

The Room Remembers

One room, six eras, a shared creative method.

A Venetian-inspired room in a fictional country setting lives through six eras. Its windows, gallery and enduring details keep the place recognizable.

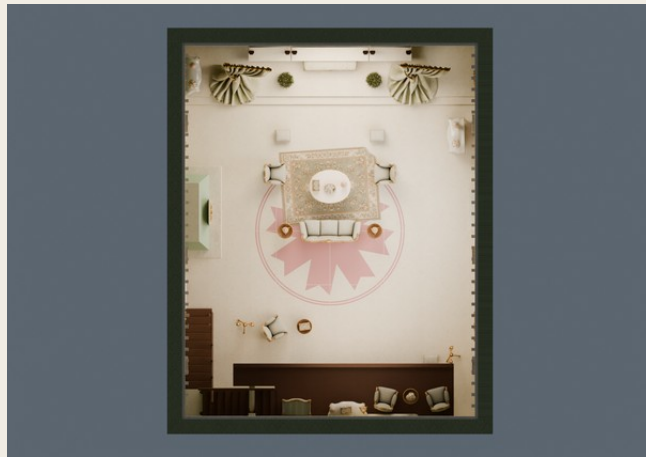
Blender supplies the editable architecture. Scenario generates every furnishing and detachable decoration, with a shared visual reference for each era.



Blender architecture with Scenario generated furnishings. An imagined history.

The architectural foundation

A stable room gives each change a clear point of comparison. Architecture and generated furnishings have distinct roles.



A measured shell

The room measures 11 by 14 metres beneath a 6.6-metre ceiling. A raised window bay and upper gallery organize the space. Blender keeps its geometry and named features editable.

18 recurring landmarks

The three-part window, floor inlay, coffer rhythm, doors, worn details, gallery and stair preserve a recognizable identity. Archived sources retain features that later eras cover or replace.

A fictional history

Gallery and stair remain across the six eras. Finishes and uses change around them. Museum interiors inform the detail, while the room and its history remain creative interpretations.

Study: Met Museum, Gubbio studiolo

Study: Ca' Rezzonico interiors

Six coherent collections

GPT Image 2.5 Sunburst establishes one collection per era. Every individual object receives its original collection image as a style reference.



1550 Walnut and antique bronze



1750 Sage silk and worn gilding



1925 Petrol teal, walnut and brass



1975 Teak, orange and cream



2026 Oak, linen and travertine



2050 Pearl, mint and mineral glass

Individual images, generated meshes

The six collections began with 144 distinct designs. Image and mesh review retained 140 source models, with 22 to 24 accepted designs in every era.



1925 chair, exact individual reference

A clear reference

The original era anchor fixes materials and ornament. One complete object fills a neutral studio image, including its supports. Curtains, rugs and small decorations follow the same process.



Actual Tripo mesh in Blender, front

Tripo P2 geometry

Scenario MCP sends each accepted image to Tripo P2 for textured PBR output with an 18,000-face target. Mesh review led to 13 further Tripo attempts and four clearer rug references.



The same generated mesh, rear

Review in Blender

The installed Scenario Blender plugin imports the real GLB. Front and rear views reveal support, texture and silhouette issues. Orientation and uniform physical scale remain recorded authored steps.

Materials at physical scale

The original Scenario Texture studies establish eight material families. The architectural shell preserves its generated surface maps and authored settings.



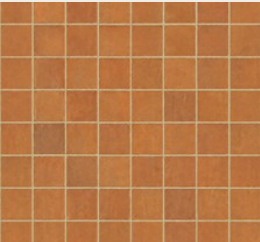
Lime plaster



Limestone



Walnut



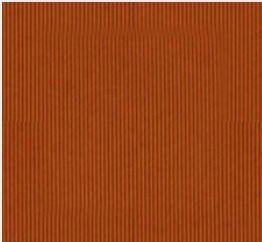
Terracotta



Silk damask



Terrazzo



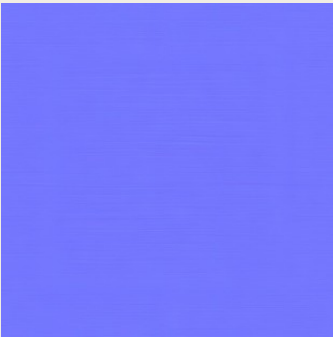
Corduroy



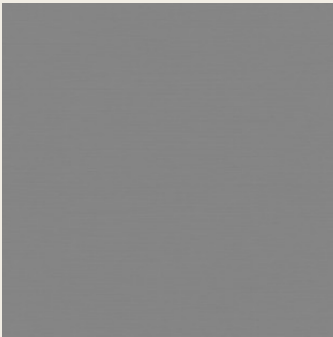
Mineral composite



Colour



Normal



Roughness



Actual material pilot, captured through the Blender extension

A measured repeat

Tile size uses metres. The additional 1975 wallpaper uses a two-metre repeat. Material pilots and room close-ups reveal oversized grain, seams and surface response.

Separate map roles

Colour, normal and roughness have distinct inputs. Returned smoothness is inverted and calibrated. Height maps remain source evidence. The generated furnishings carry their own Tripo materials.

Scale, support and placement

Blender brings the generated collection into the architectural shell. Each placement must work at the scale of the room.



Arrangement and circulation, viewed from above



Generated furnishings at their assembled physical scale

Purposeful groups

The 140 accepted models create 326 placements across study, gathering, window, gallery and display areas. Repeats add instances, while each distinct design counts once.

Physical contact

Measured bounds guide support on floors and tables. Routes and stairs need clearance. Rear views, thin surfaces and accidental intersections receive their own checks.

An editable assembly

The native source retains architecture, maps and generated assets. Recorded derivatives preserve their source lineage. The robot's three generated wheel components rotate around authored pivots.

Six eras in one space

The completed assembly contains 140 accepted source models and 326 placed instances. Each era keeps at least 20 distinct generated designs.



1550 22 models, 53 placements



1750 24 models, 55 placements



1925 24 models, 55 placements



1975 23 models, 54 placements



2026 24 models, 55 placements



2050 23 models, 54 placements

A traceable object

Each placement retains the path from its collection anchor through the individual image and generated mesh to the assembled room.



Exact original reference



Actual Tripo model after uniform normalization

Image lineage

The receipt records the exact prompt, image model, original era anchor, job and output asset. The preserved PNG is the actual input used for 3D generation.

Mesh lineage

The Tripo receipt identifies the image input, parameters and returned model. File hashes connect the downloaded GLB to review captures and authored normalization.

ONE GENERATED DESIGN

A console can appear in several placements. Every instance keeps its own position, rotation and scale, with a stable link to the same generated source.

Repeating an object adds an instance. The collection still counts one distinct design.

Placed instance

An instance key connects the source model to its transform. The object inspector exposes the source reference, generation models and downloadable derivative.

Landscape, music and time

The panoramic setting, era music and an earlier generated time study extend the imagined history beyond the furniture collection.



Generated room-edit study



Native view across projected grass



2050 panorama, dedicated 2x upscale

Image studies

Early room studies use the actual clay capture to explore composition and atmosphere. Blender supplies the assembled room captures shown here.

Photographic ground

The panorama's lower hemisphere becomes a flat photographic floor. A separate transparent contact shadow supports the room in the web viewer.

A distant landscape

Six ground-level Scenario Skybox GPT panoramas start at 3840 x 1920. Dedicated Skybox Upscale enlarges them 2x to 7680 x 3840. The landscape is fictional.

Sound and time

ElevenLabs Music v2.5 supplies six era-specific instrumentals. An earlier six-second Gemini Omni 1.1 Flash study uses Blender frames as first and last anchors.

A reproducible creative workflow

A shared reference gives the collection coherence. Individual sources and measured assembly make the result inspectable.

01 Author the architecture

Keep the spatial landmarks recognizable across every era.

03 Generate distinct objects

Create one isolated reference per design, then convert accepted images with Tripo P2.

05 Assemble at physical scale

Keep circulation clear and record every placement and authored derivative.

02 Establish each collection

Fix the material palette and design language in one original era anchor.

04 Inspect the actual meshes

Check the returned geometry, texture and support through real Blender imports.

06 Preserve the recipe

Retain image and mesh receipts, original files and links back to each source.

Explore the experiment

Connect Scenario through MCP

Create with Scenario

Historical periods and the future are creative interpretations. Generated studies and real scene renders are labeled separately.