META-META Club

WORKBOOK · MODULE 2 OF 6

Room from a prompt

Agent-Built 3D. Metameta Night week 3: a prompted Blender room.

Pro studios | 4 lessons | ~2 h | 4-question practice quiz | Notes pages

IN THIS MODULE

Room from a prompt

Metameta Night week 3: a prompted Blender room.

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2.1	Demo: room from a prompt	LIVE	25 min	☐
2.2	Build-along: a prompted Blender room, rendered	LAB	55 min	☐
2.3	Critique: prompted rooms	LIVE	25 min	☐
2.4	Ship it: your prompted room	PROJECT	15 min	☐

How to use this workbook

- Work through each lesson on metametaclub.com/learn, or listen to its narration, then use the page here to take notes.
- Tick the steps as you go, and write your answers under **Check yourself** before you look anything up.
- Do the practice quiz at the end, then mark it with the answer key on the last pages.
- Keep every **Ship it** piece. Together they become what you show.

Before you start

What do you already know about this, and what do you want to be able to make by the end?

LESSON 2.1 · LIVE · 25 MIN

Demo: room from a prompt

Watch an AI agent build a room in Blender from one plain-language request, then watch a person steer it to a finished render. You will see where the agent is fast, where it guesses, and where taste takes over.

Key points

How the demo runs

Mathew Munyao or a bench guest types a short brief into a coding agent: a room size, a window, a floor finish, a mood. The agent writes a Blender Python script, runs Blender headless, and returns a render.

This is the "room from a prompt" idea from the What AI agents can build talk. If you are watching the replay, keep the talk open in another tab.

What to watch for

- **The brief.** Short and concrete beats long and poetic. Numbers help: 5 by 4 metres, 2.8 metre ceiling.
- **The script.** The agent does not click buttons. It writes code against Blender's Python API (`bpy`). Code can be read, diffed and rerun.
- **The loop.** Prompt, run, look, note, repeat. Each loop takes under a minute because Blender runs without its window.
- **The call.** The agent can place a window. A person decides whether the room feels right.

Steps checklist

- [ ] Open a notes file with three columns: prompt, what changed, why.
- [ ] Log every prompt the demo uses, word for word.
- [ ] Mark the moments the agent guessed wrong and how the presenter fixed it.
- [ ] Note the first render and the last render side by side. Write one line on what made the last one better.
- [ ] Pick one prompt you want to reuse in the build-along.

SHIP IT

Post your prompt log and your one-line "what made it better" note in the session thread.

- [ ] Shipped. Link or file: _____

Check yourself

1. Can you explain why the agent writes a script instead of clicking in the interface?

2. Can you name one note from the demo that came from taste, not from the brief?

3. Do you know which prompt you will start from in the build-along?

LESSON 2.2 · LAB · 55 MIN

Build-along: a prompted Blender room, rendered

Make a room in Blender from a script, render it to a PNG, then change it with prompts. You can write the script with a coding agent or paste the starter below and steer from there.

Key points

The starter script

Save this as `room.py`. It builds a floor, three walls, a window cut into one wall, a sun, a camera and a material per surface, then renders and saves the file.

Steps checklist

- [ ] Install Blender (4.2 or newer) and find its executable. On macOS it is inside `Blender.app/Contents/MacOS/`.
- [ ] Run it headless from the folder holding the script: `blender -b -P room.py`.
- [ ] Open `room.png`. Then open `room.blend` in Blender to look around.
- [ ] Now steer. Ask your agent for three changes, one at a time: a bigger window, a warmer sun, a lower camera. Rerun after each.
- [ ] Read each change in the script before you run it. If you cannot explain a line, ask the agent to explain it.
- [ ] Keep `room.blend`. Week 4 takes it into the browser.

```
This lesson has code samples. They are printed in full in the lab handout (agent-built-3d-lab-2-2.pdf)
and in the lesson on metametaclub.com/learn.
```

SHIP IT

Your final `room.png` plus the three prompts that got you there.

- [ ] Shipped. Link or file: _____

Check yourself

1. Why does the script apply the Boolean modifier and then delete the cutter object?

2. Which line would you change to make the ceiling higher?

3. What does `-b` do on the command line?

LESSON 2.3 · LIVE · 25 MIN

Critique: prompted rooms

Show your room, get feedback on craft and taste, and give useful feedback to two other builders. A room that renders is the start. A room that feels like a place is the goal.

Key points

How the critique runs

Volunteers share a screen on the Discord Stage or post the render in the session thread. Each person gets about four minutes: one minute to show, three for feedback.

The rubric

Use these five questions. Give one "keep" and one "try" per person.

1. **Scale.** Does the room read as the size it claims? Doors near 2.1 metres and ceilings near 2.7 metres help the eye.
2. **Light.** Is there one clear light story, such as a sun through the window, or is it flat?
3. **Camera.** Is it at eye height (about 1.5 to 1.7 metres)? Wide lenses make small rooms feel stretched.
4. **Material.** Do the surfaces differ enough to separate floor from wall?
5. **Process.** Can the builder show the prompt that made the biggest improvement?

Giving good feedback

- Be specific. "Lower the camera by half a metre" beats "make it better".
- Point at the render, not the person.
- Say what works first. It tells the builder what to protect.

Steps checklist

- [ ] Pick your best render. One image, not five.
- [ ] Write one sentence on what you were going for.
- [ ] Share it when your name is called, or post it in the thread.
- [ ] Write down every "try" you receive.
- [ ] Give a keep and a try to two other builders.

SHIP IT

Pick one "try" from your feedback, make the change with a prompt, rerender, and post the before and after.

- [ ] Shipped. Link or file: _____

Check yourself

1. Can you name the one note that most improved your render?

2. Did you give feedback that was specific enough to act on?

3. Do you know why eye height matters for a room render?

LESSON 2.4 · PROJECT · 15 MIN

Ship it: your prompted room

Post your finished room to the Metameta Nights gallery channel on the Metameta Club Discord so it counts as shipped. A piece you can point to beats a better one on your hard drive.

Key points

What a good post has

- **The render.** `room.png` at 1280 by 720 or larger.
- **One line of intent.** What kind of room, for whom, what mood.
- **The prompt trail.** The first prompt and the two or three notes that moved it most.
- **What a person decided.** One sentence on a choice you made that the agent did not.
- **Tools.** Blender version and "scripted with a coding agent", without brand names if you prefer.

Why the prompt trail matters

The render shows taste. The trail shows process.

A note on rights

If you used any texture, model or image you did not make, credit it in the post. If you are not sure you may use it, swap it out.

Steps checklist

- [ ] Rerender at final size if you changed anything after the critique.
- [ ] Open the gallery channel and start a new post.
- [ ] Attach the render.
- [ ] Paste the five items above. Keep it under ten lines.
- [ ] Save `room.py` and `room.blend` in a folder called `week-3`. Week 4 starts from them.
- [ ] React to two other posts with one specific line each.

SHIP IT

The gallery post above, with render, intent, prompt trail, your decision and credits.

- [ ] Shipped. Link or file: _____

Check yourself

1. Is your `room.blend` saved where you can find it next week?

2. Does your post say which choice was yours and not the agent's?

3. Have you credited anything you did not make?

PRACTICE QUIZ

Check your module

Circle one answer for each question. The answer key is on the next page.

1. Why does the agent drive Blender with a Python script instead of clicking in the interface?

(A) Scripts render faster than the interface
(B) A script can be read, changed and rerun, so each note is a small edit
(C) The interface cannot make walls
(D) Clicking needs a paid licence

2. What does `blender -b -P room.py` do?

(A) Opens Blender with a blank file
(B) Builds an add-on from room.py
(C) Runs Blender without its window and executes room.py
(D) Converts room.py into a .blend file without running it

3. Your room render looks stretched and small. What is the most likely fix?

(A) Raise the camera to the ceiling
(B) Add more lights
(C) Lower the camera to eye height and use a less wide lens
(D) Make the walls thicker

4. In the critique, which feedback is most useful?

(A) "Lower the camera by half a metre so the window frames the view."
(B) "Make it better."
(C) "I would have used a different tool."
(D) "It renders, so it's done."

ANSWER KEY

Answers and why

1 · B A script can be read, changed and rerun, so each note is a small edit

A script is a record of the scene. Each prompt becomes a small, readable change you can rerun in seconds.

2 · C Runs Blender without its window and executes room.py

-b runs Blender in the background (no UI) and -P runs a Python script, which is what makes the prompt loop fast.

3 · C Lower the camera to eye height and use a less wide lens

Eye height (about 1.5–1.7 m) and a moderate lens make a room read at its real size.

4 · A "Lower the camera by half a metre so the window frames the view."

Specific, actionable notes tied to the render are what the rubric asks for.

NOTES

Build log and notes

SESSION	WHAT I MADE OR LEARNED	NEXT STEP