
GEO SCATTER × terrascape
Discover the Biomes of GrassScapes
GrassScapes includes 25 premade Decorative Grass Compositions for Geo-Scatter.
Create stunning images fast! With the most popular scattering plugin for blender professionals.
bd 3d
blender

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Grass Composition 01


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Grass Composition 02


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Grass Composition 03


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Grass Composition 04


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Grass Composition 05


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Grass Composition 06


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Grass Composition 07


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Grass Composition 08


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Grass Composition 09


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Grass Composition 10


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Grass Composition 11


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Grass Composition 12


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Grass Composition 13


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Grass Composition 14


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Grass Composition 15


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Grass Composition 16


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Grass Composition 18


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Grass Composition 19

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Grass Composition 20

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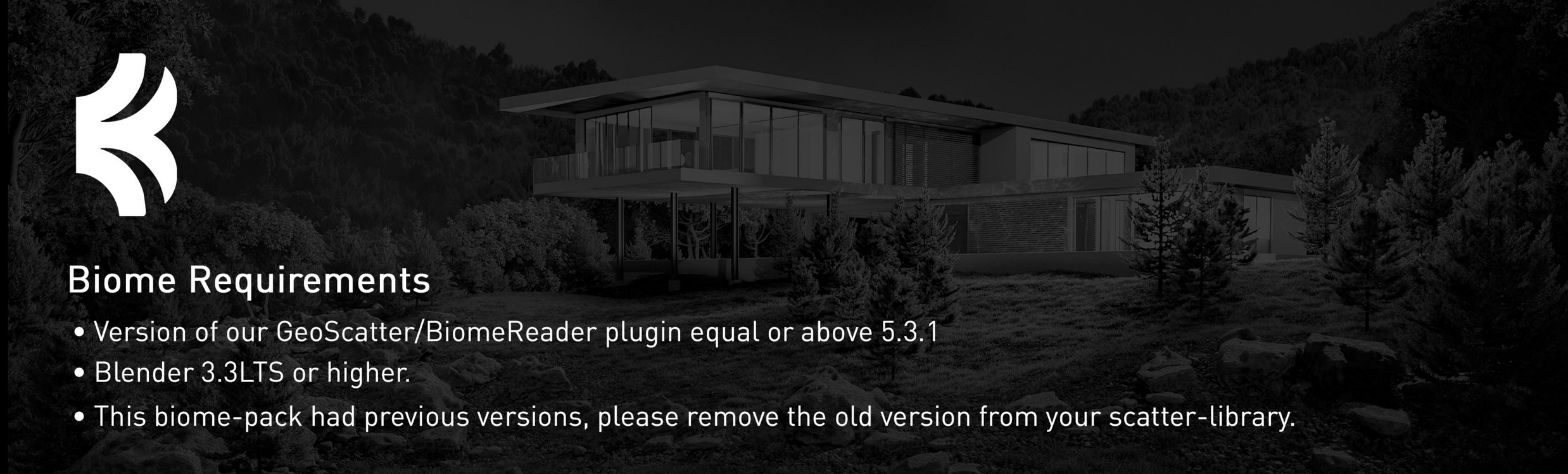
Grass Composition 21


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Grass Composition 22


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Grass Composition 23


GEOSCATTER X terrascape
Grass Composition 24


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Grass Composition 25



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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