2 Copy Bricks to a Point Cloud

Target:

1. Create Rubber Toy，set Uniform Scale = 3，Add Match Size Set Justify Y = Min；
2. Add PointsfromVolumes Node，Press S， 2， n；
3. Rename rubbertoy, Select rubbertoy and single\_brick, Modify > Combine；
4. Delete display\_merge；
5. Add Copy to Points Node, Turn on Pack and Instance option；
6. Set PointsfromVolume Point Separation = 0.2；
7. Space + d Open Display Options, Optimize tab Set Distance-based Packed Geometry Culling = off；
8. Select brick nodes, Shift + O,rename single brick.

UI:

Nodes：

Points from Volumes(点云)

Creates set of regular points filling a volume.