

Blender with OpenAI Astra

One-page quickstart

Target: Blender 5.2.1 LTS. **Result:** an editable fictional mini PC and a PNG preview.

1. Install Blender from blender.org/download and check Help > About Blender.
2. Select GPT-6 Astra in your eligible OpenAI application's model controls. An API key is not needed for this script.
3. Extract the Kingy.ai starter ZIP. Save any unrelated Blender work, then use File > New > General.
4. Select Blender's Scripting workspace. In the Text Editor, choose Text > Open and open scripts/build_scene.py.
5. Leave PROJECT = 'product'. ROOT defaults to Documents/BlenderAstra. If that folder already contains a generated product_v001.blend, choose a new folder name.
6. Choose Text > Run Script. Wait for scene creation and the small render to finish.
7. Open Documents/BlenderAstra/previews/product_0001.png. Expected: a mini PC with a cyan light, a circular plinth, and a dark studio floor.
8. In Blender, open Documents/BlenderAstra/scenes/product_v001.blend. Select Astra_TestObject in the Outliner. Press Tab over the viewport to inspect mesh geometry; Tab again exits Edit Mode.
9. Press N over the viewport. Under Item, confirm dimensions near 0.14 x 0.10 x 0.045 m. Use View > Cameras > Active Camera to inspect framing.
10. For a final still, set output to 1920 x 1080 at 100%, choose Render > Render Image, then Image > Save As in the Render Result window. Save exports/product_hero.png.

Prompt to begin:

Read the attached Kingy.ai build_scene.py for Blender 5.2.1. Help me run the product project, save its editable .blend, and inspect its preview. Keep separate parts, dimensions, camera, and lights. Do not add dependencies or download assets. Tell me which actions I must perform if you cannot run Blender locally.

If the image is poor: Preserve the geometry and dimensions. Change only framing and lighting. Keep the whole product visible, retain highlight detail, and show one 960 x 540 preview before saving a new version.

If it fails: Supply the full traceback, exact Blender version, and whether you ran the script inside Blender or a terminal. 'No module named bpy' usually means ordinary Python was used instead of Blender. Existing-file refusal means choose a new output root.

Other projects: Change PROJECT to 'animation', 'room', or 'spacecraft'. Animation and room files contain frames 1-192 at 24 fps. The spacecraft also exports to exports/spacecraft.glb. Rebuild into a new root when the destination already exists.

Tested September 5, 2026 on macOS. Windows and Linux instructions in the full guide are documentation-based. All starter geometry is original; no third-party assets or paid services are required.