

Color a little world. Make it yours.

A cozy 3D coloring game where
miniature buildings become a personal
village.

FROM GENERATED ASSET TO PLAY
Tripo + Blender + interactive coloring

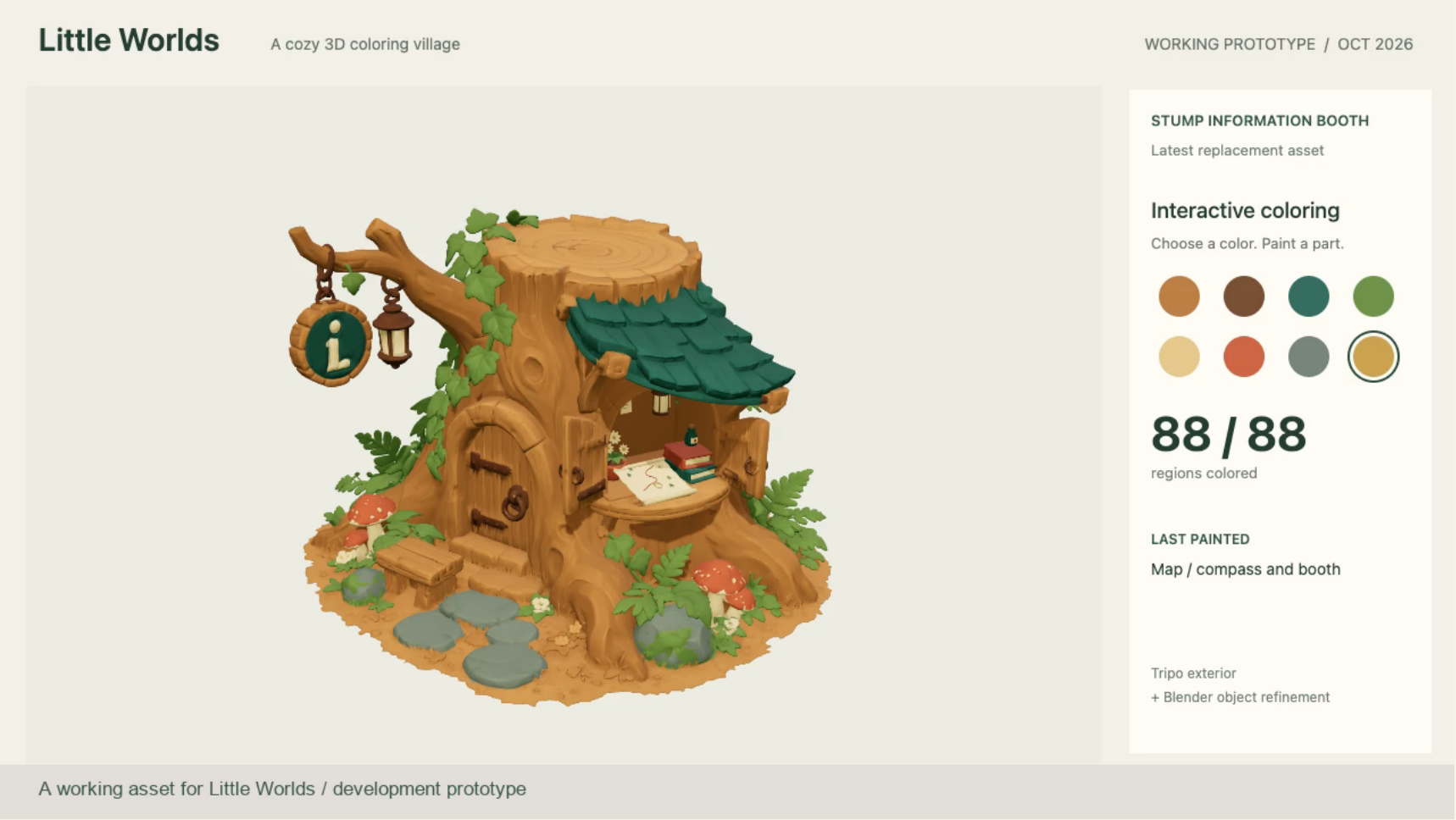
Featured prototype
Stump Information Booth
88 independently paintable regions



Actual 3D render of the latest replacement asset.

A small world you can color, piece by piece.

Rotate and explore. Choose a color. Paint meaningful parts. Collect your creations and arrange a village.



Actual coloring capture

The latest booth was colored through its working interface. All 88 regions were assigned individual colors.

88
independent paint regions

30
rebuilt window objects

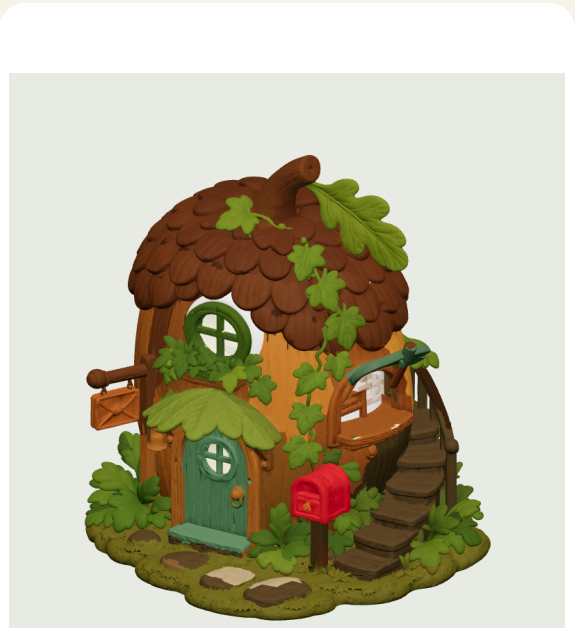
The video shows the standalone asset prototype. Main-game integration and mobile-device validation are the next production steps.

A forest village with five distinct personalities.

The new stump booth sets the interaction standard. These four existing 3D buildings are next for refinement.



Red Mushroom Inn



Acorn Post Office



Sunlit Lantern
Greenhouse



Gingerbread Bakery

Existing model renders, not new concept images. The collaboration milestone is to improve silhouettes, preserve visual charm, and separate the parts players expect to color.

More places for a personal village.

Seven additional buildings already exist as 3D assets in the project library.



Gabled Cottage



Ivy Attic House



Stone Garden House



Little Tea House



Cozy Chicken Coop



Windmill



Flower & Seed Shop

Actual 3D asset renders. Twelve building designs in total, including the five featured buildings.

Keep the charm. Make every detail playable.

Tripo provides the textured starting point; deliberate part design turns that asset into a coloring experience.

01 / TRIPO

Generate and segment

Explore the building silhouette and textured exterior.

02 / BLENDER

Refine and rebuild

Separate material boundaries; rebuild difficult interior props.

03 / PLAY TEST

Color every region

Check visible surfaces, small markings, undo and close-ups.

04 / INTEGRATE

Build the game set

Optimize and bring the refined assets into the main game.



Sign: background, rim, lettering. Lantern: metal and glass.



Window: books, bottle, flowers and map markings.

Bring the next four buildings to this standard.

Proposed milestone: a coherent, playable five-building forest-village set and a documented creation-to-play story.

SUPPORT REQUEST

Generation & segmentation compute

Room to iterate on silhouettes, materials and clean part boundaries.

Technical collaboration

Preserve textures and improve part separation and lighter mobile assets.

Project showcase

A workflow case study and short coloring clips for Tripo channels.

PROPOSED NEXT MILESTONE

- 1 Refine the inn, post office, greenhouse and bakery.
- 2 Integrate the five-building set and verify fine-part coloring.
- 3 Test on target mobile devices and address performance.
- 4 Deliver a playable review build, demo and workflow case study.

Planning draft: 6-8 weeks after an agreed kickoff. Scope, funding and timing to be agreed with Tripo. This is not a launch commitment.