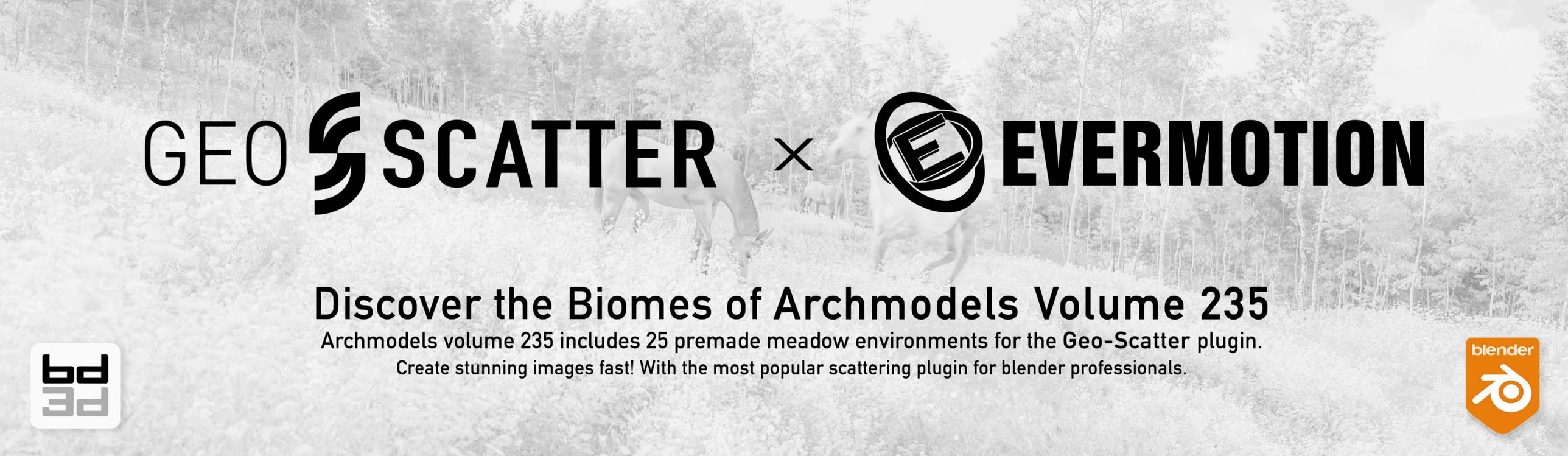

GEO SCATTER × EVERMOTION
Discover the Biomes of Archmodels Volume 235
Archmodels volume 235 includes 25 premade meadow environments for the Geo-Scatter plugin.
Create stunning images fast! With the most popular scattering plugin for blender professionals.
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GEO SCATTER X EVERMOTION
Biome 01


GEO SCATTER X EVERMOTION
Biome 02


GEOSCATTER X EVERMOTION
Biome 03


GEO SCATTER X EVERMOTION
Biome 04


GEO SCATTER X EVERMOTION
Biome 05


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Biome 06


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GEOSCATTER X EVERMOTION
Biome 25



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**

GEO SCATTER Tips&Tricks

Pro Tip:

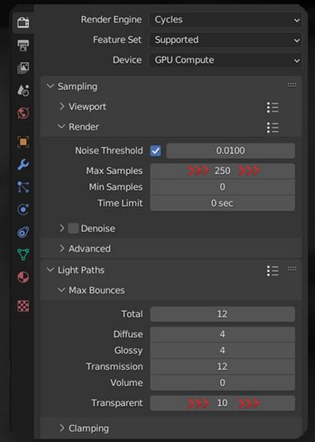
If you see black pixels in your final render, it might be because an object is using alpha opacity masks in its shader. This problem is typically linked with simulated rays being stuck in between transparent surfaces. Most raytracer rendering engines have a simple solution for this issue, you will need to either throw more rays or increase the number of ray bounces for transparent materials.



The rays are stuck!



This plant rely on alpha masks



Change these settings in Cycles



Problem solved!



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