Built to Move

A picture or a text prompt, turned by GPT-6.2 Astra 3D on Scenario into a finished 3D asset: named parts, a rig, materials and animation clips in one file. Fourteen builds, every one of them animated, from a hermit crab carrying a house to a pinball table you can play.



14	37	271	17–36
builds, all animated	animation clips	bones on one beetle	minutes per build

Scenario Scenario MCP Open the 3D viewer

A prompt that asks for motion.

The test: fourteen builds with GPT-6.2 Astra 3D on Scenario, each asking for more than a static mesh. Every prompt names the parts, the pivots, an armature and the animation clips the file should contain. Claude Code ran every build through the Scenario MCP, and headless Blender scripts read what came back.



The input picture: Tidewalker, made with GPT Image 2.5 Sunburst.



What came back: 82 named parts, 55 bones, 3 clips. Hatch_Open, playing.

Name everything that moves

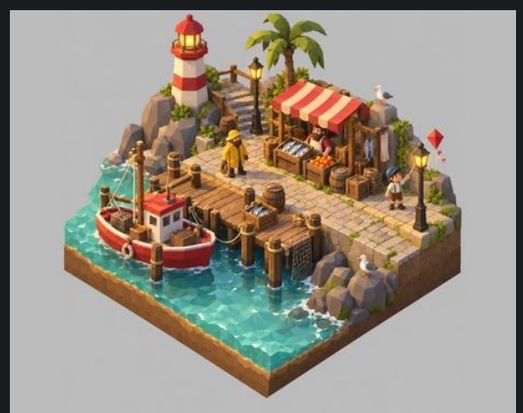
The Tidewalker prompt asks for named parts for the cockpit, the porthole hinged as a hatch, the pilot, each of the six legs (hip, upper leg, lower leg, foot claw), every hydraulic piston as cylinder and rod, and the claw arm with its two pincer jaws. Then pivots at every joint, a mechanical armature with named bones, and three clips: Walk, Claw_Grab and Hatch_Open.

Three ways in

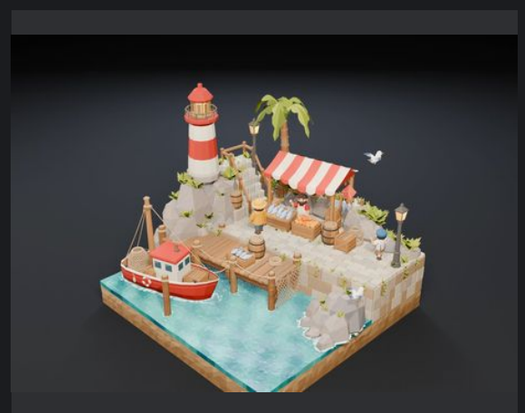
Ten builds start from a concept picture, three from text alone (the alchemy lab, Starbloom and the paper plane), and one is an edit of an earlier build. All ran at maximum effort with the default face budget, and each came back as a GLB plus its native Blender file, in 17 to 36 minutes.

Start from a picture.

For the image builds, a concept picture made with GPT Image 2.5 Sunburst was Astra's only reference. The prompt says "exactly as in the image", then lists what should move and the clips to return.



Concept: Harbor Market tile.



Astra: 102 parts, an 8-second loop.



Concept: Mushroom Treehouse.



Astra: 136 parts, a working elevator.

Faithful to the picture

Tidewalker matches its concept closely: diving bell, porthole, propeller cage, triple air tanks, six legs. The harbor tile keeps the concept's layout, from the lighthouse on the rocks to the striped stall and the moored red boat.

Or a text prompt

Starbloom came from text alone: "an original bioluminescent alien carnivorous flower growing in a cracked hexagonal stone pot", with named parts, pivots and a bone chain up the stem. At 17.1 minutes it was the fastest build of the fourteen.

Parts, bones and clips in one file.

Tidewalker shows what a single build returns: 82 named parts, 26 materials set part by part, a 55-bone mechanical rig, and the three clips the prompt named. Nothing was rigged or animated after the build.



82 named parts, one colour each.



55 bones, down to each piston rod.



Claw_Grab, one of the three clips.

Named like a modeller would

Part and bone names read like a careful artist's outliner: "Port fore tibia ram · chromed rod", "Hatch · port hinge", "Pilot · waving elbow". The parts ride bones directly, with separate cylinder and rod bones for every piston.

Motion, baked in

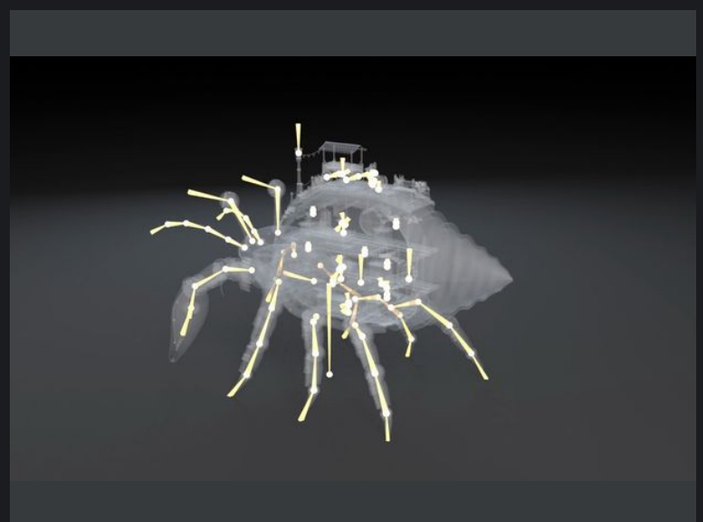
Hatch_Open swings the porthole fully out on its hinge while the pilot waves. Every clip is stored in the GLB under the name the prompt gave it, so a viewer or a game engine plays it by name.

A whole world, carried.

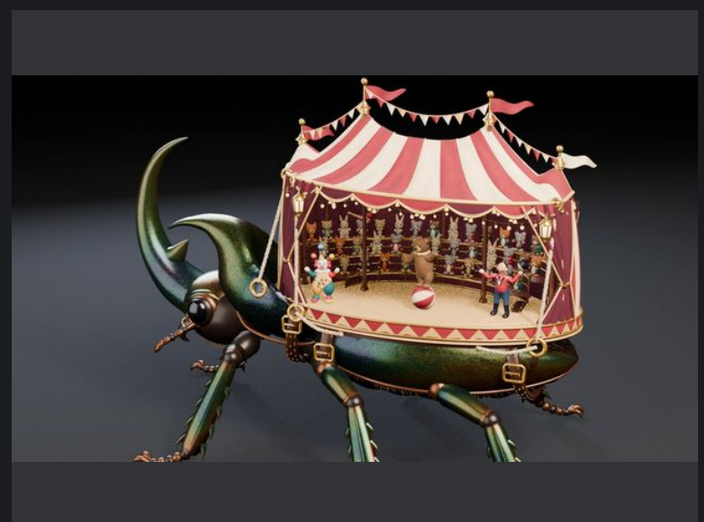
Two image builds put a building on a creature. The Hearthshell crab carries a house in its spiral shell, cut open like a dollhouse. The Big-Top Beetle carries a striped circus tent, cut open to show the show inside.



Village_Life: the residents go about their day.



92 bones, residents included.



Showtime: the circus plays on the beetle's back.

Six residents

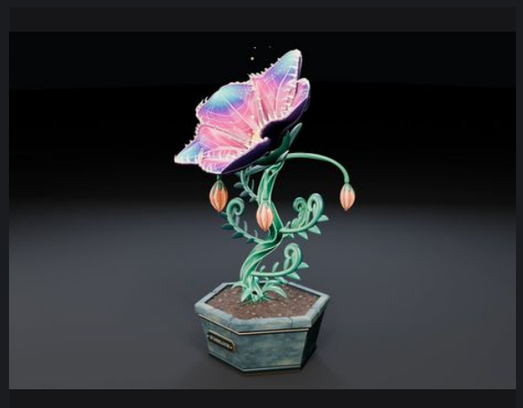
The crab came back with 126 named parts and a 92-bone rig: six walking legs, two claws, and six residents with bones of their own, among them Pippa the cook, Bram the clockmaker and two snails. Village_Life is an 8-second loop of life inside the shell and on the rooftop street.

A circus with 271 bones

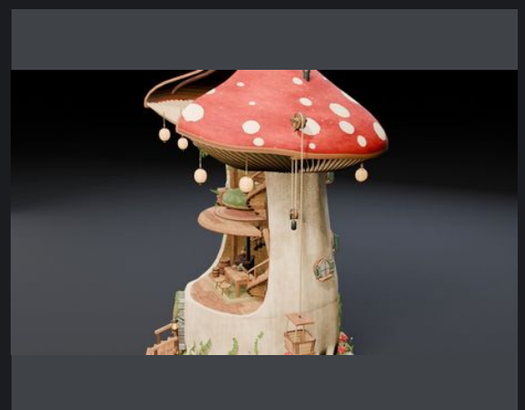
The beetle's performance rig has 271 bones: six legs, horn, wing cases and antennae, plus pennants, string-light bulbs and every performer, from the trapeze artist to the bear on a ball. Showtime runs the circus in place; Walk carries the whole tent.

Scenes that come alive.

The same prompt pattern works on growth, buildings, faces and gear trains, and on a single sheet of paper that folds itself into a plane on real crease hinges.



Starbloom, Grow: seed to bloom in 6 s.



Mushroom House, Village_Life.



Aster: 21 face shape keys.



56 gears at their tooth ratios.

Faces that talk

Aster the axolotl came back with 21 face shape keys and a lip-sync pass: the lips close on M, B and P, round on O and spread on E, with matching shapes on the eyelids, teeth and tongue. The hat sits between the gill stalks, as asked.

Gears that keep time

The clock's 56 gears are each named with their tooth count ("Centre train 06·84T"). A frame-by-frame check in Blender confirmed that every gear turns at the speed its tooth count sets within its train, and the Cuckoo clip opens the door, slides the bird out, flaps its wings and retracts.

Same picture, three models.

The Tidewalker, crab and beetle concepts went unchanged to Tripo P2 (PBR, detailed textures), Meshy 7.1 (PBR) and GPT-6.2 Astra 3D, and were rendered with the same camera. The counts are read from the delivered files.



Tripo P2: 1 fused mesh, 0 bones, 0 clips.



Meshy 7.1: 1 fused mesh, 0 bones, 0 clips.



GPT-6.2 Astra 3D: 126 named parts, 92 bones, 3 clips.

Counted from the files

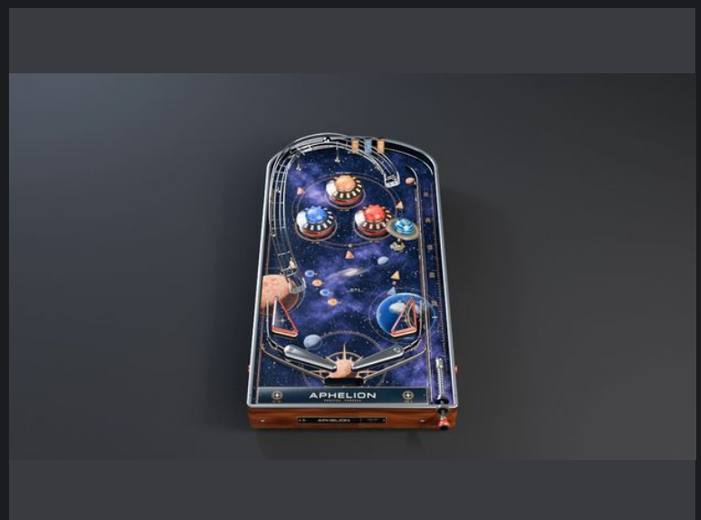
On Tidewalker, Astra returned 82 named parts, 26 materials, 55 bones and 3 clips. On the beetle, 65 named parts and 271 bones. In each case it is the only one of the three that returns a rig and animation clips.

Hand it back

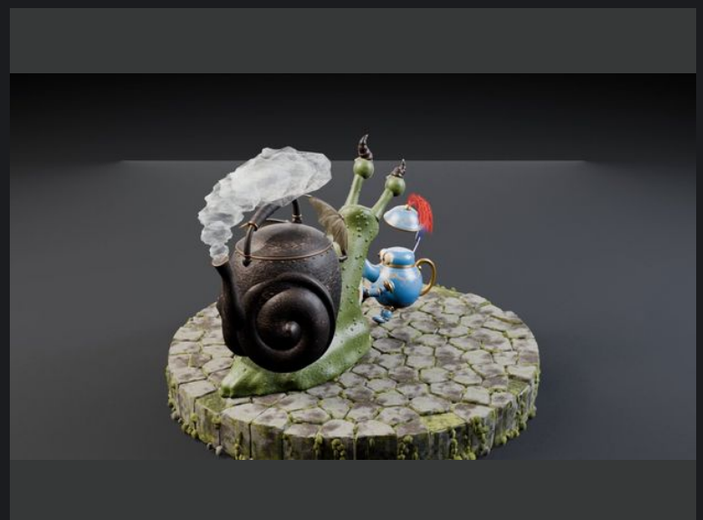
Tidewalker then went back to Astra as a 3D edit, with an arctic concept and one prompt. All 55 bones, their names and the three clips stayed; 25 bones were added for an ice drill, a plow and a heater stack, with a new Drill_Spin clip.

From asset to game.

Because every part is real and pivots where it should, the builds drop straight into a viewer, and one of them into a game. The pinball table's flippers, bumpers, plunger and ball came back as named objects with their pivots on the hinges.



Aphelion: 30 named parts, playable in the browser.



Teapot Duel: two armatures acting in one clip.



Tiny Bakery: a croissant handed between two rigs.

A table you can play

Physics, scoring and controls were written for the exploration page around Astra's own parts: the real flippers swing, the ball rolls, bumper caps flash and the plunger pulls back. The models on the page are web copies, compressed GLB with WebP textures, with every rig and clip kept.

The tally

Builds, every one animated	14
Animation clips in the files	37
Started from a picture	10
Started from text alone	3
Edits of an earlier build	1
Models compared on the same pictures	3
Build time, maximum effort	17 to 36 min

From the build records and the delivered files: parts, bones and clips counted in Blender.