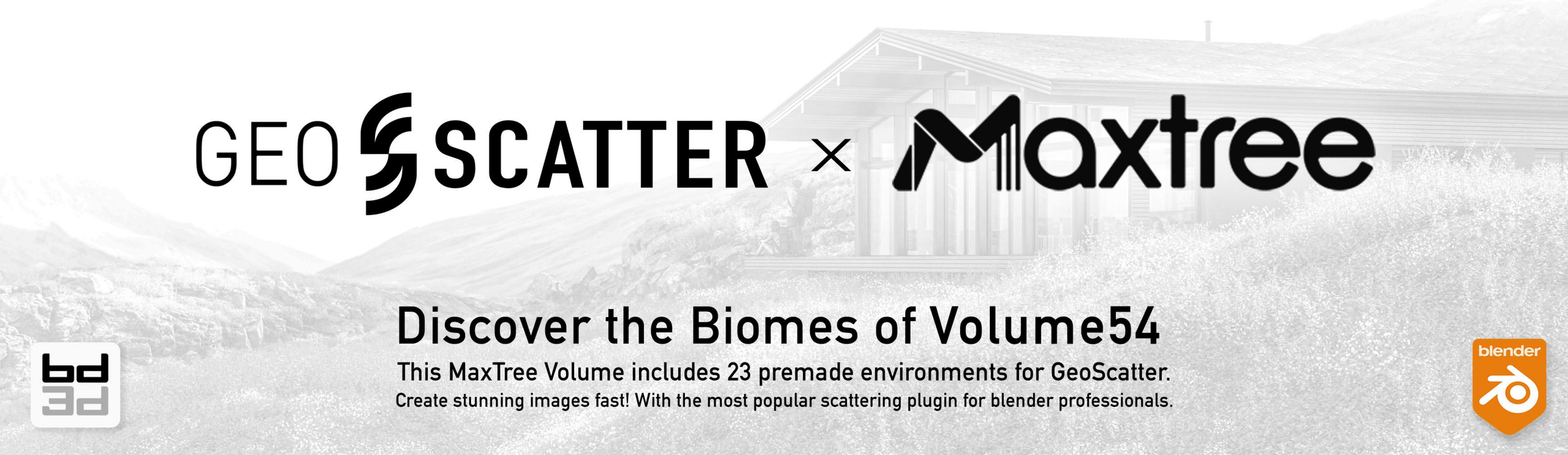

GEO SCATTER × Maxtree
Discover the Biomes of Volume54
This MaxTree Volume includes 23 premade environments for GeoScatter.
Create stunning images fast! With the most popular scattering plugin for blender professionals.
bd 3d
blender

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Biome 05
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Biome 06
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Biome 09
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Biome 12
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Biome 17


Biome 18
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Biome 20
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Biome 21


Biome 22
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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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