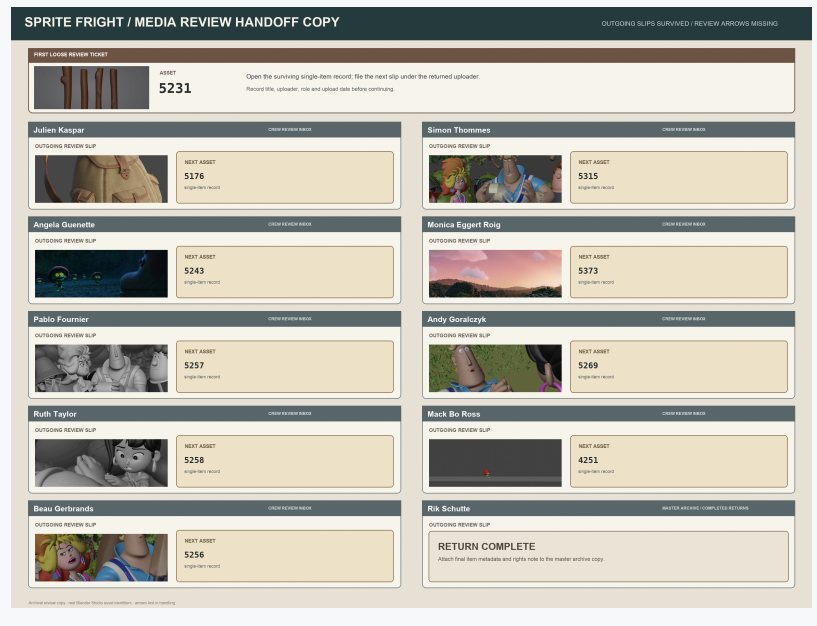
Binding the wrong asset record to the starting ID

GPT-5.5 · 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]
Resolve starting asset 5231, then use each uploader's matching input-image column to choose the next ID until General Archive.

[Tool Calls]
web_search(query="Blender Studio asset 5231 Sprite Fright") [repeated ID searches]
open_page(url=".../sprite-fright/?asset=5176")
open_page(url=".../sprite-fright/?asset=5315")

[Result]
Searches do not establish 5231's record. The two asset URLs return generic gallery text containing many titles, including Bark Shader Test 02.

[Tool Calls]
web_search(query='"Bark Shader Test 02" "Simon Thommes"')
open_page(url=".../File:Sprite_Fright-concept_art-nature_03.png")

[Result]
The Commons record identifies Bark Shader Test 02, Simon Thommes, uploaded 17 July 2020. Its source explicitly points to asset=3720.

[Tool Call] open_page(url=".../gallery/?asset=5231")

[Result]
Another generic gallery response; no individual 5231 record is established.

[Incorrect Decision]
In the final report, bind the 3720 title, uploader, and date to 5231. Use Simon's input column → 5315, bypassing the correct first handoff through Julien → 5176.

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

[Final Answer]
Claims 5231(Bark/Simon) → 5315(Andy) → 5269(Beau) → 5256(Pablo) → 5257(Ruth) → 5258(Mack) → 4251(Rik) → General Archive. Calls 4251 sprite walkcycle "skipping," gives Rik as Rigger / Technical Director, and reports only a "small 16:9 movie frame," with CC BY 4.0.

[Observation]
The later hops are claims in the final reconstruction; the tools did not successfully retrieve every claimed asset record.