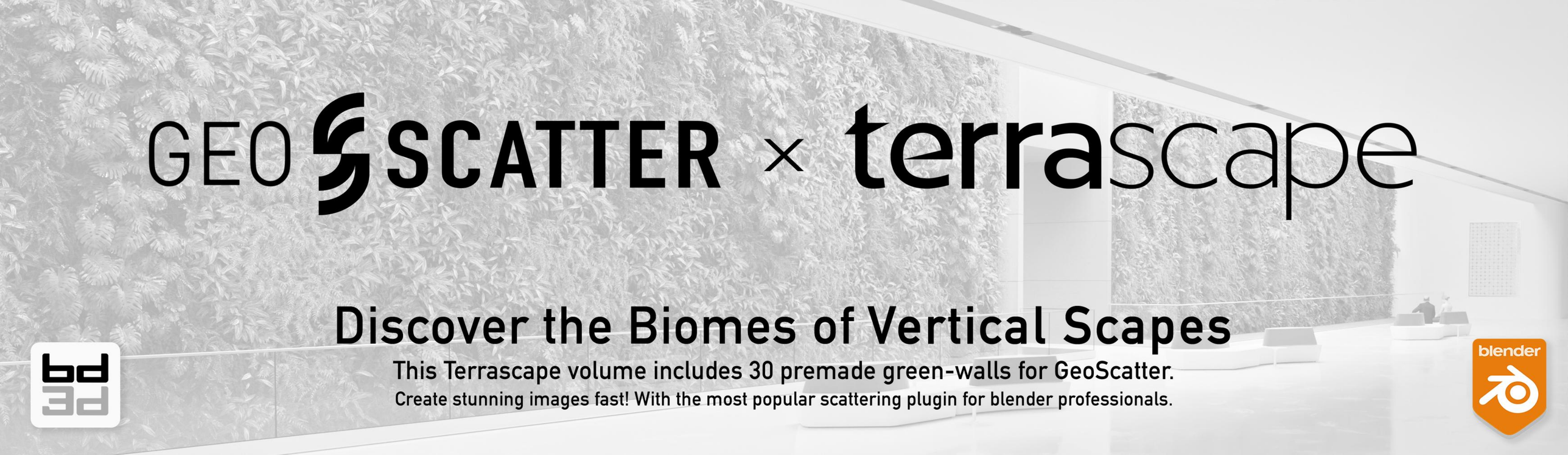

GEO SCATTER × terrascape
Discover the Biomes of Vertical Scapes
This Terrascape volume includes 30 premade green-walls for GeoScatter.
Create stunning images fast! With the most popular scattering plugin for blender professionals.
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Wall 03



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Wall 06

GEOSCATTER X terrascape

Wall 07



GEOSCATTER X terrascape

Wall 08



GEOSCATTER X terrascape



Wall 09

GEOSCATTER X terrascape



GEOSCATTER X terrascape



GEOSCATTER X terrascape

Wall 12



GEOSCATTER X terrascape



Wall 13

GEOSCATTER X terrascape

Wall 14



GEOSCATTER X terrascape



GEOSCATTER X terrascape



GEOSCATTER X terrascape



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GEOSCATTER X terrascape



Wall 26

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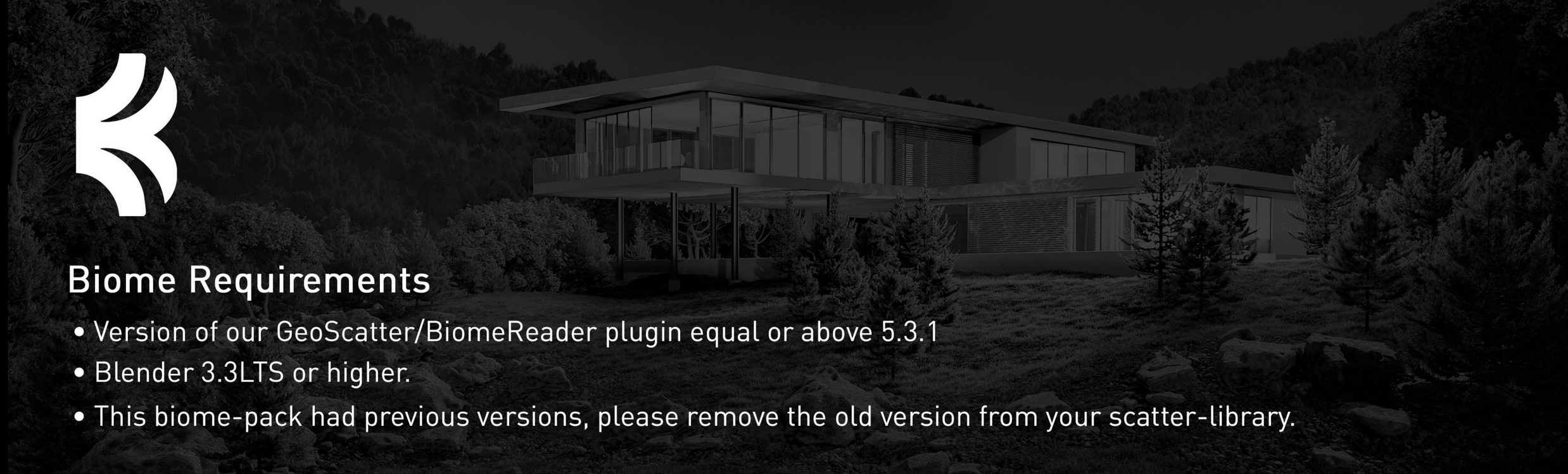
Wall 28

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Biome Requirements

- Version of our GeoScatter/BiomeReader plugin equal or above 5.3.1
- Blender 3.3LTS or higher.
- This biome-pack had previous versions, please remove the old version from your scatter-library.

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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