

Blender Market – Geo-Scatter v5.5.0

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There's a huge quantity of features that are packed into this plugin. Here's an overview of the features that are available below.

Lastest Release: New Scatter-Groups System

Geo-Scatter 5.4 for blender 3.3 to 3.6+ just hit the shelf! In this release, we introduce the concept of Scatter-Groups. Scatter-Groups are not only great for organizing your scenes, but they will become the new standard on how to intuitively assign your environment's composition on your surfaces with ease!

Infinite

As the very first major scattering toolkit of a blender, we've developed an efficient and reliable method over the last few years. It's simple! Choose any object you'd like to and select the distribution preset. Then click "Scatter". Who said that scattering was hard? This operator is now able to support the latest asset browser!

ID Maps

The feature for texture patterns now allows multiple scatter users to use the same texture. At the same time, the influence of sampling colors is also implemented which makes this feature perfect for floral mats or green walls. ID maps can also be an excellent method of controlling multiple scatters from one painting layer.

Flexible

The new and flexible features of Scatter5 can be utilized in numerous scenarios The only limitation can be your own imagination! For instance, you can use the snap slider that rotates to scatter greebles of the hard surface over your work surface.

Editable

Scatter5's brand new "manual distribution mode" was developed from a basic concept: We wanted to develop a different distribution workflow for artists. Artists can paint their images similar to painting on a canvas. They have different brushes to pick from, which will alter, add, or even remove material.

Antibiotics

The Abiotic Factors include all characteristics of the terrain that could affect the scattering system, they are vital to providing credibility and authenticity in your world. Particularly if you're scattering landscapes! Curvature, elevation, slope orientation, watershed Scatter5 has everything required.

Exact

The new scale and rotation settings of Scatter5 are precise and complete. You are in complete power over the way your images are adjusted, scaled, rotated, or tilted. For instance, you can create billboard effects quickly.

Interactive

There are many new features that are available in Scatter5 in which the scattered instances are able to interact with objects of their choice, such as removing instances that are under the table of a picnic, or near an object, or even giving the impression of an interactive collision by swaying objects near your characters.

Optimized



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Scatter5 offers the most advanced optimization tools that let you remove instances of your FOV, include distance culling effects, and display your instances as placeholders in the viewport, etc... With these options, you'll be able to use many items that will let you unleash your creativity.

Advanced

You can have greater control over the way your instances are assigned to your points by using the instances pick method. You can assign instances based on the rate, cluster colors, color ID maps, or even the scale attribute to ensure instances with a scale that is physically accurate.

Clump

The clump distribution method of Scatter4 has been revamped, with way more settings to influence your clump's children scale/normal/tangent.

Dynamic

Create dynamic environments by incorporating layers of scattering that influence each other. This is accomplished by delineating the rules of attraction or repulsion within the "ecosystem" sub-menu.

Wind

The wind-wave feature creates the illusion of wind rushing through your scattered areas. This is a great way to bring realism to your lawns or fields with just one click.

Innovative

Our objective is to push the boundaries of what is possible, scattering-wise, in the b3d model. We are always looking to create new and innovative functions. For instance, Scatter5 can read generated or painted flow maps. You can also utilize a flow map in order to affect your instance's tilt or the direction of a tangent.

Polished

Scatter5's Scatter5 workflow is extremely refined and allows you to create complicated setups in a matter of minutes! For instance, in this demo, we're moving smaller clumps or grass clumps near boundaries and obstacles, in order to create a neat lawn scatter. The .blend file for this demonstration is in the manual.



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