

BOM TO DATE
6,414 CU
176 Scenario calls · 18 models

● SOLVEI · DROP 01 · RUNNING

Term

HOW IT WAS MADE · THE MAKING-OF

One invented running shoe, modelled once and taken to a full product drop by an agent with the Scenario MCP.

COLORWAYS	UPPERS	WORLDS	PRODUCT PAGES
8	4	5, with loops	32

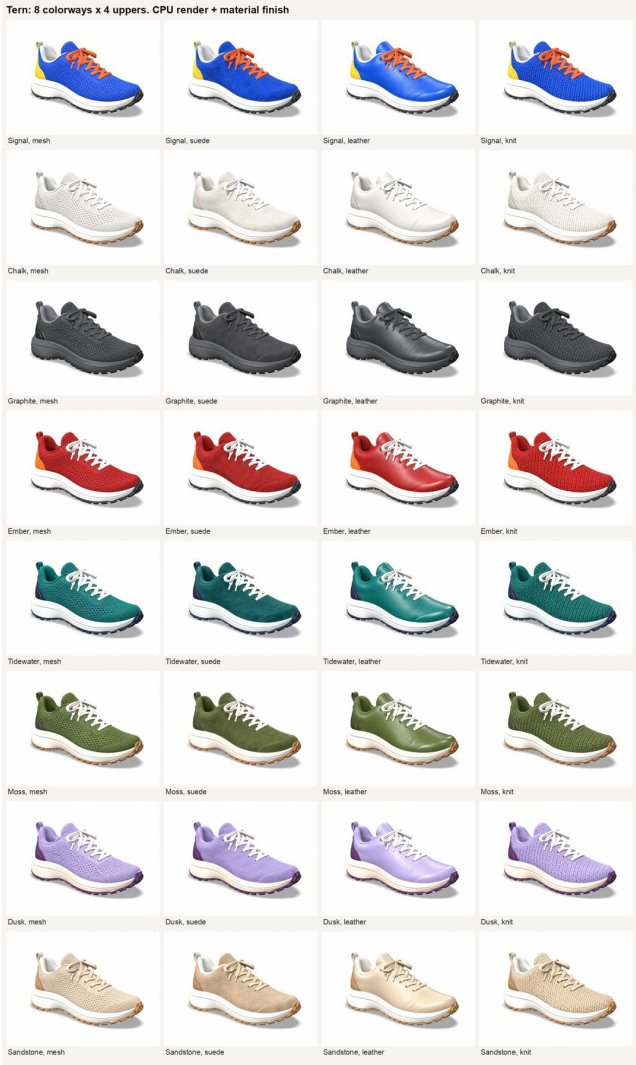
One shoe, modelled once, taken to a full drop.

Solvei and its running shoe Tern are invented. The shoe was built as one 3D model; every packshot, campaign image, loop and product page derives from it.

FOR
Footwear designers and e-commerce leads who need a whole drop from one design.

THE CONSTANT
The last, the sole and the silhouette. Colorway, upper and world are the variables.

SCENARIO
176 calls across 18 models, 6,414 CU, reconciled job by job with the ledger, one failed job included.



All 32 configurations: 8 colorways by 4 uppers

An agent, the Scenario MCP and one real-time renderer.

The agent chose each model by shoot-out, called it through the Scenario MCP and logged every call. Base renders are three.js real-time renders of the one 3D model, made in code on the processor, with no Scenario call.

01 SCENARIO MCP

Concept, views, image to 3D, materials, campaign edits, finishes, loops, voice, music and sound effects.

02 CODE

three.js renders from locked cameras, product pages typeset in layout, gltfpack for the 1.3 MB web model.

03 CHECKS

Every changed image compared with the render it came from: silhouette, kept parts, edges.



The four uppers of Ember, cut from the finished images: engineered mesh, suede, full-grain leather, flat knit

The sketch and the views.

Three image models drew the same concept brief. One was kept for a true profile with six eyelets; five more views were derived from that master by reference edits.

APPROVED

GPT Image 2.5 Sunburst.

RUNNER-UP

GPT Image 2.5 Flare: the image review counted seven eyelets.

CALLS

9 calls, 115 CU.



Concept shoot-out, same prompt



Views derived from the master

The constant, built.

Three image-to-3D models reconstructed the shoe from the same views. The one closest to the drawing became the model under every image; the left shoe is its mirror.

APPROVED

Tripo 3.1 Multi View.

RUNNER-UP

GPT-6 Astra 3D: named parts, but a flat slab midsole. Meshy 7.1 invented an insole mark.

CALLS

3 calls, 1,480 CU.



Side views of the three candidates over the drawing

Four uppers you can tell apart.

Four tiling materials came from PATINA Material. At thumbnail size the uppers still looked alike, so each configuration got a material finish: an image edit that changes only the surface of the upper.

MATERIALS
PATINA Material, 6 calls, 318 CU.

FINISH
GPT Image 2.5 Sunburst without a mask, what stays listed first. With the upper as a mask it redrew another shoe.



A first suede set that came back as a whole sneaker



Uppers before and after the finish

Five worlds around the exact shoe.

A reference edit builds each world around the rendered shoe. The approved Signal image of each world is the second reference for the other seven colorways, so a world looks the same in every colorway.

APPROVED
GPT Image 2.5 Sunburst, ahead of Flare and FLUX 2 Max on an outline score against the render.

CALLS
47 calls, 657 CU.



40 campaign images: 8 colorways by 5 worlds

The review sent two things back.

The uppers had to read apart, and the shoe had to belong in rain and at night. A second edit integrated the shoe in its light: wet highlights, reflections, contact shadows.

FINISHES AND INTEGRATION

53 calls, 775 CU, one failed MAI Image 2.5 Pro Edit job (44 CU) included.



City rain after integration



Before integration



A masked edit that redrew the shoe

Hero loops, and a relit dawn.

Seedance 2.5 animated one image per world, with the same image as first and last frame, so the loop has no seam: only the air moves. After the film, a realism check relit the Signal track image against the low sun, and its loop was made again.

LOOPS

Seedance 2.5, 12 calls, 2,412 CU: 480p previews, then 720p finals.

RELIGHT

GPT Image 2.5 Sunburst kept over Gemini 3.0 Pro Image: 4 calls, 76 CU.



Track at dawn: studio-lit shoe, then relit against the sun



A desert preview that drew streaks in the sky, sent back

32 product pages, and the page.

One product page per colorway and upper, typeset in layout: the words are set in type, never generated, and there are no prices. The page lets a visitor build the drop, compare the uppers, walk the worlds and export a product page.

OUTSIDE VIEWS

24 finished views for the suede, leather and knit pages: 24 calls, 312 CU.



The 32 product pages



One page: Ember, suede

The drop, costed.

Every Scenario call in the ledger, supplier by supplier, the one failed job included (MAI Image 2.5 Pro Edit, 44 CU). The film shows the total before the relight of the track hero, 6,060 CU. Base renders are three.js real-time renders of the one 3D model, made in code, with no Scenario call.

MODEL	USED FOR	CALLS	CU
Seedance 2.5	hero loops	12	2,412
GPT Image 2.5 Sunburst	sketch, views, campaign, f...	127	1,690
GPT-6 Astra 3D	3D runner-up	1	1,250
PATINA Material	upper materials	6	318
Meshy 7.1	3D, third	1	140
ElevenLabs Music v2.5	music	2	120
ElevenLabs 3	voice	3	102
Tripo 3.1 Multi View	the last (3D)	1	90
MAI Image 2.5 Pro Edit	finish runner-up	2	88

MODEL	USED FOR	CALLS	CU
Gemini 3.0 Pro Image	integration and relight ru...	4	100
GPT Image 2.5 Flare	runner-up, sketch and camp...	2	26
FLUX 2 Max	campaign, third	1	24
Gemini 3.1 Image	sketch, third	1	19
Minimax Speech 2.8 HD	voice runner-up	1	15
Gemini 3.5 Transcribe	word times	5	10
Sonilo 1.1 SFX	sound effects	5	5
Gemini 3.8 Flash TTS	voice, third	1	3
Scenario LLM review	image review	1	2
Total, 18 models		176	6,414

Now make yours.

The scenario-footwear-drop skill takes one side view to colorways, uppers, worlds, loops and product pages. Unzip it into your agent's skills folder and connect the Scenario MCP.

THE SKILL

Capabilities and a model-selection method, so it picks the newest fitting models when you run it.

THE RECIPE

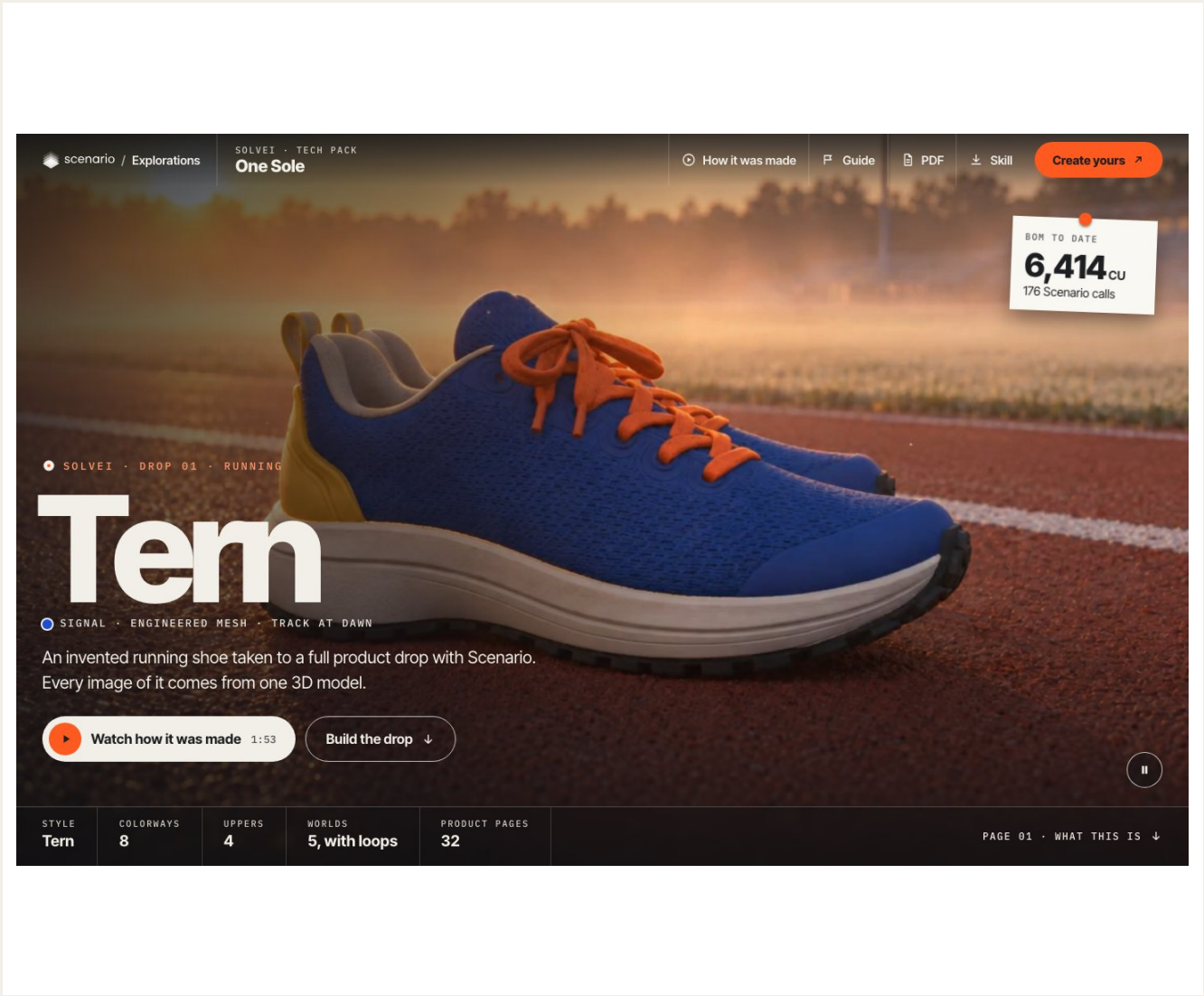
Every prompt as sent, the models with their roles and the costs, on the exploration's page.

THE SCENARIO MCP

Connect your agent to Scenario's image, video, 3D and audio models.

mcp.scenario.com

Create yours ↗



The exploration: build the drop, compare the uppers, walk the worlds