Mascot pose and expression library

Lock a mascot with a rules sheet, then build on-model poses, short loops, an ad and a web hero from one prompt template.

PLAYBOOK

IN SHORT

- A rules sheet for Barley, an invented cereal-brand mascot, then 15 on-model poses, three loops, an ad and a web hero.
- One fixed prompt block plus one slot per pose, from one turnaround, each pose returned with transparency.
- The loops are most of the cost; preview one at low resolution before running the finals.

You need ✓ Any plan with credits ✓ Python with Pillow and NumPy for the sheet, the key and the layouts ✓ ffmpeg

Barley, the red panda cub of Crunchwell, an invented breakfast cereal brand, locked on a rules sheet, drawn in 15 poses and expressions, then looped and placed in a 4:5 ad and a web hero. Barley started as one image: a key visual of him on a box of Honey Hoops.

As of October 2026

The models, settings and screens in this article are the ones Scenario offered in October 2026. New models and updates arrive often, so check the app for newer options before you choose.



The rules sheet: generated turnaround, palette and rules set in code.

The brief

Field	Brief
Goal	A locked mascot, a library of poses and expressions, three loops, two layouts
Character	Barley: plush red panda cub, russet fur, cream mask and belly, ringed tail, teal knitted scarf with the knot and fringed ends on his left
Format	Poses 1024x1024 with transparency; loops 1280x720, 5 s, 24 fps; ad 4:5; web hero 16:9
Fixed	Shape, palette, scarf side, eye highlights, mitten paws, fur and lighting style
May vary	Pose, expression, props
Accept when	Poses pass the keep and avoid lists; loops restart invisibly; text is sharp

Approach

1 **Turnaround** four views from the key visual

2 **Rules sheet** palette sampled, keep and avoid in code

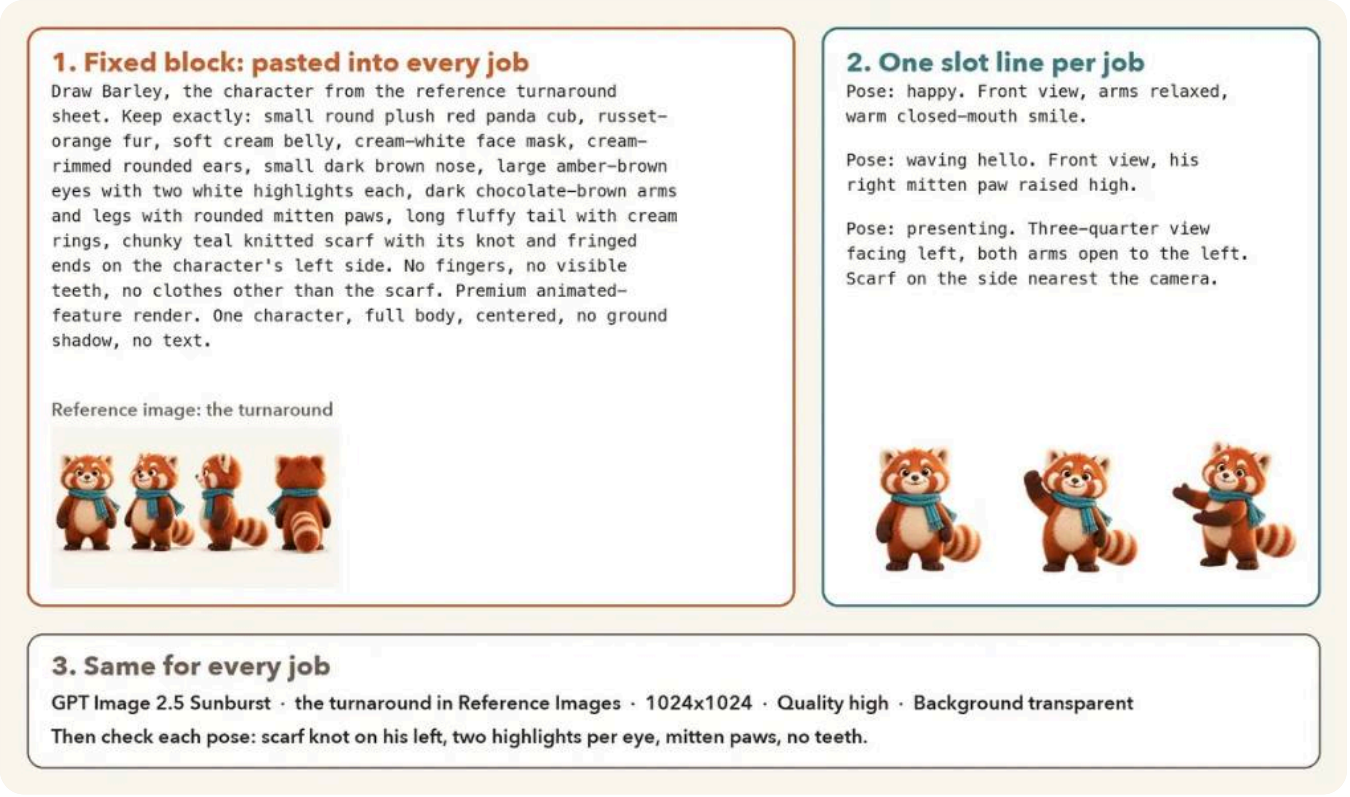
3 **Pilot** three routes, hardest pose

4 **Batch** one slot per pose, transparent

5 **Loops and layouts** Seedance 2.5, ad and hero in code

A mascot drifts one detail at a time: the scarf changes sides, fingers appear, teeth arrive. So the rules come first, as a list a reviewer can tick, and every prompt repeats the same block: one job per pose, one reference sheet. Text, layouts and timing stay in code.

Models, as of October 2026: GPT Image 2.5 Sunburst (reference image, transparent output) for the sheet and poses; Seedance 2.5 for the loops. Wan 3.0, the first recommendation for this loop, refused the mascot twice (more in step 7). Nano Banana 2.1 is as on-model without transparency; the Emotion Sheet App drafts nine expressions in one run but broke two rules.



The fixed block repeats in every job; only the slot line changes.

Steps

1. **Generate the turnaround** (Lock a character sheet). **Create** > **Images**, GPT Image 2.5 Sunburst, the key visual in **Reference Images**, 2048x1152, quality high, 34 seconds. Describe the shape, every color and the four views:

Prompt

```
Character turnaround sheet for an original brand mascot of a breakfast cereal
brand. The mascot is Barley, the red panda cub from the reference image: a
small, round, plush red panda cub standing upright on two short legs.
Russet-orange fur with a soft cream belly, a cream-white face mask with cream
patches above the eyes and on the cheeks, cream-rimmed rounded ears, a small
dark brown nose, large warm amber-brown eyes with two white highlights each, a
happy closed-mouth smile, dark chocolate-brown arms and legs ending in rounded
mitten paws with no fingers, a long fluffy tail with four cream rings. A chunky
teal knitted scarf wrapped once around the neck, its knot and both fringed ends
hanging on the character's left side. Four full-body views in one row, evenly
spaced, same size, same height, standing on one baseline, neutral friendly pose
with arms relaxed and empty paws: front view, three-quarter view facing left,
side view facing left, back view (tail and scarf ends visible, no face). Plain
warm off-white background (#FAF6EE), even soft studio light with a gentle warm
key, a small soft contact shadow under each view. Style: premium
animated-feature character render, soft individually groomed fur, warm morning
light, appealing shapes that read at small size. No text, no labels, no
numbers, no logos, no cereal box, no other characters.
```

2. **Write the rules sheet in code** (Write a keep-list). Sample the palette from the approved image, not the prompt: six swatches from the front view, from russet fur (#C35E2F) to scarf teal (#3D767E). Then list keep (scarf knot and fringed ends on his left, two highlights per eye, mitten paws with no fingers, cream tail rings and ear rims, head about two fifths of his height) and avoid (teeth, fingers or claws, clothes other than the scarf, ground shadow, text or logo).

3 **Turn the rules into a template** (Batch from a template): one fixed block, one slot. The turnaround in **Reference Images**, 1024x1024, quality high, background transparent (the model setting this run used). The wave pose:

Prompt

```
Draw Barley, the character from the reference turnaround sheet. Keep exactly:
small round plush red panda cub, russet-orange fur, soft cream belly,
cream-white face mask with cream patches above the eyes and on the cheeks,
cream-rimmed rounded ears, small dark brown nose, large amber-brown eyes with
two white highlights each, dark chocolate-brown arms and legs with rounded
mitten paws, long fluffy tail with cream rings, chunky teal knitted scarf with
its knot and fringed ends on the character's left side. No fingers, no visible
teeth, no clothes other than the scarf. Premium animated-feature render with
soft groomed fur and warm morning light. One character, full body, centered,
no ground shadow, no text.

Pose: waving hello. Front view, his right mitten paw raised high and waving,
the other arm relaxed, a big closed-mouth smile.
```

4 **Pilot the hardest pose three ways** (Pilot the hardest case). Fingers sneak in where mitten paws hold a prop, so the pilot is Barley hugging a cereal spoon as tall as he is. Sunburst took 45 seconds; Nano Banana 2.1 took 29 seconds and was cheaper; the Emotion Sheet App (one character reference in, a 3x3 sheet out, run through the Scenario MCP) took 58 seconds.



GPT Image 2.5 Sunburst, transparent | Nano Banana 2.1 | Emotion Sheet App

Same reference, three routes.

5 **Run the batch** (Quote before you run). Fourteen jobs, one slot each: eight expressions (happy, laughing, surprised, thinking, sad, proud, confused, sleepy) and six poses (wave, jump, eating, presenting, cheer, running), 37 to 42 seconds each, in parallel.

6 **Check every pose against the sheet** (Review with a score). One contact sheet, one line per pose against the keep and avoid lists. Twelve passed. Two went back with one added sentence each, about 45 seconds:

- **Jump:** a wide gray halo around him in mid-air. Added "Crisp cutout edges: no glow, no halo, no motion blur, no dust or particles around him."
- **Presenting:** facing right, which put the scarf ends on his right. Re-run facing left, as in the turnaround, with "The scarf knot and fringed ends hang on the side nearest the camera."

Then snap alpha of 250 and above to 255, so the opaque pixels are fully opaque.



The library: 14 batch poses, two of them re-run, plus the pilot.

7 **Preview one loop, then run the rest** (Loop a clip). Put the pose on the flat off-white background at 1280x720. Wan 3.0, the first recommendation, flagged the job for possible intellectual property twice: once with a prompt that named Barley and an animated-feature look, then with a neutral prompt, when the input image itself was flagged. Both failed in under 30 seconds. Move to the next recommendation rather than rewording a third time.

Create > **Videos**, Seedance 2.5, that frame as first and last frame, 5 seconds, audio off. Preview in draft mode at 480p (1 minute 50 seconds) against Minimax H3 at 768P (2 minutes 30 seconds), then three finals on Seedance 2.5 at 720p (2 minutes 29 seconds to 3 minutes 25 seconds, in parallel).

Prompt

```
Seamless loop. The camera is locked. The small cartoon mascot in the image
waves its raised paw side to side twice, its body bobs gently, its tail sways
and it blinks once, then it returns to the starting pose. It keeps its exact
design, colors and scarf in every frame, with mitten paws and no fingers. The
plain warm off-white background stays flat the whole time. Ends exactly as it
starts. No new objects, no shadow, no text, no camera move.
```

The presenting and jump loops change only the motion sentence.

8 **Measure the loops** (Check by measurement). First-to-last-frame RMSE for the seam, against the average change between two frames: a seam below that is an invisible restart. Then count teal pixels in every frame: a frame with no teal means the scarf vanished. Watch the tail too: in the H3 preview it jumped to the other side mid-clip.

9 **Drop Barley into the layouts** (Cut out and key, Typeset text, never generate it). Key the flat background from the loop frames by distance to its color, remove the background tint from the soft edges, then place Barley in layouts drawn in code: a 4:5 ad with the jump loop, a 16:9 web hero with the presenting loop.

Python

```
alpha = np.clip((np.abs(frame - BG).sum(2) - 20) / 40, 0, 1)   # BG = (250, 246, 238)
color = (frame - (1 - alpha) * BG) / alpha                      # removes the cream fringe
```

The jump loop adds a soft floor shadow on landing; drop pale, unsaturated pixels near the feet from the key.



The ad. Wordmark, headline and button are set in code.



The web hero with the presenting pose.

With the Scenario MCP (the route this run used): poses with `model_run` on `model_openai-gpt-image-2-5-sunburst`, `referenceImages: [turnaround]`, `background: "transparent"`, `quality: "high"`, 1024x1024. Loops on `model_bytedance-seedance-2-5` with `image` and `lastFrameImage` set to the same asset id, `duration: 5`, `resolution: "720p"`, `generateAudio: false`; add `draft: true` for the 480p preview, and ask for a dry-run quote first.

Check the result

Check before you accept

Accept when

every pose shows the scarf knot and ends on his left, two highlights per eye and mitten paws; no teeth or fingers; loops restart invisibly and keep the scarf in every frame; layout text is crisp.

Reject when

the scarf changes side or disappears; fingers or teeth appear; a halo or glow surrounds the cut-out; the fur or lighting style changes; the loop jumps or the background shifts.

Pilot, spoon pose	Transparent	On-model	Verdict
GPT Image 2.5 Sunburst	yes	yes	kept
Nano Banana 2.1	no, draws a room and a floor	yes	runner-up, needs **Remove Background**

Pilot, spoon pose	Transparent	On-model	Verdict
Emotion Sheet App	no	adds eyebrows and teeth	rejected; useful as a fast draft

Loop, 5 s	Seam	Average frame change	Scarf in every frame	Note
Wave, Seedance 2.5 draft, 480p	0.85	4.95	yes	approved the finals
Wave, Minimax H3, 768P	0.72	3.37	yes	rejected: the tail switches sides mid-clip
Wave, Seedance 2.5, 720p	0.82	2.04	yes	
Presenting, Seedance 2.5, 720p	0.81	2.42	yes	used in the web hero
Jump, Seedance 2.5, 720p	0.89	3.64	yes	soft floor shadow on landing, keyed out for the ad



▷ Watch the video: https://ufgc0c9mhl4ueq76.public.blob.vercel-storage.com/academy/3176580e2bf53f31ca674dad6eeabace35419a6518b6e855b4d50ac9d0c87ccd.mp4

The wave loop: Seedance 2.5, 720p, 5 seconds.



▷ Watch the video: https://ufgc0c9mhl4ueq76.public.blob.vercel-storage.com/academy/6a4da7d820051fedf748cc7f026a331fd5dcecfcefb0812b85dc4001b59b2789.mp4

The ad with the keyed jump loop, played twice.



▷ Watch the video: https://ufgc0c9mhl4ueq76.public.blob.vercel-storage.com/academy/afaa5efcb332c5202044095923256767cf59e051a6da9c4516abf7bad7e2b1d4.mp4

The web hero with the presenting loop.

Check yourself 2 questions

1 A new pose of Barley looks on-model, but the scarf knot and ends sit on his right. What is the verdict?

A. Accept: the scarf is a small detail and the pose reads well

B. Accept: on a three-quarter view the scarf is expected to flip sides

C. Reject: the scarf on his left is on the keep list

Answer: C. A scarf that changes side is the first item on the Reject list. Say "on the character's left" in the block, and if a turned pose flips it, turn the pose the way the turnaround faces.

2 **Three takes of Barley from the pilot, all from the same reference sheet. Which one goes into the library as delivered?**



Take A



Take B



Take C

A Take A: on-model, and the background can come off later

B Take B: nine expressions in one run cover more of the library

C **Take C: on-model and already transparent**

Answer: C. Poses ship with transparency, and teeth are on the Reject list. Take A needs a Remove Background step first and still carries a floor shadow; Take B, from the Emotion Sheet App, adds eyebrows and teeth.

LEVEL 3 · A SYSTEM

Make it repeatable

- **Template as a workflow.** In the **Node Editor**: a **Text** node with one slot line per pose, **Split Text** to make the list, a **Loop**, an **Image Generator** on GPT Image 2.5 Sunburst with the turnaround and the fixed block, and an **Approval** after the first pose (Batches, loops and logic).
- **Keep and version the sheet.** New poses go through the same lists; a design change means sheet v2 and a rerun of the poses you still use.
- **Write the fixes into the block.** The halo and scarf-side sentences from step 6 belong in the fixed block for the next batch.
- **One loop prompt frame:** only the motion sentence changes per pose.

Runs and time

Step	Model	Runs	Wait
Turnaround	GPT Image 2.5 Sunburst	1	34 s
Pilot, three routes	Sunburst, Nano Banana 2.1, Emotion Sheet App	3	under 1 min, in parallel
Batch, 14 poses	GPT Image 2.5 Sunburst	14	37 to 42 s, in parallel
Re-runs, jump and presenting	GPT Image 2.5 Sunburst	2	40 s and 50 s, in parallel
Loop, refused	Wan 3.0	2	28 s and 22 s, both failed
Loop previews, 5 s	Seedance 2.5 draft 480p, Minimax H3 768P	2	1 min 50 s and 2 min 30 s, in parallel
Loops, 5 s, 720p	Seedance 2.5	3	2 min 29 s to 3 min 25 s, in parallel
Rules sheet, key, layouts	Python, ffmpeg		about 5 min

Twenty-seven runs, about 10 minutes of wait. The five loop runs cost more than the sheet and all the poses together: read the price on the **Generate** button, or ask for a dry-run quote, before each video.

Variations

- **Learning-app mascot:** same sheet and template; the layouts become a lesson slide and a streak badge.
- **Lip-sync or speech:** a front-facing pose as the first frame of a talking clip (Lip-sync and talking avatars).
- **Sticker pack:** the transparent poses at 512 px with a white outline added in code.
- **Packaging:** the cheer pose on a box side panel, with the wordmark set in code.
- **Several characters:** one sheet and fixed block each, one slot list.

If it breaks

- **The scarf changes side.** Say "on the character's left" and turn the pose the way the turnaround faces.
- **Fingers appear on a prop pose.** Pilot prop poses first; keep "mitten paws" and "no fingers" in the block.
- **No transparency.** Use a model that outputs it, or run **Remove Background** with **Transparent** after.
- **A halo around the cut-out.** Ask for crisp cutout edges with no glow or motion blur, and snap near-opaque alpha to fully opaque.

- **A video model refuses the mascot.** If an original mascot is flagged even with a neutral prompt, switch to the next recommended model instead of rewording.
- **The loop shows a shadow or a new object.** Repeat "background stays flat" and "no new objects"; key the shadow out or rerun.
- **Palette drift across poses.** Compare with the sampled swatches, not the prompt colors.

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Verified in Scenario on Oct 16, 2026.