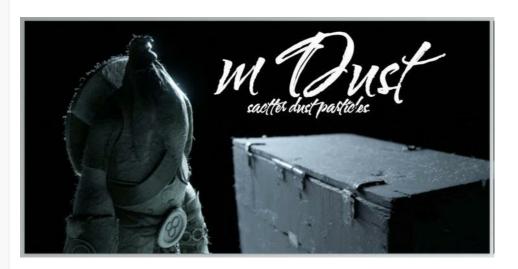# Blender Market – mDust V1.1

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Blender Market – mDust V1.1: Introducing mDust, a geometry nodes setup designed to generate dust particles on object surfaces effortlessly. Perfect for macro/closeup renders, adding an extra layer of realism to architecture, enhancing fabric textures, or creating a dusty floor effect.

The user-friendly setup scatters particle instances from a specified collection onto objects within the "dustyObjects" collection. The scattering is concentrated on the top world-normal of the objects, ensuring a natural distribution.

In the modifiers tab, you have control over particle count, particle scale, and seed, giving you the flexibility to fine-tune your dust particles. You can also easily select the collections you want to use, providing a tailored experience.

Get creative and have fun with mDust!

New Changes:

- Bug-fixes and Enhancements
- This update addresses the scale of the setup. To resolve visibility issues reported by some users, the dust scale has been adjusted for better clarity and ease of use.
- Additionally, appending the "mDust" collection into any scene from the demo file is now even more straightforward. Just replace the objects within the "dustyObjects" collection with your own, and you're good to go! Enjoy the improved functionality and creative possibilities with mDust.

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