and 40k for a building.



Tripo P2 results rendered in Blender before anything entered the game.



The same concept, left to right: Tripo P2, Hunyuan 3D 3.1 Pro, Meshy 7.1.

MODEL	TRIANGLES	FILE	RESULT
Tripo P2	42,344	14 MB	Closest to the concept, lightest
Hunyuan 3D 3.1 Pro	99,042	55 MB	Best materials · chosen
Meshy 7.1	41,080	17 MB	Slightly softer detail

Wick, a rigged lamplighter

Wick began as an A-pose concept: a polished brass helmet with a glass visor, a walnut body with bronze filigree and a teal scarf. Tripo P2 turned it into a 30,362-triangle model. Tripo Rigging 1.0 then returned a 41-bone biped skeleton with idle, walk, run and jump clips, which a Blender script merged into one character. In the game the clips blend by movement speed.



Concept · GPT Image 2.5 Sunburst



Model · Tripo P2



In the game, by the canal bridge

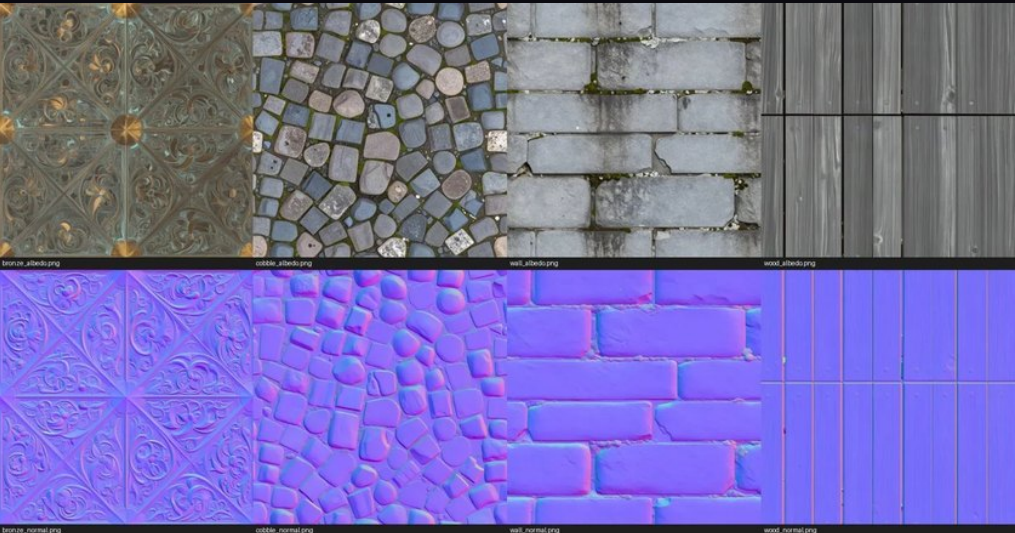
TUNED BY PLAY-TESTING

After the first play-through the direction was to make Wick easier to see in the dark and 1.5 times larger. A character-only fill light and a gentle rim glow were added, then toned down in two further passes, and the whole scene was brightened slightly.

Stone, bronze, neon and two skies

PATINA MATERIAL

Four seamless 2048-pixel PBR sets: rounded cobblestones, granite canal-wall blocks, an engraved bronze plaza inlay and teak boardwalk planks. The first three pave and wall the final city.



PATINA sets: albedo above, normal maps below.

SKYBOX GPT

A storm-lit night panorama and a golden sunrise panorama, both above a lantern-punk skyline. The sky shader cross-fades between them for the finale.



Night and dawn panoramas from Skybox GPT.

NEON FROM IMAGES

Four GPT Image 2.5 Sunburst signs on pure black (noodles, koi, tea house and sun) become glowing panels with their own flickering lights.



Neon sign art · GPT Image 2.5 Sunburst

Windows and lanterns in the generated building textures also light up at night: a material patch lifts warm, bright areas out of each model's albedo and lets them glow, then fades them as the dawn arrives.

From generated models to a playable quarter

BLENDER, HEADLESS

Python scripts in Blender 5.2 scaled every model to real metres, set its origin, decimated it, exported WebP textures, split the orrery so its rings can spin, made lighter far-away buildings and merged Wick's animations. No model was built from scratch.

REFLECTIONS

The cobblestones and the canal use planar reflections in a mip-mapped HDR target: puddles mirror sharply, rough stone blurs, and neon streaks down the wet ground. Bronze and brass reflect a cube-map snapshot of the lit plaza itself.

PLAY

canon-es physics lets Wick push crates and barrels and climb the bridge. A per-pass GPU benchmark guided performance work, and quality presets plus adaptive resolution keep the frame rate steady.

FIXES FROM PLAY-TESTING

All ten lamps first shared one material, so pressing E could not fully snuff a single lamp; each lamp now has its own. Bloom was roughly halved everywhere except the orrery's finale. The generated bridge's walking surface was replaced with code-built stone steps and an arched deck with solid collision, and the rain was thinned by about a third.



The Great Orrery in the finished plaza, reflected in the wet bronze inlay.



One lamp lit and snuffed after the fix.

Rain, erhu and a golden finale

ElevenLabs Music v2.5 wrote two instrumental pieces: a slow, looping night theme with an erhu melody over plucked guzheng and felt piano, and a radiant orchestral dawn theme for the finale. ElevenLabs Sound Effects 2 made the rain bed, footsteps, the ember pickup chime, the bronze placing bell, the lamp ignition and the crate thud. A loudness and spectrum check found the first finale effect clipped and harsh, so it was regenerated with a gentler prompt.

Set the fourth ember in its cradle and the orrery spins up: the sky cross-fades to the sunrise panorama, the rain stops and the dawn theme takes over.



SCENARIO GENERATIONS FOR THE GAME AND ITS TRAILER

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images

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image-to-3D

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rig & animation

4

PBR materials

2

skyboxes

4

music

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sound effects

2

video