

BUILD TIME

■ 2:27:20

A 30-SECOND SHOT / MAKING OF

TWENTY MINUTES

Wren, a young mapmaker, is built in front of you: her drawing on a grey floor, her body rising out of it, her rig and clothes arriving, then a rainy harbour street renders in around her as she walks away, with a clock counting the real time. Made from one prompt by Claude Opus 5.5 in Blender, with the Scenario Blender Plugin and the Scenario MCP.

0:30

one shot

7

key frames

76

Scenario jobs

11,636.75

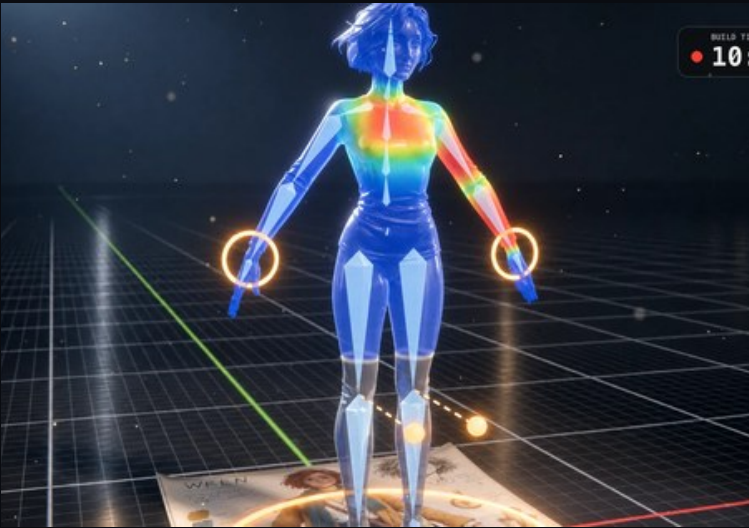
credits (CU)

A brief, a machine, no follow-ups.

The session received one prompt: the shared rules and the brief for a 40-second continuous shot in which a character goes from nothing to walking into a finished world, with a clock counting the real minutes. The goal was a proof of concept: every beat as a finished key frame and one short moving shot. It ran headless on one Mac with Blender 5.2, the Scenario Blender Plugin and the Scenario MCP.



Beat 1: the drawing, clock at 00:00.



Beat 3: the rig and weight heat map.



Beat 5: the first step, 18:14.

Wren

An original character: a young mapmaker in a long mustard coat, a teal scarf, a satchel of rolled maps, boots and a brass compass on a cord. The street, its shops (Crumb & Anchor, Tidewell Charts & Compasses, The Salt Lantern) and the harbour are invented.

The clock

Each clock value is the real time the stage finished, read from the Scenario job ledger and the render log: the base body mesh at 07:29, the rig at 10:41, the first garment at 13:36, the walking character at 18:14, the world at 28:45, the final street at 2:27:20.

One drawing, every piece of her.

GPT Image 2.5 drew Wren in an A-pose with a clear neck, then edited that same image into a concept sheet, a bare base body and five ghost-mannequin garments, so colours and proportions stayed consistent. Hitem3D 3.0 made the final Wren mesh (compared once with Hunyuan 3D 3.1 Pro, it won on face and hair); Hunyuan 3D 3.1 Pro made the base body, the five garments and the street props.



Wren, A-pose: the 3D source.



The concept sheet on the floor.



One of five garments.



A shop-window plate.

Rig and motion

Uthana Character Rigging gave the base body 52 bones; its real skin weights became the heat map in beat 3. Uthana Text to Motion 3.0 made the stumbling first step and the confident walk on the Hitem3D Wren. The Scenario Blender Plugin imported every model.

The street

PATINA Material made five PBR sets (wet cobbles, lime plaster, shopfront wood, slate, quay stone), box-projected at true scale with wet roughness. GPT Image 2.5 painted three lit shop interiors for behind the glass and key art to aim the look at.

Blender is the layout. Scenario is the look.

Every key frame is a Cycles render at 1920 x 1080, graded in the compositor, split-toned and stamped with the clock. Each then received a GPT Image 2.5 finish with the render as the reference image, keeping the composition, scale and action and making the surfaces and light photographic.



Beat 4 in Blender.



Beat 4, Scenario finish.



Beat 2: the mesh rises, 07:29.

Five garments, one at a time

Boots already on, the coat dropping over her shoulders, then scarf, satchel and compass tumbling in with motion blur. Each is its own Scenario 3D model, placed from the concept image so every piece reads.

Fixes the agent caught itself

The heat map rendered all blue in Cycles (a float attribute), so the weights were baked into a colour attribute. The scarf read as a dark bar and was moved. The first composite of beat 6 had black tiles from an unlinked compositor.

Render buckets as the storytelling device.

Instead of a dissolve, the world arrives the way a renderer works. Four passes from one camera are combined: the Cycles final, a real 3-sample Cycles pass with no denoising, an Eevee clay pass with a world-space viewport grid, and a Workbench mask that keeps Wren always rendered. Tiles resolve outward from her feet with orange bucket corners on the frontier.



Beat 6 composite, clock at 28:45.



Playblast (left), Seedance finish (right).



The Seedance 2.5 finish, take 3.

The moving shot

A 7-second Eevee previs of beats 6 into 7 went to Seedance 2.5 with the beat-7 finish as a look reference and a crop of Wren from behind as an identity reference. Take 3 was accepted: Wren, her walk and the camera held, 8 out of 10 on Scenario analysis. Runway Aleph 2 and Gemini Omni 1.1 Flash Edit were run on the same previs for comparison.

Blender stays exact

The take was time-mapped back onto the previs frames, and the grey tiles, noise and clock were composited on top from Blender. The mask was snapped to whole render tiles so the model's Wren, about 50 px off the Blender silhouette at the start, shows complete. Known limit: the facades keep the previs's orange and green.

Three versions of the last frame.

Before accepting a key frame, the agent asked Scenario analysis, as a demanding art director, whether it would pass as a still from a high-end trailer and what it lacked, and ran the Quality Gate on the finish. Beat 7 was rendered three times.



v1: analysis says no.



v2: gate 65, warn.



v3: analysis yes, gate 78, pass.

v1 to v2

Flat sky, empty street, rain like frozen cage bars, dead-centre framing. The fix: a low teal volume so the lanterns throw shafts, thinner rain tilted by wind, mirror puddles, a 45 mm lens with Wren on the left third, warm and cool rims, six umbrella walkers for scale, a split-tone grade.

v2 to v3

A grey box of fog in the sky gap and flat paper leaves. The fix: haze that fades with height and toward the harbour, curved wet leaves with a midrib. The finish went from 65 (warn) to 78 (pass); the remaining note is a bright patch of sky at the street end.

Eighteen minutes for her. The world took longer.

The character pipeline, from nothing to a walking Wren, took 18 minutes 14 seconds. The finished, graded street was ready at 2 hours 27 minutes 20 seconds, and the clock shows that number. A later pass turned the seven beats into one 30-second shot: a Blender EEVEE playblast of the whole camera move, finished in one Seedance 2.5 call with the key frames as look references.



Beat 7: the clock stopped at 2:27:20.

What the shot holds

Seven key frames at 1920 x 1080, each beside its Scenario finish, and one continuous 30-second shot finished with Seedance 2.5, render buckets and the clock composited from Blender, scored with ElevenLabs Music Advanced v2.5. Known limits: the facades keep some flat orange and green, and the street end turns to haze.

The receipt

GPT Image 2.5 (incl. 7 finishes)	25	312 CU
Hunyuan 3D 3.1 Pro	11	1,320 CU
Hitem3D 3.0	1	410 CU
Uthana Rigging + Text to Motion	5	796 CU
PATINA Material	5	105 CU
Seedance 2.5, 7 s tests (3 takes)	3	2,910 CU
Seedance 2.5, 30 s shot + hero loop (2)	3	4,996 CU
Aleph 2, Omni (comparison)	2	543 CU
Music (3) and voice (7)	10	235 CU
Analysis, caption, Quality Gate	11	9.75 CU
Total	76	11,636.75 CU

Charged credits from the Scenario job ledger of every pass (the build, the Seedance redo, the 30-second shot); jobs counted per model or tool. Refused submissions created no job and are not counted.