Claude Opus 5.5 3D and GPT-6 Astra 3D

Open Claude Opus 5.5 3D, set Effort, polycount limit, output format and topology, build from a prompt or reference images, rig characters and props, and edit an existing 3D file.

GUIDE Step 1 · Learn

IN SHORT

- Claude Opus 5.5 3D and GPT-6 Astra 3D build, edit and rig 3D files from a prompt, and a Blender file always comes with the result.
- They work best with long, detailed prompts; the Info panel shows the prompt and the settings behind each result.
- They rig characters and props, add facial rigs with the 52 ARKit channels, and edit an existing file, like an LOD chain.

You need
- ✓ Credits for one build; Effort changes the price, which shows on Generate
- ✓ A long, detailed prompt, and reference images or a 3D file to edit

This lesson builds, rigs and edits 3D files from a prompt with Claude Opus 5.5 3D and GPT-6 Astra 3D.

Open the model and its settings



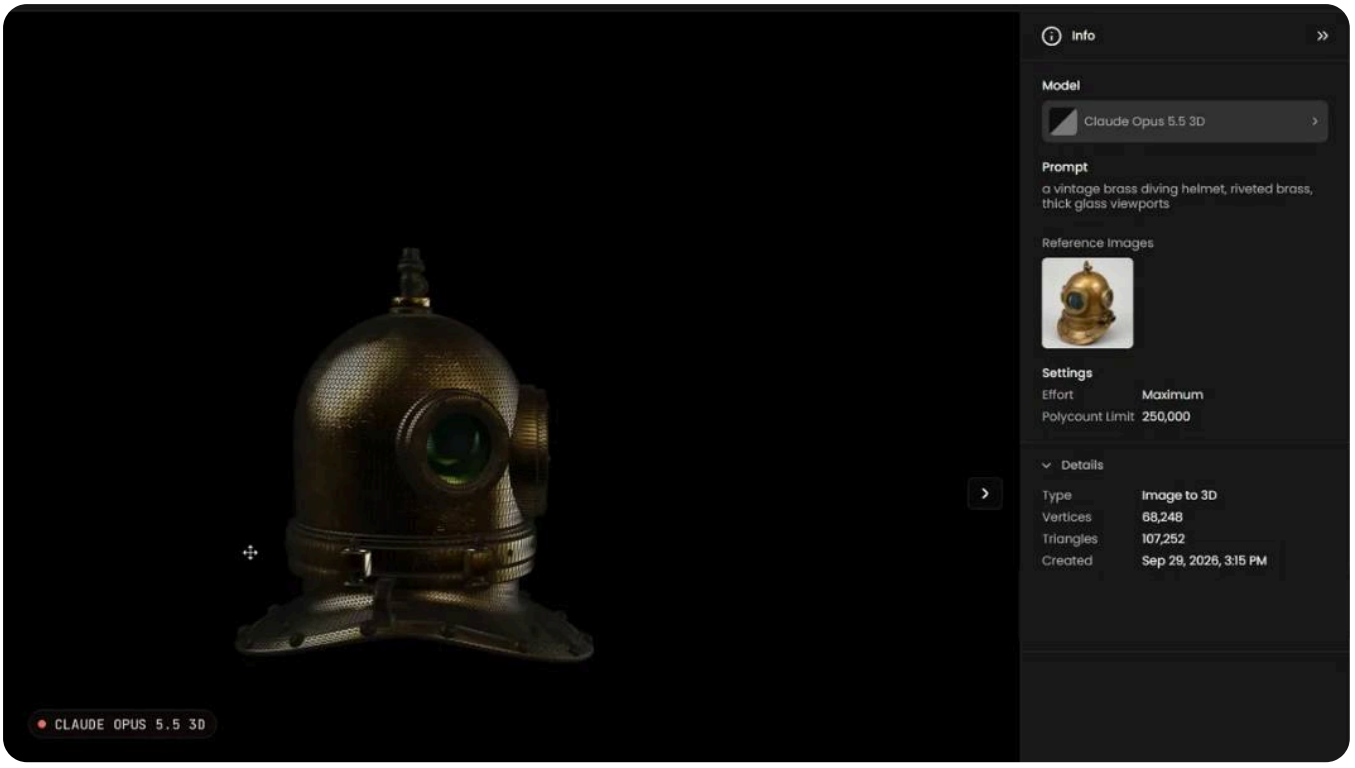
Go to **Home**, then **Create**, then **3D**, and pick **Claude Opus 5.5 3D**. On the left, add **Reference Images**, or a 3D model under **Edit a 3D Model**, and write your **Prompt**.

Under **Settings**:

- **Effort** goes from **Standard** to **Maximum**.
- **Polycount Limit** caps the triangles.
- **Output Format** and **Topology** set the delivered file.

A Blender file always comes with the result.

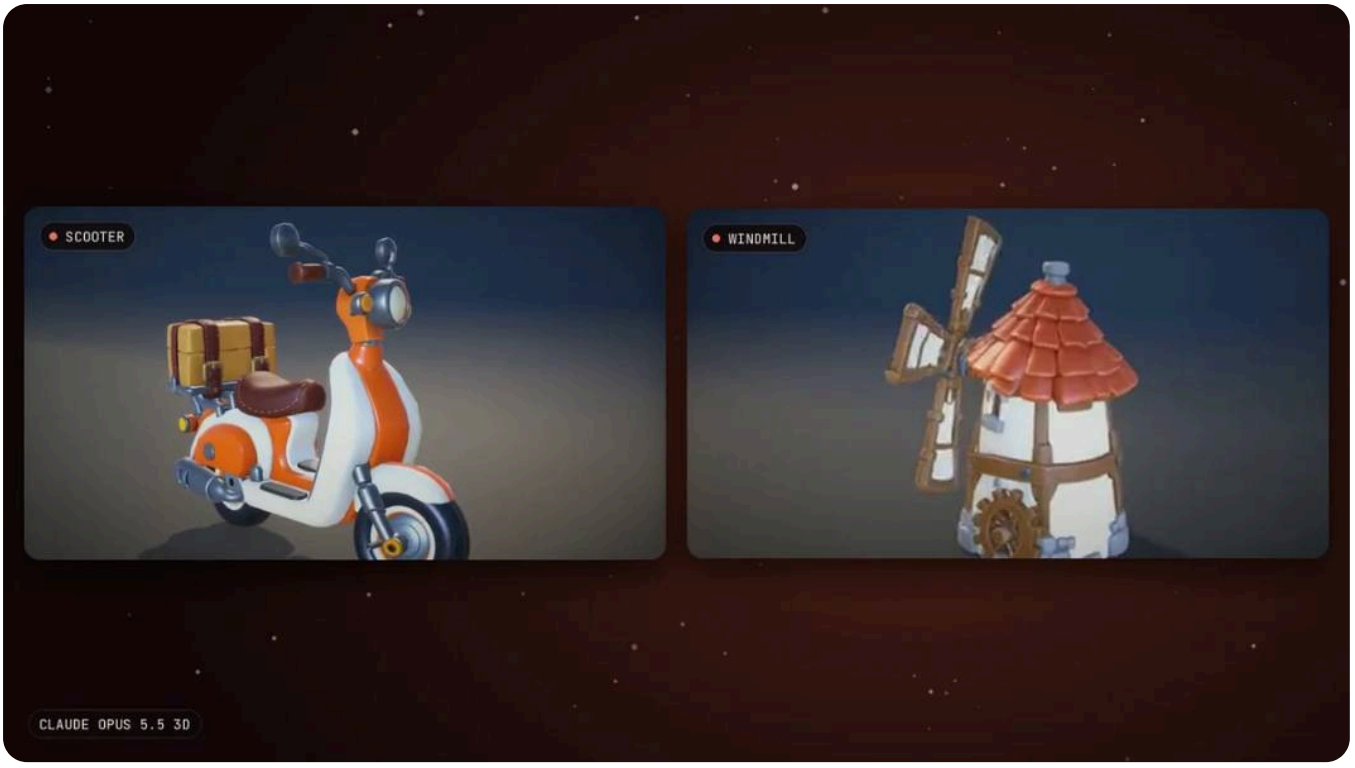
Build from a prompt or images



Describe what you want, or send reference images. The **Info** panel on the right always shows the prompt and the settings behind each result.

- Opus turns one picture into a cartoon lighthouse on a tiny island.
- A vintage diving helmet, from one photo, is built from separate parts, so you can pull them apart.
- GPT-6 Astra 3D works the same way: a worn generator from one reference image, again in parts.
- Add more images for more control: the industrial facility comes from one reference, the shop from three.

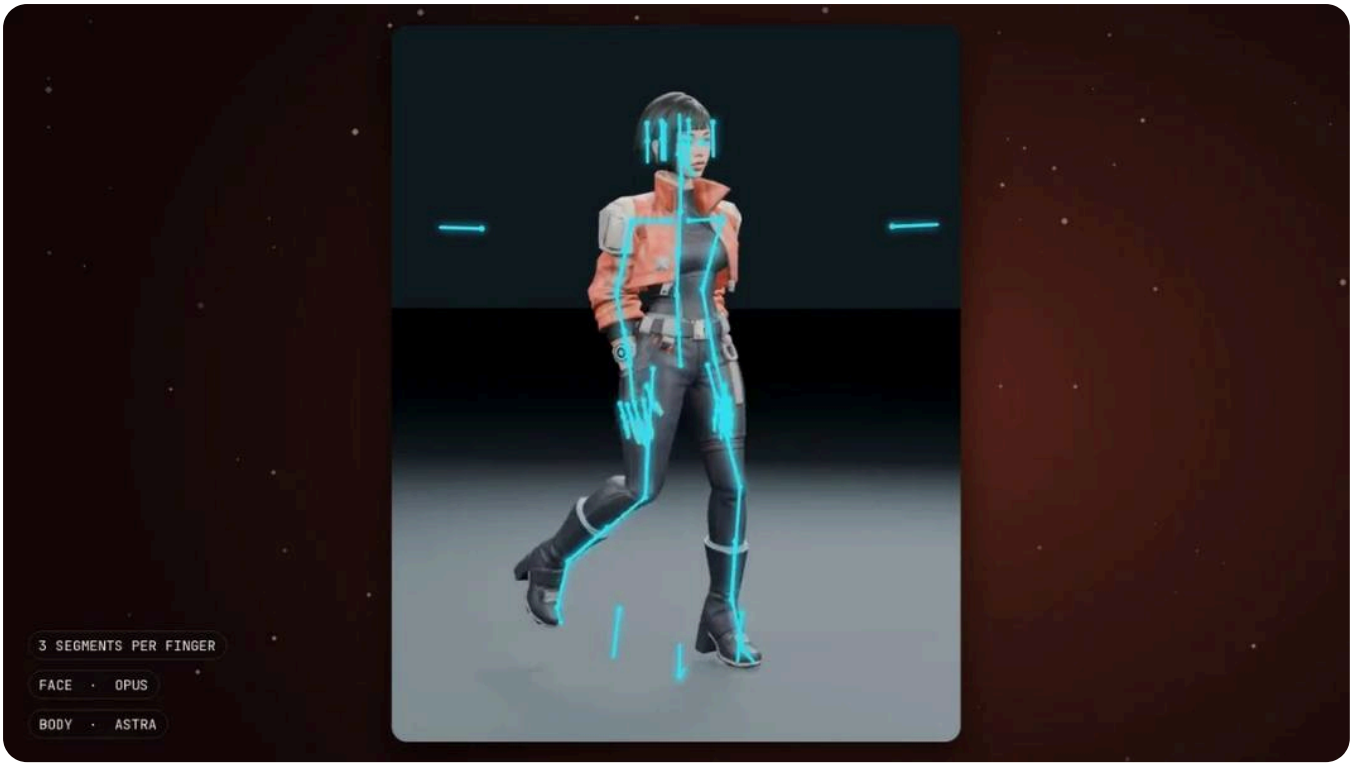
Rig and animate



Both models rig and animate. They work best with long, detailed prompts.

- Opus rigged a cartoon zombie with an Unreal Engine 5 Mannequin skeleton, and added a walk cycle.
- Props too: Opus split the windmill rotor from the tower, set its pivot on the shaft and baked a turn. On the scooter, the steering and the wheels are their own parts.
- Astra made a breakable crate in 26 hollow pieces, with the physics baked into keyframes, so it breaks the same way every time.

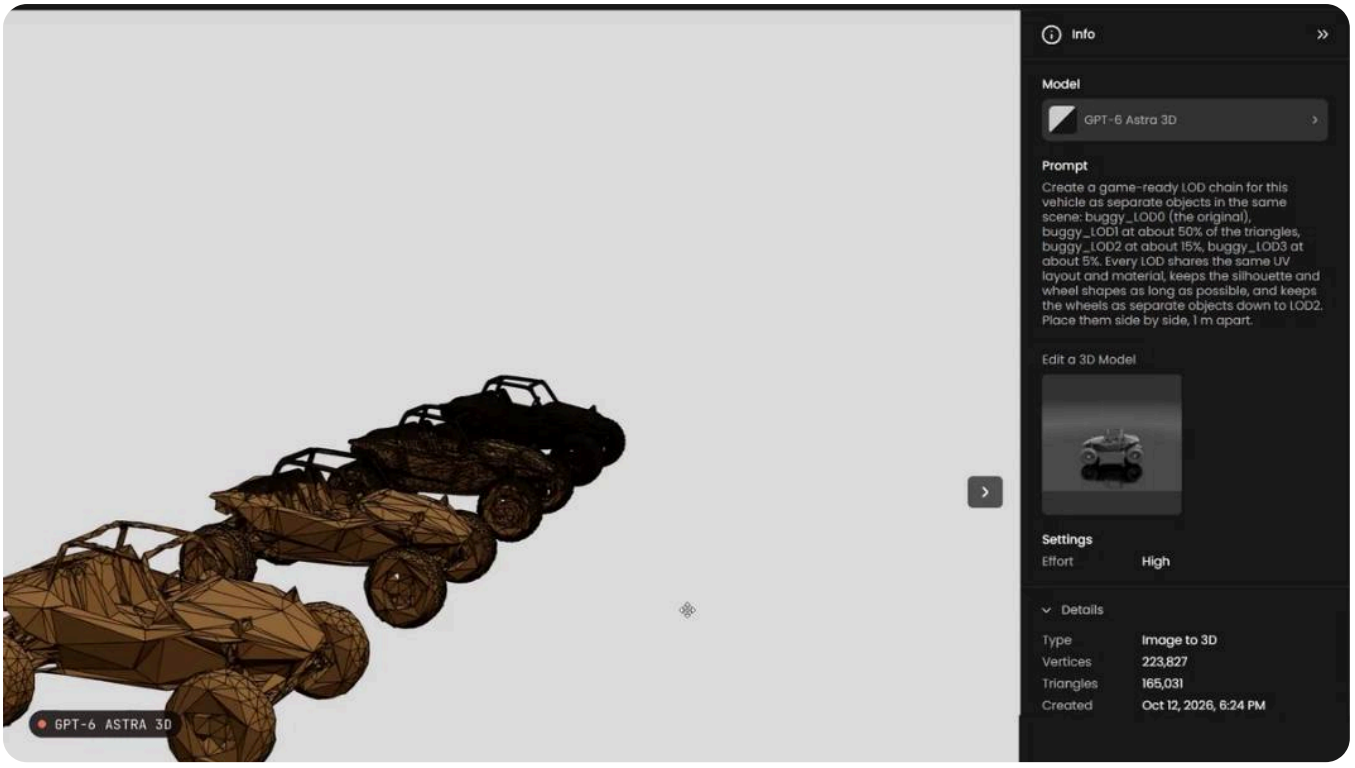
Character and facial rigs



For characters, they build a full rig. Astra made the body and Opus added the face, for 78 bones, with three segments per finger.

The face carries the 52 standard ARKit channels, so captured expressions and lip sync can drive it.

Edit an existing 3D file



They also edit a 3D file you already have. Here, Astra takes the buggy and builds a chain of levels of detail, from the original down to about five percent of the triangles.

Related

Rig and animate your 3D model

Split a 3D model and get it ready to print

Make game-ready 3D models: low poly, voxel and LODs

For All roles Page 6 of 11 in 3D

Verified in Scenario on Nov 10, 2026.