

Glass phoenix, built from text: 91 bones, 40 named parts, 9 materials, TakeOff and Wingbeat clips.

CLAUDE FABLE 5.2 3D ON SCENARIO / MAKING OF

Fifty finished 3D assets, each from one prompt.

Each build came back from one job as a GLB and the Blender scene it was built in: named parts, a skeleton with skin weights, baked clips, UVs and materials.

50	40	44	129	2,416	1,917
builds	rigged	animated	baked clips	bones	named parts

One agent, 50 builds, one night.

Through Scenario MCP

The 50 builds ran overnight on 14 November 2026 as parallel jobs: Claude Fable 5.2 3D on Scenario, called from an agent through Scenario MCP.

Read back from the files

Every count in this document, from bones and named parts to clips, materials and triangles, was read back from the delivered GLB after each build.



Mushroom golem, maximum effort: 96 bones, 23 materials, Walk_Stomp clip.



Tardigrade astronaut, from text only: 42 bones, 40 named parts, 11 materials, 4 clips.

Name the parts, the bones and every clip.

THE PROMPT, AS SENT

Original creature: a tardigrade astronaut explorer, a plump eight-legged water bear in a brass-and-glass diving helmet with a small antenna and a backpack of oxygen tanks, each stubby leg with three articulated segments and tiny claws, expressive eyes inside the helmet. Hand-painted textured skin, believable PBR materials. Named parts, full skeleton with skinning and UVs. Baked clips: Walk (alternating tetrapod gait), Idle breathing with blinking, Wave hello, Curious look-around.

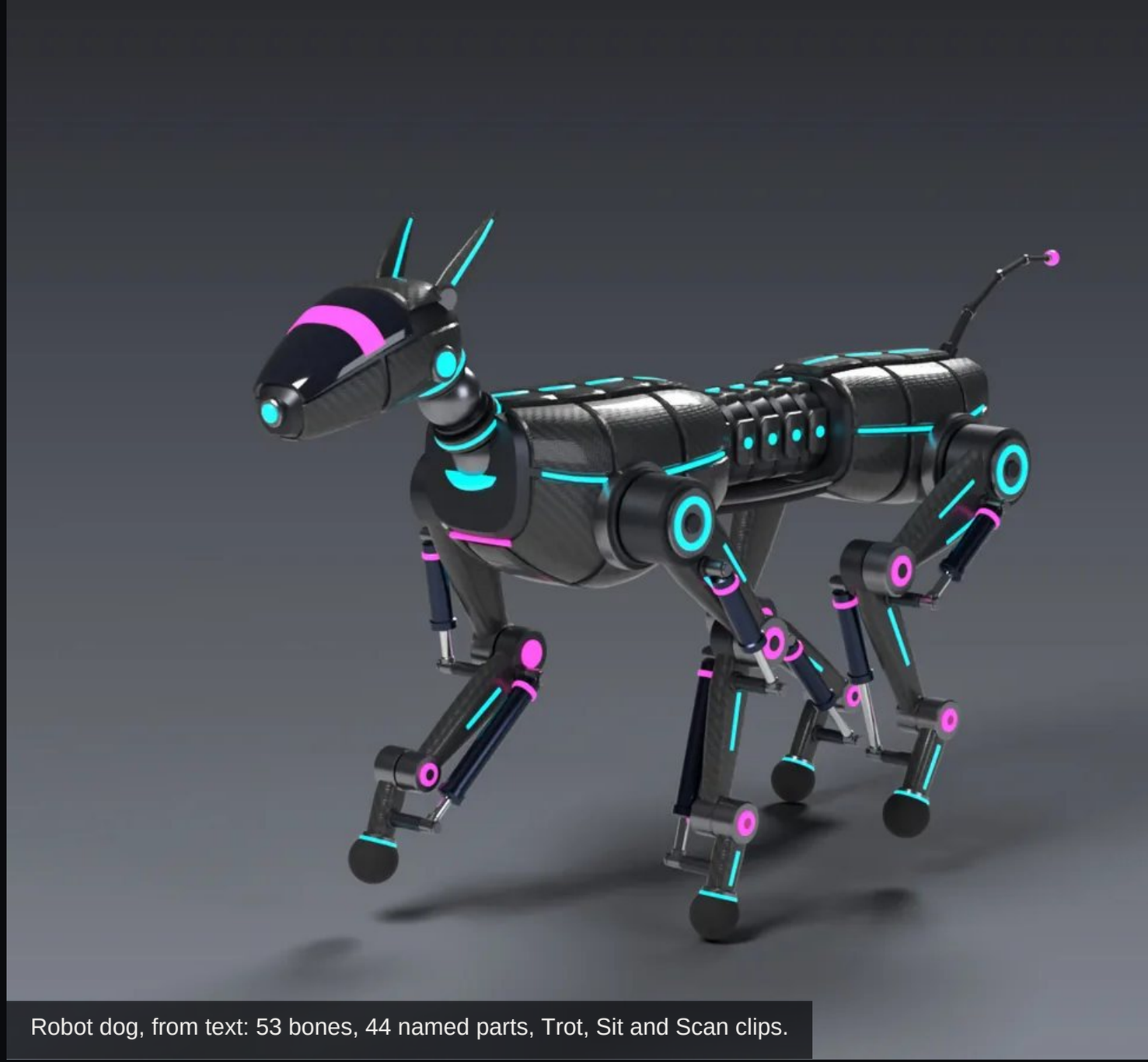
Say what moves, and how far.

Name every clip

Write the subject and style in one sentence, then the parts, the bones and every clip by name. A build returns one clip unless the prompt names more.

Amplitude and travel

State how far and how high: the robot dog's Trot travels one body length, and each finger of the walking hand lifts at least 30 percent of the body height.



Robot dog, from text: 53 bones, 44 named parts, Trot, Sit and Scan clips.

Anything that moves gets maximum effort.

Effort across the 50 builds

Maximum	■■■

One picture in, a full rig out.

35 builds started from text, 7 from one reference image and 1 from two images. The picture settles the shape and the look; the prompt still names the parts, the rig and the clips.

One drawing, a full rig

The zombie hand prompt asks for five finger-legs exactly as drawn, three bones per finger, jaw, eyelids, brows and an exaggerated cartoon gait.



Reference image



Walking zombie hand, 38 bones: Idle, ScaredTremble and 4 more clips.



Reference image



Crab robot: 44 bones, a sideways CrabWalk and an Idle.

Two views in, one vehicle out.



Reference, view one



Reference, view two



Offroad thruster vehicle, the build

Two images, one prompt

The offroad thruster vehicle was built from two reference views. Its prompt asks for merged topology and materials shared across the parts.

What came back

21 named parts and 2 materials, at high effort, delivered as a GLB with the Blender scene.



Glass phoenix, the parent build.



Ice phoenix, one edit later: same 91 bones.

Edit the finished file, keep the rig.

7 of the 50 builds are edits

A finished build goes back to the model as a scene file with an instruction. The skeleton, the named parts and the existing clips come through, and the edit adds a new look, new parts or new clips.

Restyle with the same rig

"Turn this glass phoenix into an ICE phoenix ... Keep rig, named parts, UVs and both clips TakeOff and Wingbeat, and add a Perch idle clip with wing shake." Both clips came through and Perch was added.

One robot, four animation families.

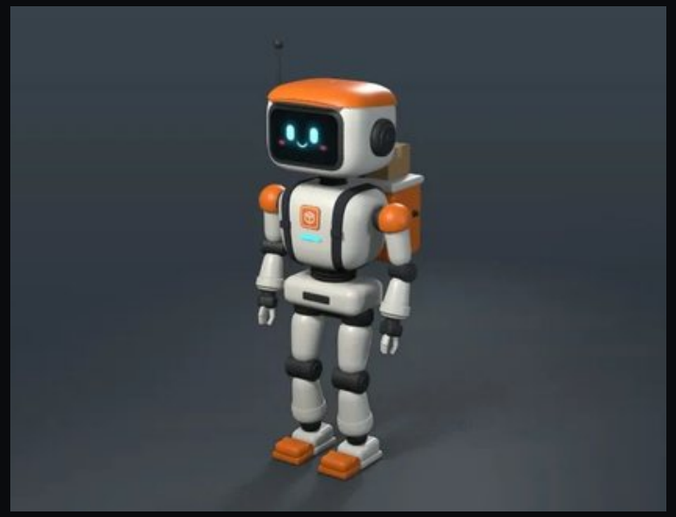
Four edit prompts on one rigged robot each added a family of clips with big, readable motion. The 30 bones and the Walk clip were checked unchanged on all four files.

Small edits too

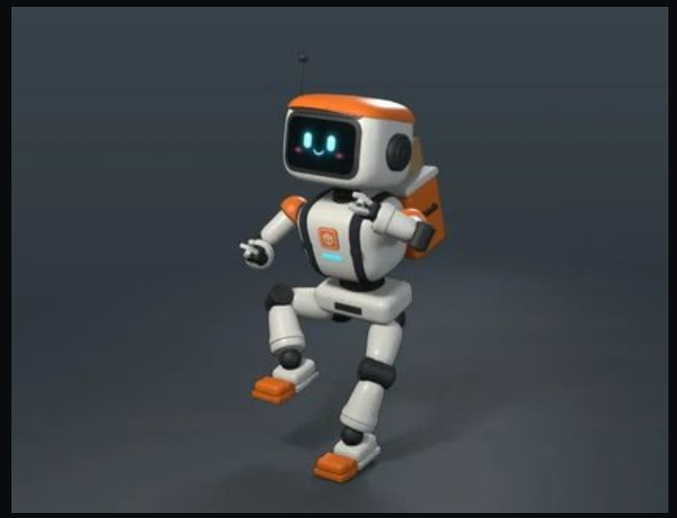
A low poly pine became a snowy pine under 2,000 triangles, and a glass cloche engine was edited so its Heartbeat clip shows the motion.



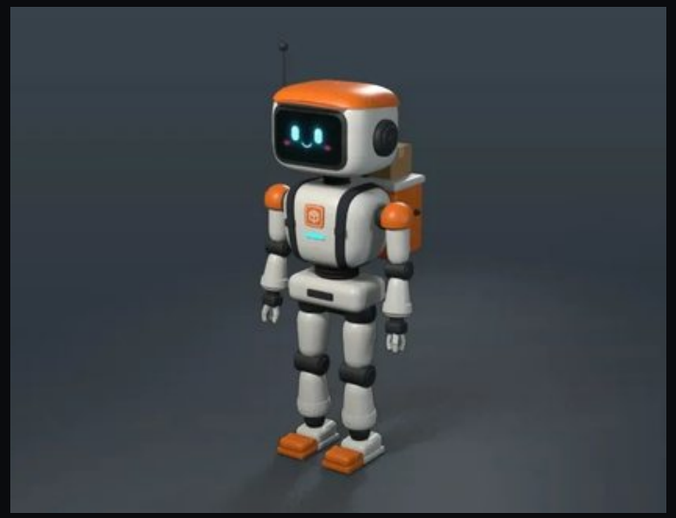
Dance: 3 new clips



Combat: 5 new clips



Parkour: 5 new clips



Emotes: 6 new clips

09 / CHECKED IN BLENDER

Every file opened, counted and drawn.

Headless scripts downloaded each GLB, opened it in Blender and counted its bones, parts, materials and clips.

Each file was then drawn four ways: mesh, named parts, skeleton and textured, here on the glass phoenix.



Mesh



Named parts



Skeleton



Textured, Wingbeat clip

Every clip played, frame by frame.

Each clip became a frame sheet and a loop, and was judged by playing it. Early walking hands lifted each finger about 8 percent of their height, so the walking zombie hand prompt asked for 30 percent.

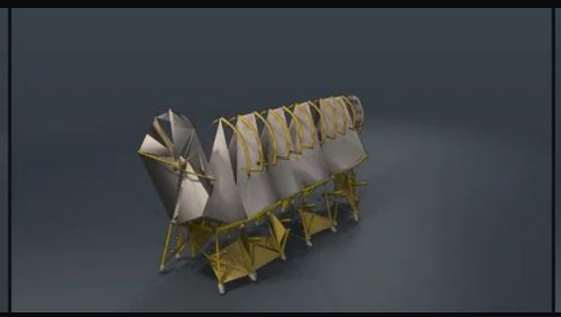
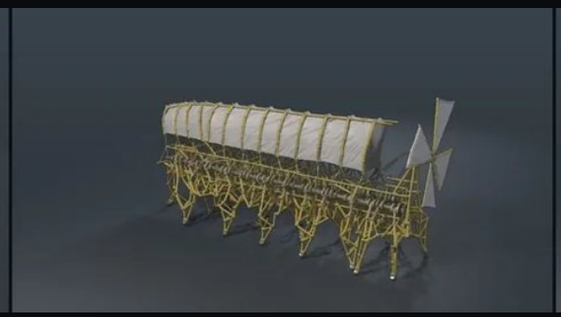
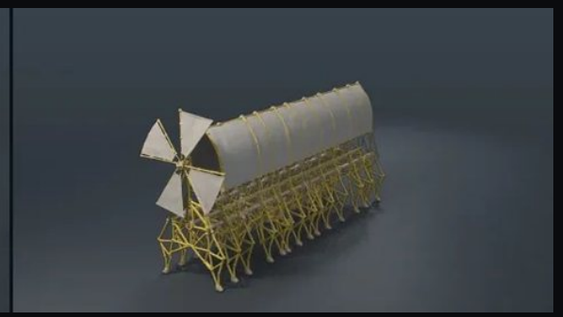
The tardigrade's leg tips showed two leg groups 16 frames apart: a diagonal gait from a text prompt. After every edit, the rig and the Walk clip were compared with the parent. A stray Icosphere mesh in some files was removed before rendering.



Combat edit: six frames of each clip.

Same brief, four models, one rigged file.

Fable 5.2 3D got the written brief. Tripo P2, Meshy 7.1 and Rodin Gen-2.5 got a concept image of it, the input they take. Every file was opened: the other three each returned one fused mesh, no skeleton, no clips and one material.

Fable 5.2 3D	Tripo P2	Meshy 7.1	Rodin Gen-2.5
Crank-driven Strandbeest 			
40 named parts, 145 bones, Walk clip, 6 materials	4,293 faces	4.4 million faces	500,000 faces
Clockwork whale 			
34 named parts, 41 bones, Swim clip, 10 materials	4,721 faces	2.4 million faces	500,000 faces

All 50 builds.



From a 372-triangle pine to a player piano with 221 bones driving its keys and mechanisms.





Rules for the next build.

Prompting

- Name the parts, the bones and every clip.
- Give amplitude, travel and frame counts.
- Use maximum for anything rigged or animated.
- Set face budget, topology and format up front.
- Give front, side and back views of back-facing characters.

Limits

- Results vary from run to run on the same prompt.
- Motion amplitude follows the first build; an edit asking for bigger motion kept it.
- Edits keep the pose: a new body plan needs a new build.
- Machines move as bone hierarchies without skinning.

Run Claude Fable 5.2 3D from the Scenario web app, or from an agent through Scenario MCP with the scenario-fable-3d skill. The exploration page has all 50 builds and a 118-second film of one build.

Open the exploration **Agent skill** **Scenario MCP**