

A SYNTHWAVE RACING SHORT / MAKING OF

NEON DRIFT

A white wedge racer drifts through a neon canyon in a spray of sparks, then blasts past a low camera toward a striped sun. A 15-second film built from one prompt by Claude Opus 5.5 in Blender, with the Scenario Blender Plugin and the Scenario MCP.

0:15

two shots

70 min

one session

31

Scenario calls

2,265.5

credits (CU)

A brief, a machine, no follow-ups.

The session received one prompt: shared rules and a two-shot brief for an arcade racing clip in 1980s synthwave style, with a neon grid, a striped sun, magenta and cyan glow and a wet road. 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 canyon approach, frame 30.



Shot 1: the drift exit, frame 118.



Shot 2: the overtake, frame 198.

Two shots, one cut

A chase camera follows the car through a 45-metre bend as it slides about 33 degrees with countersteer, sparks and tail-light streaks trailing. At frame 181 the film cuts to a camera 0.7 metres above the road that the car overtakes, then zooms as it rockets toward the sun.

The rules it worked to

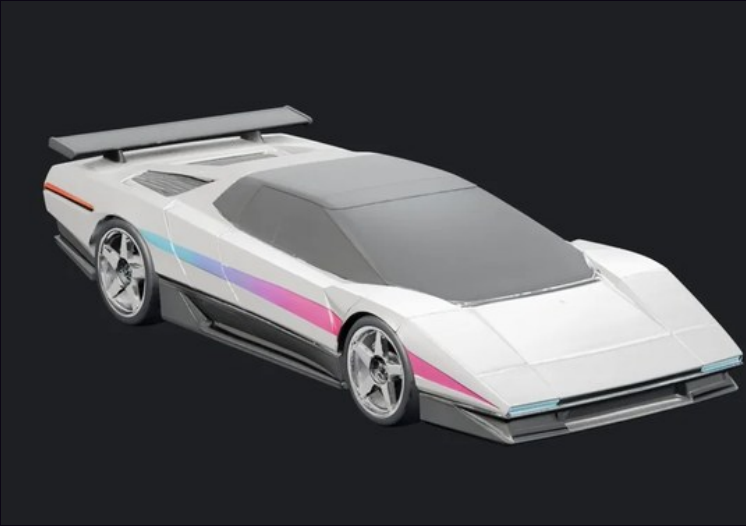
Blender and Scenario only, every name and logo invented, test renders opened and fixed before the final, exactly 360 frames at 24 fps in EEVEE, a live build timelapse, a mixed soundtrack, and every generated asset filed in one Scenario collection.

ORVANTE 84: drawn, built, split.

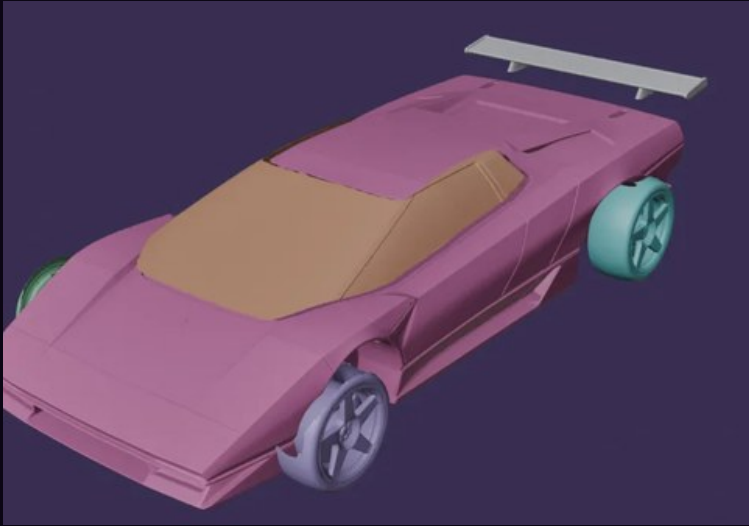
GPT Image 2 drew an invented wedge racer. Asset describe read it back as a retro futuristic vaporwave racer before any 3D spend. Hunyuan 3D 3.1 Pro turned it into a textured PBR mesh, bound into a Scenario Blender Plugin asset slot in place of a grey proxy box.



Concept, GPT Image 2.



Mesh, Hunyuan 3D 3.1 Pro.



Parts, Tripo Segmentation v2.

Seven parts, spinning wheels

Tripo Segmentation v2 split the mesh into body, canopy, wing and four wheels, bound as revision 2 of the same slot. The wheels spin with road speed at a reduced visual rate to avoid strobing, and the fronts countersteer in the drift. A GPT Image 2 livery with a transparent background sits on both flanks.

The car that missed the film

Scenario's recommend tool ranked GPT-6 Astra 3D first for its separate named parts, and the session ran it in parallel. It took 32 minutes and finished after the final render had started, with 764 named parts. It is filed in the collection as the next revision.

A sky, two surfaces, four billboards.

Skybox GPT made the 360 dusk sky, applied as the world with the plugin's apply_world. PATINA Material made the wet asphalt and the layered basalt, applied with apply_pbr_maps. GPT Image 2 drew four invented brands and the NEON DRIFT title sign from prompts that spelled every word out.



Sky, Skybox GPT, 3840 x 1920.



Wet asphalt, PATINA Material.



KROMAVOLT, GPT Image 2.



Title sign, GPT Image 2.

Built in Python around them

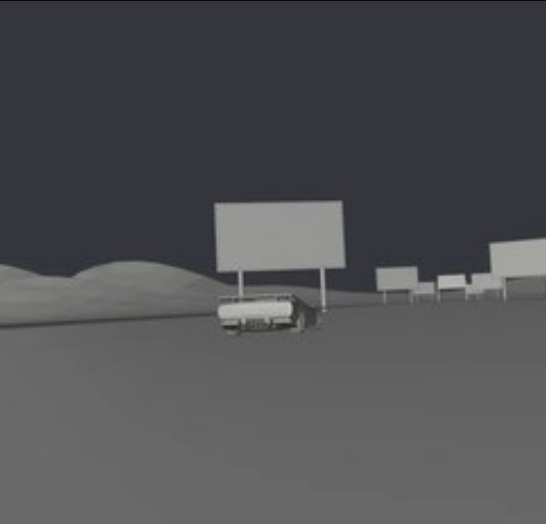
A 14-metre-wide road with a 45-metre-radius bend, canyon walls swept along it with neon strata alternating magenta and cyan, a grid plain whose lines stay clean to the horizon, a 1 km striped sun, and 92 point lights along the rails so the wet road reflects real neon.

Invented and legible

VAPORLUX soda, KROMAVOLT batteries, NIXEON TYRES and ZEPHYRA 88.4 FM line the sun straight on eight emissive boards. On the final frame, Asset caption read back billboards advertising Nixeon Tyres and Neon Drift. A second PATINA road came out as tiled slabs and was rejected.

Every frame is a function of time.

The drive is choreographed in code: a speed profile (36 m/s, braking to 26 in the bend, a boost to about 90 on the straight), a racing line and a drift yaw. Car, cameras and effects are all computed from scene time and keyed on every frame, so any frame renders alone.



Frame 240 in clay.



Frame 240, final.



Test: sparks as diamonds.



Final: the two-pass sparks.

Sparks and streaks, no bake

A frame handler rebuilds two meshes each frame: tail-light ribbons from the car's last 0.42 seconds, and ballistic sparks with one damped bounce, emitted from the rear corners in proportion to the drift angle, from a fixed pool of 420 slots.

Why the sparks became diamonds

The spark mesh measured correctly. A four-step motion-blur test showed the chase camera's yaw moving the sparks within the shutter. Frames 56 to 136 were rendered twice, the scene with blur and the sparks alone without it, then added together with ffmpeg.

It checked its frames, then changed the scene.

The session opened every test render itself, then sent frames to Scenario's analysis tools. Scenario LLM analysis, as an art director on three test frames, said the car lacked contrast against the road reflections and was too small in the title reveal. The first final render was stopped at frame 47 to apply both notes.



Test: the car lost under the sign.

What changed

Rim lights from 700 to 1,300 W each. The car now ends 58 m ahead at 70 mm instead of 84 m at 62 mm. From its own renders: the sun raised and dimmed so its stripes read, a valley carved into the mountains, and the Standard view transform instead of AgX, which had turned the neon pastel.



Final: 1.8 times larger. Quality Gate 98.

Quality Gate

Pass on every frame it scored: 98 on the gantry, 96 on the last-frame test, 85 on the drift exit, 84 on the overtake, 76 on the apex. Its notes stay open for a next pass: uniform spark dashes, a warped rear wheel from the segmented mesh, a soft car texture. Also missing: tyre smoke and road spray.

One track, six effects, on the picture.

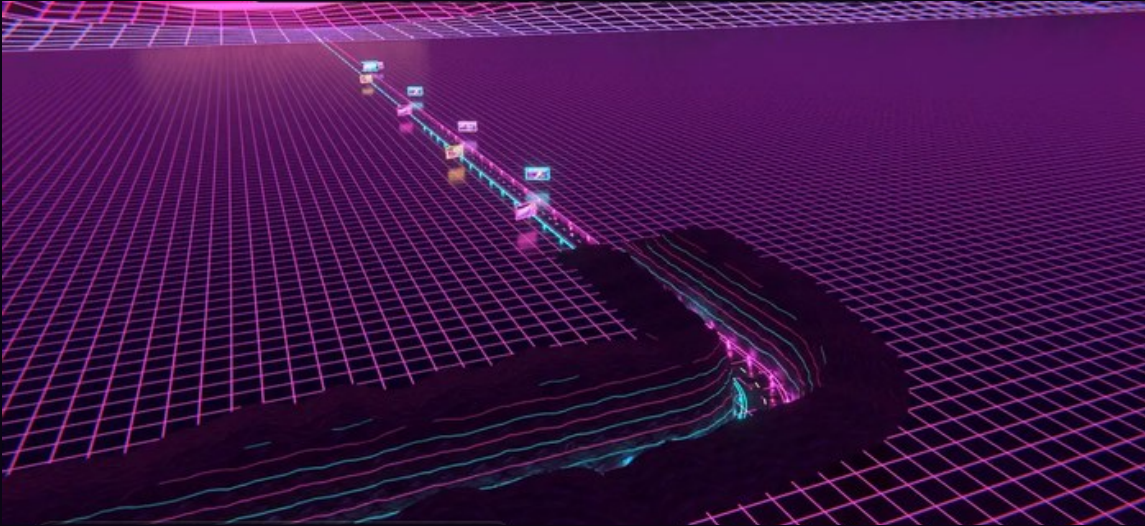
ElevenLabs Music v2 wrote a 120 BPM outrun instrumental in A minor; the film uses its first 15 seconds. ElevenLabs Sound Effects 2 made the engine, the tyre squeal, the sparks, a turbo and shift, a whoosh and a fly-by. Each cue sits on a time taken from the choreography.



Frame 170, before the cut: the whoosh peaks at 7.5 s.

Timed from the drive

The squeal starts with the slide at 1.85 s, the sparks at 2.35 and 3.85 s inside the spark window, the turbo and shift on the drift exit at 4.6 s. The whoosh peaks on the cut at 7.5 s, the fly-by on the overtake. A low-passed copy of the engine is the distant car in shot 2.



The live build timelapse, 180 frames.

Mixed and encoded

Nine cues summed with ffmpeg, limited just under full scale. The final render took 22.7 minutes for 360 frames in EEVEE at 64 samples, plus the spark passes in parallel; the timelapse was recorded live from one fixed wide camera, 180 frames at 20 fps.



31 Scenario calls, 2,265.5 credits.

Every Scenario generation went through the Scenario Blender Plugin; model choice, analysis and the collection went through the Scenario MCP. The session filed 58 assets in a NEON DRIFT collection. More than half the credits went to the GPT-6 Astra 3D car, which finished too late for the film.



Frame 330: toward the gantry and the sun.

Make your own

The skill scenario-blender-racing-film packages this workflow for an agent connected to the Scenario MCP: the drive as functions of time, the effects handler, the spark passes, the timelapse helper, the cue-sheet mixer and the encode, with the review notes that changed this film. Download it from the exploration page.

The receipt

GPT Image 2	7 jobs	364 CU
GPT-6 Astra 3D (not in the film)	1 job	1,250 CU
Hunyuan 3D 3.1 Pro	1 job	120 CU
Tripo Segmentation v2	1 job	80 CU
PATINA Material	3 jobs	183 CU
Skybox GPT	1 job	44 CU
ElevenLabs Sound Effects 2	6 jobs	180 CU
ElevenLabs Music v2	1 job	30 CU
Describe, caption, LLM analysis, Quality Gate	10 calls	14.5 CU
Total	31 calls	2,265.5 CU

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