META-META Club

WORKBOOK · MODULE 6 OF 6

Skills loop

Agent-Built 3D. Turn what worked into reusable agent skills.

Pro studios | 2 lessons | ~2.5 h | 3-question practice quiz | Notes pages

IN THIS MODULE

Skills loop

Turn what worked into reusable agent skills.

#	LESSON	TYPE	TIME	DONE
6.1	The skills loop	READ	30 min	☐
6.2	Ship: procedural scene	PROJECT	120 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 6.1 · READ · 30 MIN

The skills loop

Turn the steps that worked in this course into skills an agent can reuse, so the next build starts from your best work, not from zero.

Key points

What a skill is

A skill is a small folder an agent can load: a plain-language instruction file plus any scripts it needs. It says when to use it, what to do, and what good looks like.

A simple layout:

And a `SKILL.md` can be this short:

The loop

1. **Build.** Do the task with the agent.
2. **Notice.** What worked? What did you have to fix twice?
3. **Save.** Put the working script and the fixes into a skill.
4. **Reuse.** Start the next task from the skill.
5. **Review.** After each use, update the checks with anything new you learned.

The fixes you made twice are the most valuable lines in the skill. They hold your taste.

Good skills

- Short. One job per skill.
- Concrete. Numbers, file names, commands.
- Checked. A list of things to verify before calling it done.
- Owned. A person reviews changes, the same way you review code.

Steps checklist

- [ ] List the tasks you did in this course: room, scatter, drawings, export, viewer, Unity.
- [ ] Pick the two you would most like to repeat.
- [ ] Make a `skills` folder with one subfolder per task.
- [ ] Write a `SKILL.md` for each and copy in the scripts.
- [ ] Test one skill on a new brief: a different room size and mood.

This lesson has code samples. They are in the lesson on metametaclub.com/learn.

SHIP IT

Two skill folders, one tested on a fresh brief, with the result.

☐ Shipped. Link or file: _____

Check yourself

1. What belongs in a skill besides the script?

2. Why are repeated fixes the most valuable part?

3. Who reviews a skill when it changes?

LESSON 6.2 · PROJECT · 120 MIN

Ship: procedural scene

Finish and publish the course piece: a procedural scene, rendered in Blender and running in Three.js or Unity, built with an agent and your skills.

Key points

The brief

Make a small site from rules. It can be a row of homes on a shore, a market street, a campus courtyard or your own idea.

- a source building or object, made once and instanced;
- a placement rule written as a script;
- one hero render from Blender;
- the same scene running in a browser viewer or in Unity;
- your skill folders, used and updated along the way.

If you use a real place as inspiration, name it accurately and do not claim it is a survey of the real site.

What to publish

- The hero render.
- A link to the viewer, or a 20 to 40 second recording of the Unity scene.
- A short write-up: brief, rules, prompts that mattered, what you decided and the agent did not.
- Credits for anything you did not make.

How it will be judged

- **Taste.** Does it look intended, with clear light and a good hero view?
- **Process.** Is the rule clear and the scene repeatable from your scripts?
- **Craft.** Does it load fast and run smoothly?

Steps checklist

- [ ] **Write the brief.** Three sentences: what, for whom, what mood.
- [ ] **Start from your skills.** Load your room and viewer skills. Note where they help and where they fall short.
- [ ] **Build the source.** Model or script one building. Keep it light.
- [ ] **Place by rule.** Adapt `scatter.py` to your layout. Fix the seed.
- [ ] **Render the hero.** Eye-level or a low aerial. Light with intent.
- [ ] **Export.** `export_scene.gltf` with `export_apply=True`. Check the file size. If it is large, simplify distant objects.
- [ ] **Run it.** Load it in your Three.js viewer or import it into Unity with glTFast.
- [ ] **Update the skills.** Add any new fix to the checks.
- [ ] **Get a crit.** Post a work-in-progress and act on one note.

SHIP IT

Your published piece: render, link or recording, write-up and credits, posted to the course gallery.

☐ Shipped. Link or file: _____

Check yourself

1. Could someone rebuild your site from your scripts and skills?

2. Is your exported file small enough to load on a phone?

3. Does your write-up show which choices were yours?

PRACTICE QUIZ

Check your module

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

1. What is a skill in this course?

(A) A paid plug-in
(B) A folder with plain-language instructions plus scripts an agent can reuse
(C) A Blender add-on
(D) A badge on your profile

2. Which part of a skill is most valuable?

(A) The folder name
(B) The fixes you had to make twice, written as checks
(C) The longest script
(D) The date it was made

3. Your final procedural scene must include…

(A) A source object, a placement rule as a script, a hero render and a running viewer or Unity scene
(B) Only a render
(C) Only a Unity build
(D) A drawing set and nothing else

ANSWER KEY

Answers and why

1 · B A folder with plain-language instructions plus scripts an agent can reuse

A skill packages what worked (steps, scripts, checks) so the agent starts from your best work.

2 · B The fixes you had to make twice, written as checks

Repeated fixes capture your taste and stop the same mistake happening again.

3 · A A source object, a placement rule as a script, a hero render and a running viewer or Unity scene

The brief asks for the full pipeline: rules, render, and the scene running in a browser or Unity.

NOTES

Build log and notes

SESSION	WHAT I MADE OR LEARNED	NEXT STEP