

SCENARIO EXPLORATION · HOW IT WAS MADE

Sketch to Asset

Nine rough sketches, nine game cards, nine 3D models

Each rough pencil sketch goes into Scenario and comes back as a full-colour render, a rotatable PBR game card and a textured 3D model. Every image, map and model came out of Scenario, generated through Scenario MCP in one project; a local card compositor and a three.js viewer put them together.



ON THE PAGE

Pick a sketch. Turn its card, or orbit its model.

NINE SKETCHES

A rail lists the nine assets. The selected sketch stays in view beside the stage, next to what grew from it.

GAME CARD

Drag to turn the card and catch the light; F flips it to its back. The nine cards stand on an arc, the neighbours softly out of focus, and a tap brings one forward with a three-turn spin.

3D MODEL

Orbit the textured model. It stands still with a subtle breath while the other eight stand small in the distance, turning slowly; a tap brings one to the front.

LEARN IT

A five-step walkthrough follows Figo the gecko from sketch to card, with the prompts, models and a check for each step.



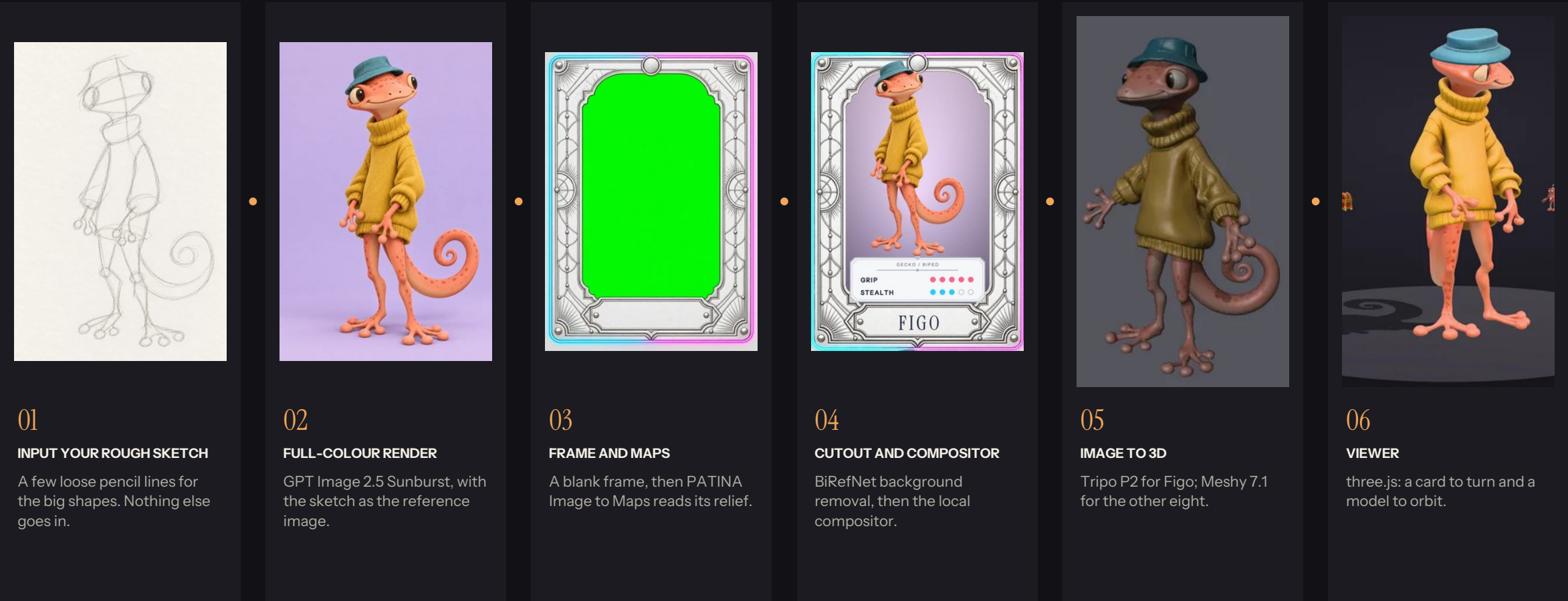
Game card: Figo at the front of the arc of nine.



3D model: Cogsworth, with the other eight small behind him.

Six stages, one sketch

Figo, a gecko in a sweater three sizes too big, follows the whole path. Scenario made every image, map and model. Two hand-built pieces assemble them: the card compositor, which bakes the layers, name and stats into texture maps, and the three.js viewer.



Generation ran through Scenario MCP, in one Scenario project. Scenario’s model recommendation picked GPT Image 2.5 Sunburst and offered the two PATINA options for the maps.

The sketch decides the pose. The prompt adds the rest.



01 · Input: the rough sketch



02 · GPT Image 2.5 Sunburst render

Check: lay the render over the sketch. The head, feet and tail should land in the same places.

Step one is the input: a rough pencil sketch that carries the silhouette and the big shapes, not the detail. It goes to GPT Image 2.5 Sunburst as the reference image. Scenario's model recommendation (text-to-image, quality) picked GPT Image 2.5 Sunburst, with GPT Image 2.5 Flare as the runner-up. Seven assets became designer art-toy renders; the wizard Oswin and the two-headed brute Grimtwin became semi-realistic game-art renders.

CAPABILITY	image-to-image
MODEL	GPT Image 2.5 Sunburst · runner-up GPT Image 2.5 Flare

PROMPT TEMPLATE · ART TOY, FILLED IN FOR FIGO

Turn the pencil sketch in the reference image into a finished 3D render of the same character, in the style of a designer art-toy figure: soft matte vinyl and clay-like materials, simplified bold shapes, slightly exaggerated proportions. Keep the pose, proportions and silhouette of the sketch exactly: same head, same limbs, same clothes, same tail. Colours: a mustard-yellow chunky knit sweater, a small teal bucket hat, coral-pink skin with darker speckles. Soft diffused studio light, a gentle contact shadow, a plain seamless lavender background. Full body, three-quarter view, centred, nothing cropped. No text.

PROMPT TEMPLATE · SEMI-REALISTIC (FILL IN THE BRACKETS)

Turn the pencil sketch in the reference image into a highly detailed, semi-realistic fantasy game-art render of the same character, with the polish of a premium collectible card game hero. Keep the pose, proportions and silhouette of the sketch exactly, and add colour, material and detail: [skin, clothing, armour, props]. Dramatic studio lighting with a soft rim light, a plain dark slate-blue background, a gentle floor shadow. Full body, three-quarter view, centred, nothing cropped. No text.

Both render prompts are written for a pencil sketch as the reference image.

A blank frame, then four maps from one flat picture

BLANK TEMPLATES

GPT Image 2.5 Sunburst edited the approved card designs into blank templates: the character and its backdrop replaced by one flat #00FF00 art window, the name plaque left empty. One flat key colour lets the compositor find the window exactly.

PATINA IMAGE TO MAPS

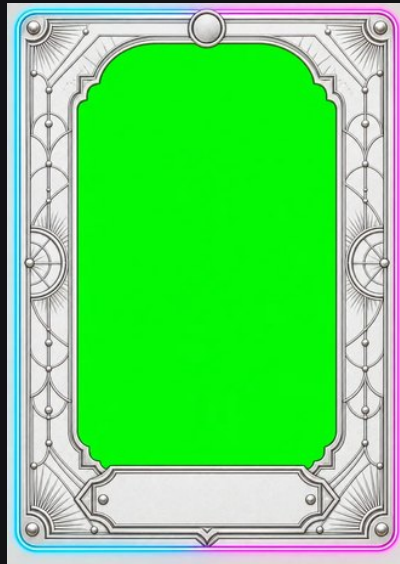
PATINA Image to Maps read a height, normal, roughness and metalness map from each frame and each back. Scenario's recommendation offered it or PATINA Material Extract; Image to Maps fits because a card frame must not tile.

RELIEF AND METAL

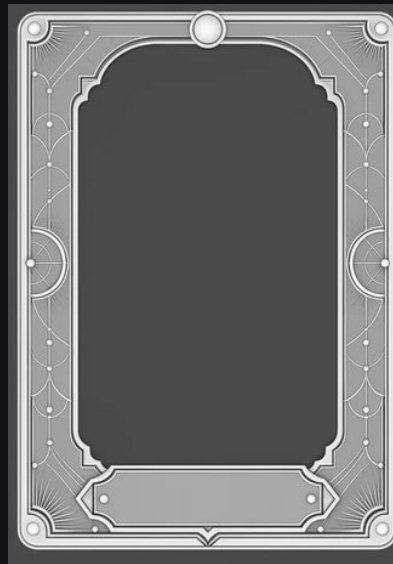
The compositor turns the height map into deeper relief for the raised lines, darkens the recesses from it and packs occlusion, roughness and metal into one texture. The metal mask comes from the frame's own gold and platinum colours; PATINA supplies the relief.



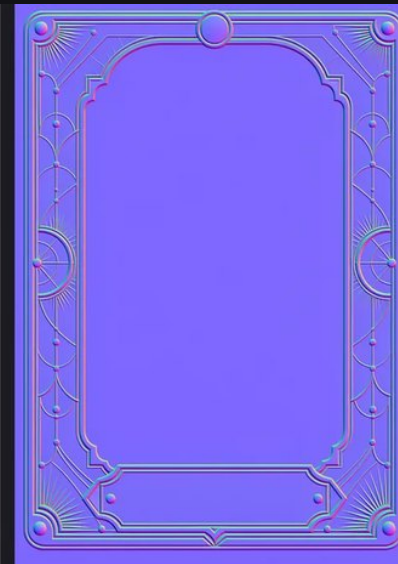
Black frame, blank



White frame, blank



PATINA Image to Maps on the white frame: height, normal, roughness (its metalness map came back empty)



CARD PROMPT · THE TEMPLATE EDIT (EXCERPT)

Edit the card in the reference image into a blank reusable card template. Keep the exact same card frame design ... Remove the character and its backdrop completely: fill the whole inside of the art window with one perfectly flat, uniform pure green color (#00FF00), no shading, no texture. Remove the name: leave the bottom name plaque blank and empty.

Check: the window is one flat colour with no gradient, or the key leaves a green fringe.

One frame in two finishes, and a logo that stays true

The black cards keep their art-deco frame. The white frame is the same frame recoloured to white and platinum with a neon edge: four recolour samples were made and B, platinum and neon, was chosen. The backs were generated with a large blank plaque. When a back was asked to reproduce the Scenario logo from a reference, the IP filter refused the trademark, so the compositor places the official logo from its SVG instead: black on the white back, gold metal on the black one, centred on the plaque it measures in the image.



A ivory gold B platinum neon C rose gold D navy two tone

Four recolours of the black frame; B, platinum and neon, became the white card.

WHICH FINISH

Six assets carry the white card. The dark black-and-gold card is kept for the wizard Oswin, the robot spider Arachnobot and the two-headed brute Grimtwinn.



The finished backs, with the logo composited

CARD PROMPT • THE WHITE RECOLOUR (EXCERPT)

Recolor the card template in the reference image into a white version. Keep the exact same art-deco frame layout ... Change the black card stock to cool matte bright white with a faint pearl sheen, and make all the lines and raised borders polished platinum silver with a thin glowing neon line along the outermost border, cyan on the left fading to hot pink on the right. ... remove every diamond shape, gem, jewel and crystal: none anywhere.

CARD PROMPT • THE BACK (EXCERPT)

Back face of a premium collectible game card ... In the center, a very large smooth flat plaque spanning about 88 percent of the card width ... left completely blank and empty for a logo to be added later.

STEP 4 • STANDING THE CHARACTER ON THE CARD

A cutout, a relief and a card you can turn

CUTOUT

BiRefNet background removal (in Scenario) cuts the character out of its render. No image model and no Blender are involved in placing it on the card.

COMPOSITOR

The compositor designs a backdrop for the art window from the render's own background colour, stands the character on the powers panel with its head over the frame, and builds a soft height map from the cutout's silhouette. It bakes the name in Instrument Serif, two stat rows (round markers on white cards, stars on black) on a panel with a double rule and chamfered corners, and writes colour, normal, occlusion-roughness-metal, iridescence and emissive maps for each card.

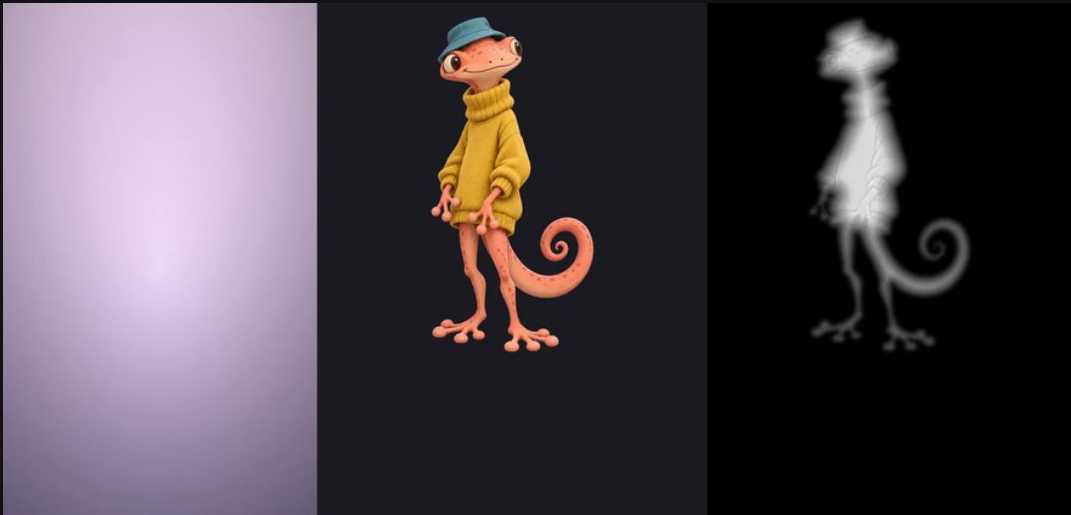
VIEWER

In three.js the card is a physical material with clearcoat, iridescence on the pearl stock and metal from the packed maps. The character is a displaced relief plane in front of the window while the backdrop sits deeper, so the two shift against each other as the card turns. Bloom is limited to the neon, and only the front card loads its full texture set.

Check: keep the relief shallow. Too deep and the character looks like a sticker peeling off the card.



In the viewer: the character stands over the frame, in front of its window



Figo's layers: the designed backdrop, the cutout in card space, its relief height



The flat composite



Oswin on a black card

STEP 5 • IMAGE TO 3D

The same render, lifted into a textured model

Tripo P2 turned Figo's render into a textured PBR model, front and back, and gave the knit sweater a matte finish. Meshy 7.1 image-to-3D made the other eight. Yuki went in as two views, an A-pose edit of her render and a back view, so the braid behind her is modelled; Oswin went in as an A-pose edit with his fist around the staff. The chest's treasure is a single coin modelled with Meshy 7.1 and instanced 420 times as a heap inside the open chest.

Blender decimation and gltf-transform (1K WebP textures, Meshopt compression) brought each of the nine models to between 0.76 and 2.34 MB.

CAPABILITY	image-to-3D
MODEL	Tripo P2 (Figo) · Meshy 7.1 (the other eight)
FIGO'S SETTINGS	textureQuality: detailed · pbr: true · faceLimit: 50000

Check: spin it once. The back and the underside are guessed, so fix anything that doesn't match.



Figo from Tripo P2: front, three-quarter and back



Figo in the 3D view

Still models that breathe



A BREATH

The models stand still. A vertex shader adds a breath in world space: the chest band swells 1.8 percent and the upper body lifts 0.5 percent, on a 3.6-second cycle.

THREE SMALL MOTIONS

Cogsworth's wind-up key turns about an axis exported with the model. A short Blender loop turns the brass cage on Oswin's staff once every six seconds, and a sprite with a point light makes its star glow. The potion is transmissive glass around a glowing liquid.

THE LINEUP BEHIND

Small copies of the other eight stand on an arc behind the main model, four on each side with the middle clear, each turning slowly. The arc turns with the camera, so it always stays behind; a tap brings one forward with the same three-turn spin as the cards.

Nine sketches, nine renders, nine cards

	YUKI	FIGO	LOAF	ARACHNOBOT	TREASURE	COGSWORTH	POTION	OSWIN	GRIMTWIN
SKETCH									
RENDER									
CARD									

Six white cards and three black ones: Arachnobot, Oswin and Grimtwins. Oswin and Grimtwins are the two semi-realistic renders.

What needed a second pass

IP DETECTION, FAIL-CLOSED

The team's policy blocks a call when the IP check cannot run. "IP detection is temporarily unavailable" stopped reference-image calls about 15 times in one design round and about 20 times during the build, while text-only calls went through. Sending reference calls one at a time and retrying after the running jobs finished got every one through. The potion's background removal was blocked four times, so its cutout was keyed locally.

PEARL READ AS METAL

PATINA read the pearl card stock as metal (mean metalness 214 of 255). The metal mask is built from colour instead, and PATINA supplies only the relief.

BLOOM ON THE WHITE CARDS

The bright card stock first crossed the glow threshold too. The threshold now sits at 4.0, above the brightest highlight, with the neon at an emissive strength of 9 to 14, so only the neon tubes glow.

tone mapping

ACES tone mapping washed out the art: tangerine read as peach. Neutral tone mapping keeps the renders' colours.

BLURRY GLASS

The potion's generated normal map made its glass look blurred. The glass parts drop the normal map, and a thinner glass (0.06) stops the floor being magnified into a milky blur.



The finished arc, with Oswin at the front

MAKE YOURS

Explore Sketch to Asset

Turn the nine cards and orbit the nine models.

Scenario

Image, 3D and material models in one workspace.

Scenario MCP

Connect an agent to Scenario's models and tools.

Scenario agent skills

Skills an agent can install for Scenario workflows.

BUILT WITH

GPT Image 2.5 Sunburst · PATINA Image to Maps · BiRefNet background removal · Tripo P2 · Meshy 7.1 · Blender · gltf-transform · three.js