

GEO SCATTER × Maxtree

Discover the Biomes of Volume21

This MaxTree Volume includes 22 premade environments for GeoScatter.
Create stunning images fast! With the most popular scattering plugin for blender professionals.

















































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.

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 be 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 contains 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

GEO SCATTER

Simply the most powerful scattering toolset for blender professionals
For more info visit www.geoscatter.com

Software & files © 2022 by BD3D DIGITAL DESIGN SLU. The GEOSCATTER name & logo is a trademark or registered trademark of BD3D DIGITAL DESIGN SLU in the U.S. and/or other countries. All rights reserved. All .preset/.biome/.jpeg files included in this .scatpack package are licensed under «royalty free» and the resale of this data is strictly prohibited by any other entity than BD3D DIGITAL DESIGN SLU or *context-partner**. These premade environments, also called «*biomes*», can be used for commercial purposes only by rightful owners of the *context-partner** product that have a valid license of the GEOSCATTER or BIOME-READER plugin. These premade environments are strictly & exclusively made for the GEOSCATTER or BIOME-READER plugin developed by BD3D DIGITAL DESIGN SLU and cannot be used by other plugins or softwares. The sharing of the data contained in this .scatpack is strictly prohibited unless the licensee has written authorization from BD3D DIGITAL DESIGN SLU or *context-partner**. **The licenses of our biomes package or plugins do not, in any circumstances, overwrite the license of our *context-partner** products. Our biomes only but work in symbiosis with our *context-partner** products.** Please also refer to our *context-partner** product license. The demo scene used for these renders is not included in the package.

**The context-partner is designated in the first page of this catalog. You will be able to find all legal information about this partner & his product on his official website and/or product page.*

