

Glass phoenix built from one prompt: 91 bones, TakeOff and Wingbeat clips

SCENARIO MODEL REVIEW / NOVEMBER 2026

Claude Fable 5.2 3D Review

One text prompt returns a finished production file: named parts, a skeleton, skin weights, baked animation, UVs and materials, delivered as a GLB and a Blender file. A review based on 50 builds.

50	builds
40	rigged with a skeleton
129	baked clips
2,416	bones
1,917	named parts

One job returns a finished, rigged asset

Claude Fable 5.2 3D builds a 3D asset the way a technical artist hands it over. Tripo, Meshy and Rodin return one mesh. Fable returns a model made of **named parts**, with a **skeleton**, **skin weights**, **baked animation clips**, **UV maps** and **materials**, in a single job. The same job also delivers the Blender scene it was built in.

A raw mesh arrives in a minute or two, and then it needs parts, a rig, skin weights, animation and a UV pass. Fable takes longer because that work is inside the job.

Named parts | Skeleton | Skin weights | Baked clips | UVs | Materials | GLB + Blender file



Transforming mecha jet, from text: 89 bones and five clips, including Transform To Jet and Transform To Mech.

Parts, rig and clips are separate steps elsewhere

What you get	Claude Fable 5.2 3D	Tripo P2	Meshy 7.1	Rodin Gen-2.5
Parts	Named parts	One mesh	One mesh	One mesh
Skeleton	Built in the same job	Separate rigging step	Separate rigging and animation step	Separate rigging step
Animation	Clips you name in the prompt	None in our test	One preset clip (Idle)	None in our test
Time per job	13 to 30 minutes at maximum	About 2.5 minutes	About 3 minutes	About 1 minute

Table from our first head-to-head test on four references; pages 5 and 6 repeat it on two moving subjects. Segmentation is a separate step for the others: Tripo returned 195 generic parts named tripo_part_N, Rodin Bang returned 2. The Meshy rigging and animation steps rejected a 1.8 million triangle mesh (limit 300,000) and were still billed.

50 builds, from game props to showpieces

50 assets built	**40** rigged with a skeleton	**44** with baked animation, 129 clips
2,416 bones, all assets	**1,917** named parts, all assets	**7** edits of a finished 3D file

Inputs: text only (35), one image (7), two images (1), edits of a finished 3D file (7).

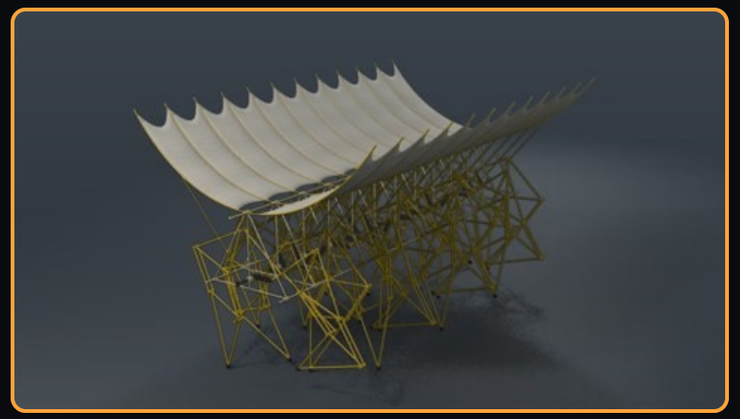
Subjects run from game props to showpieces: creatures, characters, robots and mechas, plants, vehicles, a clock tower, a ramen cart, a glass phoenix. Many are original concepts with a movement hook (a linkage walker, a clockwork whale, a transforming mecha), built at the maximum effort tier.



Ramen cart: 84 bones and 50 materials.

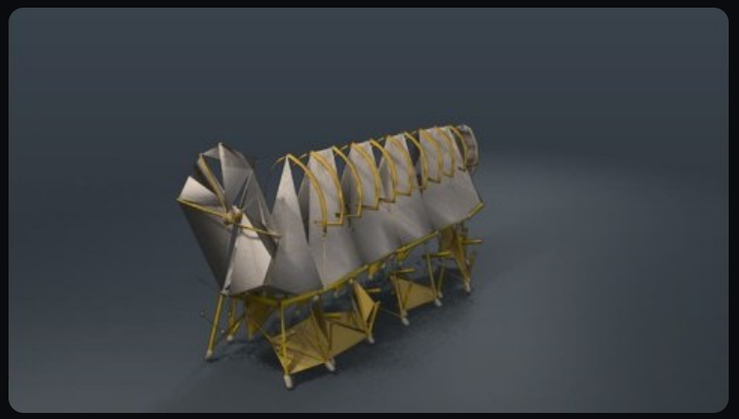
Same picture in, only one comes back alive

Fable 5.2 3D got the written brief for a crank-driven Strandbeest. Tripo P2, Meshy 7.1 and Rodin Gen-2.5 got a concept image of the same brief, the input they take. The others return a fused mesh: a good-looking statue. Fable returns the machine, with its parts, bones and the clip written in the prompt.



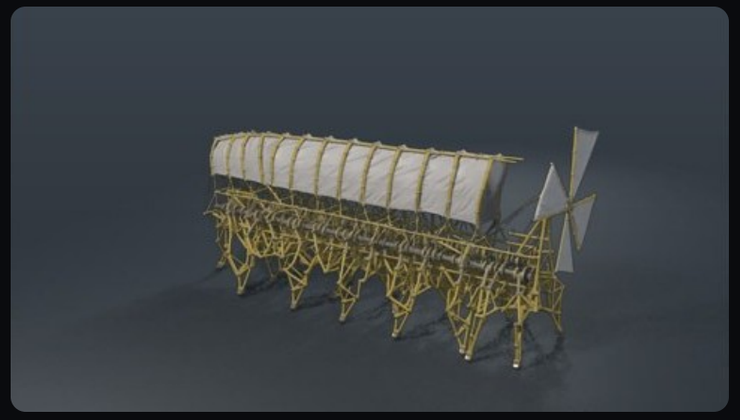
Fable 5.2 3D

40 named parts
145 bones
Walk clip
6 materials
91,164 faces



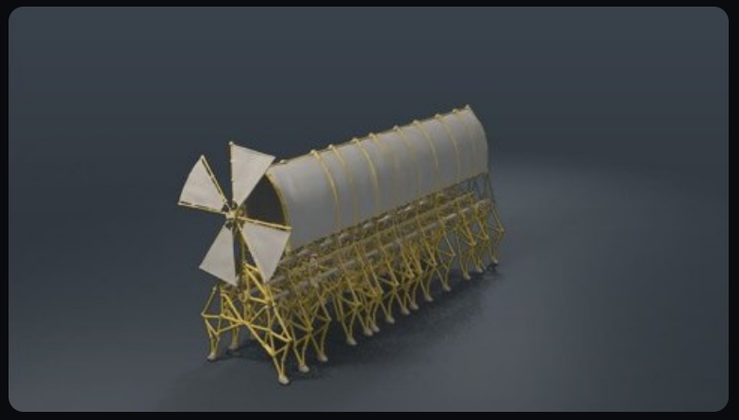
Tripo P2

One fused mesh
No skeleton
No clips
1 material
4,293 faces



Meshy 7.1

One fused mesh
No skeleton
No clips
1 material
4,387,494 faces



Rodin Gen-2.5

One fused mesh
No skeleton
No clips
1 material
500,000 faces

The clockwork whale: one file swims

Competitor facts are read from the files Scenario returned. Rigging and animation are separate steps on the other models, with fixed presets. In Fable the animation is written in the prompt, so any motion is possible, the rig follows it, and a finished file can be edited instead of regenerated.



Fable 5.2 3D

34 named parts
41 bones
Swim clip
10 materials
66,606 faces



Tripo P2

One fused mesh
No skeleton
No clips
1 material
4,721 faces



Meshy 7.1

One fused mesh
No skeleton
No clips
1 material
2,388,424 faces



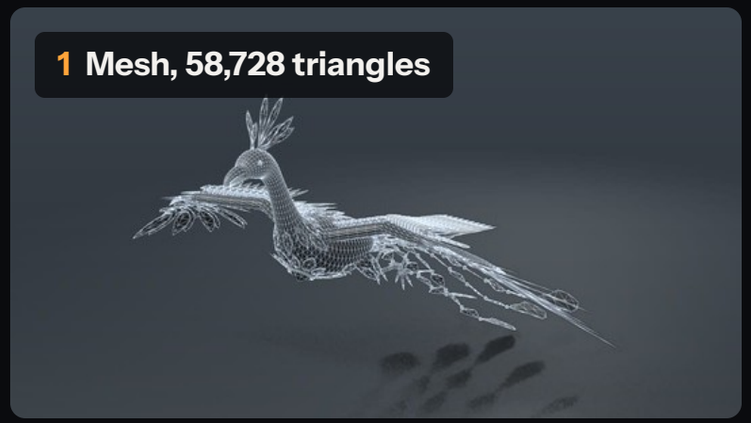
Rodin Gen-2.5

One fused mesh
No skeleton
No clips
1 material
500,000 faces

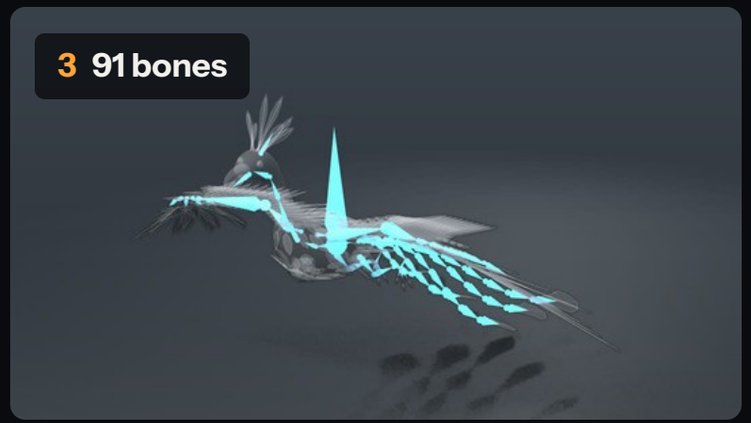
One file holds the mesh, parts, rig and clips

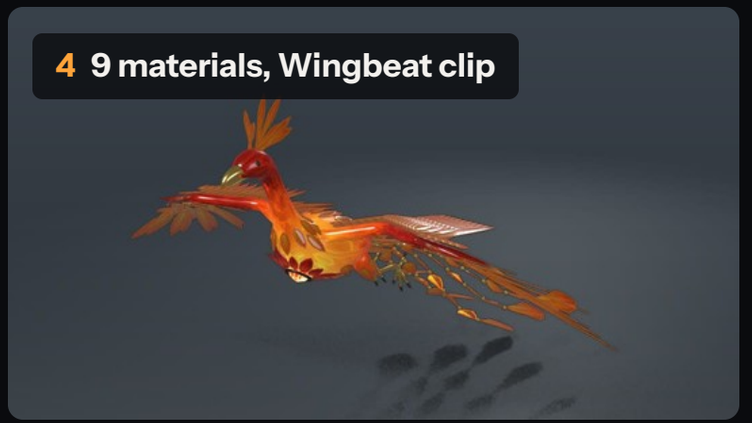
The same file shown one layer at a time: the mesh, the named parts, the skeleton, then the textured asset with its baked clip.

The glass phoenix has **58,728 triangles**, **40 named parts**, **91 bones**, **9 materials** and two clips, **TakeOff** and **Wingbeat**.



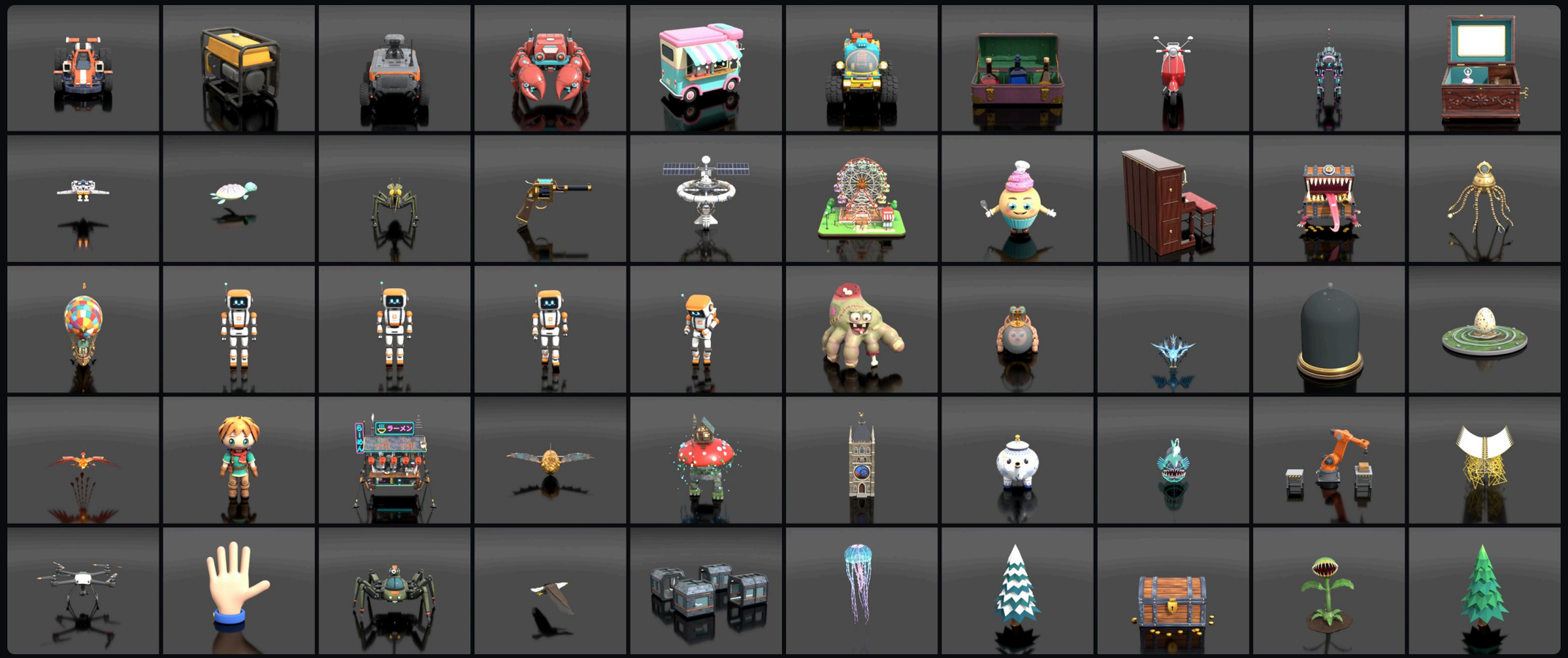






Fifty builds across machines, creatures and props

We picked 50 builds as the examples: 40 rigged, 129 clips, 2,416 bones and 1,917 named parts in total. They cover vehicles and machines, creatures and characters, props, plants, a robot rigged once and animated four ways with edits, and builds from one or two reference images. The exploration page shows each one with its prompt and how it was made.



Edits add clips and keep the rig

One rigged robot received four edit prompts. Each added a family of clips (dance, combat, parkour, emotes), and the rig and Walk were checked unchanged on all four. The glass phoenix became an ice phoenix with the same 91 bones. A glass cloche engine got an edit that rebuilt its Heartbeat clip.

Dance: 3 new clips



Combat: 5 new clips



Parkour: 5 new clips



Emotes: 6 new clips



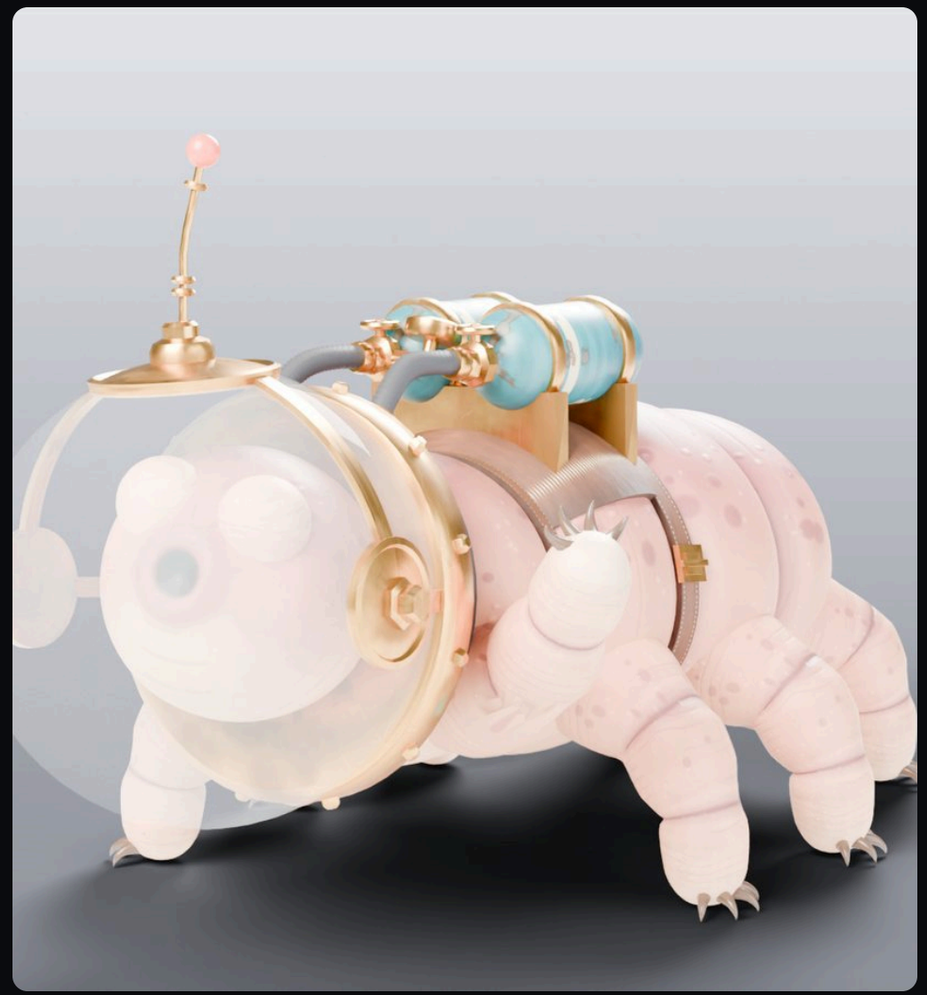
Rig, skin and fine movement come with the build

Rig and skin come with the build

The robot dog came back with 53 bones, 44 named parts, 9 materials and three clips: Trot, Sit and Scan. The transforming mecha jet has 89 bones and five clips, including Transform To Jet and Transform To Mech.

It understands fine movement

The tardigrade astronaut has eight legs of three segments. Tracking the leg tips over the Walk clip shows two phases 16 frames apart, a true diagonal tetrapod gait, from a text prompt. The glass phoenix beats 91 bones of feathers. The Strandbeest is driven by a crank through 145 bones. The jellyfish carries 203 bones through the bell and every tentacle, and the player piano 221 bones for its keys and mechanisms.



Tardigrade astronaut: eight legs and a diagonal gait.

Characters, edits and budgets hold up

It handles characters with many clips

The cupcake chef came back with 61 bones and seven clips, among them Blink, Surprised Gasp, Talk 10 Syllables and Happy Jump Spin.

A character can be built from one image

The walking zombie hand came from one reference image: 38 bones and six clips (Idle, Walk, Run, Sneak, HappyHop, ScaredTremble). The red crab robot came from one image with 44 bones and a sideways CrabWalk, the six-wheel rover with 50 bones, the popcorn food truck with 28 bones.

Edits keep the rig

The four robot edits kept 30 bones and the Walk clip each time. The ice phoenix kept the 91-bone rig of the glass phoenix and gained a Perch clip.

You control the output

An 8,000 face budget on the sea turtle was honoured (4,902 triangles, 23 bones, five clips). The sci-fi corridor kit came back at 4,000 triangles as separate named pieces with a door clip.

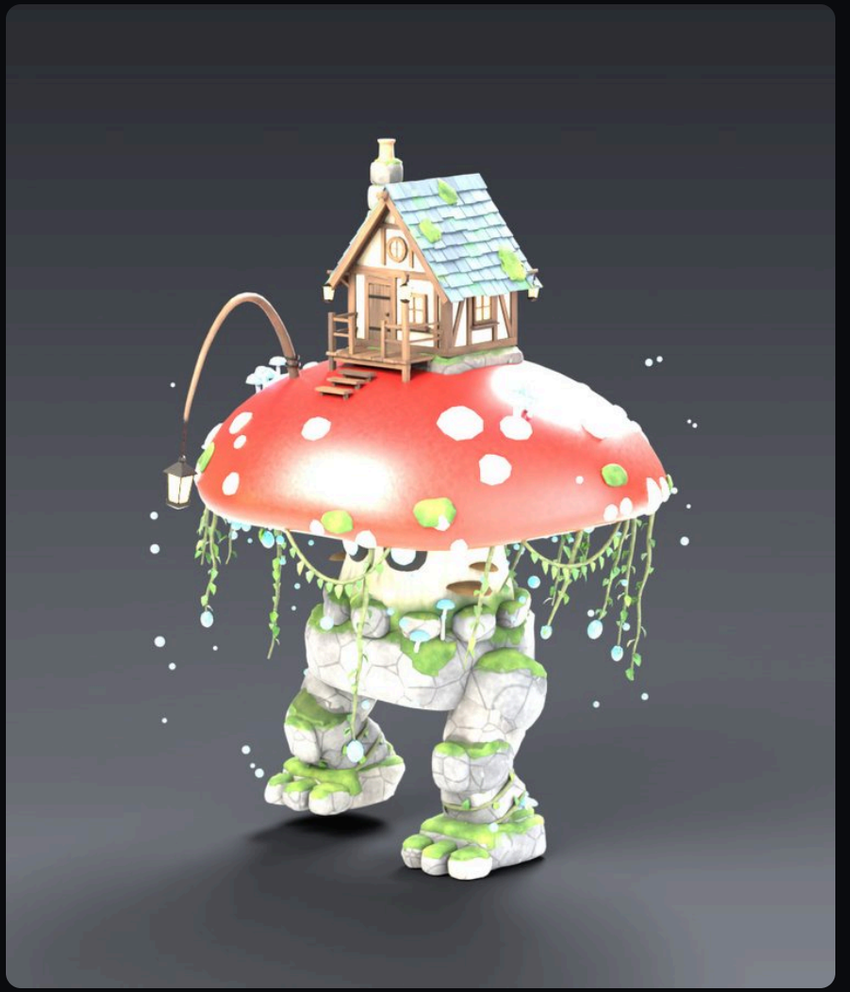


Walking zombie hand, built from one image.

Standard is complete; maximum adds detail

Tier	Builds	What it gives
Maximum	38 of 50	More parts and detail; 13 to 30 minutes in our runs
High	10 of 50	The middle tier
Standard	2 of 50	A complete rigged build in 3 to 5 minutes

Standard is already a complete rigged build. Maximum adds parts and detail, which matters most on characters and anything animated.



Mushroom golem: 96 bones.

Seven limits to plan around

Run-to-run variance

The same robot prompt at maximum gave 47 meshes once and 62 the next. A maximum fox came back with fewer meshes than a high-effort one.

Motion amplitude follows the prompt, not the edit

Asking an edit to make a steam heart's pistons move more did not change the amplitude: the same 55 meshes stayed static. State the stroke size in the first build prompt.

Gaits are subtle unless you ask

The first walking hands lifted each finger about 8 percent of the body height. Text-only builds asked to "crawl" barely moved. Name the lift, the arc and the travel.

An edit keeps the pose

Editing a standing hand into a zombie gave a zombie hand that still stands on its wrist. A new body plan needs a new build, ideally from a reference image.

Machines move as hierarchies

A mecha of 511 parts is parented to bones without skinning, and a tank has 215 bones for 2 skinned meshes. That suits hard-surface animation but not cloth or deformation.

One clip per asset by default

Name every clip you want in the prompt.

Cleanup

Some outputs carry a stray Icosphere mesh, and the amplitude of clips is best judged by playing them.

Name every part, bone and clip in the prompt

1. Name the parts you want, the bones you need and every clip, with the movement in plain words.
2. Give amplitude and travel: how high, how far, how fast, how many frames.
3. Use maximum for anything rigged or animated. Use standard for cheap props and blockouts.
4. For a new look on the same rig, edit with a text prompt or a reference image. For a new body plan, generate a reference image first and build from it.
5. Give front, side and back views for characters that will be seen from behind.
6. Set the face budget and topology (triangles or quads) and the output format up front.

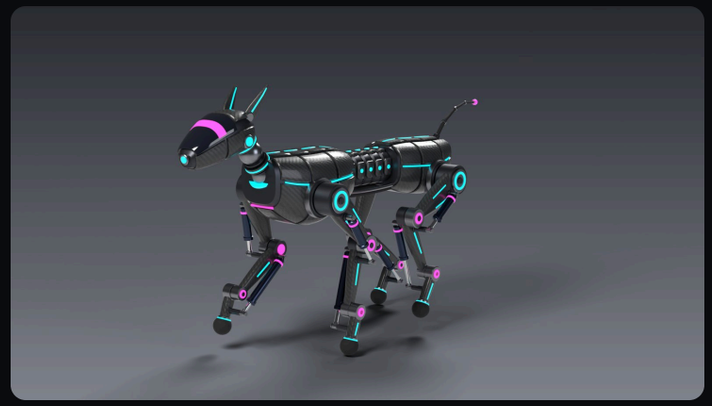


Cupcake chef: 61 bones and seven named clips.

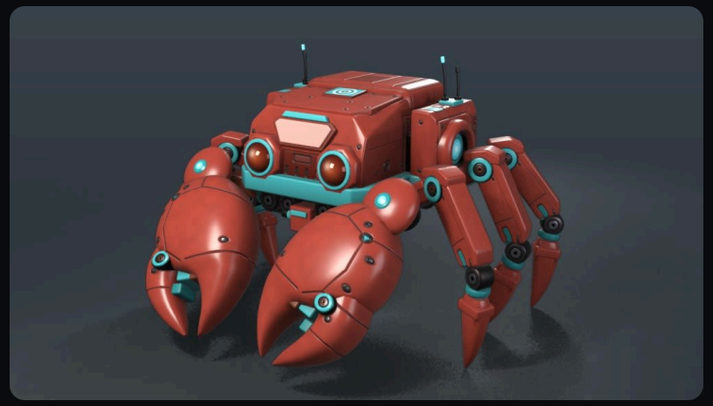
Every image is a render of a finished build



Ice phoenix, an edit of the glass phoenix: same 91 bones, Perch clip added



Robot dog: 53 bones, Trot, Sit and Scan



Crab robot from one image: 44 bones, sideways CrabWalk



Spider mech: 28 bones, tripod-gait walk



Ferris wheel park: 143 bones, 72 named parts



Patchwork airship: 93 bones, four clips