GEO SCATTER × AssetKit

Discover the Biomes of MossKit

This AssetKit Product includes 9 Moss biomes and 18 single species layers.

Create stunning artworks fast! With the most popular scattering plugin for blender professionals.



GEO SCATTER X AssetKit

Biome Mix 01


Canon
AT-1
LENS MADE IN JAPAN
CANON LENS FD
Biome Mix 02


GEO SCATTER X AssetKit
Biome Mix 03
Canon
AT-1
LENS MADE IN JAPAN
CANON LENS FD 50


GEO SCATTER X AssetKit
Biome Mix 04
Canon
AT-1
LENS MADE IN JAPAN
CANON LENS FD

GEO SCATTER X AssetKit

Biome Mix 05


GEO SCATTER X AssetKit
Biome Mix 06
Canon
AT-1
LENS MADE IN JAPAN
CANON LENS FD 35


GEO SCATTER X AssetKit
Moss Cluster 01
Canon
AT-1
LENS MADE IN JAPAN
CANON LENS FD


GEO SCATTER X Assetkit
Moss Cluster 02
Canon
AT-1
LENS MADE IN JAPAN


GEO SCATTER X AssetKit
Moss Cluster 03
Canon
AT-1
LENS MADE IN JAPAN
CANON LENS


GEO SCATTER X AssetKit
Blechnum Large
Canon
AT-1
LENS MADE IN JAPAN
CANON LENS FD


GEO SCATTER X AssetKit
Blechnum Small
Canon
AT-1
LENS MADE IN JAPAN
CANON LENS FD

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Coverage Branches



GEO SCATTER X AssetKit



Coverage Leaves

GEO SCATTER X AssetKit

Moss Species 01


GEO SCATTER X AssetKit
Moss Species 02
Canon
AT-1
LENS MADE IN JAPAN
CANON LENS FD 35


GEO SCATTER X AssetKit
Moss Species 03
Canon
AT-1
LENS MADE IN JAPAN
CANON LENS FD 35


GEO SCATTER X AssetKit
Moss Species 04
Canon
AT-1
LENS MADE IN JAPAN
CANON LENS FD


GEO SCATTER X AssetKit
Moss Species 05
Canon
AT-1
LENS MADE IN JAPAN
CANON LENS FD


GEO SCATTER X AssetKit
Moss Species 06
Canon
AT-1
LENS MADE IN JAPAN
CANON LENS FD


GEO SCATTER X AssetKit
Moss Species 07
Canon
AT-1
LENS MADE IN JAPAN
CANON LENS FD 50


GEO SCATTER X AssetKit
Moss Species 08
Canon
AT-1
LENS MADE IN JAPAN
CANON LENS FD 50


GEO SCATTER X AssetKit
Moss Species 09
Canon
AT-1
LENS MADE IN JAPAN
CANON LENS FD


GEO SCATTER X AssetKit
Moss Species 10
Canon
AT-1
LENS MADE IN JAPAN
CANON LENS FD

GEO SCATTER X AssetKit

Piewort Large

GEO SCATTER X AssetKit

Piewort Small


Canon
AT-1
LENS MADE IN JAPAN
CANON LENS FD 50
Wood Sorrel Large

GEO SCATTER X AssetKit

Wood Sorrel Small

GEO SCATTER Requirements



Important Specificity

Models shipped in this pack, as well as the scattering presets were concieved with close-ups scenes in mind. Be careful of your terrain size.

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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