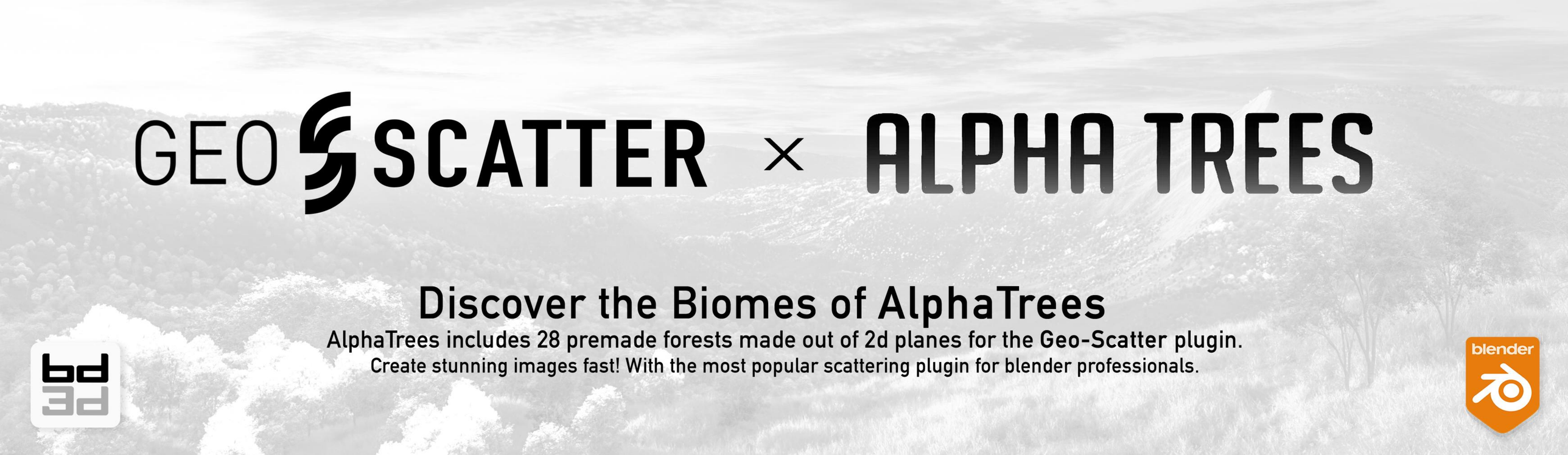

GEO SCATTER × ALPHA TREES
Discover the Biomes of AlphaTrees
AlphaTrees includes 28 premade forests made out of 2d planes for the Geo-Scatter plugin.
Create stunning images fast! With the most popular scattering plugin for blender professionals.
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Fir Forest 01

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Norway Forest 01

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Stonepine Forest 01

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GEO SCATTER X ALPHA TREES
Various Mix 08



Important Specificity

The models contained in this pack are made out of 4 vertices. The scattered instances tangents will automatically face toward the camera. Because the shading of the model will fake lighting effect, this will result in the illusion of a 3D tree in your renders. If you are looking to create a large landscape with far away trees in the background this is an ideal solution.

Biome Requirements

- Version of our GeoScatter/BiomeReader plugin equal or above 5.3.1
- Blender 3.3LTS or higher.
- Please also consult the requirements of our partner product.

GEO SCATTER User Guide

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 ba 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 contain 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**



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