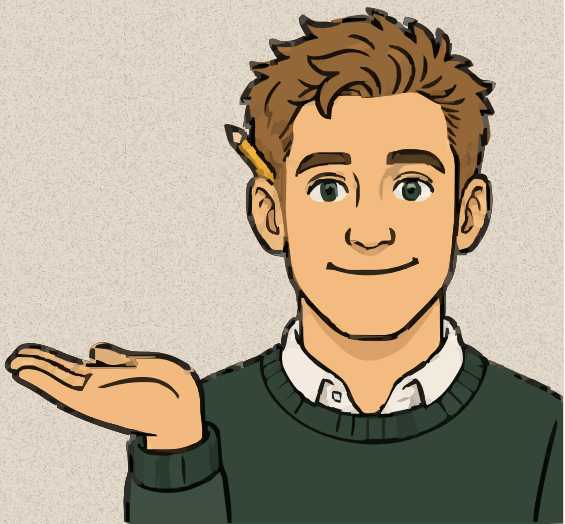


Never photographed: the sentence, the setup, what to check

How Claude made a café's product shot in Blender with no camera: the exact sentence, how to set it up, the settings that make it look real, and what to check in every render.

From the reel:
Never photographed



What's inside

On 14 Nov 2026 we gave Claude one sentence. It wrote a Blender script and rendered a café mug. By our clock, sentence to finished still took 3 minutes 16 seconds. Oakhill is an example café; we made the name up.

1 The sentence

2 The setup: what you need

3 The setup: what to type

4 What Claude built from it

5 The settings that make it look real

6 What to check in every render

+ Plain words that change the picture

The sentence



A FRAME OF THE REEL, OUR FINISHED STILL AND TWO CLOSE-UPS · OAKHILL IS AN EXAMPLE

WHAT IT DOES

Word for word, from our run file: `Make a photo-real product shot of a ceramic coffee mug for a small café, on an oak table in morning window light.` It names no café. Oakhill is a made-up name added in the build.

SET IT UP

1. Say what it is and what it's made of: `a ceramic coffee mug`.
2. Say where it sits and the light: `on an oak table in morning window light`.
3. Add what ours left out, your name and real size: `86 mm across, 95 mm tall`.

> The reel said it shorter. This is the full sentence we sent.

The setup: what you need

WHAT IT DOES

Three things, and two are free. Blender is free, open-source 3D software, and its manual says the licence covers the program, not the pictures you make with it. We never touched Blender's buttons: Claude drove it.

SET IT UP

1. **Blender**, free from `blender.org`. Open the download and drag Blender into Applications. Since version 5.0 it runs only on Macs with Apple's own chips, and on Windows and Linux. We used 5.2.1.
2. **The Claude desktop app**, in the mode that works in a folder on your computer and can run programs. Plain chat can write the script but can't run Blender or see the render.
3. **A computer with a decent graphics chip.** Our Mac rendered the finished still (1080 by 1920) in 45 seconds, and 48 frames of the moving shot (720 by 1280) in 3 minutes 29 seconds.
4. **About seven minutes.** By our clock, sentence to finished still took 3 minutes 16 seconds, and to the filmed camera arc 6 minutes 46 seconds.

> **Honest limits:** smooth, simple things suit this: mugs, jars, bottles, boxes. We haven't tried food, fabric or a detailed printed label, so test one before you promise a menu of shots.

The setup: what to type

WHAT IT DOES

In the Claude desktop app, switch to its Code tab, which works in a folder on your computer and can run programs, and pick a new, empty folder. Send these one at a time with your own sentence; say yes when Claude asks to run Blender. Untested by us as written.

SET IT UP

1. `Blender is in Applications. Write a Blender script, mug.py, that builds this scene in code and renders it photo-real, 1080 by 1920:` then paste your sentence.
2. `Run Blender in the background with mug.py and save the render as v1.png. Open v1.png and list everything that looks fake.`
3. `Fix each one in mug.py, render again as mug.png, and keep v1.png so I can compare.` Look at both, and repeat until nothing looks fake.
4. `Film a slow 40-degree camera arc around the mug, 48 frames, and join them into turn.mp4.`

AN EXAMPLE EXAMPLE

A farm shop: `A photo-real jar of honey labelled HOLLOW LANE on a slate board.`

What Claude built from it



A FRAME OF THE REEL, THEN THREE FRAMES OF OUR CAMERA ARC · OUR RUN

WHAT IT DOES

Everything in the shot is code: no photo, no 3D model bought or downloaded. Our mug.py is 134 lines, and it makes:

SET IT UP

1. The mug, 86 mm across and 95 mm tall: a side outline spun round like clay on a wheel, with a rolled lip and a handle.
2. A saucer 152 mm across, the coffee and an oak table with grain.
3. A product shoot's light and lens: a warm window light, a soft cool fill, and an 85 mm lens at f/2.8 so the background falls soft.

> Every size and light is a number you can change.

The settings that make it look real



THE REEL'S CODE CARD · A RE-CREATION AT 24 SAMPLES, MADE AFTER THE RUN · OUR FINISHED STILL

WHAT IT DOES

The run kept no record of its first render or of each edit: mug.py was made at 22:05:51 and changed once, at 22:07:24. Its own note says Claude cut the light and wrapped the name. These are the final scene's settings, to copy and check.

SET IT UP

1. Light: window 55, fill 8, sky 0.22, picture a quarter stop darker, and the Punchy contrast setting.
2. The name as a shape wrapped onto the curve, a quarter of a millimetre proud of the glaze.
3. Camera 72 cm away and 34 cm up, looking into the cup, with an 85 mm lens at f/2.8.
4. A warm cream glaze, not white, and 256 samples for the still.

What to check in every render



A FRAME OF THE REEL · LEFT, THE RE-CREATION; RIGHT, OUR FINISHED STILL

WHAT IT DOES

Look for these before you post any render. The re-creation on the left shows each fault; our finished still doesn't.

SET IT UP

1. Is the light blown out, mug and saucer melting into one white? Ask for less light and a darker picture.
2. Can you read the name, and does it sit on the surface? If not, ask for it wrapped onto the curve.
3. Can you see into the cup? If not, ask for the camera higher, looking down.
4. Is it grainy or blotchy? Ask for more samples; 256 gave our still.

> **The habit to keep:** make Claude list what looks fake in each render, and keep every render.

Plain words that change the picture

Not in the reel: the numbers in our final mug.py that decide how the shot looks, so you can ask for a change by name. Every number is from our run; we haven't sent every message.



HOW

1. Softer light: `Turn the window light down from 55 to 40 and render again.`
2. More or less background blur: `Change the lens from f/2.8 to f/4 for less blur, or f/2 for more.`
3. More of the table in shot: `Move the camera back from 72 cm to 90 cm.`
4. Another glaze: `Make the glaze sage green.`
5. A shorter, squarer picture: `Render at 1080 by 1350 instead of 1080 by 1920.`
6. Softer shadows: `Make the window light bigger, from 0.6 to 1.2.` A bigger light gives softer shadows.

Where this comes from

– Our run, 14 Nov 2026: sentence.txt; mug.py (134 lines; made 22:05:51, changed once at 22:07:24) and mug.png, the finished script and still; still.log and turn.log (the still in 45 s at 256 samples, 48 frames in 3 min 29 s, Blender 5.2.1); run.md; the clock files (sentence 22:05:12, finished still 22:08:28, camera arc 22:11:58).

– mug_v1.py (132 lines) and v1.png were made after the run (v1.png rendered 22:12:07 at 24 samples) to re-create the faults run.md describes. They are not our first render, which wasn't kept.

– Blender manual 5.3, docs.blender.org, read 15 Nov 2026: Blender is free and open source; the GPL covers the program, not the artwork; 5.0 and later run only on Macs with Apple silicon; the install steps.

– Blender's release tags on GitHub (blender/blender), read 15 Nov 2026: 5.3.0 is the newest; we used 5.2.1.

– Only the sentence is word for word from our run. The messages to type are our suggestions. Oakhill, Hollow Lane and the honey jar are examples; the illustrated frames are from our reel.

Made by @automindly. Follow us for the next one.

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