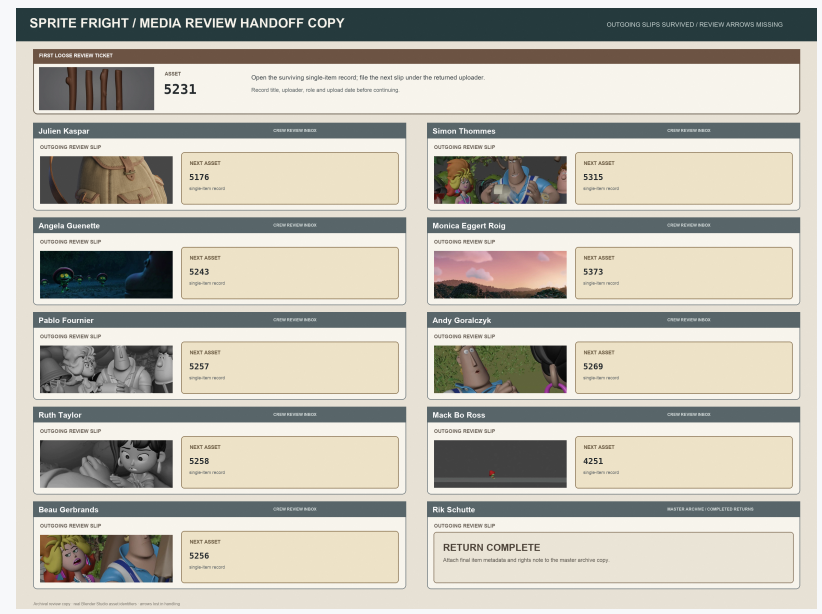
Following the uploader-driven asset handover

Kimi-K3 · ReAct

QUESTION

Start with the top asset ID. Retrieve its original record, then use the uploader's matching column in the image to choose the next ID. Continue until General Archive. List each asset's ID, title, uploader, role, and upload date, plus the final asset's frame size and reuse license.



Input image

CONDENSED TRAJECTORY

[Goal]
Start at asset 5231; use each returned uploader to find the matching input-image column and its next ID. Stop at General Archive.

[Tool Call] open_page(url=".../projects/urls.py")

[Result]
After extensive gallery troubleshooting, the source code exposes /projects/api/assets/<id>/.

[Tool Call] open_page(url=".../projects/api/assets/5231/")

[Result]
Torches — Julien Kaspar, 3D Artist, 2 Aug 2021.

[Decision]
Return to Julien's column in the input: next asset 5176.

[Tool Call] open_page(url=".../projects/api/assets/5176/")

[Result]
Backpack - Shading — Simon Thommes, 3D Artist, 19 Jul 2021.

[Decision]
Simon's input column points to 5315.

[Tool Call] open_page(url=".../projects/api/assets/5315/")

[Result]
030_0070: Rex has a plan! — Monica Eggert Roig, Animator, 6 Sep 2021.

[Decision]
Monica's column points to 5373.

[Tool Call] open_page(url=".../projects/api/assets/5373/")

[Result]
170_parade.lighting.v002 — Andy Goralczyk, Art Director, 24 Sep 2021.

[Decision]
Andy's column points to 5269.

[Tool Call] open_page(url=".../projects/api/assets/5269/")

[Result]
050_Ritual.anim.v001 — Mack Bo Ross, Animator, 16 Aug 2021.

[Decision]
Mack's column points to 4251.

[Tool Call] open_page(url=".../projects/api/assets/4251/")

[Result]
sprite running in world space — Rik Schutte, Lead Animator, 21 Dec 2020; 1064×446; CC BY 4.0.

[Decision]
Rik's input column says RETURN COMPLETE: stop.

[Tool Call] submit_answer(final_answer=...)

[Final Answer]
5231 → 5176 → 5315 → 5373 → 5269 → 4251 → General Archive; 1064×446; CC BY 4.0, with attribution to Blender Studio.