Object Tab

The Object tab is part of the Chaos Scatter parameters.

Object Properties

Distribute On – List of scene objects used as the base for distributing the scattered instances.

Factor – This option is visible when an object is added to the list. If the scattering is defined just by the **Surface Scattering Count** option, it works as a relative weight factor determining how many instances get scattered for the currently selected distribute-on object. Alternatively, in case of scattering instances to reach some density defined by Count and Per square/cube options, it works as a density factor (multiplier) affecting the final density there.

Instanced Children – List of scene objects which are being scattered on the distribute-on objects.

Frequency – This option is visible when an object is added to the list. Available only if there is more than one instanced object. Sets the frequency of the currently selected instanced object relative to others.

If you want to manually input a value for the Factor or Frequency parameters, click on the ❯ arrow to expand the options.
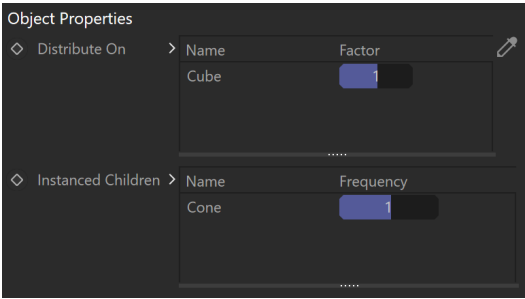
See Previous:

Chaos Scatter

See Next:

Config Tab