Scenario *skills* and Explorations

What a skill is and how an agent uses it, where to get Scenario's skills and how to install them, and three Explorations agents built with them.

GUIDE Step 3 · Delegate

IN SHORT

- A skill is a folder with a SKILL.md file: its name and description tell your agent when to use it, and the rest is the tested procedure.
- Scenario's skills live in one open repository, github.com/scenario-labs/skills: install them all, a set for your role, or one at a time.
- Scenario Explorations show what agents built with these skills, with the process and the skill to download.

You need ✓ The Scenario MCP connected to your assistant

✓ Node.js, to install skills from the command line

Skills turn your agent into a specialist. This lesson shows what a skill is, where Scenario's skills live and how to install them, then three Scenario Explorations that agents built with them. It follows What the Scenario MCP is, and how to connect it, which shows how to add one skill in Claude.

As of November 2026

The skills, counts and pages in this article are the ones Scenario published in November 2026. Skills are released often, so check the repository for newer ones.

Quick version

1. Open **github.com/scenario-labs/skills** and read a skill's `SKILL.md`.
2. Install the skills: `npx skills add scenario-labs/skills` in a code tool, or a skill's ZIP in claude.ai › **Customize** › **Skills**.
3. Make sure the Scenario MCP is connected to your assistant.
4. Open **scenario.com/explorations**, pick a project and download its skill.

What a skill is

A skill is a folder with a `SKILL.md` file. At the top, its **name** and **description** say what the skill is for and when to use it. Below them comes the procedure: the steps, the rules and the checks. The folder can also hold scripts, references and assets that the procedure uses.

Your agent reads only the descriptions of the skills you installed. When your request matches one, it loads that skill's full instructions and follows them, so the job is done the tested way. You can also name the skill in your request.

The skills repository

Scenario's skills live in one open repository on GitHub: github.com/scenario-labs/skills, under the MIT license. They follow the open Agent Skills format, so they work with Claude Code, Cursor, Codex, Copilot and many other agents.

- **Scenario skills.** More than 80 skills that work through the Scenario MCP: they pick the right model, quote before spending, and keep characters and brands consistent.
- **Expert tools.** Teams of skills that drive software on your machine: Blender, Maya, ZBrush, Unreal Engine, Unity, Godot and Roblox Studio. They need the application, not the Scenario MCP.

The skills cover	For example
Images	Generating and editing, product shots, brand kits, letter-perfect text overlays
Game art and 3D	Sprites and animation sheets, textures, skyboxes, 3D models, playable ads
Video and audio	Video generation and editing, video ads, music, sound effects and voice
Consistency and custom models	Consistent characters, identity libraries, model training
Team work	Workflows, reports, team administration, task tracking

Install the skills

In a code tool such as Claude Code, Cursor or Codex, open a terminal and run the installer. With no other option it opens a menu grouped by topic; select what you want before pressing Enter:

Shell

```
npx skills add scenario-labs/skills
```

- **One skill:** add `--skill` and its name, for example `npx skills add scenario-labs/skills --skill scenario`.

- **By role or goal:** INSTALL.md has one command per role (2D Artist, 3D Artist, Environment Artist, Art Director, Sound Designer, Video Producer, Marketing Artist, Technical Director, Producer, Game Developer) and per goal.
- **Everything for Scenario:** the README has one command that installs every Scenario skill, without the expert tools.
- **A reviewed release:** pin the installer and a commit from a release tag, `npx skills@1.7.4 add scenario-labs/skills#<commit> --skill <name>`.

The Scenario skills need the Scenario MCP connected. In Claude Code:

```shell
claude mcp add --transport http scenario https://mcp.scenario.com/mcp
```

Any other assistant: add `https://mcp.scenario.com/mcp` as described in What the Scenario MCP is, and how to connect it. In claude.ai, upload a skill's ZIP in **Customize** › **Skills** instead of using the installer.

To get updates, run `npx skills update` where you installed, or watch the repository's releases.

Skills at work: Scenario Explorations

Scenario Explorations are projects made with Scenario. Many were built by an agent with these skills; each one shows the process, and most offer the skill to download.

Playable Ads

Playable Ads holds 24 mobile game ads you can play. Give the agent a gameplay recording, screenshots, or only an idea: the `scenario-playable-ads` skill makes the art and sound on Scenario, builds a one-verb HTML5 game with a hint hand, a mute button and an end card, and packages it for nine ad networks.

ALTER

ALTER starts from one eight-second take and changes it eleven ways through the Scenario MCP, in three modes:

- **Swap:** change one thing, such as the cup in his hand, and keep everything else.
- **Motion transfer:** keep the performance and the camera, change who or where.
- **Restyle:** keep the motion and the framing, change the whole look (anime, a 3D feature, claymation).

Each version starts as a low-resolution draft, is checked against the take (length, how much changed, structure, motion) and only the drafts that pass are finished.

Party Delivery

Party Delivery is a 43-second short film. Claude Code drove the Scenario MCP and Epic's Unreal MCP in Unreal Engine 5.8: Scenario made every model, picture and material, and Python scripts sent to Unreal placed 358 actors, then lit, animated and rendered the film. The page lists every asset with the prompt or

settings behind it.

Next

- Connect your assistant and add a first skill: What the Scenario MCP is, and how to connect it.
- Run a whole project with two skills: Blender and the Scenario MCP, live.

Related

What the Scenario MCP is, and how to connect it

Blender and the Scenario MCP, live

For All roles Page 3 of 3 in Scenario MCP

Verified in Scenario on Nov 13, 2026.