

THREE PRODUCTS, 111 VARIATIONS / MAKING OF

Same product. Every variation.

Three pieces for Orsane, a fictional maison: a bag, a pair of sunglasses and a ring. Each one started as one master photo, and every colour, material and stone in the shop is an edit of that photo. Made with Claude Code and the Scenario MCP.

3	111	56	1,965
master photos	product variations	photos on two models	credits (CU)



One photo per piece.

A structured top-handle bag, the FACET sunglasses and the Terraces ring, each made with GPT Image 2.5 Sunburst as one master photo. Every page after this one is an edit of these three images.



The bag: cognac leather, croc panel, bamboo toggle.



FACET: gold metal, sea-glass temples, grey-green lenses.



Terraces: yellow gold, emerald-cut emerald, round diamond.

The master is the reference

Every later image uses the master as its reference and is checked against it. When an output drifts, the prompt is tightened and the edit runs again from the master, never from the drifted image.

One camera per product

Each variation keeps the master's camera, ground and light. The product never moves between photos, so the shop can swap one image for another and only the chosen part changes.

Three variables.

Leather first, then the flap panel, then the toggle. Each step is a GPT Image 2.5 Sunburst reference edit of an approved image, at 12 CU: 4 leathers, then 12 panels, then 36 bags.



The master: cognac, croc, bamboo.



Leather edit: black.



Panel edit: ivory.



Toggle edit: gold.

Full edits, not layers

Stacking cut-out layers was the first plan. A new leather colour changes the shading across the whole bag, so every combination is a full reference edit instead.

Chain from approved images

Each edit starts from the image approved in the step before: leather, then panel, then toggle. All 36 bags share one shape, one camera and one light.

Six edits, twenty-seven pairs.

Six masked edits of the 3/4 hero photo: two metals, two temples and two lenses, each a GPT Image 2.5 Sunburst edit at 15 CU. The edits come back pixel-aligned, so only the changed pixels are kept, as transparent layers.



The base: gold, sea-glass, grey-green.



The palladium layer: changed pixels only.



Stacked: palladium, walnut, amber.

Base, metal, temples, lenses

The layers stack in that order: 3 metals, 3 temples and 3 lenses make 27 pairs. Lens layers are clipped to the base's own lens openings, and temple layers leave the hinge faces alone.

Tight masks

The metal mask covers only the gold pixels, found by colour; a whole-frame mask let the model redraw the design. Temple masks reach the hinge edge, or a sliver of the old acetate stays visible.

Three metals, two stones.

Two whole-photo edits turn the yellow-gold master into white and blackened gold. Masked edits then change each stone slot, the emerald-cut stone and the round one: 3 metals × 4 stones × 4 stones = 48 rings, at 5 CU per stone layer.



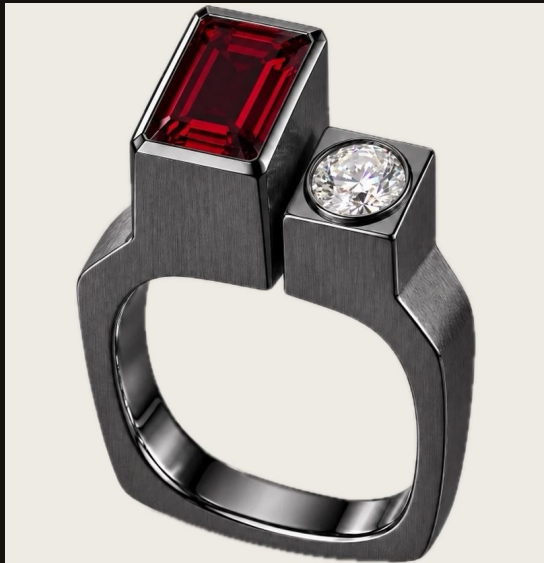
The master: yellow gold.



White gold, a whole-photo edit.



Blackened gold, a whole-photo edit.



Blackened gold, ruby and diamond.

Why the metal is a whole edit

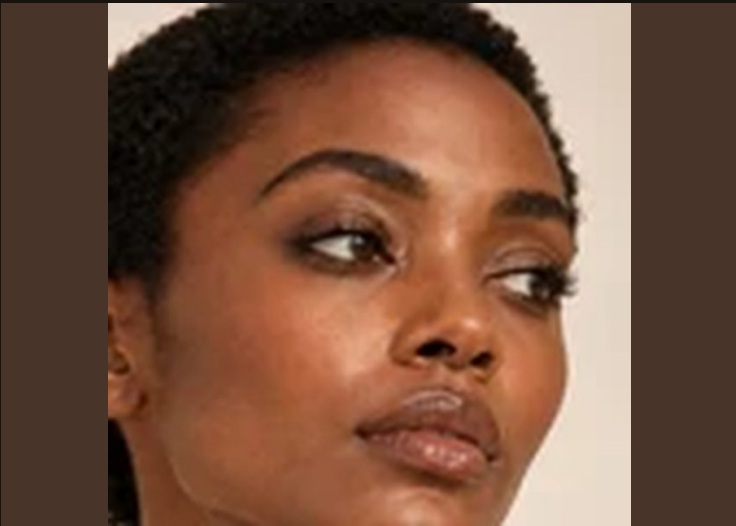
The metal colour changes every reflection on the ring, so each metal is a full edit of the master. The stones sit in fixed slots, so they are masked layers on top of each metal base: 18 stone layers in all.

A fitted mask for the round stone

The first mask for the round slot left a thin crescent at the diamond's edge. A mask fitted to the setting fixed it, and the round-stone layers were made again with it.

Twenty-seven pairs, two faces.

Two portraits, then all 27 sunglasses combinations on each: 54 photos with Gemini 3.1 at 2K, about 20 CU each. The prompt describes the light of the scene, so the lenses reflect what is around her and the frames cast shadows on her face.



The first portrait.



Gold, sea-glass, grey-green.



Gold, walnut, amber, in the forest.

Kept: Gemini 3.1

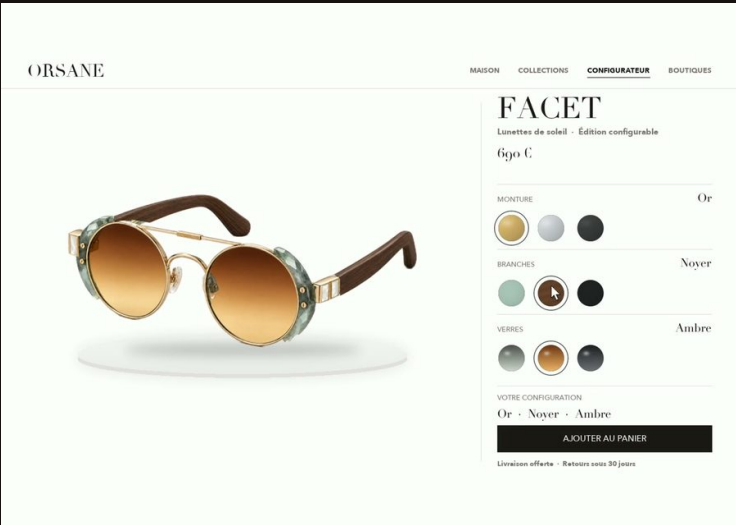
Three models were compared on the same pairs. Gemini 3.1 kept her likeness and the exact frame. GPT Image 2.5 Sunburst gave the skin a patterned texture, and Seedream 5.0 Pro let the face drift.

One pass from the product photo

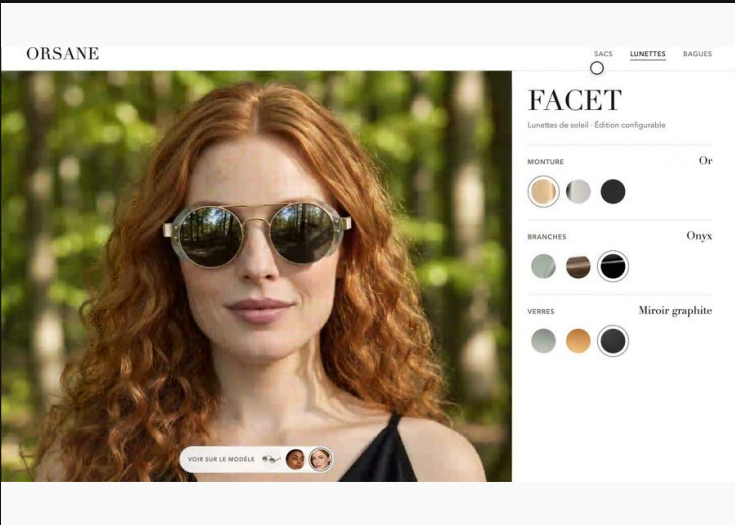
A relight pass on a finished try-on reshaped the glasses. So every try-on is generated in one go, from the product photo of that exact pair.

Pick an option, the photo changes.

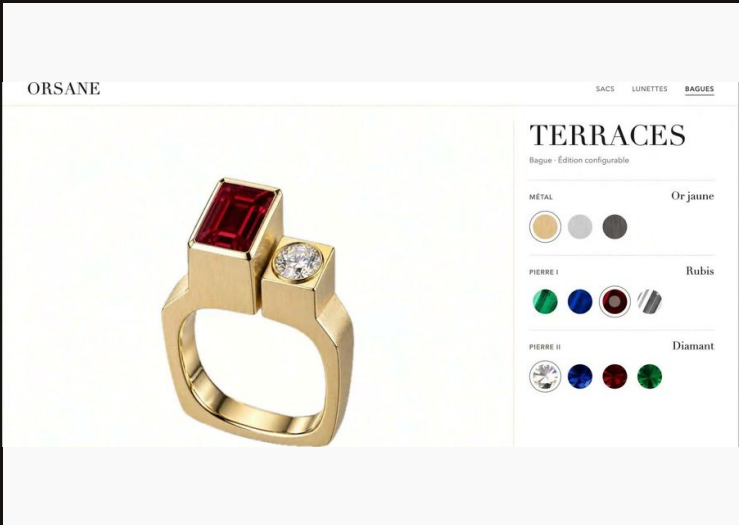
The storefront was built for the web with Claude Code. Each configurator shows the photo of the chosen combination, and the swatches are cut from the product photos themselves.



FACET: gold, walnut, amber.



On a model: graphite mirror lenses.



Terraces: yellow gold, ruby, diamond.

Swatches from the photos

Every swatch is a crop of the real material in a product photo, so the colour on the button is the colour in the picture.

Every combination is a photo

Nothing is tinted in the browser: 36 bags, 27 pairs of sunglasses, 48 rings and 54 model photos, each a finished image.

One take, every variation.

A short promo film swaps the same variations into one live-action take, made with Minimax H3, Runway Aleph 2 and ElevenLabs. The film is not counted in the receipt below.



The wide shot, with the bag.



Closer, with the sunglasses.



The ring, last.

Final results only

The receipt counts the images used in the shop and nothing else. Redos, tests, the promo film and the narration and music of the how-to film are left out.

The receipt

The bag, 36 edits × 12 CU	432 CU
The sunglasses, base 16 + 6 layers × 15	106 CU
The ring, master 233 + 2 metals × 5 + 18 stones × 5	333 CU
Two portraits and 54 model photos	1,094 CU
Total, 111 product photos and 56 model photos	1,965 CU

From the Scenario job records of this production.