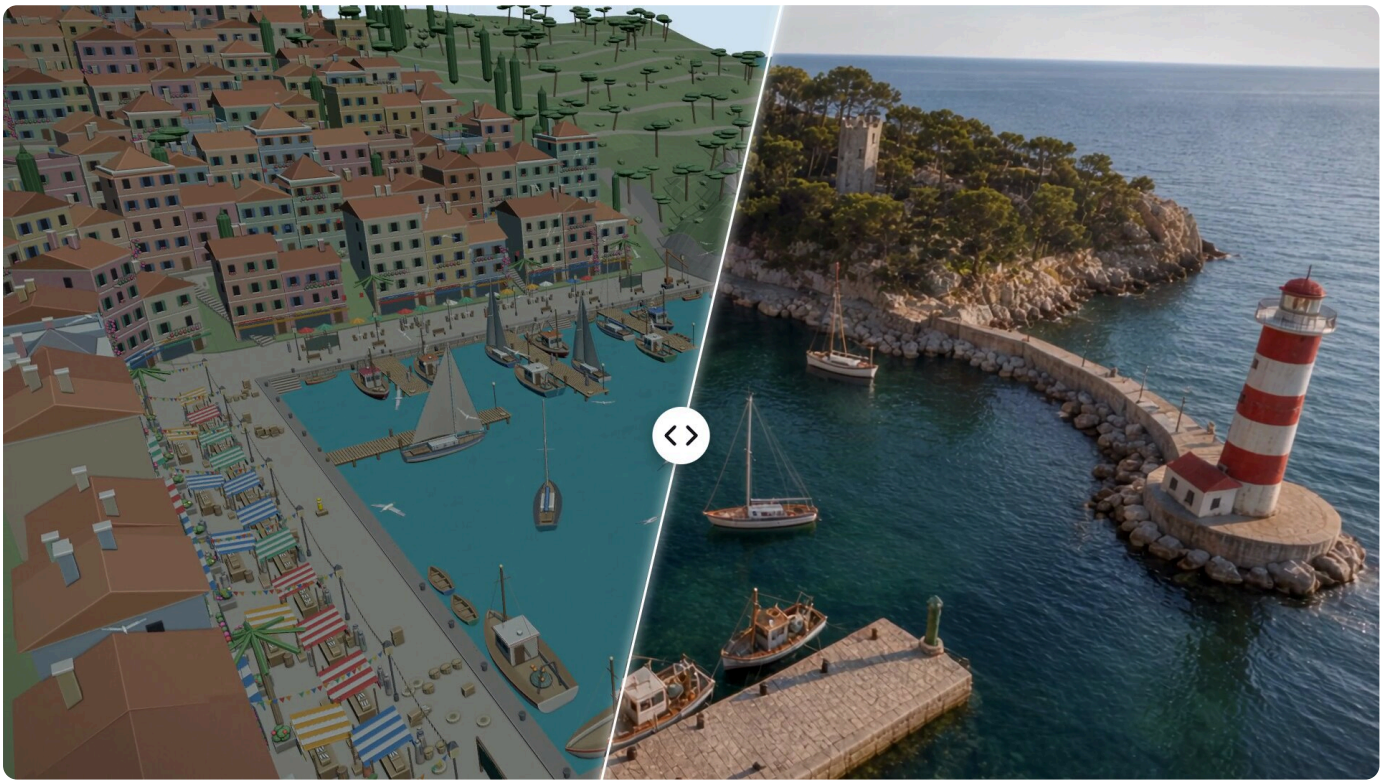
scenario

GUIDE · V1 · 2026-10-20

Scenario Blender Plugin, *from A to Z.*

Every lane, input and result, in one guide.

The Scenario Blender Plugin brings Scenario's image, video, 3D, audio, material and environment models into Blender's 3D viewport. Your scene is the input: a capture of the viewport or the camera, a playblast, the selected mesh. Results come back into the scene: images, models at the 3D cursor, edits on your mesh, materials on a slot, strips in the Sequencer, a new World. This guide walks through all of it in the order you will meet it.



One harbour, one camera: the Blender scene on the left, its rendered look on the right.

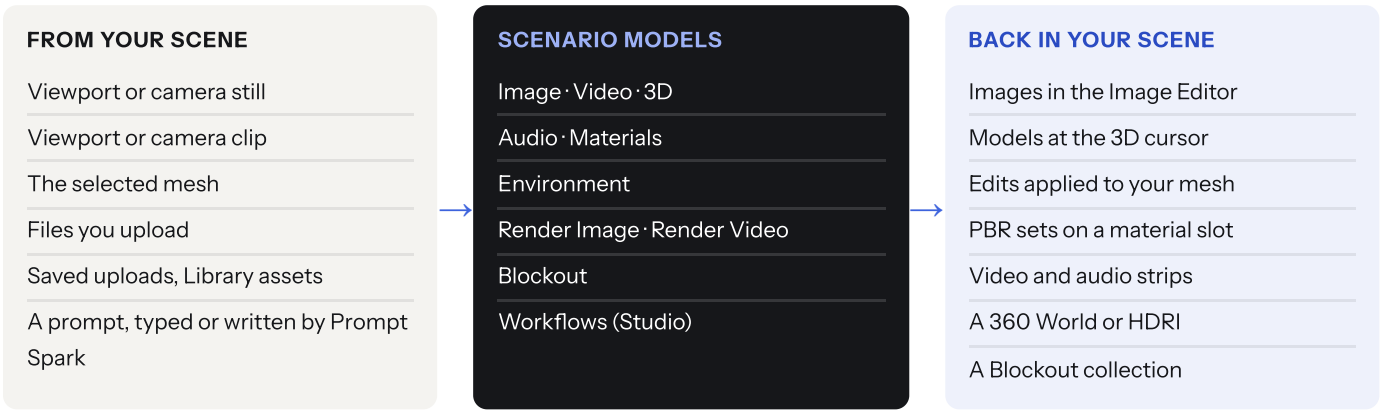
01 The idea	07 Image	13 Audio	19 Agents
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Covers plugin version 0.12.0 (18 October 2026) on Blender 5.0, 5.1 and 5.2. The full handbook is at blender.scenario.com.

01 · THE IDEA

Your scene goes in. *Finished assets come back.*

One sidebar tab drives nine lanes. Each lane pairs a kind of result with the Scenario models that make it. Pick a lane and a model, give a prompt and references (often a capture of your own scene), check the price, generate. The result lands where Blender expects it.



Lane	You give	You get, in your scene	Section
Image	A prompt, reference images, a capture	A packed image in the Image Editor, usable as a reference, a texture or a plane	07
Video	A prompt, images, a viewport or camera clip, audio	A clip to play in Blender or add as a Sequencer strip	12
3D	A prompt, an image, several views, or the selected mesh	A model at the 3D cursor, or an edit applied to your mesh	08, 09
Audio	A prompt for speech, music or sound effects; an audio or video file for models that take one	A sound to play, inspect, or add as a Sequencer strip	13
Materials	A description, a flat texture or a photo	A seamless PBR set applied to a material slot	10
Environment	A prompt, a photo of a place, a 2:1 panorama	A 360 panorama or an HDRI set as the World	11
Render Image	A still of your viewport or camera, and a look	The same frame as a finished image	14
Render Video	A playblast, a look, an optional camera path	The same shot as a finished clip	15
Blockout	A description of a place	A greybox layout in a Blockout collection	06

Three rules hold in every lane

Price first

Generate shows the exact price in Creative Units (CU), refreshed as you edit. Price checks are free.

Your click, every time

Nothing is captured, uploaded or generated on its own. Paid helpers such as Prompt Spark and Blockout plans ask for their own approval.

Results wait for you

Image lane results import by themselves. Render Image results, models, materials, Worlds and strips wait for your confirmation, and every job is saved so you can apply it later.

02 · INSTALL AND CONNECT

Install once, *update from the repository.*

Blender 5.0 or later | Scenario account with API access | API key and secret | Internet connection | Allow Online Access on

1. Turn on **Allow Online Access**: Edit › Preferences › System › Network.
2. Edit › Preferences › Get Extensions › Repositories › **Add Remote Repository**, and enter `https://blender.scenario.com/repo/index.json`
3. Install **Scenario** from Get Extensions. It appears as "Scenario" in the Add-ons list.
4. In Preferences › Add-ons › Scenario, press **Create a key in the portal**. It opens the Scenario web app, where you create an API key and copy the key and the secret. The secret is shown once; creating a key needs a team admin or the project owner.
5. Back in the add-on preferences, paste the key and the secret, press **Test connection** and choose an **Output Folder** (default `~/Downloads/Scenario`).
6. In the 3D viewport, press **N** and open the **Scenario** tab, or click **Scenario** in the viewport header.

Install from a ZIP

Download `scenario-<version>.zip`, keep it zipped, and drag it onto Blender or use Get Extensions › **Install from Disk**. Then continue from step 4.

A ZIP copy does not update itself. Keep one copy only, ZIP or repository. To move to the repository: let jobs finish, uninstall the ZIP copy, restart Blender, install from the repository, and enter the key, secret, Project ID and Output Folder again.

Automated releases also ship `SHA256SUMS` and a build provenance attestation: `shasum -a 256 -c SHA256SUMS`, then `gh attestation verify scenario-<version>.zip -R scenario-labs/blender-plugin`. The plugin has its own repository because the Blender Extensions platform restricts extensions that need an external account, keys or payments.

Updates

Preferences › Add-ons › Scenario › **Updates**:

- **Set up official repository** adds or re-enables the repository, never a second copy.
- **Check for updates** refreshes the listing and installs nothing.
- **Open Get Extensions** is where you install or update.

A repository copy updates in place and keeps your preferences and jobs. If Scenario disappears after the repository was disabled, re-enable it under Get Extensions › Repositories.

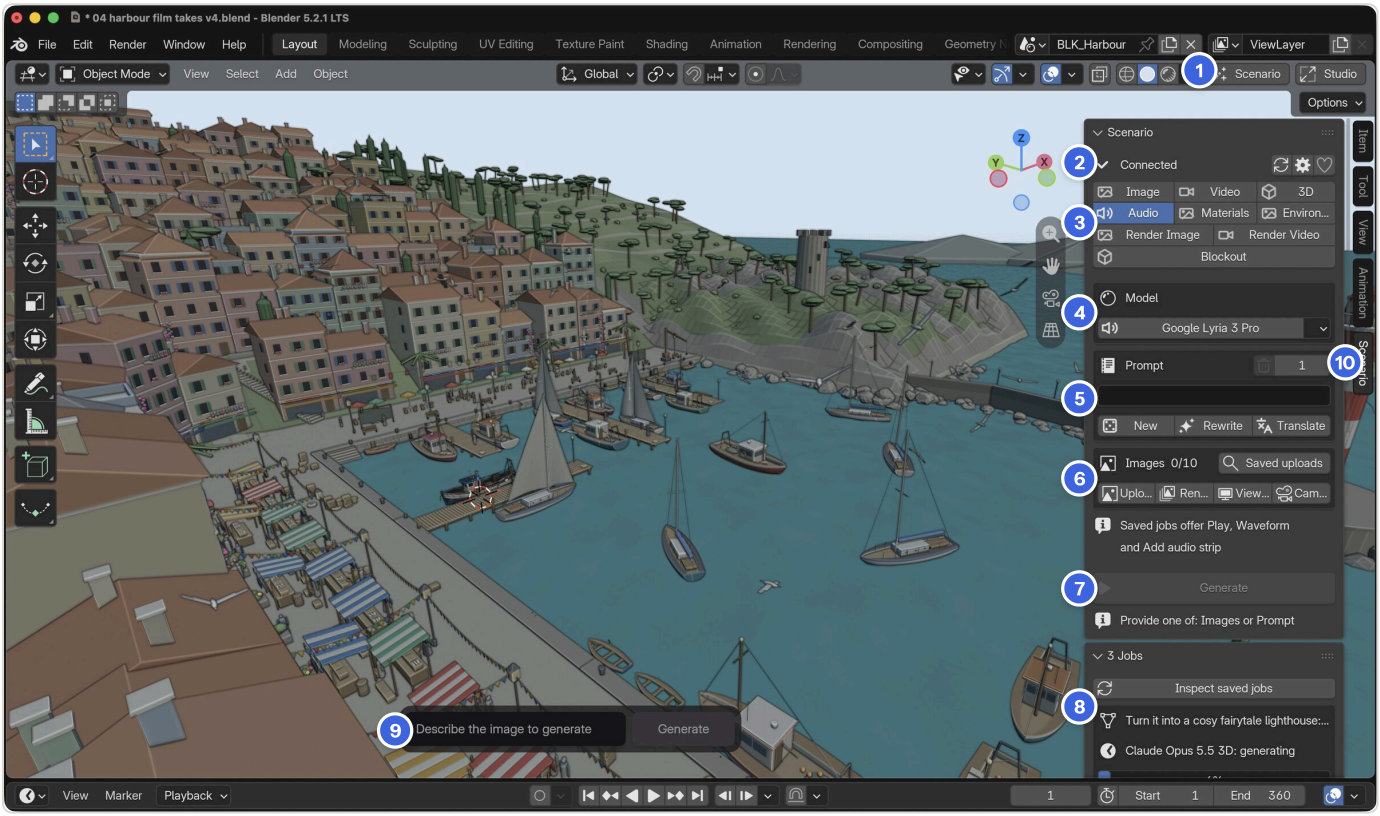
Credentials and project

Saved in Blender	The default. Key and secret are stored in `userpref.blend`: masked on screen, plain text on disk.
Environment	Reads `SCENARIO_API_KEY` and `SCENARIO_API_SECRET`. Both are required, and the two sources never mix.
Test connection	Checks in the background that the key can read models. 401 or 403: check the key and the secret, and that the Project ID belongs to the key. 429: too many requests, try again shortly.
Project ID (optional)	Works in another project than the key's default. Changing it clears the catalog, history and prices; jobs already sent keep their original project.
Remove a key	Clear both fields and save the preferences. Switching to Environment does not erase saved values. Replace a leaked key with a new one in the web app.
Account	The plugin shows no credit balance, plan or team picker: check those, and manage keys, in the Scenario web app. Changing the credentials or the Project ID asks for fresh prices.

03 · THE INTERFACE

One tab in the sidebar, *one bar in every viewport.*

Scenario lives in three places: the **Scenario** tab of the sidebar (N), the **floating composer** at the bottom of each 3D viewport, and **Studio**, a larger view opened from the viewport header. The tab holds five panels: **Scenario** (the lane form), **Jobs**, **Generations**, **Agents (MCP)** and **Film** (Experimental). Agents (MCP) and Film start collapsed.



1. **Scenario** and **Studio** in the viewport header: open the tab, or the large Studio view (section 17).
2. **Account strip**: connection status, reload models, preferences, and the heart to send feedback.
3. **Lanes**: Image, Video, 3D, Audio, Materials, Environment, Render Image, Render Video, Blockout.
4. **Model**: opens the model picker. A model of another type switches the lane.
5. **Prompt**, with Prompt Spark: New, Rewrite, Translate.
6. **References**: Upload, Render, Viewport, Camera, Saved uploads. One box per file input of the model (section 05).
7. **Generate** with its exact price, and info lines that say what is still missing.
8. **Jobs**: every generation, its status and its next step (section 16).
9. **Floating composer**: prompt and Generate at the bottom of every viewport (section 04).
10. The **Scenario** tab in the N sidebar.

The model picker

Picker tab	Categories
Image	All, Generate, Edit, Expand, Upscale, Vectorize, Remove Background, Tools, Trained
Video	All, Generate, Edit, Lipsync, Upscale, Reframe, Remove Background, Tools
Audio	All, Speech, Music, SFX, Tools
3D	All, Generate, Splat, Remesh, Retexture, UV Unwrap, Rigging, Animate, Parts

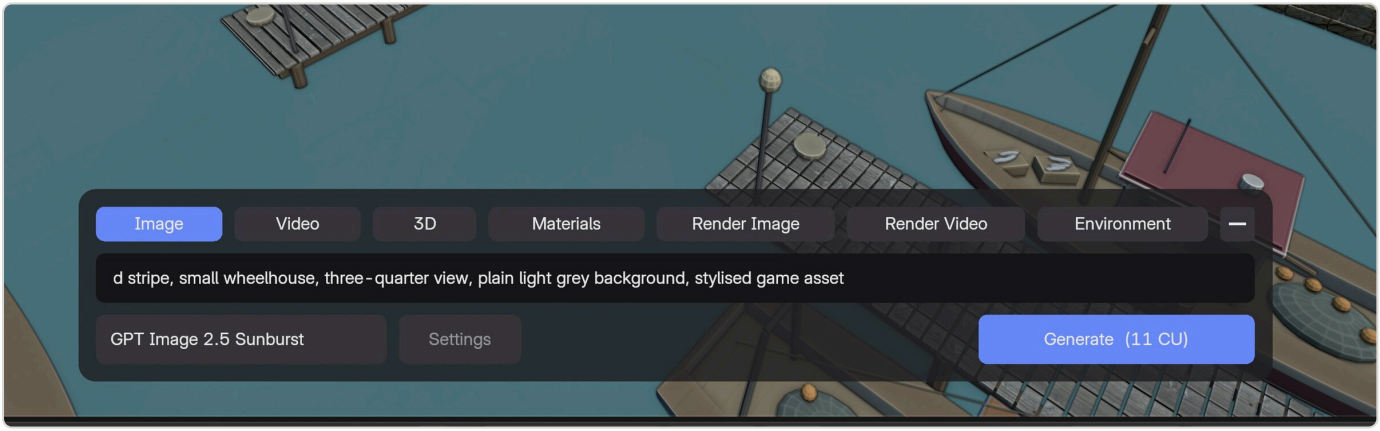
The form, top to bottom

Model	Opens the picker: type tabs, category chips, search, a thumbnail list and the description of the highlighted model. The models listed depend on your credentials.
Prompt	Resizable. Prompt Spark writes for you: **New** writes a prompt for the chosen model, **Rewrite** improves yours, **Translate** turns it into English. Each shows its price, then **Approve**. The result replaces the prompt only if the prompt, model, scene and credentials did not change meanwhile. The trash button clears the prompt after asking.
References	One box per file input the model takes: image, video, audio or 3D.
Parameters	Read from the model. Tick an optional parameter to send it; on/off settings are always sent. `(cost)` marks the parameters that change the price.
Generate (N CU)	The exact price, refreshed as you edit. Up to three decimals, compact from 10,000 CU (`12.3K CU`).

Speech-to-text and video-to-motion models carry an Experimental tag. Feedback: the heart (or **Feedback** in Studio, or **Send feedback…** in the preferences) sends a rating or a message; Blender offers it under an error and after ten generations, and answering or closing hides both offers for a week. **Share anonymous usage data** is off by default; the panel asks once after setup.

04 · THE FLOATING COMPOSER

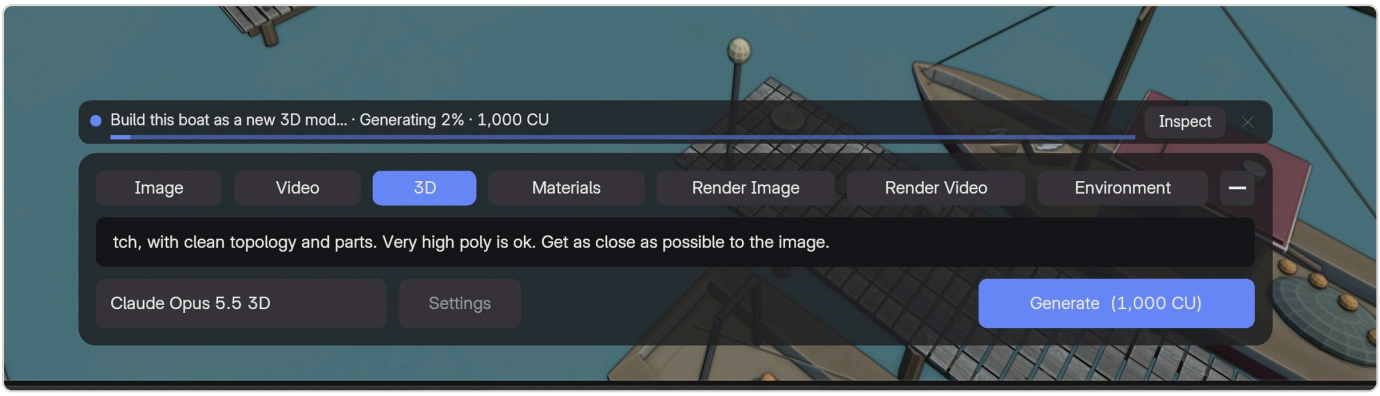
Prompt and generate *without leaving the viewport.*



The composer expanded on the Image tab: lane tabs, prompt, model chip, **Settings**, and Generate with the exact price.

- A pill at the bottom of each 3D viewport, with a prompt and **Generate**. It uses the current lane's sidebar settings. Click it to expand.
- The card has **lane tabs** (Image, Video, 3D, Materials, Render Image, Render Video, Environment; Audio and Blockout stay in the sidebar), the prompt, a **model chip** that opens the picker, a **Settings** chip that opens the full lane form in a dialog, and Generate with its price. A model that takes no prompt says so.
- Environment uses its Generate mode. For the other Environment modes, Audio or Blockout, the composer drives Image.
- For a 3D edit, open **Settings**, choose **Edit** and the task, and select the mesh.
- **Enter** generates, **Esc** leaves. Home, End and Cmd or Ctrl with A, C, X, V work as usual. For Japanese, Chinese or Korean input, press **F2** in the prompt for Blender's own text field.
- Drag to move (it stays inside the viewport), resize from the bottom-right corner, double-click the background to reset, minus to collapse. With no room, the pill opens the Settings dialog.
- If the composer keeps failing it turns itself off. Turn it back on with the preference **Floating composer in the viewport**.

The job tray



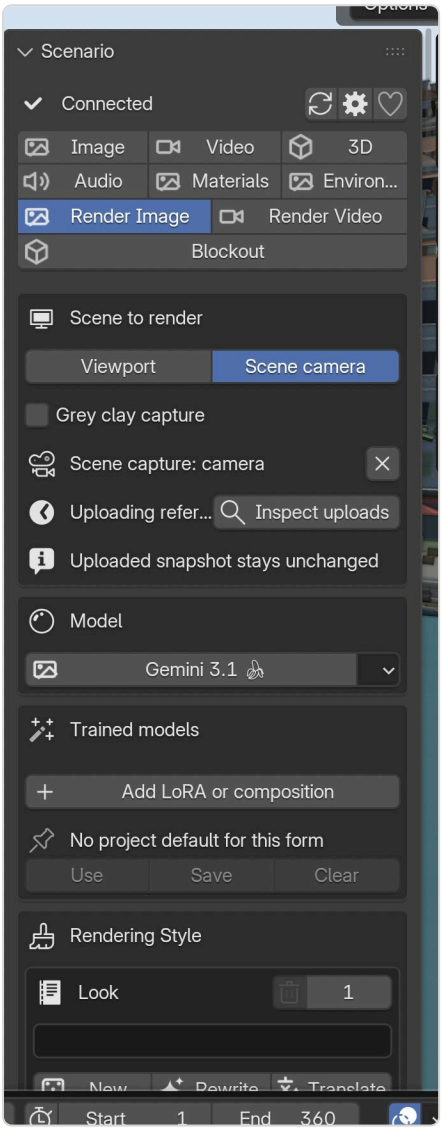
The tray above the card follows the newest job: here an image turned into a 3D model, generating, with its price and **Inspect**.

- Follows the newest job from that scene and tab, including jobs started by an agent. It shows the prompt, the status (*Queued*, *Generating 42%*, *Ready to apply*, *Applied*), the price and how many other jobs are unfinished.
- **Inspect** opens the job details. A second chip offers the next step, for example **Resume download** or **Add video strip**. The cross hides the tray for that job; a collapsed pill shows a thin status line.
- Jobs from before a restart, workflows and Film tasks are not in the tray: use **Inspect saved jobs** in the Jobs panel.

05 · YOUR SCENE AS INPUT

Capture the viewport, the camera, *a clip or a mesh.*

Every reference box can be filled from your scene or from files. Generate never captures or uploads by itself: you capture, the upload runs, the price refreshes, then you generate.



Render Image lane: **Scene camera** picked, the capture uploading, the model and the look below.

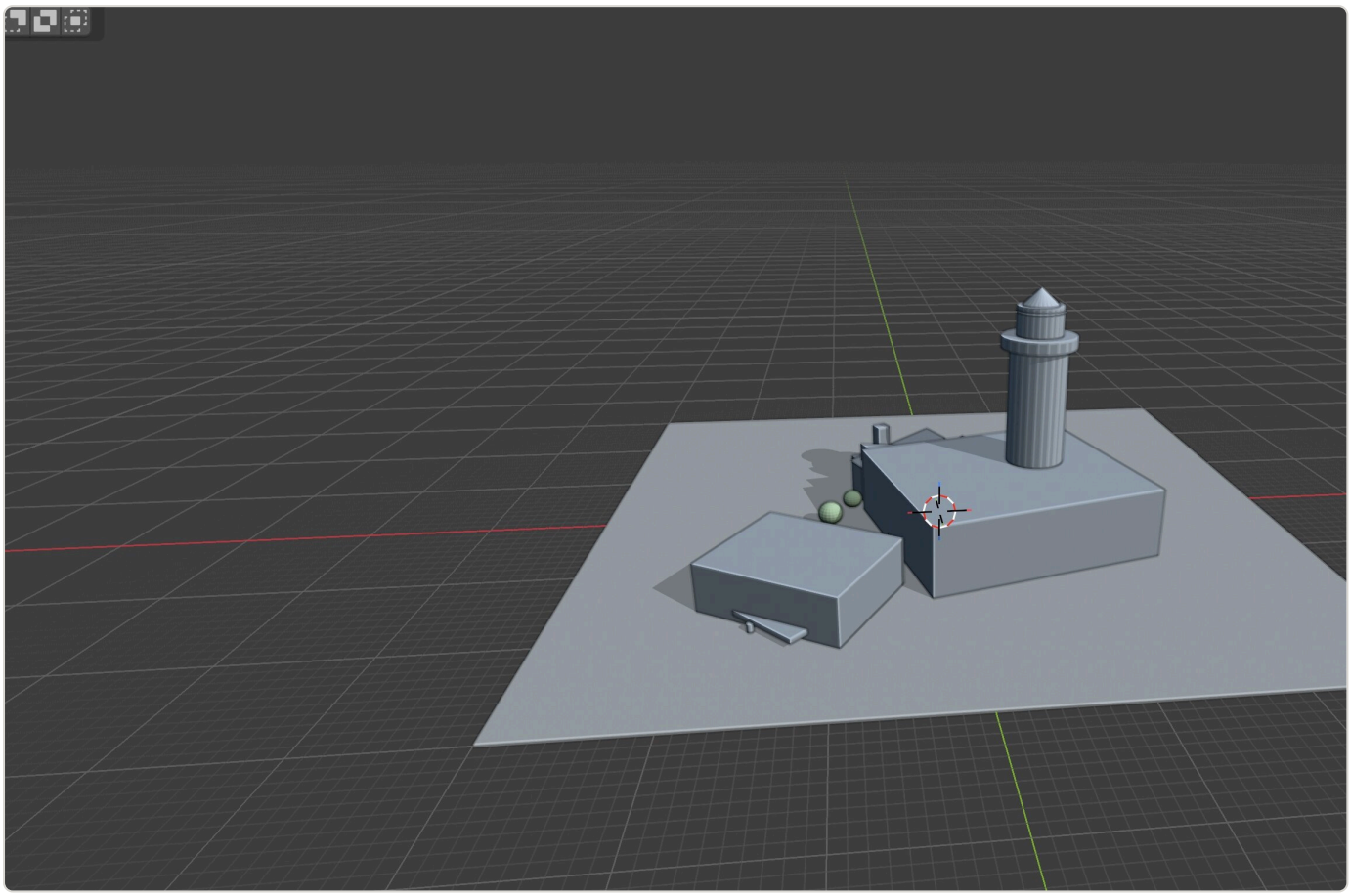
Button	What it sends
Upload	A file from disk: image, video, audio or 3D, as the model accepts.
Viewport · Camera	A still of what the viewport shows, or of the scene camera's view.
Render	Blender's latest Render Result. Render the frame first (F12).
Viewport clip · Camera clip	A silent 1280×720 MP4 over the preview or scene range, then **Upload reference**. Settings are restored after the capture; the clip is not trimmed or padded.
Upload selected mesh	A snapshot of the selected mesh with modifiers applied and materials embedded (3D edits). Several selected meshes upload as one GLB, up to 256 MiB. After editing the mesh, upload a new snapshot.
Capture and upload scene	Render Image and Render Video: the viewport or the scene camera, as a still or a clip.
Saved uploads	An earlier upload, reused with **Use this reference**. Uploads belong to the credentials that made them.
Use as reference	A previous result (Generations) or a Library asset (Studio).

Capture options

- **Grey clay capture** replaces the viewport shading with plain clay, so the model reads shapes and leaves colours and materials to your prompt.
- **Match timeline** (on by default) sets the model's output duration, and the camera path's, from the timeline frame range. It does not change a clip already uploaded.
- Keep the scene, the model and the input unchanged until the reference shows *(uploaded snapshot)*. An edit during a snapshot upload stops it ("The scene changed; inspect the saved upload before attaching it"). Typing in the composer counts as an edit, so type the prompt first, then upload.
- **Inspect uploads** shows progress, cancels an upload not yet sending, and clears finished ones. After an interruption, **Upload again**, then **Use this reference**.

06 · BLOCKOUT

Describe a place, *get a greybox layout.*



"A red and white lighthouse on a rocky point, with a keeper's cottage, a stone path down to a small wooden jetty": a plan of 26 elements, built as coloured primitives in a **Blockout** collection.

1. Describe the scene, choose **Type** and **Scale**, press **Get design price**.
2. Review the price and choose **Generate plan**.
3. **Build plan** creates the geometry in a `Blockout` collection.
4. To refine, describe the change, **Get refinement price**, approve, and build again.
5. **Clear** removes the collection and the plan, after asking.

- Build and Clear support Undo. Colours mark categories such as Floor, Wall, Prop, Furniture and Vegetation.
- Rebuilding replaces this scene's Blockout collection only. Edits made inside it are replaced; objects you add to the collection yourself stop Build and Clear, so keep your own objects elsewhere.
- If an outcome is uncertain: **Inspect saved jobs**, **Read saved Blockout plan**, **Use saved Blockout plan**, then **Build plan**.

> **Next step.** A blockout is a ready input for Render Image and Render Video: capture it in grey clay and describe the look (sections 14 and 15). As the scene develops, replace blocks with models from the 3D lane.

07 · IMAGE

Text or references *to image.*

- Write a prompt, add references if the model takes them (**Upload reference** , or a capture), and generate. Wait for an upload to finish: the price refreshes, and uploading never generates.
- PNG and scanline OpenEXR results import by themselves as packed images in the session that sent them. After a restart, use **Import saved images** .
- Each result offers **View image** , **Use as reference** , **Remove background** , **Apply as texture** and **Add as plane** . Remove background fills the form with a background-removal model and that image; you still press Generate.
- **Use as reference** › 3D (image to 3D) opens the 3D lane in Image mode with that image (section 08). **Use as video first frame** opens a Render Video clip from it (section 15).



"Weathered blue and white wooden fishing boat with a small wheelhouse, bright studio light, plain grey background" (GPT Image 2.5 Sunburst).

LoRAs and compositions EXPERIMENTAL

1. In the picker, choose the **Trained** chip. Rows name their base model (for example "LoRA via FLUX.1 Dev"); a greyed row says why it cannot run.
2. Highlight a LoRA, choose the base under **Run with**, set **Strength**, click OK. Add more LoRAs to stack them. A composition replaces the form's choice, with fixed strengths.
3. The default strength is the LoRA's own value, or 0.75. The **Trained models** box adjusts a strength, removes a LoRA, or adds one with **Add LoRA or composition** .
4. Project defaults: **Save** , **Use** and **Clear** in the Trained models box, per credentials and Project ID. **Reload parameters** on a result restores its LoRAs.

LoRAs and compositions run in the Image and Render Image lanes. Training itself happens in the Scenario web app.

08 · 3D MODELS

From a prompt or an image *to a model in your scene.*



A reference image, the textured model made from it (Claude Opus 5.5 3D), and the model placed in the harbour at the scale of its fishing boats.

Mode	What it takes
Text	A prompt.
Image	One image: a generated result, an upload or a capture.
Multi-view	Several views of the same object, front first.
Edit	The selected mesh (section 09).

Models include Meshy, Rodin, Tripo and Hunyuan; the list depends on your account. Splat world results import as point clouds (below).

Import

- **Import GLB model (1)** , or **Import alternate: OBJ (1)** for another format of the same job.
- The review shows the scene, the 3D cursor position and the files (for example *OBJ + MTL + 2 maps*). The model arrives as a new group, its bottom centre on the 3D cursor, materials and textures packed; your objects and selection stay as they were.
- GLB, glTF, FBX, OBJ and mesh PLY, up to 256 MiB per file. Rigs, skin weights, shape keys and animation clips are kept; the timeline range is not changed. Not imported: ASCII FBX, FBX with external texture files, STL, USD, ksplat and sog.
- With Global Undo on, one Undo removes the import. For the other files of the same job, use **Reuse saved results** .

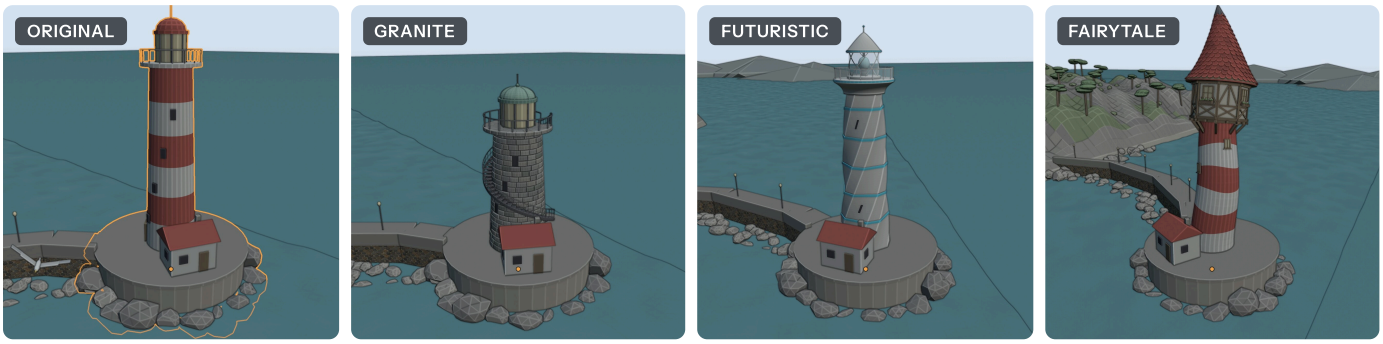
Gaussian splats

- Splat worlds import as a coloured point cloud: view them in Material Preview or Rendered.
- The review caps the point count (default 1,000,000, at most 2,000,000) and sets which axis the file treats as up.
- The **Scenario Splat Points** modifier sets the point size.
- SPZ (versions 2 and 3), 3DGS PLY and `.splat` , one file at a time.
- Points are coloured, without the rotations, stretched shapes or view-dependent colour of a splat renderer. A world upside down: delete it and import again with the other **Saved axes** setting.

Model looks untextured? Switch the viewport to Material Preview.

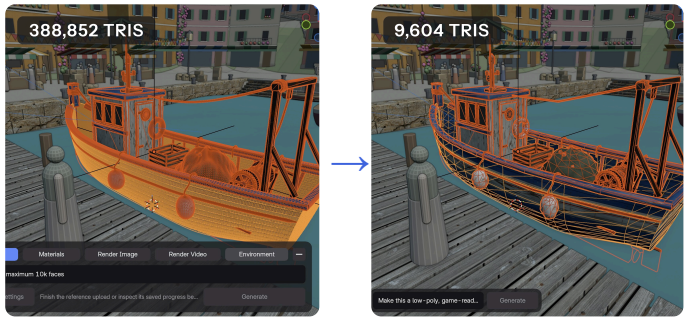
09 · 3D EDITS

Edit the mesh *you already have.*



One lighthouse, three prompts, each applied in place (Claude Opus 5.5 3D, task All). Granite: "Make the tower 30% shorter and 20% wider, rebuild it in weathered granite blocks, add an iron spiral staircase around it and a copper-green dome on the lantern."

1. 3D lane › **Edit**. Select the mesh in the viewport.
2. Pick the task (table below). **All** lists every model that takes a mesh, prompt-driven edits included.
3. **Upload selected mesh** : a snapshot with modifiers applied and materials embedded.
4. Review the price and generate.
5. When the job is ready, **Apply mesh edit** with the mode you need (below).



"Make this a low-poly, game-ready model, maximum 10k faces" (Claude Opus 5.5 3D, face budget 10,000).

Tasks and how they apply

Task	What you get	Apply mesh edit as
Remesh	Clean quad or triangle topology at a target polycount	**Replace geometry**: the mesh's geometry, UVs and materials. With Fit and verify, several result meshes are joined into one.
Retexture (default)	New textures on the same surface, from a prompt or a reference	**Replace textures**
UV Unwrap	A new UV layout	**Replace active UVs**
Rigging	A skeleton and skin weights	**Attach rig**: on a mesh that already has a rig, its skin is replaced and the old rig stays. Move the mesh and the new rig group together afterwards.
Animate	Animation for a rigged character	**Apply animation**: the first clip plays, the others go to muted NLA tracks.
Parts	The mesh split into named parts	**Replace with parts**, under an empty parent
All	Every model that takes a mesh, prompt-driven edits included	The mode you choose

- **Result coordinates**: **Fit and verify** , the starting choice for most edits (it scales and moves the result uniformly, never rotates it, and stops on any mismatch), **Scene coordinates** or **Object local coordinates**.
- **Keep original** (on by default) keeps an unselected copy; after Attach rig, the copy stays bound to the old rig.
- **Apply to captured source** targets the uploaded mesh even if the selection changed; with several uploads, "Apply to 3 captured sources" covers UVs, textures and rigs.
- Edits apply from GLB, glTF, FBX or OBJ results, not PLY or splats. FBX and OBJ need a Blender window.
- A rigged mesh takes only Attach rig or Apply animation. Rigging and Animate need at most one Armature modifier and no shape keys. Apply animation needs bones matching by name, parent and rest pose (within 15 degrees).
- If a result does not match your mesh, the job says why and nothing changes. Undo and Redo restore the scene.

10 · MATERIALS

Seamless PBR materials, *applied by slot.*



"Sun-faded Mediterranean lime plaster wall, warm ochre, hairline cracks and patches" on five facades, then saved materials applied one house after another (select, apply), then quay stone, pier planks and cobbles.

Model	Starts from
PATINA Material	A prompt describing the surface.
PATINA Image to Maps	A flat texture or a photo.
PATINA Material Extract	A photo: isolates one material from it.

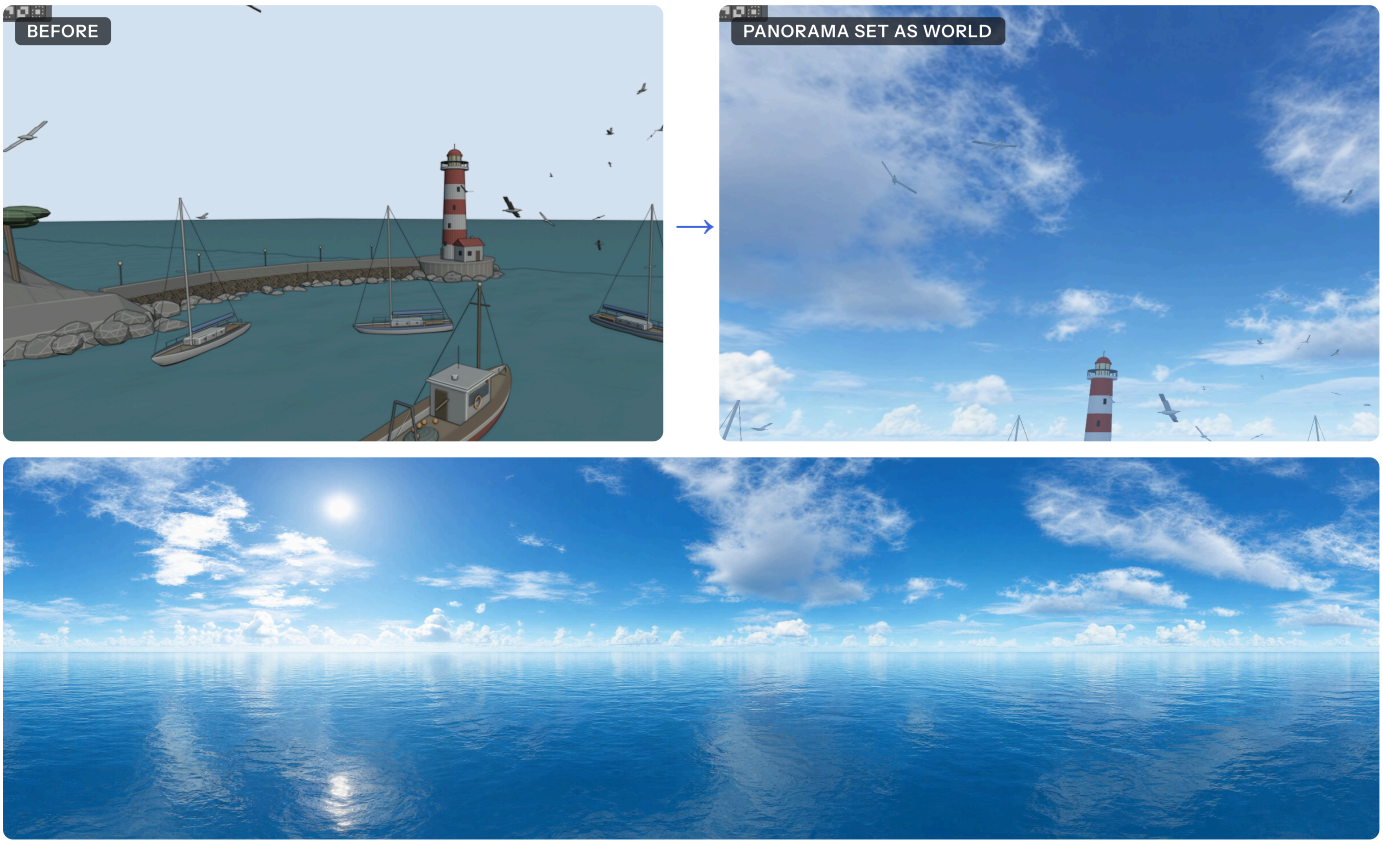
1. Describe the surface, choose the maps and the size, generate. The set (base color, normal, roughness, metalness, height) is saved without touching the scene.
2. Select a mesh with UVs and press **Apply saved material**. Confirm the mesh, the slot and the maps.
3. Only that slot changes, and nothing is spent. To put the same set on other objects, use **Reuse saved results** (up to 128 times per job).

Target: a mesh in Object Mode, with UVs, single-user, up to 1,000,000 polygons, with PNG or scanline OpenEXR maps up to 256 MiB in all. The new Scenario Material replaces the active slot. Undo does not cover a material application.

Map	Wired to
Base color, albedo	Base Color (sRGB)
Roughness	Roughness
Smoothness	Inverted into Roughness
Metallic	Metallic
Normal	Normal Map node, tangent space
Height	Bump node, distance 0.05
AO, edge	Kept as named texture nodes

11 · ENVIRONMENT

A 360 World from a prompt, *a photo or a panorama.*



"Clear blue summer sky with soft white clouds over a calm open sea, flat horizon all around, no mountains, no land" (Scenario Skybox GPT, 3840×1920), then turned into an HDRI.

Mode	What it does
Generate	A panorama from a prompt. Scenario Skybox Flux can also restyle a saved panorama. Scenario Skybox GPT takes up to ten reference images, at 2048×1024 (default), 3072×1536 or 3840×1920.
From image	A panorama from one image of a place (HY World).
HDRI	Converts a saved panorama or a local 2:1 image into an HDR OpenEXR environment.
Upscale	Upscales a saved panorama up to 2× (32-megapixel World limit), once.

- **Set panorama as World (1)** applies a saved 2:1 PNG, JPEG or OpenEXR result, from any lane: it creates a World named **Scenario Panorama**, keeps your original World, and spends nothing. Save the .blend to keep the change. **Make HDRI (1)** sends it to the HDRI mode. **Restore previous World** works within the same session, and Undo reverts a World set from a saved result.
- Panorama inputs take a **saved panorama** (a downloaded result marked 360) or a local 2:1 PNG or JPEG, which **Upload reference** checks first.
- The plugin does not check seams, poles or HDR range: review the World in a render.

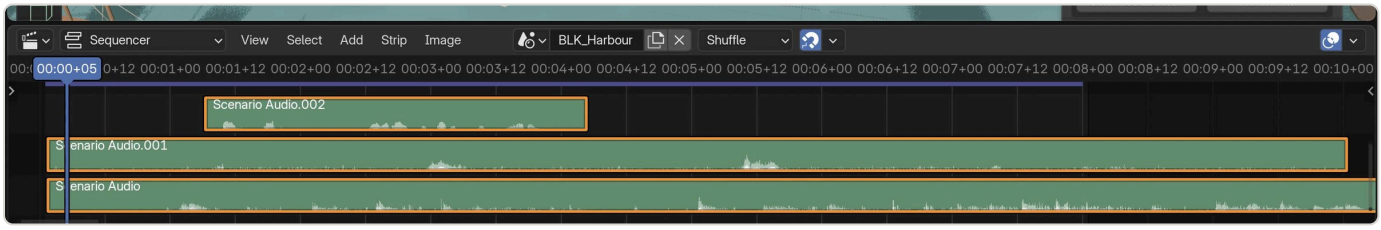
12 · VIDEO

Text, images or your scene *to video.*

- Generate from a prompt, from images, from audio, or from your scene, with Seedance, Kling, Veo, Wan, LTX and others.
- Scene input: **Viewport clip** or **Camera clip**, then **Upload reference** (section 05). **Grey clay capture** and **Match timeline** apply here too.
- Picker categories: Generate, Edit, Lipsync, Upscale, Reframe, Remove Background, Tools.
- Depending on the model, inputs are a first and last frame, or reference images and clips; some models refuse a first or last frame together with references. In Seedance prompts, refer to inputs as `@image1` or `@video1`. Results wait as *Ready to apply* until you choose an action.
- **Play video (1)** opens the system player; **Play in Blender (1)** uses Blender's animation player (two at a time). Both work offline.
- **Add video strip (1)** asks you to confirm the scene and the frame, then places the MP4 or WebM (up to 512 MiB) on a free Sequencer channel. The strip plays at the scene frame rate from a local copy kept by the plugin, with no embedded audio.

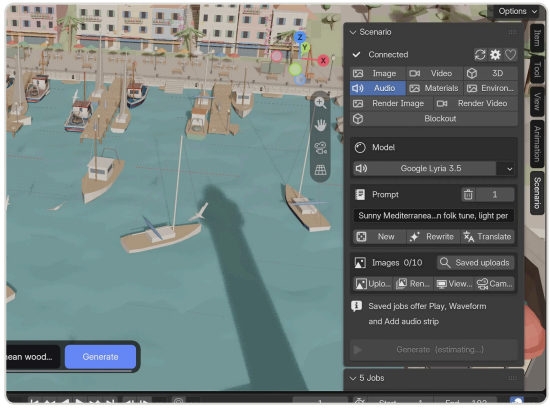
13 · AUDIO

Speech, music and sound effects, *on your timeline.*



Music and sound effects added as Sequencer strips, with their waveforms.

- Models from ElevenLabs, Google Lyria, Minimax, Gemini TTS, Sonilo and others. Picker categories: Speech, Music, SFX, Tools. When a model makes WAV, you get the WAV.
- **Play audio (1)** plays inside Blender (up to 10 minutes, through the output set in Preferences › System › Sound, offline) and becomes **Stop audio (1)**.
- **Waveform (1)** draws the sound without playing it, with duration, channels and sample rate. **Open in system player (1)** is there too.
- **Add audio strip (1)** places a saved MP3, WAV or OGG on a free Sequencer channel at the frame you confirm.
- Some models take an audio file (audio-to-audio and some speech models) or a video file (video to sound effects, for example Sonilo) through **Upload** in their input box.



Audio lane with Google Lyria: "Sunny Mediterranean harbour morning, mandolin and accordion folk tune, light percussion, warm and lively, instrumental".

14 · RENDER IMAGE

Your view, rendered *as a finished still.*



"Golden hour photograph of a weathered blue and white wooden fishing boat in a calm Mediterranean harbour, turquoise water, soft sunlight" (Gemini 3.1 Flash, 2K). Same boat, same framing as the camera view.

1. **Scene to render**: Viewport or Scene camera. Tick **Grey clay capture** if the scene's colours should not steer the result. Press **Capture and upload scene**.
2. **Model**: GPT Image 2 by default, or any other image-to-image model. LoRAs and compositions work here too (section 07).
3. **Look**: describe the result. Left empty, **Prepare look with Prompt Spark** (on by default) writes one, with its own price and approval. Turn it off for the photoreal default.
4. **Style images** (optional): palette, material and lighting references. The capture is always image 1.
5. Generate. The model is told to keep the scene exactly: objects, positions, camera and framing.

Results are saved as jobs and do not import by themselves: use **Import saved images**, or **Use as video first frame** to start a Render Video clip from one.

> **Did the render move things?** Use a cleaner capture (Grey clay, camera view), fewer style images, and describe materials and light rather than content.

15 · RENDER VIDEO

A playblast in, *a finished shot out.*

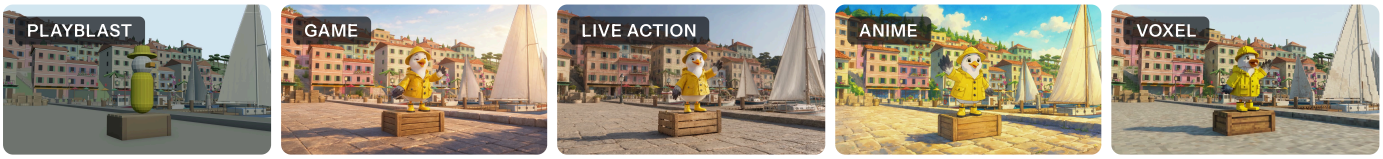


The same frame of a drone shot over the harbour, before and after (Seedance 2.5 with a look frame). Camera, boats and piers stay where the scene put them.

1. **Clip to render**: Viewport or Scene camera, then **Capture and upload scene**. The silent 1280×720 clip covers the range shown, without padding; **Match timeline** sets the model's duration. The motion always comes from a new capture, not from a video you already rendered.
2. Optional **camera path** (next page).
3. **Look** and **reference frames**, as in Render Image. Prompt Spark needs a first frame here.
4. Optional **first frame**: **Upload first frame**, or **Use as video first frame (1)** on a saved PNG, JPEG or WebP result (the slot then reads "From a saved result").
5. Generate, with Seedance, Minimax, Runway Aleph, Gemini, Grok and others.

Seedance 2.5, 2.0 Fast and 2.0 Mini, Minimax H3 and Wan 3.0 cannot take a first frame together with the clip: the form then sends the image as image 1 of the reference inputs, to guide the opening look.

One blockout, every look

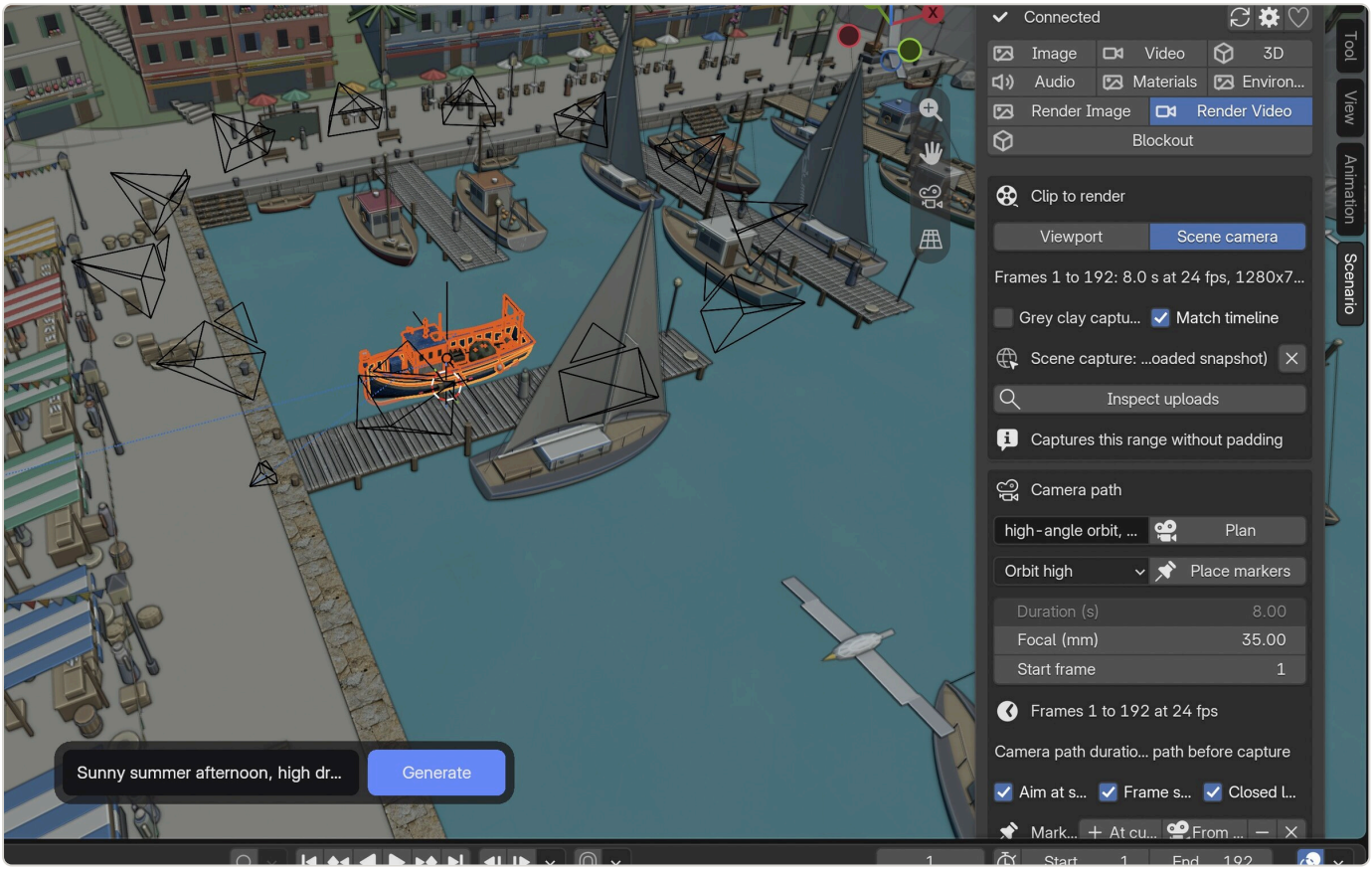


The same playblast rendered in four looks: change the look and the reference frame, keep the shot.

15 · RENDER VIDEO, CONTINUED

Camera path: *type a shot, get the move.*

An optional camera move for Render Video, built in your scene before the capture. The capture then follows it, and the model keeps it.



"high-angle orbit, 8 s, 35 mm", then **Plan**: the shot markers placed around the selected boat.

- Type a shot, for example "slow ellipse 2, 8 s, 35mm, hold 2 s", and press **Plan** : Blender places `Shot` markers and builds the path. Plan reads keywords locally: it is free and works offline.
- Or pick a move from the library (orbits, ellipses, dolly and truck, crane and arcs, pans, flyovers), **Place markers** , adjust the numbered markers (hold on any), then **Build camera path** .
- Before building: **Duration** (1 to 60 s, default 6), **Focal** (8 to 400 mm, default 35) and **Start frame**; the scene frame range follows. **Aim at subject** (on by default), **Frame selection**, **Closed loop** (automatic for orbits and ellipses). Add markers **At cursor** or **From view** .
- Blender animates **Scenario Shot Camera** and asks before replacing a path. A play button previews it; **Clear path** removes the camera and the markers and restores the previous scene camera.

16 · JOBS AND RESULTS

Every generation is a job *you can come back to.*

Jobs panel

- Every generation is saved as a job. Image lane results import by themselves in the session that sent them; everything else, Render Image included, waits for your confirmation. A job stays until its results are applied.
- Statuses run from *Queued*, *Starting*, *Generating 42%* and *Finalizing* to *Downloading results*, *Ready to apply* and *Applied*. "Submission unconfirmed; do not resubmit" means the request may have reached Scenario: inspect it and never send it again.
- A transient failure shows "Status not refreshed; retrying". After about 4 minutes it stops and offers **Resume download**. Failed downloads retry up to three attempts in all. With Online Access off, checks and downloads pause.
- Buttons: **Refresh status**, **Stop download**, **Resume download**, **Inspect saved jobs**, **Cancel prepared job** (drops an approved request not yet sent). Once sent, a generation runs to the end on Scenario and stays recoverable.
- *Application needs review*: the scene changed while a result was being placed (an edit, a frame change or an Undo), so nothing was applied. Inspect the job and confirm again.
- After a restart, a finished Prompt Spark job offers **Read prompt text** and **Copy prompt text**.
- A paid request whose outcome is unknown is not sent twice. Link it with **Choose cloud job…** then **Link this job**, find it with **Find in cloud history**, or **Mark reviewed**.

Generations panel

- This session's results first, up to 12. With **Project history (cloud)** on, also the project's history from the web app, agents and other machines. It loads only when you ask: **Refresh cloud**, then **Load older**. **Output folder** opens the folder in your file browser.
- Each entry shows the prompt, price, model, asset ID (click to copy) and a thumbnail. Previews load four at a time; **Retry preview** if one does not arrive.
- **Reload parameters** refills the form, LoRAs included. **Details** shows everything sent and returned. **Copy error** copies the `error_…` ID for support; the error text is not kept after a restart.
- **Select** and **Delete** find a generation's objects even after renames. **Save for recovery** brings a completed cloud model job into your saved jobs without downloading or changing anything; download and apply it from **Inspect saved jobs**.

Result	Actions
Image	View image · Use as reference · Remove background · Apply as texture · Add as plane · Import saved images · Use as video first frame
3D	Import GLB model · Import alternate · Import splats · Apply mesh edit · Apply to captured source
Video	Play video · Play in Blender · Add video strip
Audio	Play audio · Stop audio · Waveform · Open in system player · Add audio strip
Panorama	Set panorama as World · Make HDRI · Restore previous World
Material	Apply saved material
Blockout	Read saved Blockout plan · Use saved Blockout plan

Reuse saved results

Re-applies saved files (another import, a material, a World) with no new generation and nothing spent. It asks for confirmation each time and allows up to 128 attempts per job. If the outcome of a reuse is unknown, **Save import receipt** records it. Cloud-history prices include add-on fees such as quality checks; a workflow shows the total of its steps.

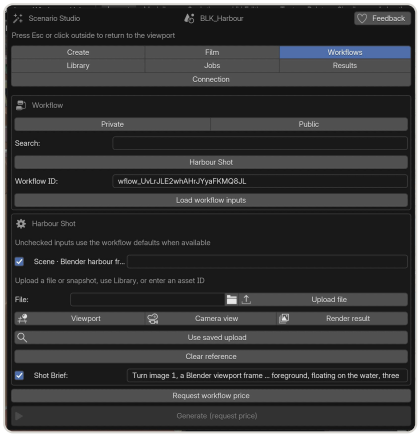
17 · STUDIO

Workflows and your Library, *in one large view.*

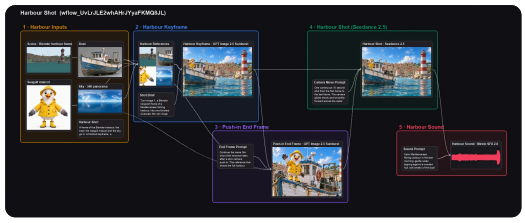
Studio opens from **Studio** in the viewport header, over Blender. Its pages: **Create**, **Film**, **Workflows**, **Library**, **Jobs**, **Results**, **Connection**. Esc or a click outside returns to Blender; jobs keep running. **Connection** shows the account and project in use, opens the preferences, and holds the agent server controls (section 19).



Workflows: the public catalog.



A private project workflow with its inputs loaded: a harbour frame from the viewport and a shot brief.



That workflow in Scenario: scene frame, boat, mascot and sky in; keyframe, end frame, a 10-second shot and its sound out.



A frame of the workflow's video.

Run a workflow

1. Studio › **Workflows**. Choose **Private** or **Public** and pick a workflow, or enter its ID and press **Load workflow inputs**. Confirm.
2. Tick each input to send. A file input takes an upload, a snapshot, a Library asset or an asset ID.
3. **Request workflow price**, then Generate, and confirm.
4. If it pauses ("Workflow waits for your decision"): **Load previews**, then **Approve**, **Select** or **Stop workflow**, and **Send decision**.

- Looping workflows (For Each), or ones Blender cannot check, show "Generate (from N CU)": the final charge can be higher.
- Approve or Select lets the remaining paid steps run, without a new check against the approved price. A running step cannot be canceled: a workflow stops only at a waiting step, with Stop workflow, and completed steps stay charged.

Library

- **Refresh**, **Public assets**, text search, or browse a collection by ID.
- **Use as reference** sends an asset to a model form, or to a workflow input when **Reference destination** is set to Workflow.
- **Organize** adds or removes collections and tags, or creates a collection: **Load collections**, OK for a review, then **Apply** within 10 minutes. The card shows Verified, Refused or Unconfirmed. These changes are free and immediate, and Undo does not reverse them.
- Rename or delete collections in the Scenario web app.

Workflow results

- Results are saved jobs: nothing imports by itself. If an input upload did not attach, **Inspect uploads**, **Stop waiting** or **Clear reference** fix it without generating.
- The form is saved with the scene; prices and approvals reset on restart.

18 · FILM

From a recipe *to an exported film.* EXPERIMENTAL

Film turns a JSON recipe into shots, a timeline, a composed master, a review scene, an exported MP4 and a case-study ZIP. Expand **Film** in the sidebar, or open Studio › Film. Every step asks for its own confirmation, and paid steps show their exact price. Film needs ffmpeg and ffprobe (on Blender's PATH or the usual install folders).

STEP 1 1
Recipe and tasks
Load the recipe, then price and generate each model task.

→

STEP 2 2
Shots
Prepare shot, then Build shot.

→

STEP 3 3
Timeline
Build timeline.

→

STEP 4 4
Capture
Render capture, then Upload capture.

STEP 5 5
Composition
Prepare composition, Request price, Generate: a final or a previs master.

→

STEP 6 6
Review
Prepare review, then Build review scene.

→

STEP 7 7
Export
Export video..., then Render video. Free.

→

STEP 8 8
Case study
Export case study..., then Save case study. Credentials, IDs and local paths are left out.

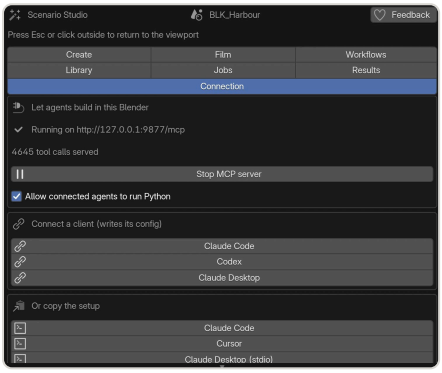
Recipe limit	Value
Shots	1 to 50
Tasks	Up to 300
Length	Up to 15 minutes
Source durations	Whole seconds, 4 to 30
Shot and task IDs	Up to 96 characters
Recipe size	Up to 2 million bytes of JSON

- A new take needs a new task name. **New production** starts a separate one.
- Capture files last for the session.
- One export at a time; exports never overwrite a file. Film videos go to the `Film` subfolder of the Output Folder by default; you can choose another file. Export needs a Blender build that can encode H.264 and AAC.
- Film captures and exports the scenes it builds; its tasks take media from uploads and from Film model tasks.
- Save the .blend to keep the loaded recipe. Review the case study before you share it.

19 · AGENTS

Let an agent drive Blender, *price first, on every spend.*

The plugin runs a local Scenario MCP server, `scenario-blender`, inside Blender. Claude Code, Codex, Cursor or Claude Desktop on the same computer can connect to it, read the scene, run tools and generate through the same lanes, prices and approvals as you.



Studio › Connection: server status, Python permission, one-click client setup. The port is set in the preferences (default 9876).

Connect a client

1. Keep **Allow Online Access** on: the server starts with it. **Stop MCP server** and **Start MCP server** are in the Agents (MCP) panel and in Studio › Connection.
2. Under **Connect a client**, press your client: Claude Code, Codex, Cursor or Claude Desktop. It adds the `scenario-blender` entry, keeps your other servers and backs up the old file as `<file>.scenario-backup-<time>`.
3. Reload the client. Claude Code: run `/mcp` or start a new session. Codex: start a new session. Cursor and Claude Desktop: restart them.

Or by hand:

```
# Claude Code
claude mcp add --transport http scenario-blender \
  http://127.0.0.1:9876/mcp
# Codex
codex mcp add scenario-blender --url http://127.0.0.1:9876/mcp
# Cursor (mcp.json)
{"mcpServers":{"scenario-blender":
  {"url":"http://127.0.0.1:9876/mcp"}}}
```

Claude Desktop goes through a small stdio bridge set up by its button. Check a connection by sending `{"jsonrpc":"2.0","id":1,"method":"tools/list"}` as a POST with `Content-Type: application/json`.

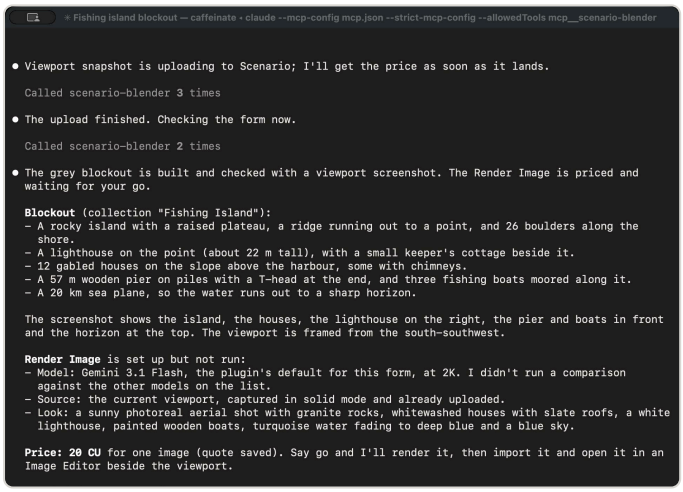
What an agent can and cannot do

- **Same computer only.** The server listens on 127.0.0.1; a hosted agent cannot reach it. It needs no token, so any program on the computer can connect.
- **Spending needs your approved price.** A paid call carries a quote made in the session and the exact approved cost. Prompt helpers, Blockout and Film have their own estimate and approve steps.
- **Python is off by default.** **Allow connected agents to run Python** turns on `execute_python`, which runs with your permissions. It refuses calls that quit Blender, reload preferences or delete files: a guard rail, not a security boundary.
- **Same reviews as the panel.** Agents place saved results through the same checks as you, and can import a model at a target size in metres (0.01 to 1000).
- **Uploads are limited** to files the plugin saved and files you chose in Blender during the session.
- **Changes can be undone.** Agent changes mark the file modified and can be undone; agents cannot save the file.
- **Waiting:** `wait_for_job` waits up to 170 seconds (default 45). The server allows 120 seconds per tool call; some clients stop sooner (Codex after 60 seconds by default). A call that times out has an unknown outcome: check the job or the scene before retrying.
- **Starting point.** On connection the server tells agents to start with `scene_summary` and to quote with `estimate_cost` before generating.

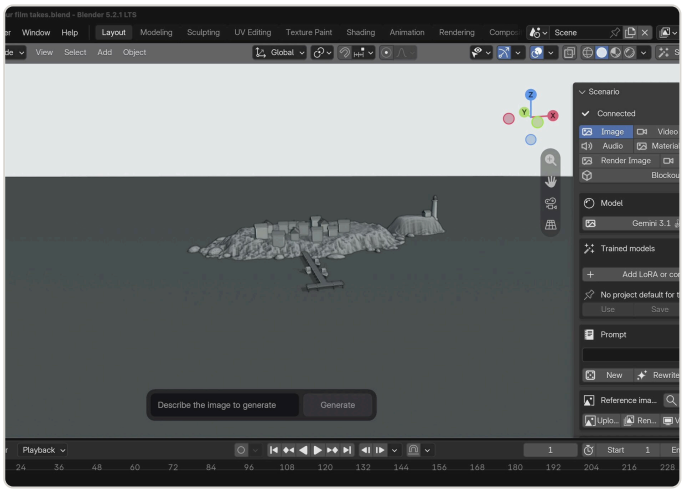
19 · AGENTS, CONTINUED

88 tools, *seven families.*

Family	Tools	Examples
Scene	11	`scene_summary`, `object_detail`, `select_objects`, `set_frame`, `screenshot_viewport`, `render_still`, `capture_views` (multi-view contact sheet), `camera_path`, `execute_python` (gated)
Generate and place	18	`list_models`, `model_schema`, `capture_reference`, `render_form`, `estimate_cost`, `generate`, `wait_for_job`, `import_result`, `apply_result_application`, `estimate_prompt`
Library and uploads	9	`search_assets`, `list_collections`, `upload_reference`, `prepare_asset_organization`
Workflows	7	`list_workflows`, `workflow_schema`, `estimate_workflow`, `run_workflow`, `decide_workflow_step`
Jobs and recovery	5	`list_local_jobs`, `recover_local_job`, `recover_cloud_job`, `cancel_prepared_job`
Blockout	5	`estimate_blockout`, `approve_blockout`, `prepare_blockout_plan`, `apply_blockout_plan`
Film EXP.	33	One tool per Film step: recipe, tasks, shots, timeline, capture, composition, review, export, case study



Asked for a small fishing island as a grey blockout, checked with a viewport screenshot and rendered with Render Image, price first: the agent reports the plan, the price, and waits for the go.



The island blockout the agent built in Blender.

Without a window

Run Blender headless with the server:

```
blender --online-mode --background scene.blend \
  --command scenario_blender --port 9876
```

The server refuses to start while online access is off; Blender's `--online-mode` turns it on for that run. Viewport screenshots, scene captures and FBX or OBJ mesh application need the GUI.

The hosted Scenario MCP

mcp.scenario.com is a separate server. It covers platform-wide work: renaming or deleting collections, model collections, training, workflow authoring and usage. Connect both when you need both.

20 · COSTS, PRIVACY AND FILES

What it costs, what leaves your machine, *where files go.*

Costs

- Prices are in Creative Units (CU) and depend on the model, the settings and the references.
- Only the visible lane is priced, a moment after each edit. After Generate, the button keeps its price until Scenario confirms the job; any change prices a new request.
- "from N CU": the final price can be higher (pending uploads, a looping or unchecked workflow).
- "Price shown after the upload": a required mesh or capture is still missing.
- Prompt helpers and Blockout designs are priced on their own. An empty Render look with Spark on has its own price, before the render's.
- An identical paid request is refused while an earlier one is unconfirmed.
- Applying, reusing and organizing saved results is free.
- If a price check ever starts a job on Scenario, automatic prices stop until Blender restarts, and nothing is sent again.

What leaves your machine

- Price checks send the prompt and the settings to the Scenario API as you edit.
- Generating sends reference files, captures and exported meshes.
- Catalogs, thumbnails and previews load from Scenario; cloud history loads on request.
- Anonymous usage data is off by default and never includes prompts, files or your account.
- Feedback sends your rating, message, optional email, versions and system type, plus an install ID while usage data is shared.
- Keys, prompts, jobs and media stay local. A connected local agent can read your scene and request paid work.

Files and folders

- Results: the Output Folder, under `<kind>/<YYYYMMDD>/`. Film videos: its `Film` subfolder.
- Caches, jobs and strip media: the extension's folder (job database `state/shared-jobs/jobs.sqlite3`). The previews cache is capped at 512 MiB and safe to delete.
- Keys: in `userpref.blend`, unless you use Environment credentials.
- **Save your .blend**: the plugin never saves it. Imports, materials, World changes and agent edits mark the file as modified; save it to keep packed images and imported models.
- To relink a strip, use the Output Folder file whose name holds the asset ID stored in the strip's `scenario_asset` property.
- Uninstalling removes the extension's storage, including the media behind video, sound and Film review strips. Images and models saved in a .blend and the Output Folder stay. Past generations come back through Project history (cloud) and Save for recovery.

Good to know

- The composer prompt is one line; the sidebar Prompt box is resizable for longer text.
- Image lane results import automatically as PNG or scanline OpenEXR; other formats such as WebP stay saved with the job.
- Progress bars appear when the provider reports progress.
- A job runs to the end on Scenario and stays recoverable from the Jobs panel.
- Undo restores the scene after an import or a mesh edit (material applications are not covered); the credits of the generation stay spent.
- The plugin blocks input combinations only where a model's description states them; the service checks the rest when the job runs.

21 · TROUBLESHOOTING

When something does not *behave as expected.*

You see	Try this
"Loading models..." never ends	Press Test connection, and check Allow Online Access.
"Offline" on Generate	Turn on Allow Online Access. Jobs keep running on Scenario meanwhile.
"Set up credentials"	Add the key and the secret in the preferences, or check the Credentials source.
401 or 403	Check the key and the secret. With a Project ID set, check that the project belongs to the key.
"Prompt is required" or "Add a reference to see the cost"	The model needs a prompt or a reference before it can be priced.
"Could not confirm this price; estimate again"	Request a fresh price before generating; price checks are free.
A price looks wrong after opening an older file	The saved model may have left the catalog and the form picked the first one: check the model and the price.
"Select the mesh to edit"	Select the mesh in the viewport, in Object Mode, then upload it.
"This model takes no image/video input"	Choose another model in the Render lane.
A result is missing	Look in Generations, then Inspect saved jobs and Resume download. After an update, restart Blender.
A 3D model looks untextured	Switch the viewport to Material Preview.
Render Image or Render Video moved things	Cleaner capture (Grey clay, camera view), fewer style images, describe materials and light rather than content.
Film cannot find ffmpeg	Install ffmpeg and ffprobe where Blender finds them (PATH or the usual install folders).
Agent: connection refused, or port in use	Set another MCP Port in the preferences, Start MCP server, copy the setup again.
Agent: Codex token error	Connect a client › Codex, or `codex mcp remove scenario-blender` and add it again.
Agent: 403 "forbidden host" or 400	Use `127.0.0.1` or `localhost` in the URL.
Agent: "failed unexpectedly"	Read the system console (logger `scenario.mcp`) and set Log Level to Debug in the preferences.

Logs and support

- Logs: Blender's system console, lines prefixed `scenario` (Window › Toggle System Console on Windows, the terminal on macOS and Linux).
- Bugs and requests: GitHub issues on scenario-labs/blender-plugin. **Copy error** gives the ID to include.
- Account, billing and API keys: support@scenario.com or in-app support.
- Security reports: GitHub private vulnerability reporting.

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Links

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blender.scenario.com

Extension repository
blender.scenario.com/repo/index.json

Source, releases, issues
github.com/scenario-labs/blender-plugin

Hosted Scenario MCP
mcp.scenario.com/docs

Scenario docs and help
docs.scenario.com · help.scenario.com

Made in Blender with Scenario
scenario.com/explorations

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