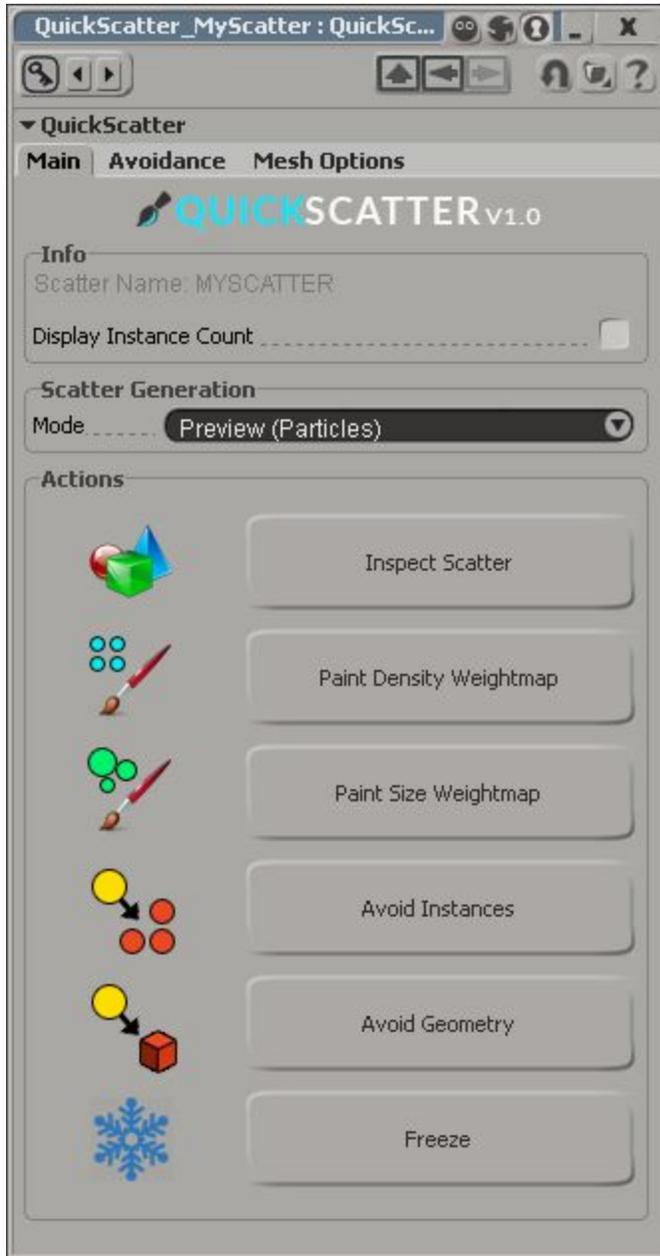# QuickScatter

a Softimage plugin developed by Fabricio Chamon

fabricio.chamon@gmail.com

QuickScatter is a fast, artist friendly particle scatter tool that abstracts ICE layer from the user. It solves non-techy artists problems by automating and centralizing common tasks, such as:

- Particle placing
- Geometry Instancing
- Geometry and particle avoiding
- Weightmap Connections
- Mesh Generation
- UV transfering

It also has a handy one-click button that freezes particles into meshes.

Instalation

Drag and drop QuickScatter.xsiaddon onto any softmage viewport, or alternatively go to File > Add-on > Install, then choose the addon file. Lastly, restart Softimage to get a full refresh of the ICE nodes.

Asset Preparation *(important)*

The system works in a predefined way, and some restrictions may apply. Please consider following these rules when creating the object that will be cloned onto particles (aka instance master).

1. Make sure you have one single polygon mesh for each instance master (models or multi-island meshes are not supported!)
2. Only one material per master should be used (no clusters), please make use of UV areas to have different textures.
3. Pay attention to the pivot, better to have it centralized and at the base of your master object
4. Each QuickScatter system clones only one master object. In case you need instance variations, the rule is to create one system for each master object.

Usage.

To create a new scatter system, click Create > Poly. Mesh > QuickScatter. Type in the name of your system (warning: cannot be changed later!), then pick the emitter and finally the master object.

The QuickScatter system window will appear.

Tab "Main":

Info: a general Info group that tells which scatter system you are working on at the moment.

Scatter Generation: here you can switch between Particle display (faster) or full mesh display.

Actions: The main scatter actions, described below.

1. **Inspect Scatter**: this actions opens up the main particle PPG, where you can change all scatter attributes like density, size, orientation and so on.
2. **Paint Density Weightmap:** Create and connect a density weightmap so that you can define areas of interest. (tip: you can invert the map on the main particle PPG)
3. **Paint Size Weightmap:** Create and connect a size weightmap.
4. **Avoid Instances:** Avoids other quickscatter elements. Pick one or more **quickscatter model** to make it work.
5. **Avoid Geometry:** Avoids regular geometries. Pick a mesh or group containing polygonmeshes to make it work.
6. **Freeze**: Bakes the whole system into a unique polygonmesh, transferring UVs and materials from the master object.

Avoidance: This is were avoidance relationships are managed. You can mute, remove and set distance thresholds for obstacles. (*The collision system is approximated as spherical radius*)
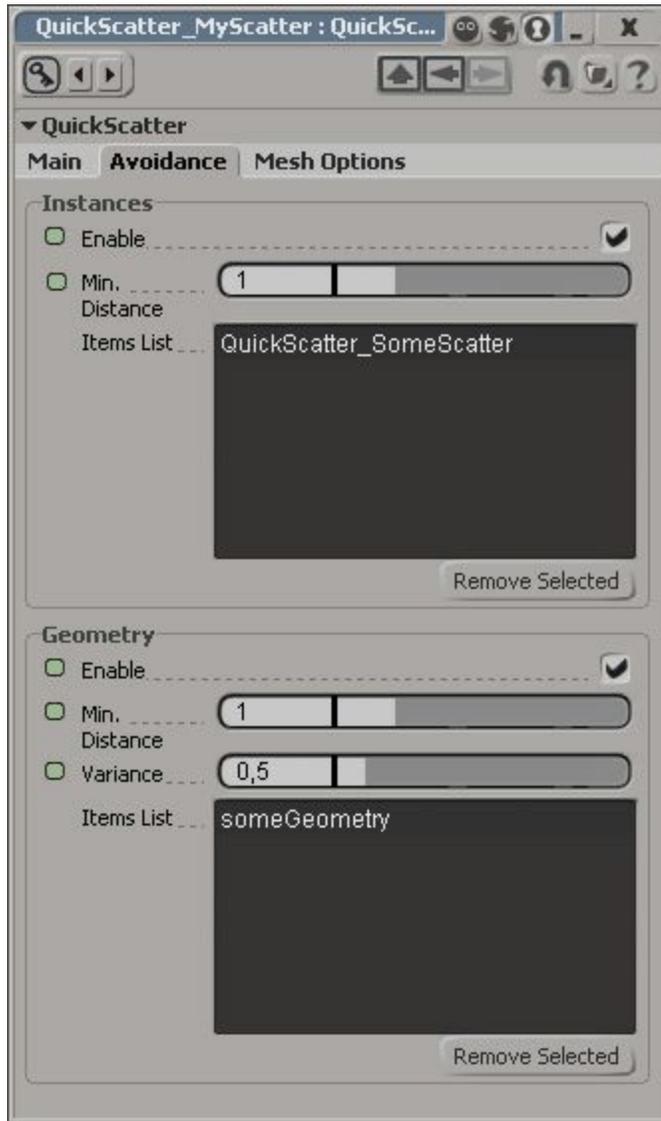
Mesh Options: If you need the final result to be a textured geometry, be sure to pick the right UV from your master object on this tab. It also contains a handy button to assign the master material to the scatter system.

Freeze Warnings: Sometimes upon freezing a system, you might be prompted with the following message:
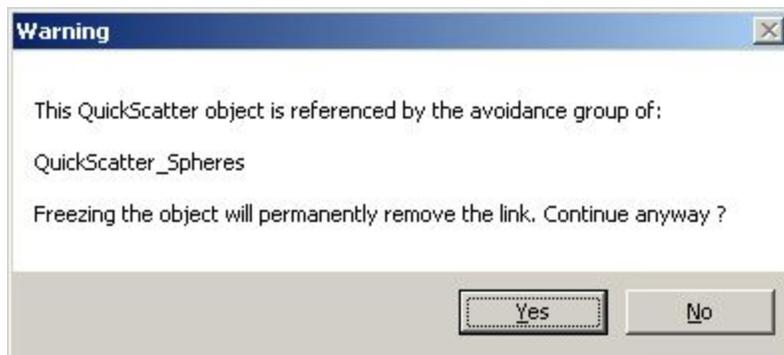
This is a friendly reminder that freezing this object will result in loss of input from another system. The recommended behavior in this case is to chain freeze starting from the systems that are avoiding (and not being avoided) first.

QuickScatter
for Softimage