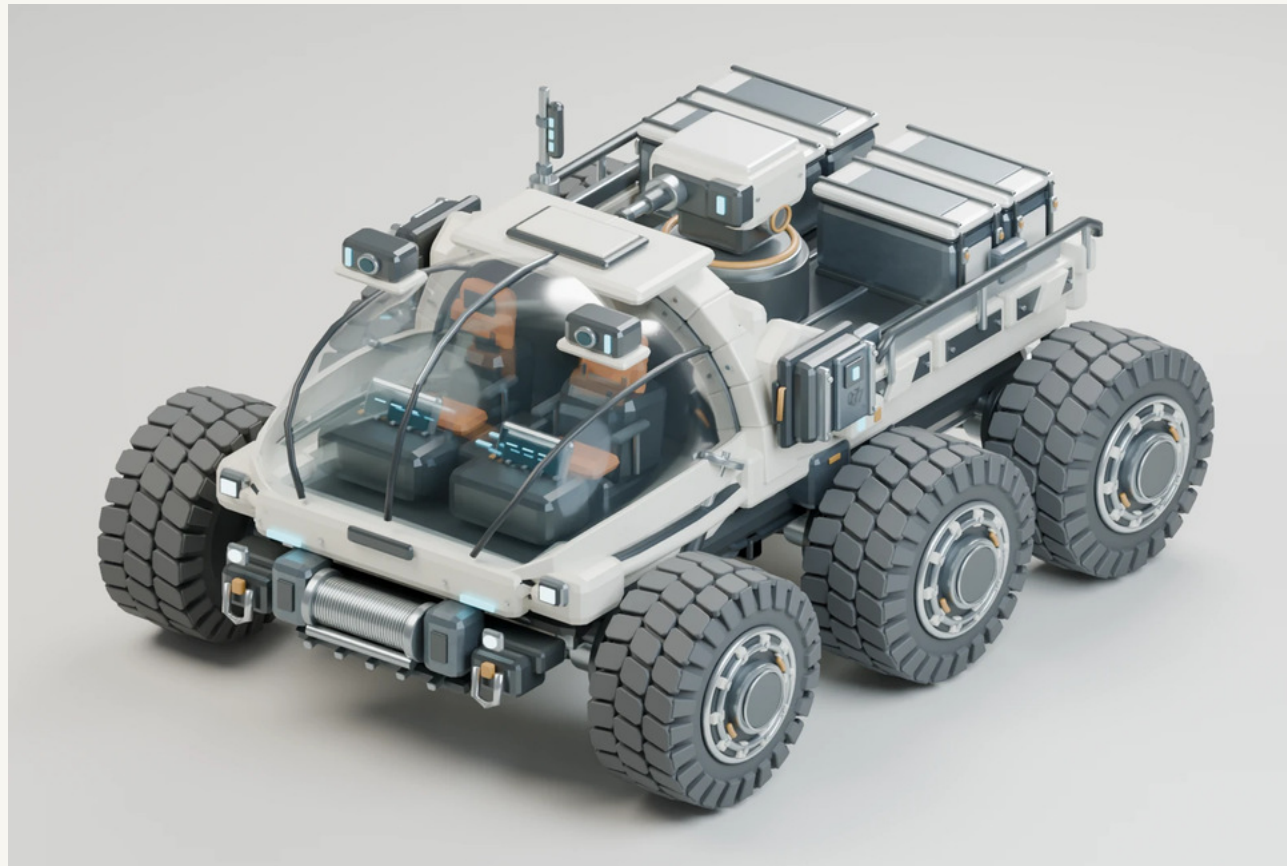


Rover Foundry

From an idea to an editable expedition.



A Scenario concept, a named-part 3D reconstruction, eighteen generated textures, and locally authored equipment. Add generated surrounding worlds and sound: this is how an exploration rover becomes a collection of parts you can make your own.

Begin with a silhouette.

A reference that gives the whole build a direction.



GPT Image 2.5 Sunburst generated the reference: six large wheels, a rounded two-seat cockpit, ivory armor, graphite structure and restrained orange details. The request specified one complete vehicle in soft studio light.

The prompt also called for separate functional modules and clear mounting sockets. Those choices connect the image to the later assembly: wheel positions, a rear cargo deck, a rooftop turret and side-mounted power packs.

One generated image becomes the shared visual reference. The exact prompt and its 1536 x 1024 parameters are retained in the downloadable generation record.

[Open GPT Image 2.5 Sunburst](#)

Original Scenario concept. The rounded cockpit, six wheels and exposed equipment establish the design language.

Ask for parts you can work with.

The image sets the look. Named assemblies make the next step possible.



GPT-6 Astra 3D reconstructed the concept as named mechanical assemblies. The complete generated rover was imported through the installed Scenario Blender Studio and retained as a raw native Blender scene.

The generated asset reports 237,732 faces, 303,172 vertices and 17 materials. The import inventory records 1,462 meshes. These measured counts are distinct from the requested 300,000-face budget.

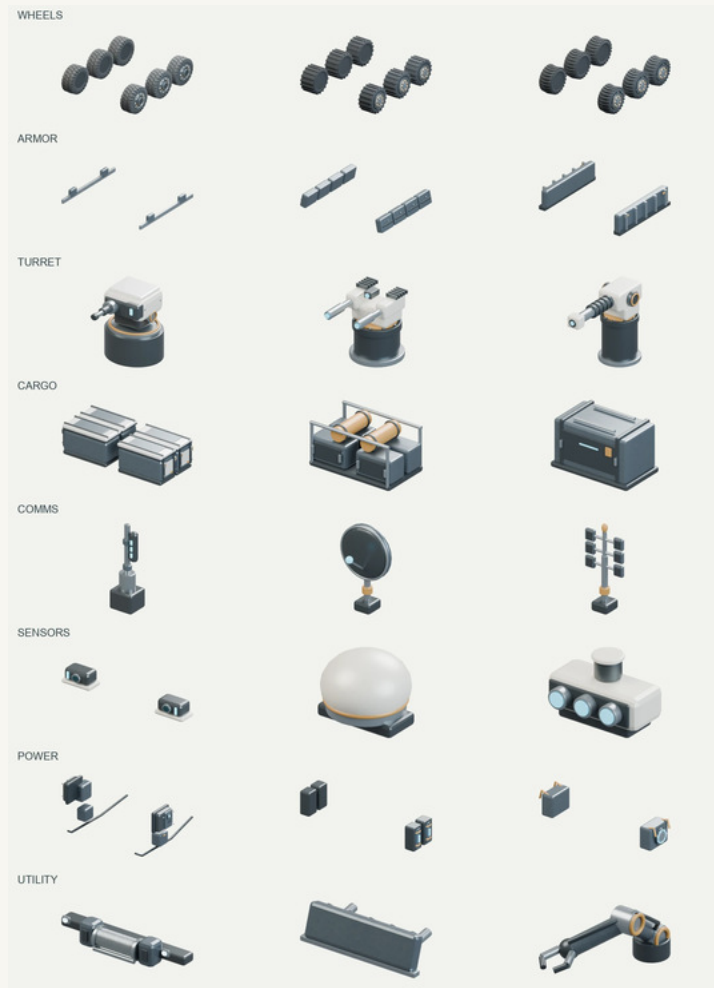
Front and rear review checked the six-wheel vehicle and cockpit before local fitting. The retained import provides a reference for the later assembly and its separately authored equipment.

[Open GPT-6 Astra 3D](#)

The actual Scenario reconstruction before local equipment fitting, with the complete vehicle inside the frame.

Make the choices visibly different.

A modular kit needs changes you can read in the silhouette.



Eight mechanical systems provide 24 equipment choices. The generated rover supplies the seven non-armor base options. Blender scripts author two alternatives for each of those systems and all three armor kits.

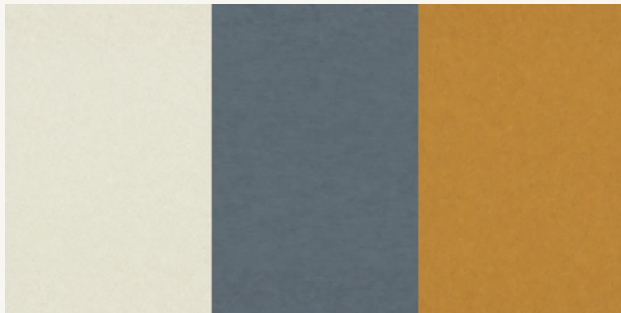
Sand-paddle and crawler wheels, twin and heavy turrets, cargo pods, dishes, sensors, power packs and tools change the silhouette. Graphite structure, pale armor and restrained orange or cyan details hold the kit together.

Each wheel choice contains six separate wheels with axle pivots. Across the kit, 18 wheel assemblies remain independently editable. Coil springs and their alternate suspension groups are physically removed; plain shafts, wishbones and carriers remain fixed supports.

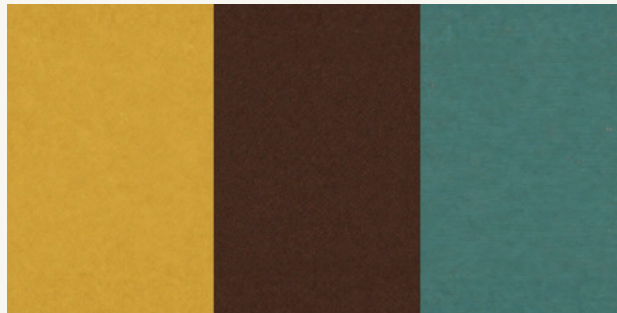
The current 24 equipment choices, rendered separately in eight rows: wheels, armor, turret, cargo, communications, sensors, power and utility.

Six finishes. Eighteen surfaces.

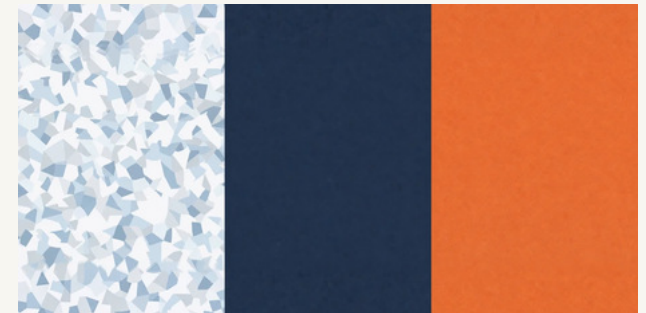
Every finish has a coordinated primary, secondary and accent material.



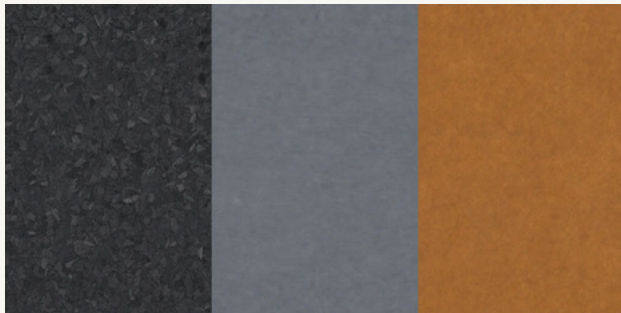
Lunar ceramic



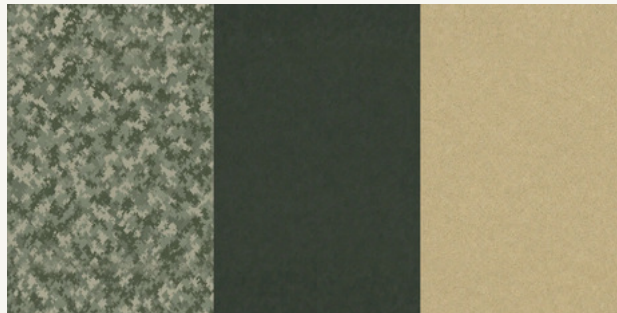
Martian ochre



Polar expedition



Deep-space carbon



Verdant digital camo



Rescue vermilion

Each triptych shows primary, secondary and accent textures. The six original body finishes are joined by twelve complementary GPT-based Scenario Texture outputs. Each 1024-square request uses high quality, seam erasure, 128-pixel overlap and 64-pixel feathering.

Flat source images and 2 x 2 repeat sheets were inspected before application. The model generates basecolor; roughness and metalness are separate locally chosen shader values. Exact prompts and all eighteen originals are downloadable.

Let the light finish the material.

The color image and the surface response have different jobs.



The installed plugin creates a material from each generated basecolor. Roughness and metallic values are then adjusted locally on the Principled shader. All eighteen materials are packed into a Blender library with their finish and role identifiers.

The Lunar set combines ivory ceramic at roughness 0.40 / metalness 0.18, blue titanium at 0.30 / 0.68, and amber ceramic at 0.37 / 0.12. These authored scalar values give neighboring surfaces different responses to the same light.

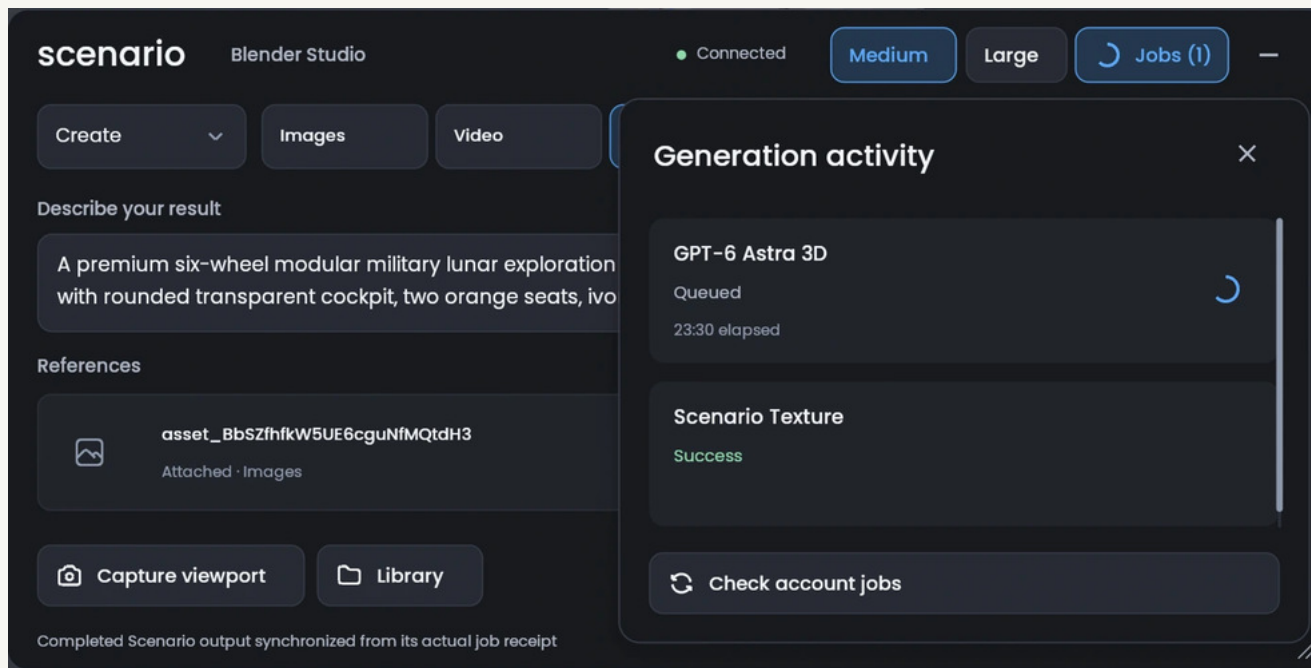
Primary covers the body and selected painted equipment. Secondary covers armor, cargo and other housings. Existing safety-enamel parts receive the accent. Glass, tires, upholstery and optics retain their functional materials.

[Open Scenario Texture](#)

All eighteen actual generated textures, applied through installed Scenario Blender Studio and rendered on local Blender samples.

Bring the work into Blender.

An actual installed-plugin workflow, with retained requests and receipts.



Scenario Blender Studio 0.1.6 handled drafting, estimating and submitting the Lunar ceramic and rover reconstruction requests. An adapter confined to the owned Blender session sent those installed handlers through Scenario MCP.

The completed texture receipt was synchronized into the plugin. Its material action applied all six actual outputs to Blender samples, creating image nodes and recording source asset IDs.

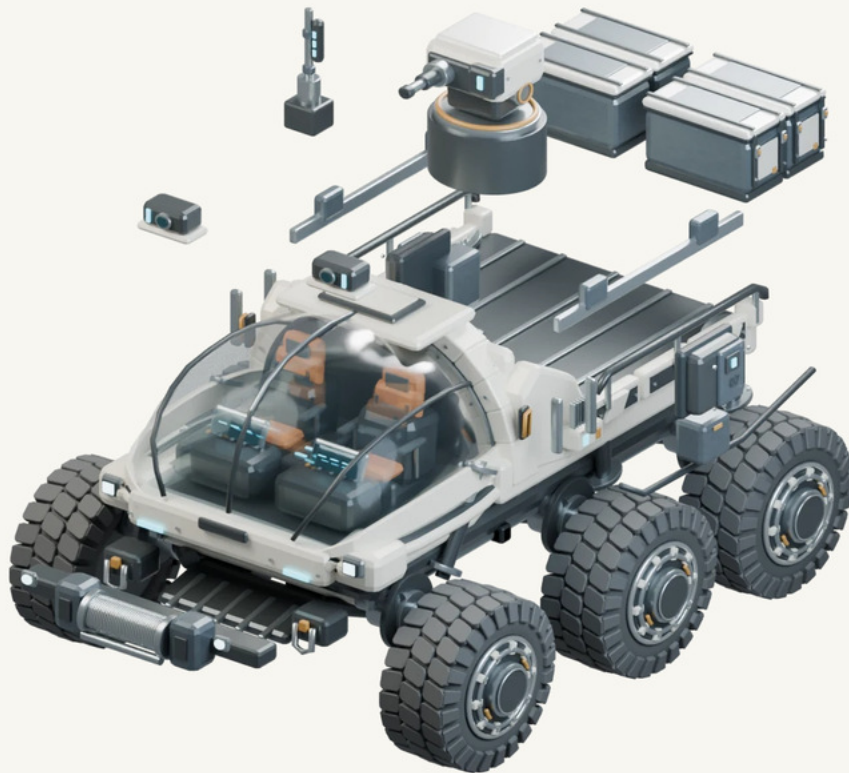
The completed rover was then imported through the plugin and saved as a native Blender scene. Local scripts provide the test geometry, shader calibration, alternate equipment and assembly.

[Explore Scenario MCP](#)

The installed Scenario Blender Studio during production: the texture job is complete and the 3D job is still queued in this capture.

Correct the fit. Preserve the parts.

Inspection turns a detailed reconstruction into a usable modular kit.



Review screenshots exposed adjacent tire overlap and tire intersections with the body and headlights. Local fitting widened the track, spaced the axles, reduced wheel size and grounded each tire.

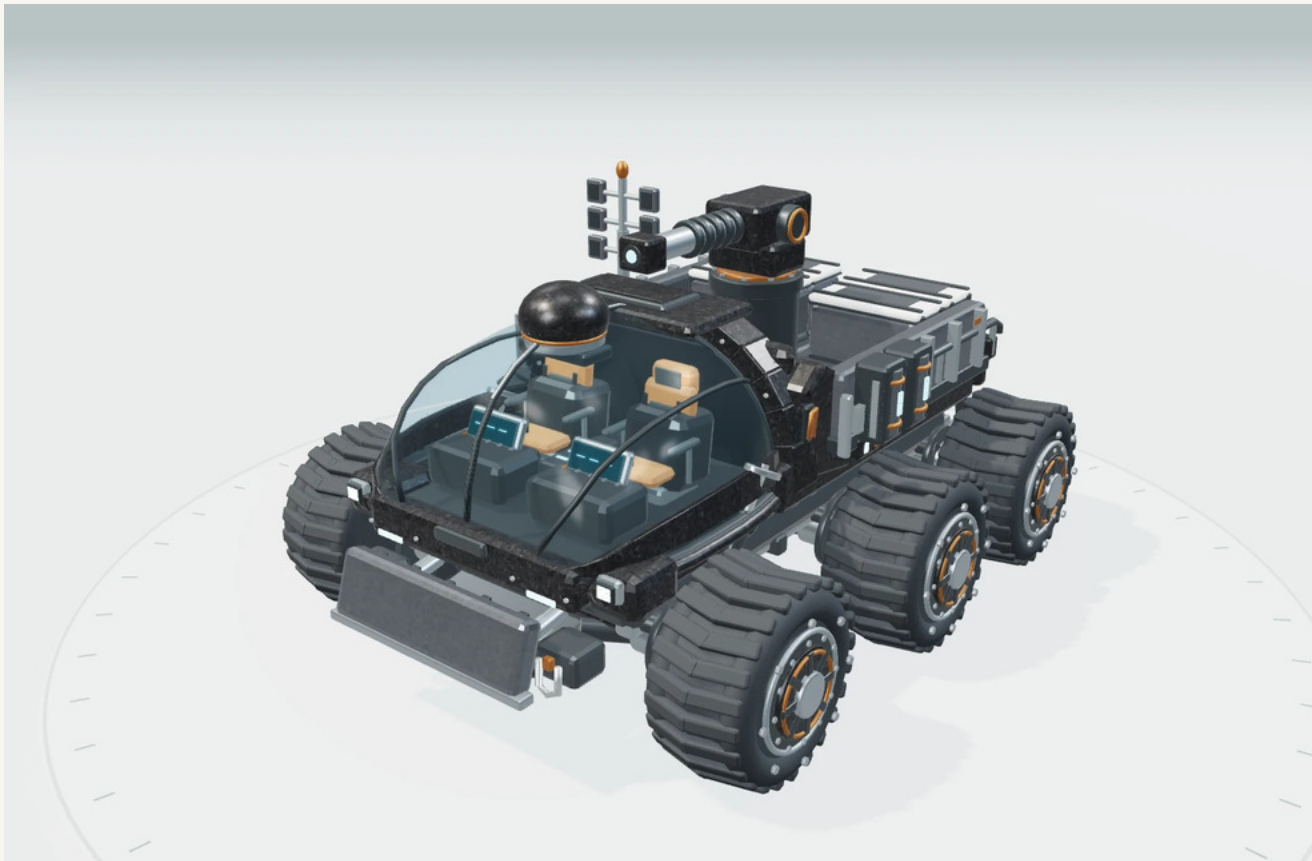
The correction adjusts support endpoints, adds half shafts and revises turret, cargo, communications and power placement. A later simplification physically removes the six coil meshes and all alternate suspension groups, while keeping plain supports and wheel pivots.

The editable assembly keeps separate chassis, glass, cockpit interior, frame and body-panel groups. Batching stays within part boundaries; the native file and portable kit preserve wheel pivots and equipment choices.

The corrected modular rover in an exploded view. Equipment groups remain separate around the generated chassis and cockpit.

Take the build into another scene.

The useful result is a portable selection of geometry and materials.



The browser catalog selects one group per mechanical system and applies a complete three-material finish. All three texture images must load before the set is applied or exported. Shared source materials are separated by role.

Downloading a rover takes an isolated copy of selected geometry and all three material maps. Workshop scenery and unselected alternatives stay outside the GLB. The native kit already contains the projected paint UVs; the current browser build needs no UV fallback.

The current native kit contains eighteen independent wheels and packed material images. Both the native file and portable GLB omit coil-spring geometry. The complete Blender source remains a separate download from the current browser-selected build.

The actual browser renderer with the heavy equipment set. Selected GLBs were reopened and their independent wheel pivots checked.

Give the rover a whole world.

A complete 360-degree landscape begins with an open foreground.



Lunar: regolith, crater ridges and a distant habitat.



Mars: ochre plains, mesas and a small outpost.

Scenario Skybox GPT generated both 3072 x 1536 equirectangular images. Each prompt specifies an empty foreground, an equatorial horizon and one continuous surrounding landscape. Original PNGs and exact requests are included in the downloads.

The viewer projects the panorama onto a local ground-aware sphere and adds a shadow receiver and authored lights. These are surrounding images, not reconstructed terrain. Reflections use a smaller filtered copy; each world loads only when selected.

Explore beyond familiar horizons.

Four imagined planetary environments, with space for the rover to belong.



Europa icefield



Elysian valley



Obsidian frontier



Titan dunes

Scenario Skybox GPT generated four 3072 x 1536 imagined worlds: blue ice, luminous vegetation, basalt and golden dunes. Each prompt leaves an open clearing for the rover.

Wrap inspection led to Skybox Upscale for Titan and a Skybox Flux reference pass with stronger geometry enforcement for Europa. All exact requests are retained, including an unselected Europa upscale.

Bring the expedition home.

An orbital workshop connects the vehicle to the people who might build it.



The actual generated 360-degree workshop: an empty service floor, distant equipment and a planet beyond the observation window.

The workshop uses the same Scenario Skybox GPT pipeline as the planetary landscapes. Its prompt describes ivory structural arches, graphite panels, warm work lights and machinery around the room perimeter. The center stays clear.

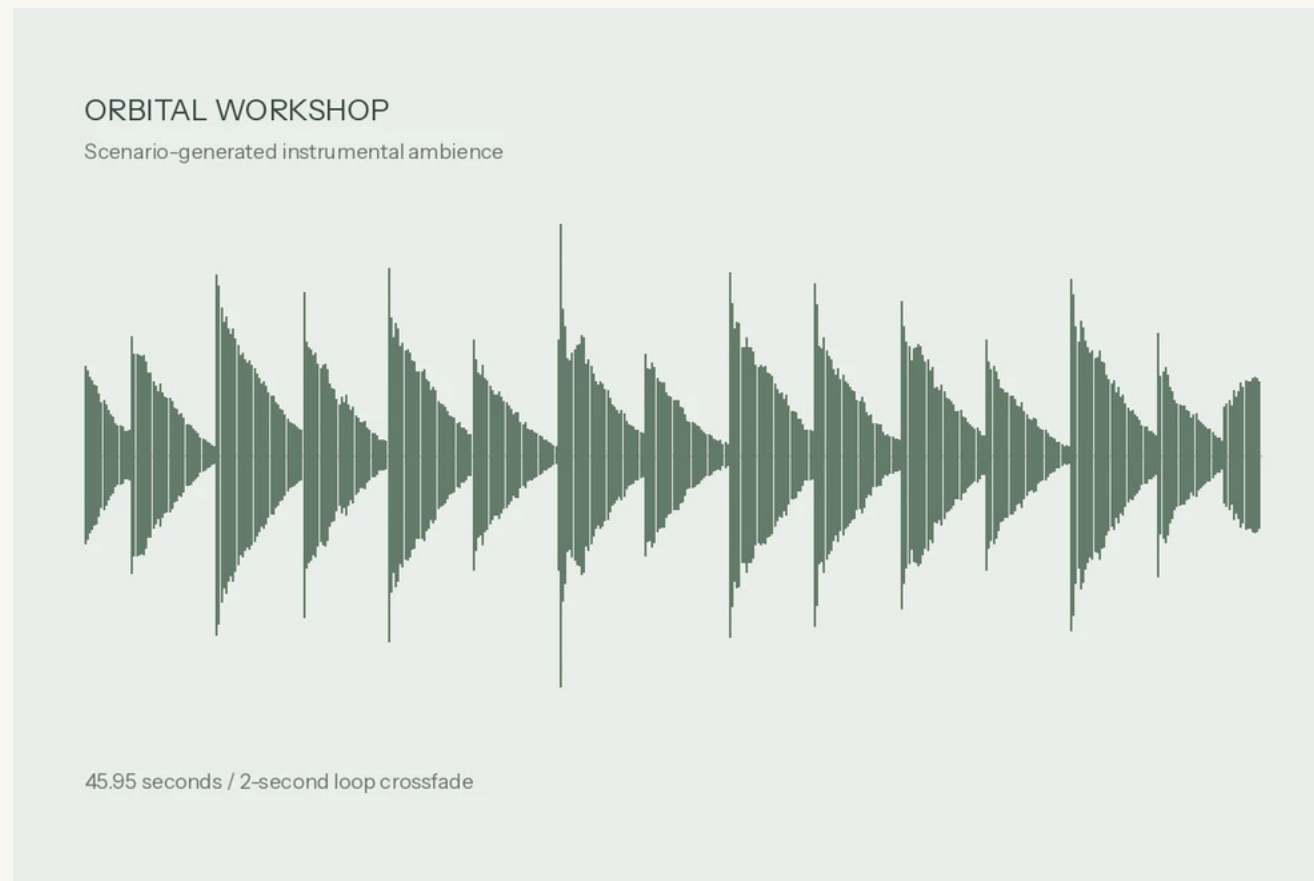
A 2:1 image wraps around the scene, including the ceiling and floor. Local lighting and filtered reflections connect the rover materials to the surroundings. The panorama remains an image, so nearby architecture does not acquire independent 3D depth.

All seven environments load on demand. Small thumbnails let visitors choose without loading every full panorama. The media archive includes original GPT panoramas and the chosen runtime maps. Exact refinement requests and source IDs let project members reopen the higher-resolution iterations.

[Open Scenario Skybox GPT](#)

Choose the rhythm of your expedition.

Seven generated instrumentals, four model families, one equipment sound.



Waveform of the original Orbital drift loop, preserved unchanged. This figure measures its actual amplitude.

Scenario MCP generated seven instrumentals: the original Orbital drift and six rhythmic additions. The selected tracks use ElevenLabs Music 2.5, MiniMax Music 3.0, ACE-Step 1.5 Quality and Sonilo V1.1.

Local editing trims active passages, crossfades ends and normalizes to -20 LUFS. Originals and two alternate takes remain downloadable, alongside exact prompts, parameters and the recipe.

Sound starts off. Choose with the music-note control, then enable the speaker. Switching crossfades; muting or hiding pauses playback. The original ElevenLabs equipment latch remains unchanged.

ElevenLabs Music 2.5

MiniMax Music 3.0

ACE-Step 1.5 Quality

Sonilo V1.1 Text to Music

Start your own expedition.

Keep the reference, the requests and the editable parts together.

- 1 Generate a concept with a complete silhouette, readable equipment and consistent light. Keep the exact prompt and output reference.
- 2 Reconstruct the reference with named assemblies. Inspect the returned geometry, materials and scale before designing alternatives around it.
- 3 Generate flat, tileable basecolor finishes. Apply them to simple test geometry and tune roughness and metalness locally.
- 4 Keep original outputs, authored parts and the assembled scene. Copy the recorded prompts into your own workspace; source jobs require project access.

Create with Scenario

Connect your tools with Scenario MCP

Download the editable Blender source kit

Download the exact prompts and parameters

Download the step-by-step Markdown recipe

Download the complete ready-to-use kit

Explore the rover and downloadable assets