

GEO SCATTER × polyperfect

PiROGY
STUDIOS



Discover the Biomes of PolyNature

This polyperfect pack includes 55+ premade environments for GeoScatter.
Create stunning images fast! With the most popular scattering plugin for blender professionals.



Desert Dense Big Rocks



Desert Dense Mid Rocks





Desert Plain Mid Rocks







Desert Sparse Mid Rocks





Grassland Dry



Grassland Dry Wild Rocky







Grassland Rocky



Grassland Tuft Dry Rocky







Grassland Tuft



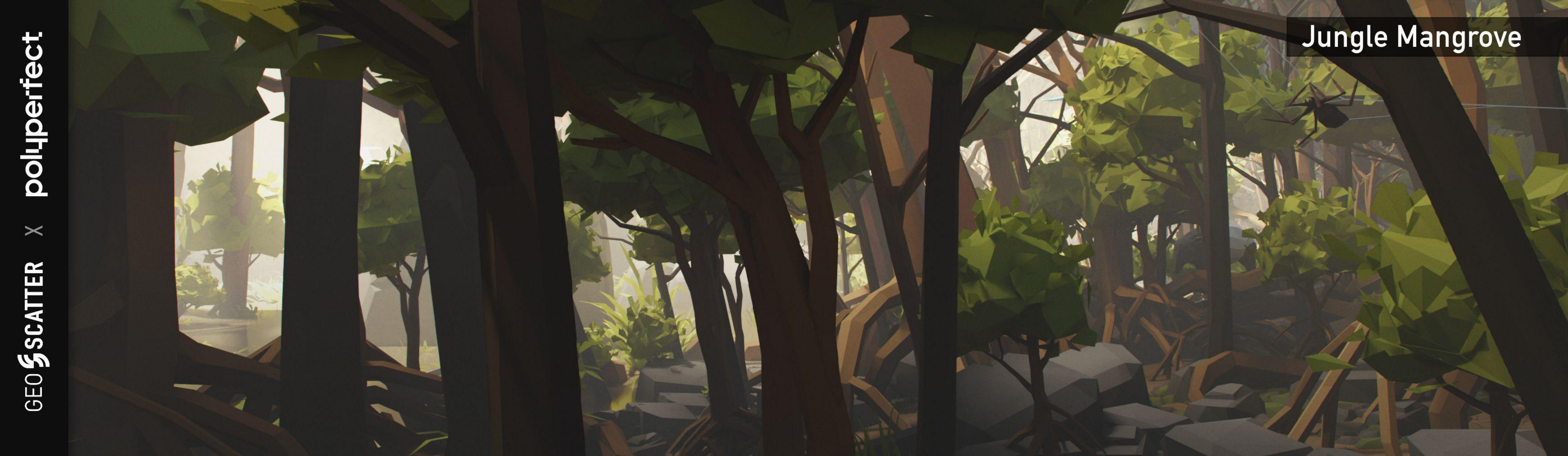
Grassland Wild Rocky









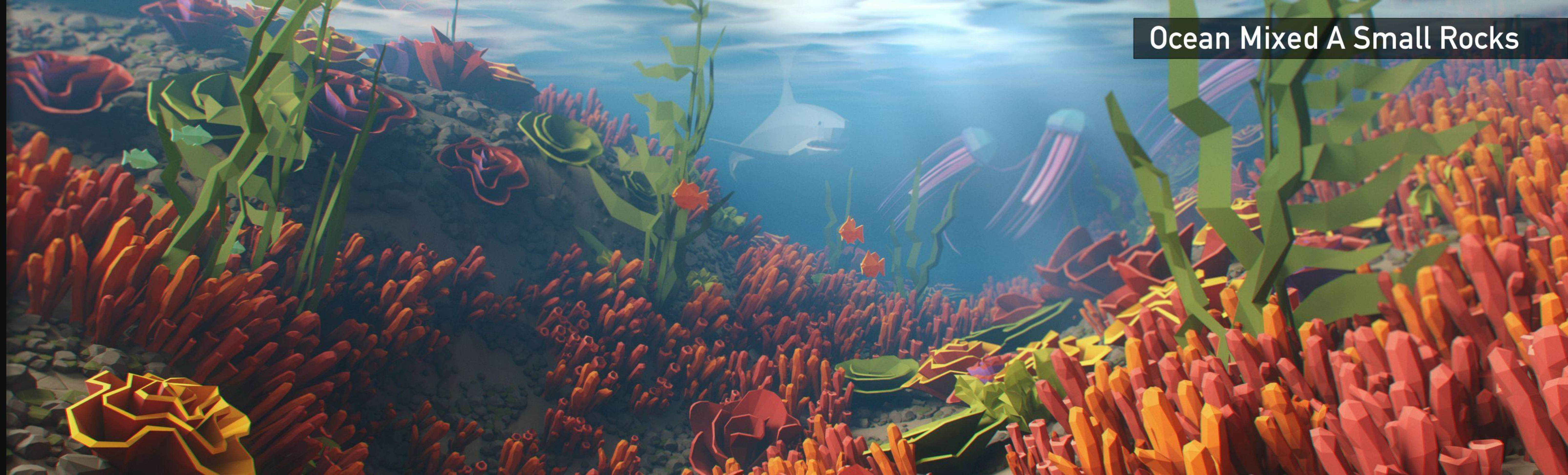




Ocean Finger Coral







Ocean Mixed B Small Rocks



Ocean Mixed Dead Small Rocks



Ocean Montipora Dead





Ocean Seaweed





Savannah Dense Baobab Acacia



Savannah Sparse Acacia



Savannah Sparse Baobab Acacia



Savannah Sparse Baobab





Temperate Forest Birch Rocky



Temperate Forest Deciduous Rocky



Temperate Forest Deciduous



Temperate Forest Evergreen





Temperate Forest Meadow Evergreen



Temperate Forest Meadow Evergreen Rocky



Temperate Forest Meadow Mixed



Temperate Forest Meadow Mixed Autumn



Temperate Forest Meadow Mixed Autumn Rocky



Temperate Forest Meadow Mixed Rocky



Temperate Forest Meadow Sequoia



Temperate Forest Meadow Sequoia Rocky





Temperate Forest Mixed Autumn



Temperate Forest Mixed Autumn Rocky





Temperate Forest Sequoia



Temperate Forest Sequoia Rocky



Watersurface Clutter Hyacinth





Watersurface Clutter Lush Lily



Watersurface Clutter Mixed



Watersurface Giant Lily



Watersurface Hyacinth



Watersurface Lily Giant Lily

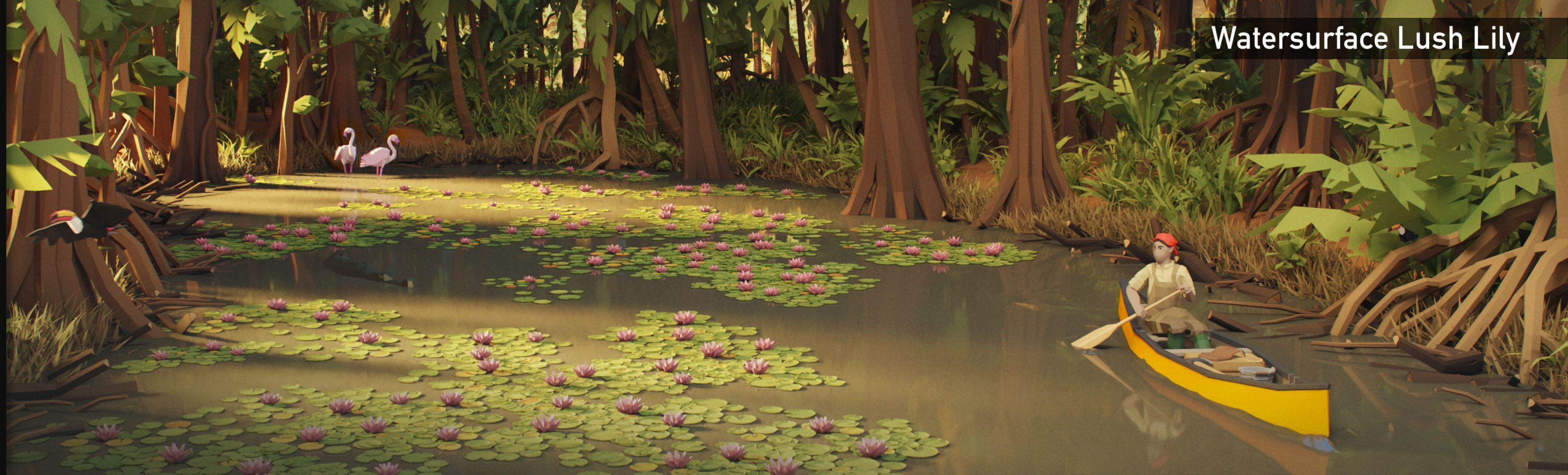


Watersurface Lily Hyacinth





Watersurface Lush Lily







Biome Requirements

- Version of our GeoScatter/BiomeReader plugin equal or above 5.4.2
- Blender 4.0.2 or higher.
- Please also consult the requirements of our partner product

How to use?

We invented the biome system for blender and we made it very easy to use! After installing our plugin, or our free biome reader, you can open a biome library window from the 'Create' panel, or from your blender preferences editor.

You will be able to click on a biome of your choosing, then each layer will load one by one automatically! In the library header, you will find the biome operator options.

How to Install?

From your blender preferences editor, search for the GeoScatter plugin and click on the 'Open Manager' button. Then in the preferences, click on 'Install a Package' & select the '.scatpack' you desire to install, click on confirm and the install is done!

If your package only contains the presets and no .blend files, right below the install button, you may need to specify the path of the associated library by adding a new environment path.

Asset Browser?

The GeoScatter plugin works flawlessly with the blender asset browser, as you can directly Scatter the selected Assets. It might be worth it to also install your assets as an asset-browser library. This is done in the blender preferences editor 'File Paths'.

If your pack does not support blender asset browser, you are able to automatically convert many blends to an asset-ready format in the GeoScatter preferences.

Need more guidance? Consult our exhaustive online-manual at www.geoscatter.com

GEO SCATTER

Simply the most powerful scattering toolset for blender professionals
For more info visit www.geoscatter.com

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