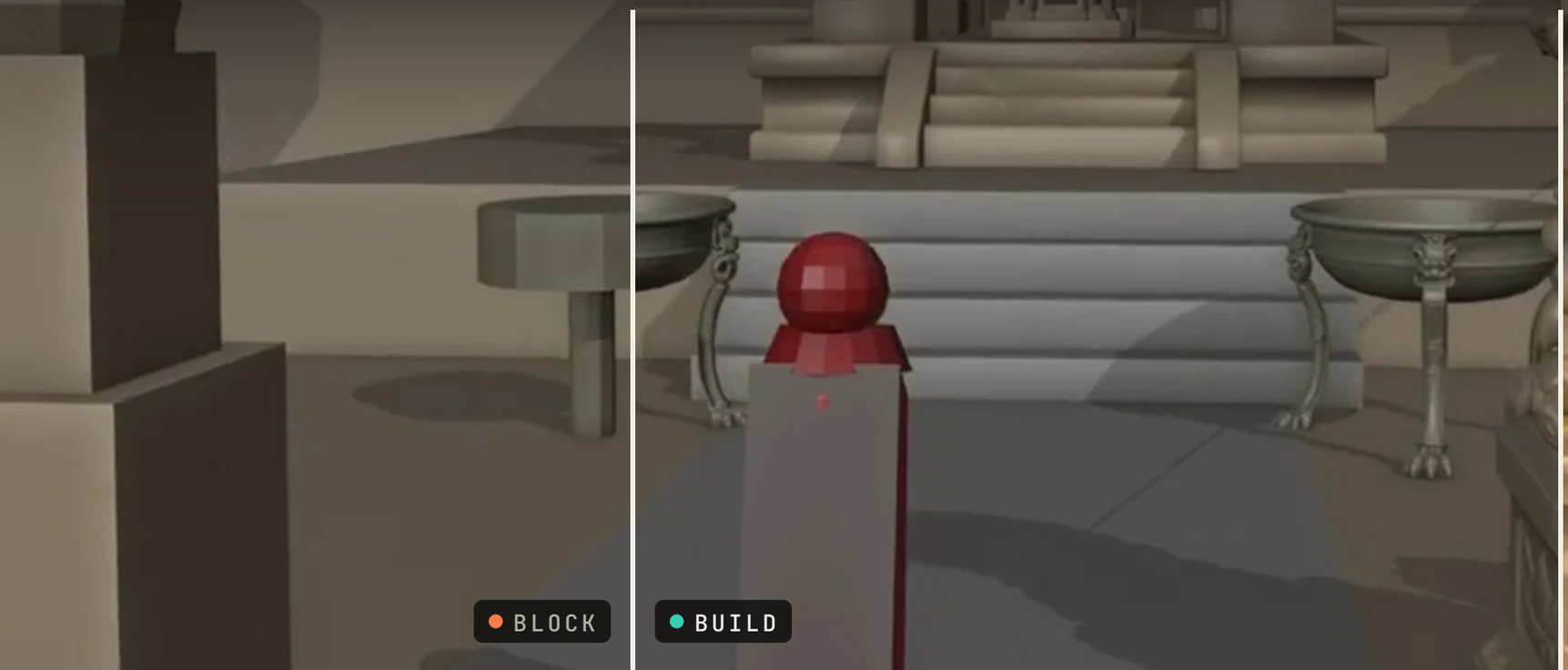
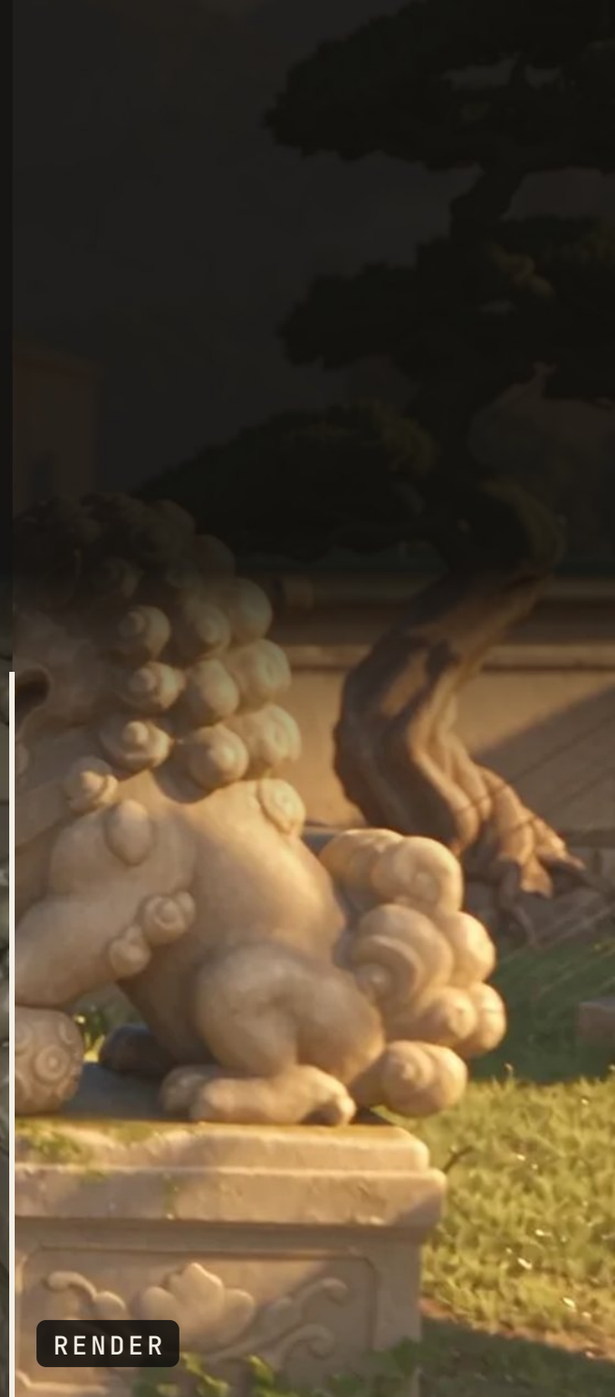
A SCENARIO EXPLORATION · MAKING-OF

Block or Build

Build the shapes. Block the motion.

One way to direct a video model: lay out the shot in Blender with simple stand-ins, record the viewport (the playblast), and let the model paint the final picture over it. This making-of shows which stand-in each thing should get.





Blockout to render, in three steps

Teams lay out the shot in Blender and let a video model paint over it. This making-of is about step 1: what you put in the blockout.



1 The blockout

Stand-ins in Blender set where everything is, how big it is and how it moves. Its video is the playblast.



2 One finished still

A picture of the first frame, made from the blockout, sets the look: materials, light, costumes.



3 The video

A video model, here Seedance 2.5, takes the layout and the motion from the playblast (step 1) and the look from the still (step 2).

Each thing in the blockout gets a stand-in

Two kinds, often mixed in one shot.



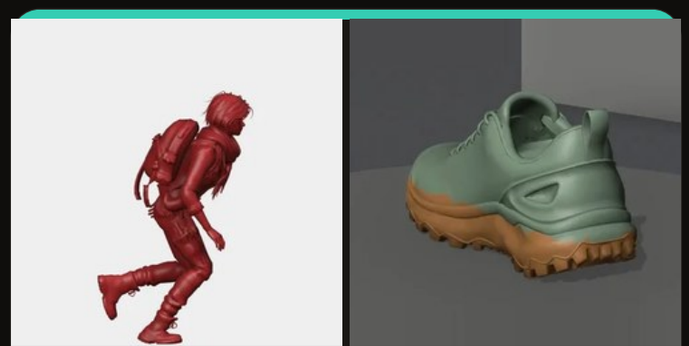
Block

A capsule, a box, a few primitives.

Made in minutes. It marks where something is, its size and how it moves, and leaves the rest to the model.

USE IT FOR

Characters and creatures, filler, far set.



Build

A 3D model, posed or rigged.

Takes longer: a concept image, a 3D generation, sometimes a rig. It shows the real shape.

USE IT FOR

Products, named props, set pieces seen close.



Hybrid

Both in one shot.

The set and some props built, the characters and other elements blocked.

USE IT FOR

Most shots: an exact world, natural motion.

The model copies shapes and motion

A copied shape is what you want. A copied motion is only as good as its keys.

SHAPES

Build what must look exact

Products, props the art direction names, set pieces seen close. A block only gives a size to fill.



As blocks: braziers vanished.



Modelled: bronze, as designed.

MOTION

Block what must move

People and animals. A rig's motion is copied as it is; a legless capsule leaves the gait to the model.



From a capsule: it runs.



From a rigged walk: it walks.



Frozen legs: she slid.
A rigged walk: her feet slid.
A legless capsule: she walked.

The Last Lantern: one shot, three stand-ins for the traveller.

HYBRID **Most shots have both: build the set and some props, block the characters and other elements.**

Six habits for a good blockout

The video model sees only the playblast and the still, and both come from the blockout.

1 **Block characters and creatures.**

A capsule at true height, a head, two or three features. No legs. Rig one only with a clean cycle of the exact motion.

2 **Move it along its path, nothing more.**

Position and heading only. The model adds the steps.

3 **Build what must look exact.**

Products, named props, set pieces seen close or from behind.

4 **Use shapes and colors that cannot be misread.**

A disc under a turtle became a fifth flipper; a yellow lamp post became a second lantern.

5 **Keep real sizes.**

Meters in Blender, a capsule as tall as the character.

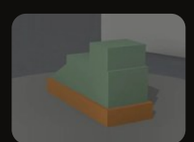
6 **Make the still from the blockout's first frame.**

Same framing, so the look lands on the right shapes.

The sneaker

TAKEAWAY

Both gave the shoe, because the still shows it. Build it when the back and the sole must match the real product.



Block

Three boxes, two colors



- ⊕ Made in minutes
- ⊕ The still carries the design
- ⊖ The heel is the model's guess



Build

A generated 3D shoe



- ⊕ Every side fixed, heel included
- ⊖ A concept and a 3D generation first
- ⊖ No visible gain in this shot

The run and the wolf

An explorer sprints along a cliff path with her wolf, and they leap a log. Only the wolf changes: the explorer is the same red capsule in both versions.

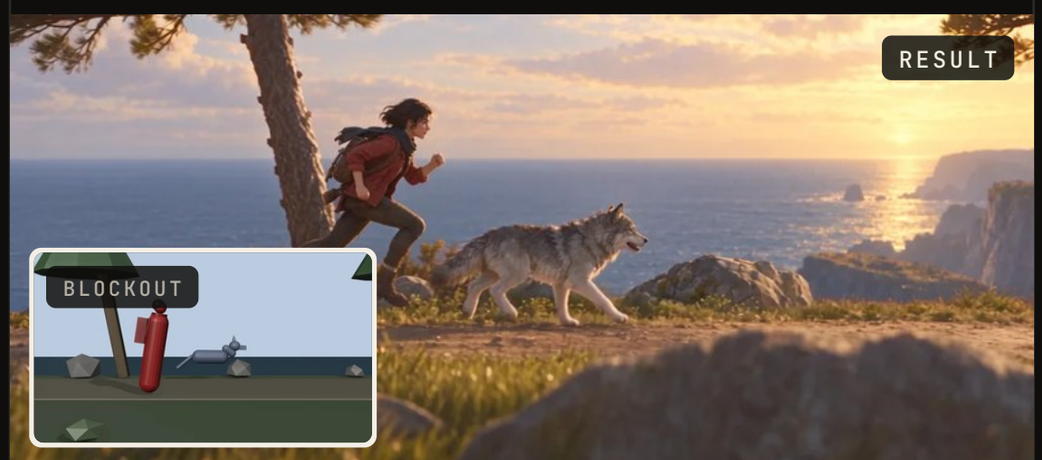
TAKEAWAY

Block them. The legless wolf galloped; the rigged wolf, its walk sped up, came back as a trot.



Block

A legless capsule wolf: head, ears, tail

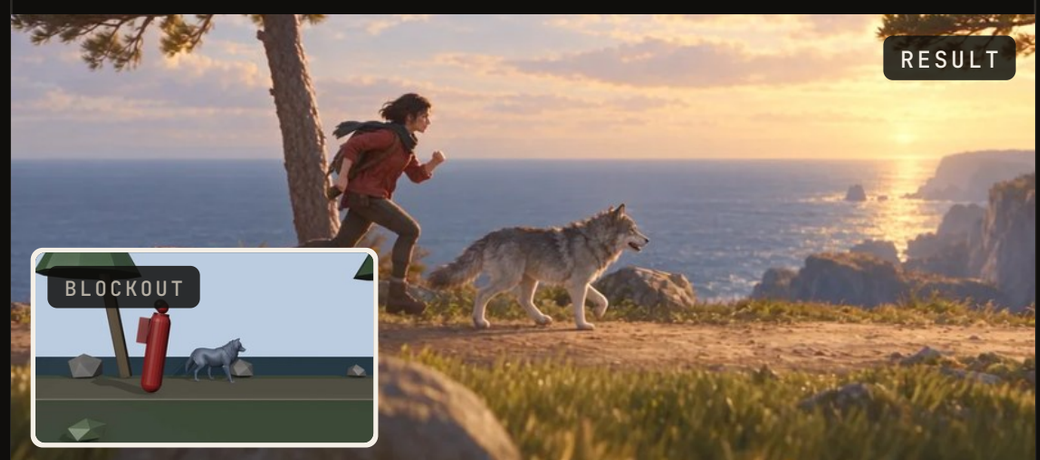


- ⊕ Four legs at a full gallop, and the leap
- ⊕ Made and keyed in minutes
- ⊖ The model picks the gait



Build

A rigged wolf, its walk sped up



- ⊕ The wolf's exact shape
- ⊖ The walk was copied: a trot, not a gallop
- ⊖ A concept, a 3D model and a rig first

The wolf

TAKEAWAY

A rigged walk played faster stays a walk: the capsule ran, the rig walked fast.



Block

A legless wolf capsule



- ⊕ Long reaching strides
- ⊕ Made in minutes
- ⊖ One of two drafts trotted



Build

A rigged wolf, walk sped up



- ⊕ The wolf's exact shape
- ⊖ The walk was copied: short steps
- ⊖ No run cycle for the rig

The run: the exception

TAKEAWAY

The exception. A clean run cycle is copied as it is, and here it looked more athletic: rig a character only with a clean cycle of that exact motion.

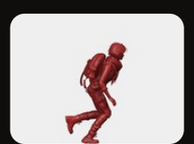


Block

A capsule, no legs

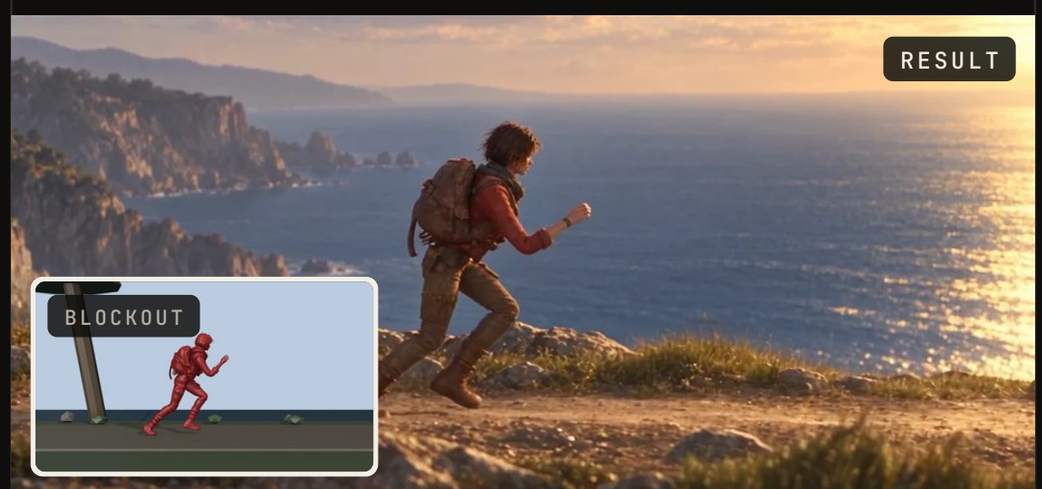


- ⊕ A natural run, clean legs
- ⊕ Made in minutes
- ⊖ More upright, a shorter stride



Build

A rigged girl, run cycle



- ⊕ An athletic run: lean, bent arms, long stride
- ⊖ A concept, a 3D model and a rig first
- ⊖ Only as good as the cycle

The gesture

TAKEAWAY

Block it. The capsules gave the same kneel and hand-off as the posed mannequins.



Block

Two capsules with arms



- ⊕ A natural kneel and hand-off
- ⊕ Set up in minutes
- ⊖ The camera drifts closer at the end



Build

Two posed mannequins



- ⊕ The wide framing holds
- ⊖ Every pose keyed by hand
- ⊖ No better gesture for the work

The coral reef

A turtle swims down a reef channel; a manta crosses at the end. 12 s, in two looks from one blockout.

TAKEAWAY

Build the set when its layout is the shot. One blockout, any look.



Build

A reef placed piece by piece, a shaped turtle







- ⊕ Channel and coral heads stay in place, in both looks
- ⊕ Four flippers in every frame
- ⊖ A big build: thousands of placed pieces
- ⊖ Every shape is read: an earlier disc under the shell became a fifth flipper

The temple

TAKEAWAY

Go hybrid: model the set and every prop the art direction names, keep the hero a capsule.

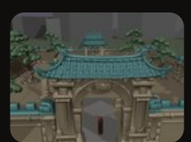


Block

Set in boxes, hero a capsule



- ⊕ Layout and light hold
- ⊕ Built in minutes
- ⊖ The braziers vanished



Hybrid

Set and props modelled, hero a capsule



- ⊕ Bronze braziers, as designed
- ⊕ The hero still walks freely
- ⊖ Seven models to make

The Last Lantern

A 2-minute short in 40 cuts: a traveller carries a lantern through a forest.

TAKEAWAY

Build the world the camera explores. Block whoever walks through it.



Hybrid

43 modelled set pieces, a capsule traveller



- ⊕ Forest and lantern hold their design for 40 cuts
- ⊕ The capsule traveller walks naturally
- ⊖ 43 models to make and place
- ⊖ A yellow lamp post came back as a second lantern

Which stand-in, when

	Block	Build	Hybrid
USE IT FOR	Characters and creatures, filler, far set	Products, named props, set pieces seen close	Most shots
WHY	Natural motion, made in minutes	The model copies the exact shape	Exact world, natural motion
WATCH OUT	The model invents the details	Motion is copied as keyed	Two kinds of stand-in to make
SEEN IN	Run and wolf, gesture	Sneaker, reef, run (with a run cycle)	Temple, The Last Lantern

Take the method with you

Open the exploration ↗
Six examples to scrub, the guide, the explainer.

Download the skill ↗
The rules and prompt sentences for your agent.

Scenario MCP ↗
Connect your agent to Scenario.

How the tests ran

- Each pair changes only the stand-in: same camera, still and prompt.
- Seedance 2.5 in reference mode: playblast as @video1, still as @image1.
- Drafts at 480p, keepers finished at 1080p.
- One or a few takes per variant: observations, not rates.

Made with Scenario

- Stills: GPT Image 2.5 Sunburst.
- 3D models: Tripo P2. Rigs and motion: Tripo Rigging 2.5 (wolf) and Tripo Rigging 1.0 (run).
- Video: Seedance 2.5 and Seedance 2.5 Draft Complete.
- Blockouts: Blender 5.2, headless.