

A world built in sequence

Seven post-apocalyptic kits connect props, people and animals through a shared art direction. The finished library contains 66 distinct designs and 198 delivered GLB models.

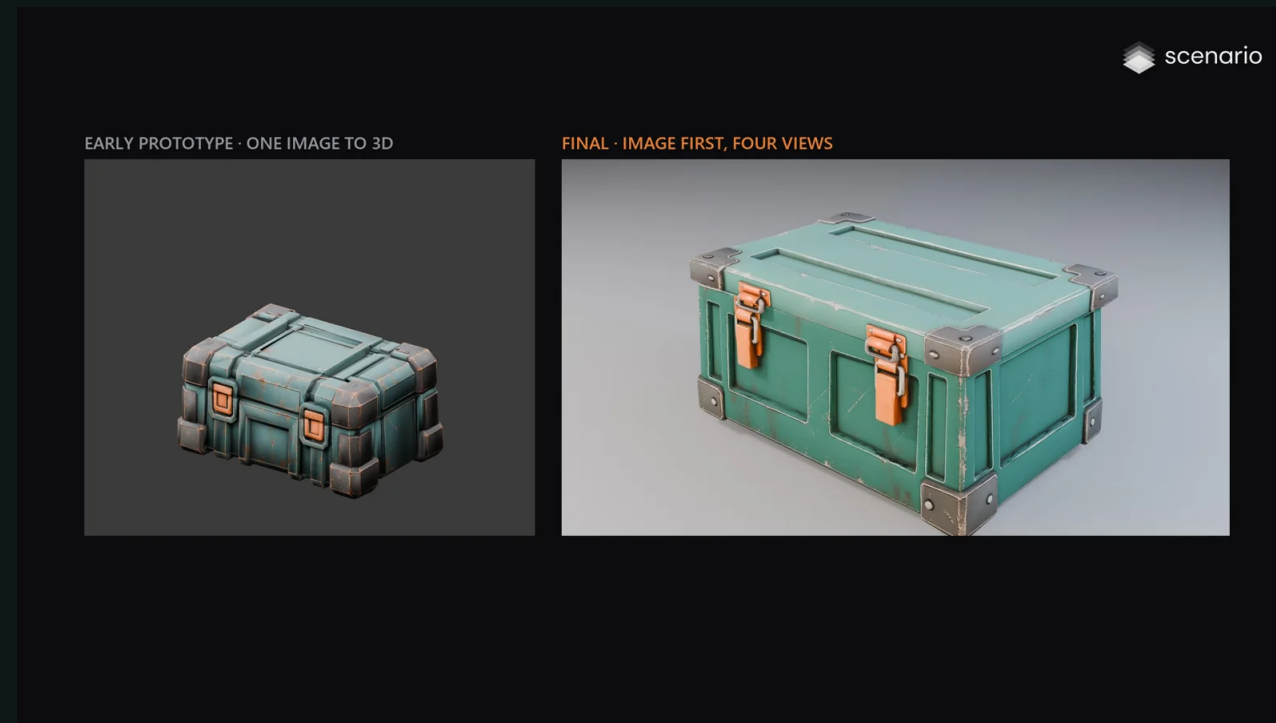


A real render of the generated assets, assembled for the production film.

The brief began with modular environment kits and expanded into loot containers, city props, vehicles, cemetery pieces, zombies, survivors and animals. Scenario MCP carried the image and 3D generation stages. Rendering and scene assembly brought the resulting models into a coherent visual world.

A clearer design comes first

The early chest was too rounded and uneven. The production direction moved toward straight edges, readable shapes, distinct colors and clear item functions.

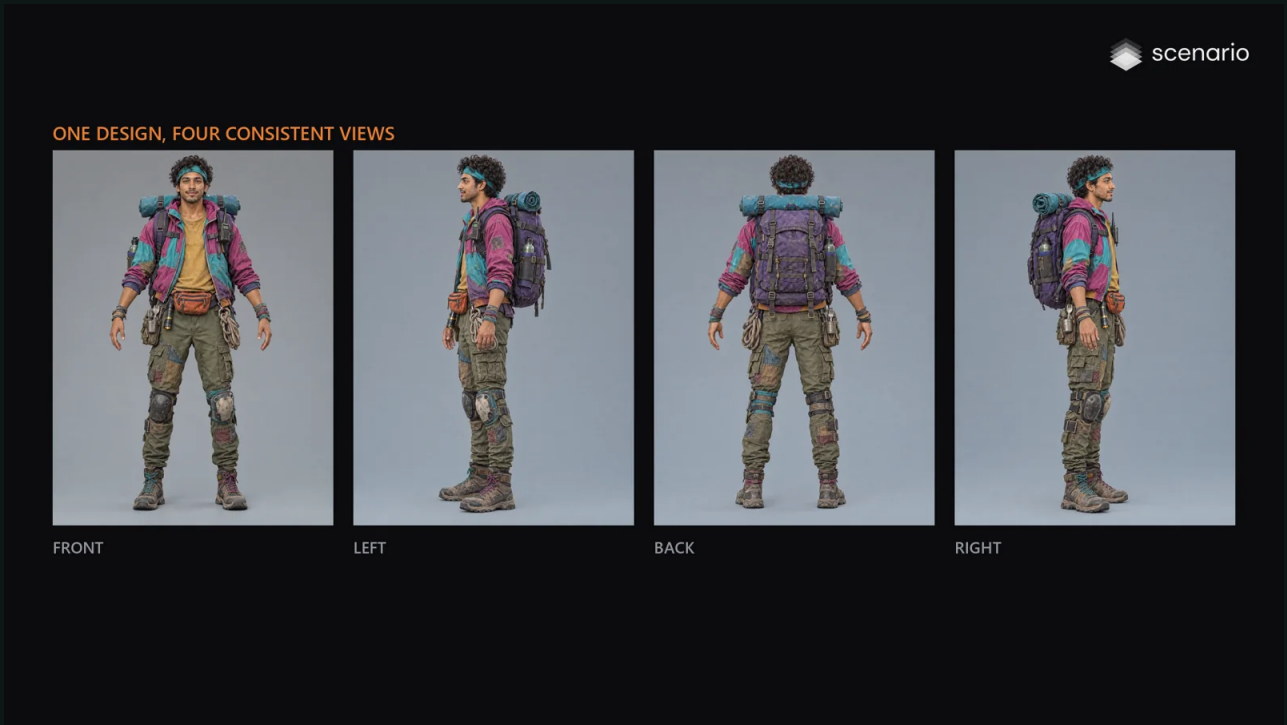


Early prototype compared with the revised chest direction shown in the supplied film.

Image-first iteration established the proportions before 3D reconstruction. Medical containers, weapon cases, supply chests and improvised caches gained their own functions and colors. Openable designs were planned as separate bodies and lids. Segmentation and remeshing were rejected as the final production route.

Four views carry one identity

Consistent front, left, back and right images provide the evidence for each 3D reconstruction. GPT Image 2.5 Sunburst generated reference images in the recorded production stages.



The urban nomad's four reference views used to communicate one coherent design.

Tripo P2 Multi View reconstructed models from selected views. The references preserve clothing, markings, colors and proportions across the object. The same views feed each density generation. Source requests and asset manifests preserve the actual model inputs, output IDs and requested face limits.

Low poly with a strong silhouette

Each design was generated independently at requested face limits of 50,000, 8,000 and 2,000. These are requested budgets; the resulting triangle counts are measured separately.

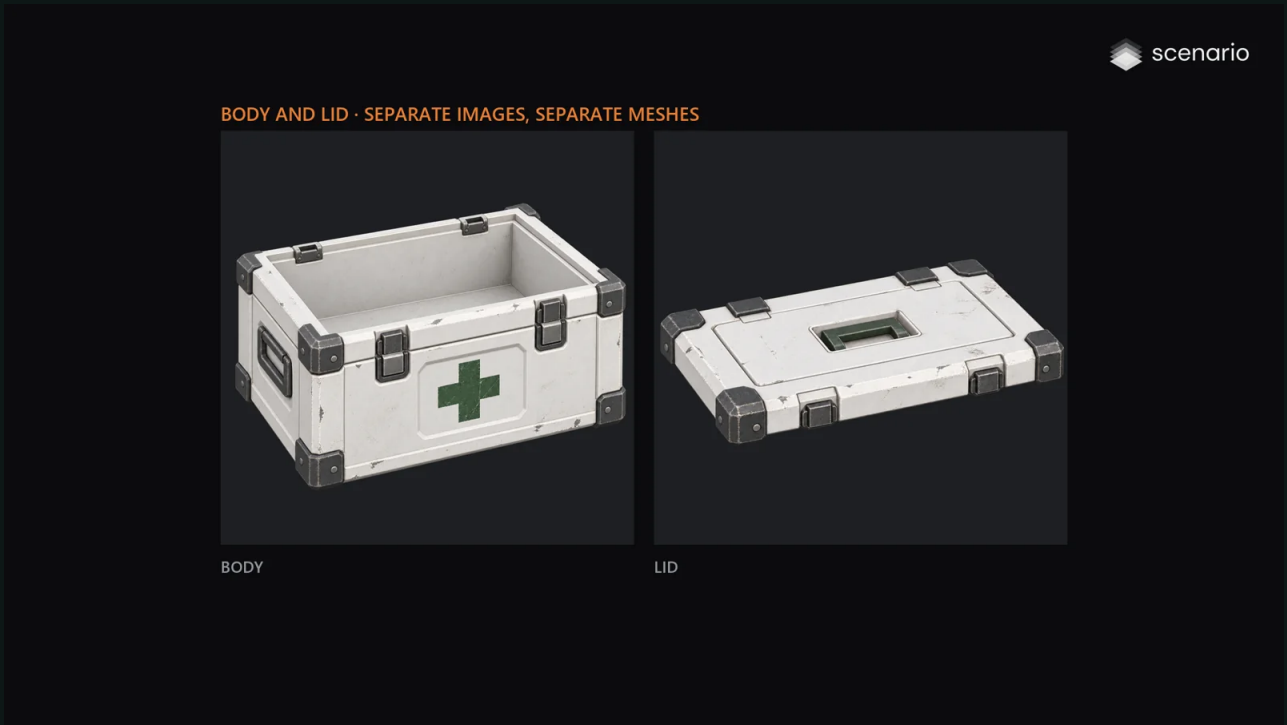


Urban nomad: 57,896 / 8,235 / 1,928 actual triangles, from the supplied film's render audit.

Three native generations preserve the concept at different geometric densities. Broad clothing shapes and survival gear remain readable in the low-poly version. Each output has its own topology. This is distinct from decimating one high-resolution model; engine LOD transitions still need integration and validation.

Generate the parts before assembly

The workflow treats a container body and its moving lid as separate subjects, each with its own reference images and 3D generations.

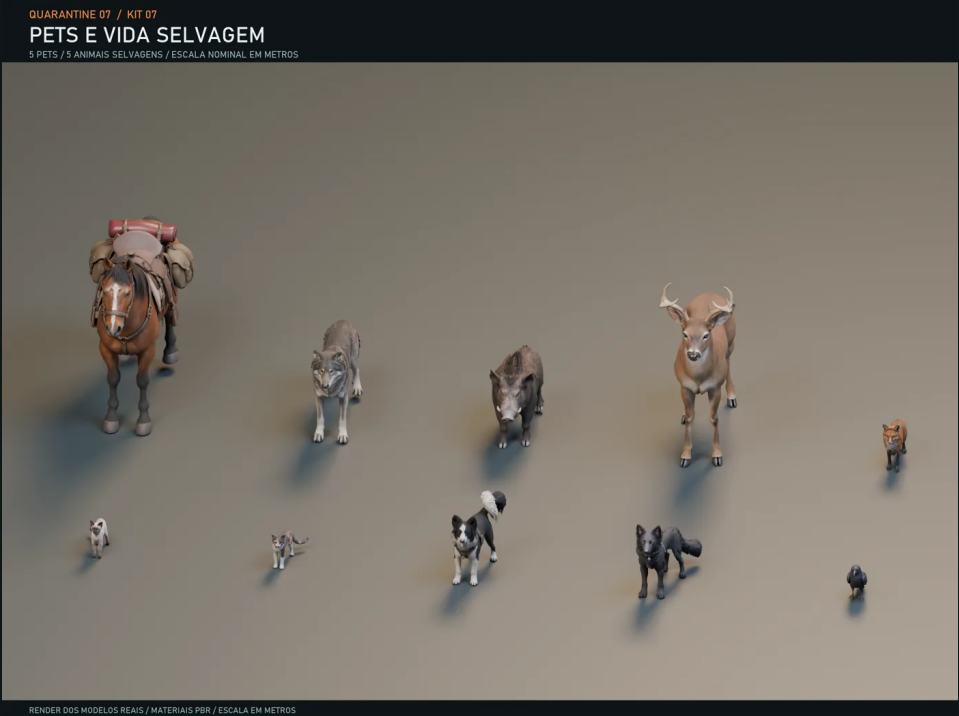


Actual medical-container body and lid images, prepared as independent components.

The resulting components were scaled and assembled into the delivery models. This keeps the opening piece independently addressable. Pivots, collisions and mechanical hinge behavior require validation in the engine. Delivered GLBs were checked for embedded PBR material textures and scale; characters and animals remain static assets without production rigs.

Small stories, shared visual language

Ten containers, ten city props, twelve vehicle designs, four cemetery pieces, ten zombies, ten heroes and ten animals complete the seven-kit library.



Five pets and five wild animals, with only one bird in the kit.

Two cats and two dogs use real photographs as appearance references. The animal kit adds a horse, fox, wolf, boar, stag and raven. Survivors carry distinct clothing and practical gear. The initial environment used existing props on one textured floor; the later supplied film stages the expanded library. The presentation reuses these finished assets without a new generation batch.