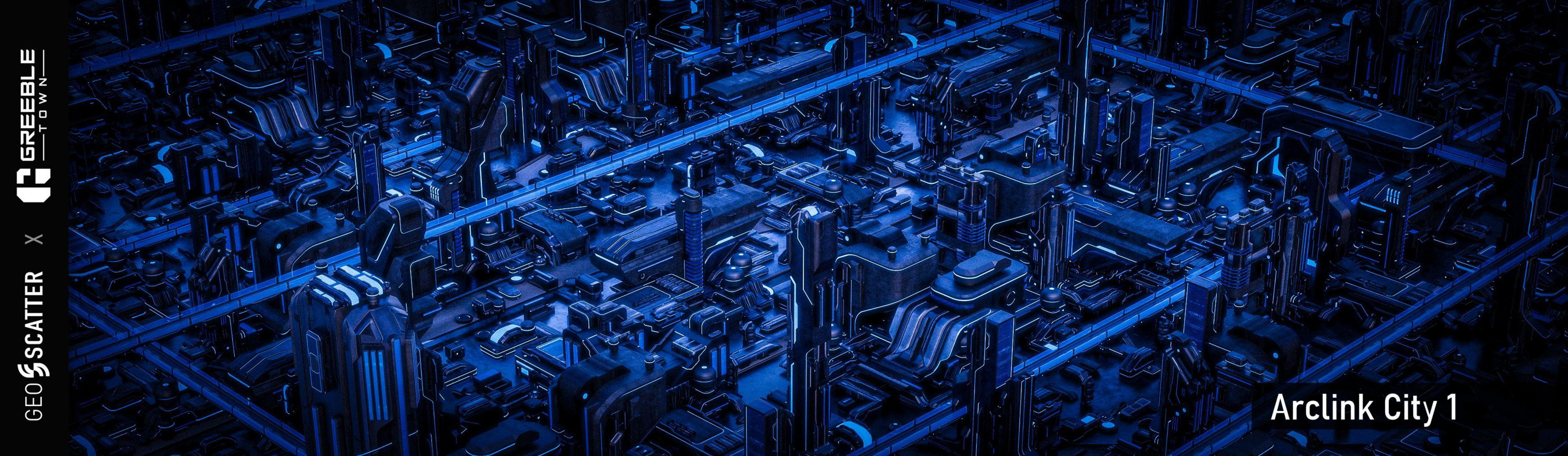


GEO SCATTER × GREEBLE — T O W N —

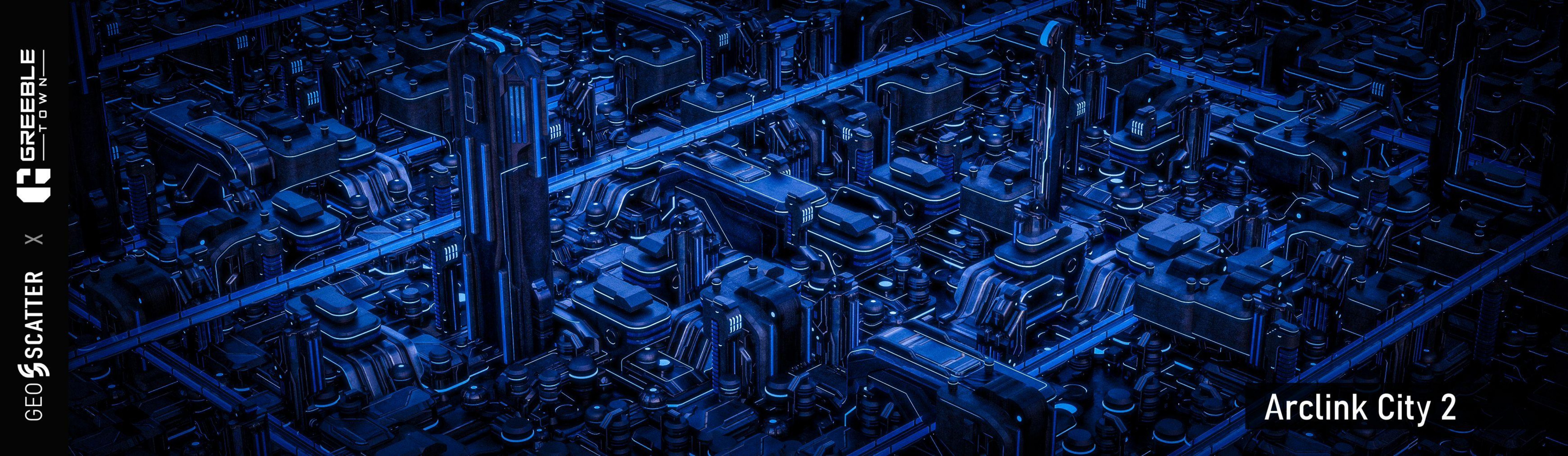
Discover the Biomes of GreebleTown

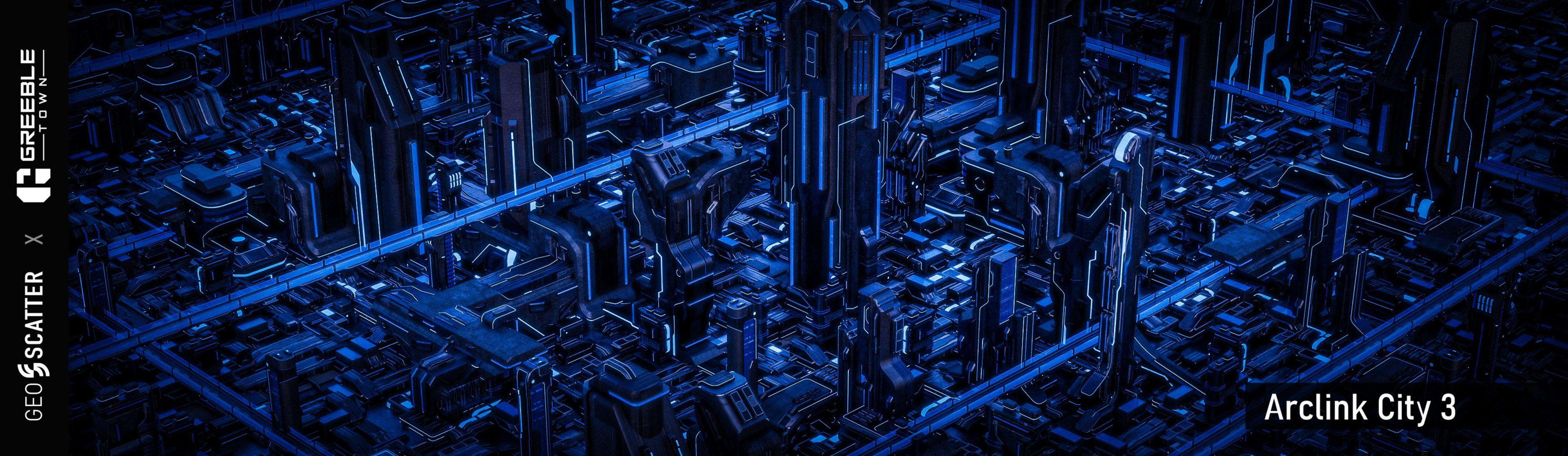
This product includes 8 premade hardsurface biomes for Geo-Scatter.
Create stunning artworks fast! With the most popular scattering plugin for blender professionals.

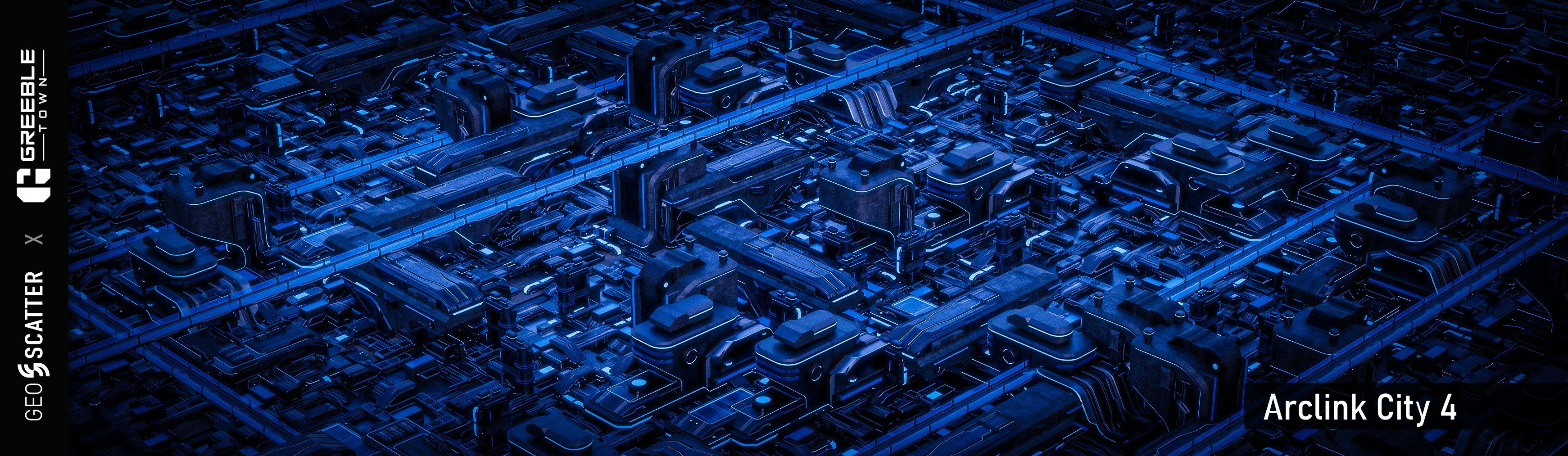




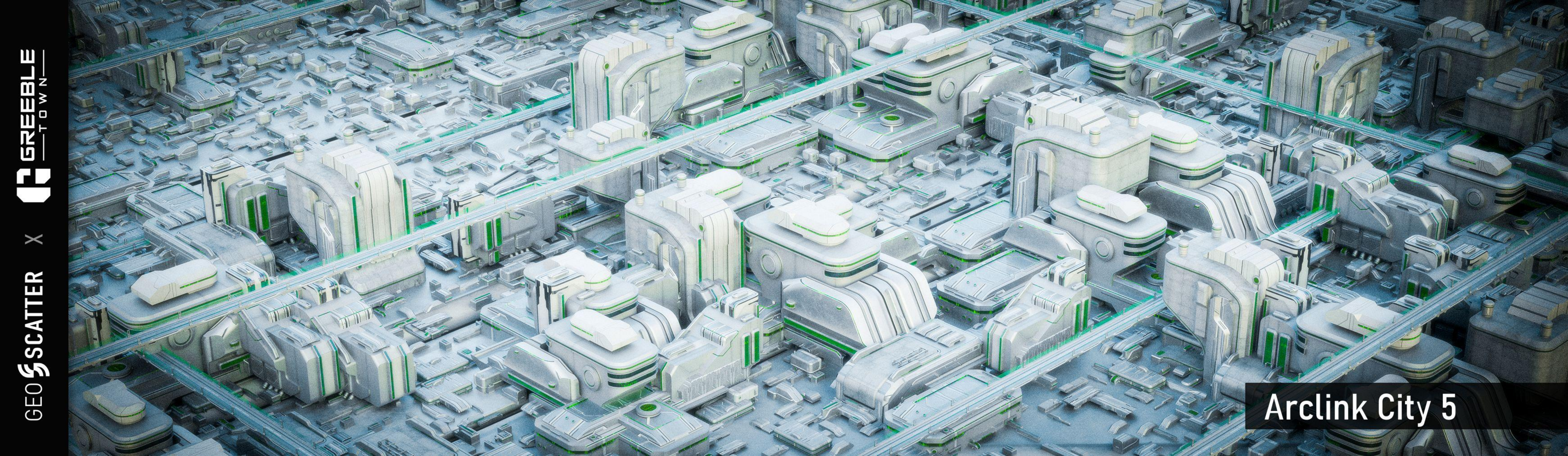
Arclink City 1



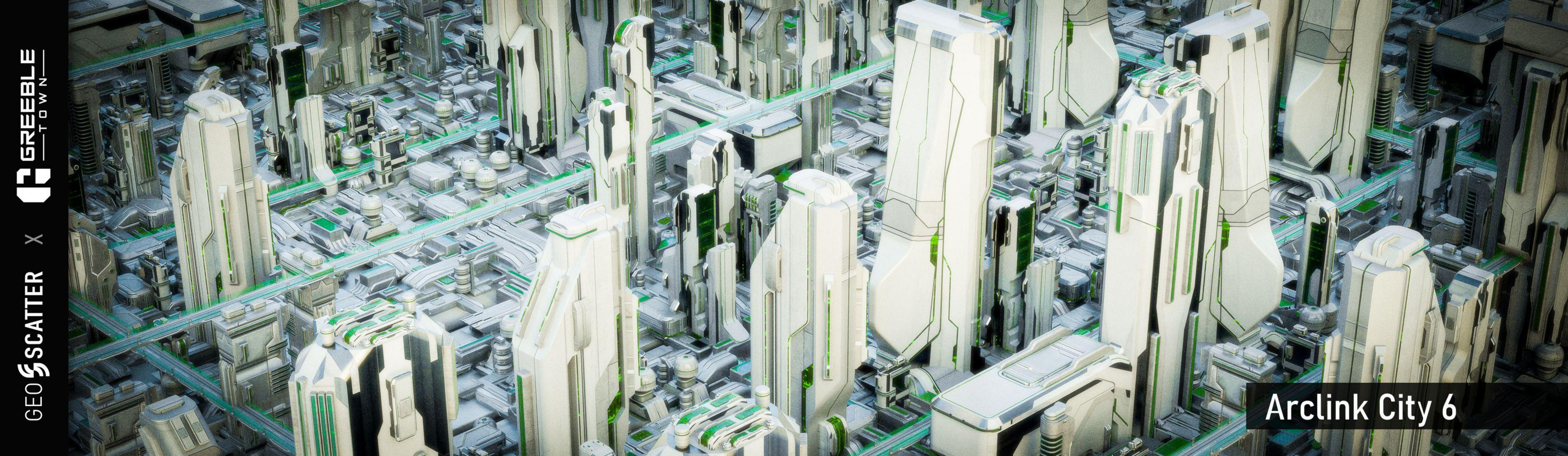


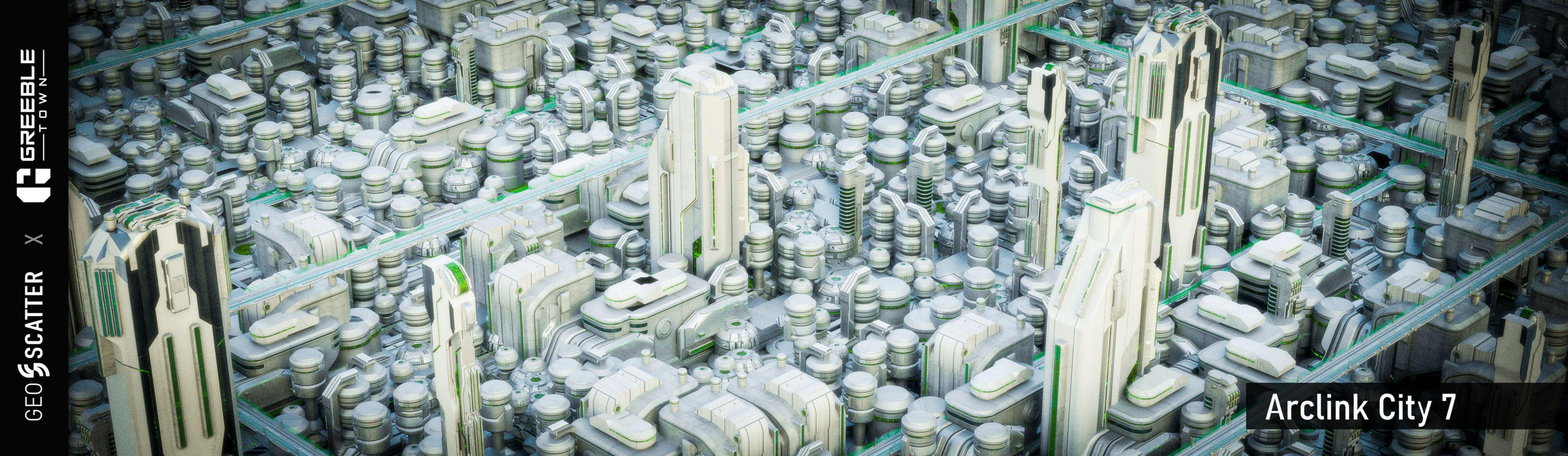


Arclink City 4



Arclink City 5







Arclink City 8



Biome Requirements

- Version of our GeoScatter/BiomeReader plugin equal or above 5.3.1
- Blender 3.3LTS or higher.
- Please also verify our partner Requirement on his product page!

⚠ Terrain Size Warning

The biomes presented in this pack are scattered on a terrain with an applied scale of 1000m x 1000m. Please use a similar scaling when using the biomes of this catalog. Please note that using such large terrains will increase the probability of you scattering millions of instances, in a nature scattering scenario, so please be careful.

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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**The context-partner is designated in the first page of this catalog. You will be able to find all legal information about this partner & his product on his official website and/or product page.*

