Nodes reference

Every node in the workflow editor by palette category, with its ports, main settings and typical use, as of October 2026.

REFERENCE Step 2 · Repeat

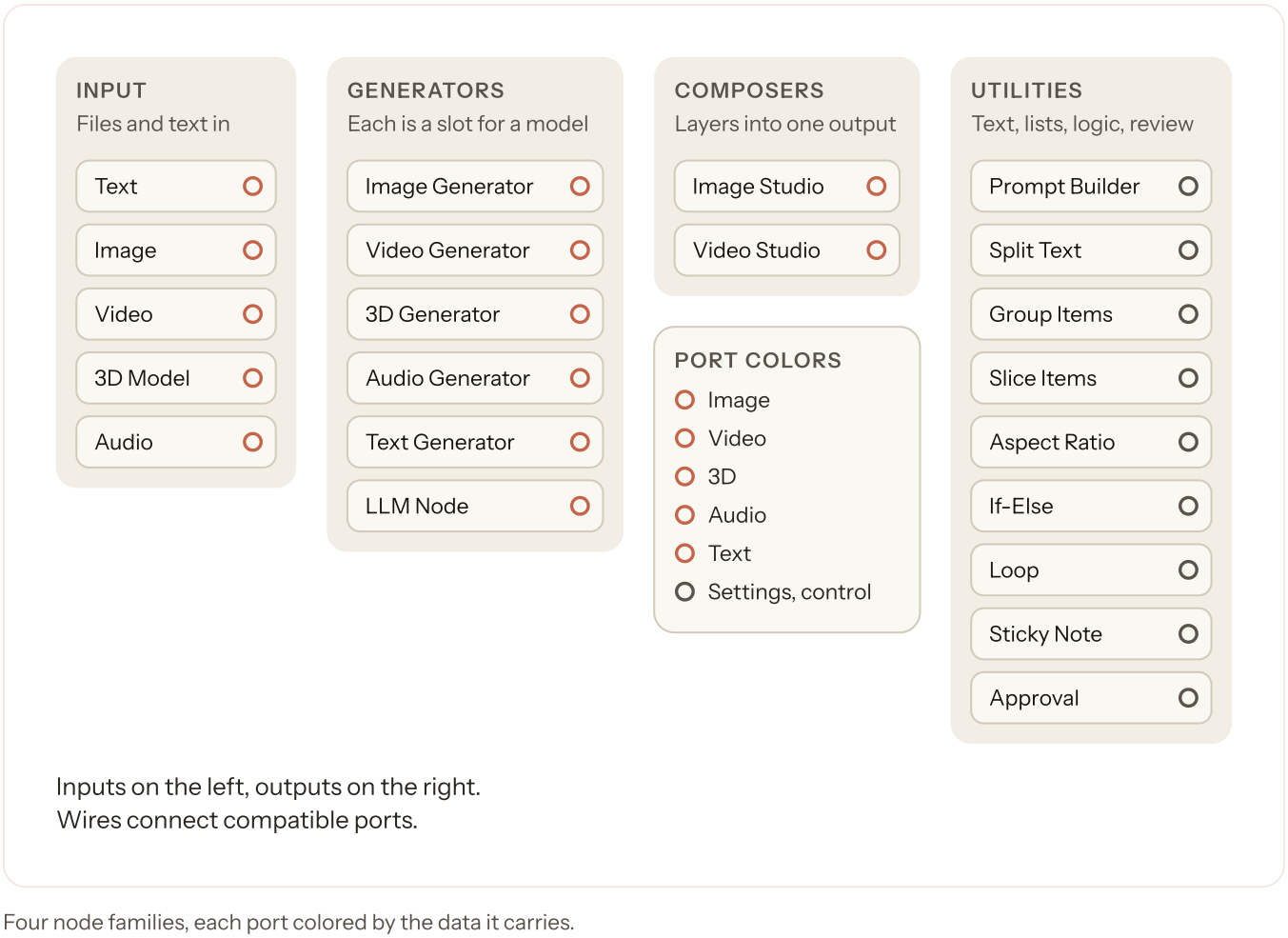
IN SHORT

- Every node in the workflow editor, by palette category, with its ports, main settings and typical use.
- Wires connect only ports of a compatible type, and a generator's ports depend on the model you pick.
- A workflow holds up to 50 nodes, and a project runs up to 10 workflows at once.

Labels are as they appear in the node palette (**Add node**, +) as of October 2026. Port names come from the live editor where visible, otherwise from Scenario's help center. Model lists are a snapshot.

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.



Four node families, each port colored by the data it carries.

Port colors

Each port color carries one type of data.

Color	Carries	Typical formats
Green	Images	PNG, JPG, WebP
Yellow	Video	MP4, MOV
Red	3D models	OBJ, FBX, GLB
Purple	Audio	MP3, WAV
Blue	Text	Prompts, scripts, JSON
Gray	Settings and control	Any type on utility nodes; on/off and option values on generators

Outputs are on the right of a node, inputs on the left. A wire connects only ports of a compatible type.

Input

Input nodes hold what you bring in.

Node	Palette description	Output port	Notes
Text	Prompts, scripts, lyrics	**Prompt** (blue)	Plain text or JSON. Shows a character count. Can be pinned as an App field
Image	PNG, JPG, ref images	**Image** (green)	Drag and drop, paste, **Select from Library** or **Upload**. **Enable Multiple Images** holds up to 10 images, which downstream nodes receive together
Video	MP4, MOV, source footage	Video (yellow)	Up to 10 videos per node
3D Model	OBJ, FBX, GLB files	3D model (red)	For retexturing, rigging, retopology and reference
Audio	MP3, WAV, sound files	Audio (purple)	Upload, library or record

Generators

Each generator is a slot for a model, and its ports depend on the model you pick. Click the model name at the foot of the node to open **Choose a Model** (tabs **All**, **Generate**, **Edit**, **Expand**, **Upscale**, **Vectorize**, **Remove Background**, **Tools**).

Node	Palette description	Main inputs	Main outputs	Good picks as of October 2026
Image Generator	Gemini, Flux, Seedream…	**Is Active**, **Prompt**, **Reference Images**, **Mask**, **Aspect Ratio**, **Settings**	**Approval**, **Output**	GPT Image 2.5 Sunburst for stills and edits; GPT Image 2.5 Flare as a cheaper sibling; Topaz Image Upscale from the **Upscale** tab
Video Generator	Veo, Kling, Wan…	Prompt, Negative Prompt, First Frame, Last Frame, reference images; some models add Voice Script, Voice Prompt or Portrait Image	Output (video), **First Frame**, **Last Frame**	Seedance 2.5 as the reference for finished shots; Wan 3.0 for first and last frame control
3D Generator	Hunyuan, Meshy, Trellis…	Reference Image, Prompt, 3D Model	3D model	Meshy 7.1, Rodin Gen-2.5
Audio Generator	ElevenLabs, TTS, SFX…	Prompt or script, Images, Reference Audio	Audio	ElevenLabs v4 for speech; Sync-3 Lipsync for lip sync

Node	Palette description	Main inputs	Main outputs	Good picks as of October 2026
Text Generator	Transcribe, caption, extract text	Depends on the model	Text	Captioning and transcription models
LLM Node	GPT, Gemini, text & vision	**Is Active**, **Instruction**, **Images**, **Text Inputs**	**Approval**, **First Result**, **All Results**	Default Gemini 3.5 Flash Lite; Claude and GPT models for harder reasoning

LLM Node settings

Set these on the node.

Setting	Values
Model	Claude Fable 5.1, Claude Opus 5.5, Claude Sonnet 5.5, Claude Haiku 4.5, GPT-6 Astra, GPT-5.6 Sol, GPT-5.6 Terra, GPT-5.6 Luna, GPT-5.4 Mini, Gemini 3.7 Flash, Gemini 3.5 Flash Lite (default)
Number of Results	1 to 5. **First Result** carries the first; **All Results** carries the list
Thinking Level	None, Minimal, Low, Medium, High (available levels depend on the model)
Instruction	Up to 100,000 characters

Composers

Composers assemble several results into one output.

Node	Palette description	Inputs	Outputs	Main controls
Image Studio	Combine multiple images	One image layer per connected input; first connected is the bottom layer	Composed image	Canvas size, X/Y position, scale with aspect lock, opacity, blend modes (Normal, Multiply, Screen, Overlay and more), alignment
Video Studio	Layers, transitions, effects	Video Layer, Image Layer, Audio Layer, as many as needed	**Output** (video), **First Frame**, **Last Frame**	Position, size, **Fit to canvas**, scale, rotation, opacity; effects Blur, Brightness, Contrast, Saturation, Grayscale

Utilities

Utilities shape lists, branch, repeat, annotate and pause.

Node	Palette description	Inputs	Outputs	Settings and behavior
Prompt Builder	Combine text blocks	Text 1, Text 2, ...; optional Instructions	Combined text	A template with a chip per connected text, plus your own literal text and line breaks
Split Text	Split text into a list	Text	List of text items	Delimiter: Comma, Space, Semicolon, Period, Newline or Custom. Shows the items as chips
Group Items	Bundle multiple assets	Image 1, Image 2, ..., one asset per slot	One collection, in slot order	Gathers outputs from parallel branches
Slice Items	Extract from a list or randomize	A list of assets or texts	The kept items	Modes: Default (**From Item**, zero-based, negative counts from the end; **Number of Items**), Randomize (lockable seed), Choose (pauses for a person to pick; **Message**, **Confirm**, **Stop Workflow**)
Aspect Ratio	Pick a ratio for generators	None	Ratio value	Wire it to several generators so they share one ratio
If-Else	Conditional logic	The results to check, from connected nodes	**Case 1**, any further cases, then **Else**	Each case is a field (a connected result), an operator and, when needed, a value; **Add Condition** with an AND / OR toggle, **Add A New Case** for another branch. Operators: is empty, is not empty, contains, does not contain, =, !=. Cases are checked top to bottom and the first one met runs. You write no expressions
Loop	Iterate over a list of inputs	**Input List** (from **Split Text**, **Group Items**, a multi-image **Image** node or another list)	The current item, to the repeated nodes	**Add Loop End** adds its partner node, **Loop (End)**, which collects all results. The nodes wired between the Loop and its end run once per item. Shows the current iteration. **Concurrent Runs** processes several items at once. Called ForEach in the API
Sticky Note	Notes and annotations	None	None	About 5,000 characters of plain text. Does not run
Approval	Wait for user approval	Items to review	The same items, once approved	Shows your review message. **Approve** continues; **Reject** cancels the run (inside a **Loop**, the rejection cascades to the loop)

Tool nodes

Tool nodes apply a fixed operation, such as a video cut, and have no palette entry of their own.

To find one, type in the palette search ("Search models, nodes, or tools"): below the matching node types, a **Models** group lists models and tools by name, each with its provider.

Searches in October 2026 returned, for example:

Search	Tools returned
"cut"	**Video Cut**, **Video Split**, **Audio Cut**, **Audio Split**
"vectorize"	**Scenario Vectorize**, **VTracer**, **Recraft Vectorize**
"grain"	**Grain**, **Grain (Video)**
"background"	Background removal tools such as **Photoroom Background Removal** and **Bria Remove Background**

Search by the operation's name, and pick the entry whose provider is Scenario when there is one.

Execution and limits

How to run a graph, and the limits that apply.

Item	Value
Run the whole graph	**Run**, top right
Run one node	**Run This Node** on the node
Run a node and everything after it	**Run From Here** on the node
Run one group	The run button on the group
Saving	Automatic
Maximum size	50 nodes per workflow (API documentation)
Concurrent workflow runs	10 per project (API documentation)
Export format	JSON (**Export Workflow**, **Import**)

Related

Tour of the workflow editor

Build your first workflow

Prompts that repeat

For All roles Page 3 of 14 in Workflows and Apps

Verified in Scenario on Oct 12, 2026.