**6 Art Directing Your Scattered Spheres**

1. Enter geo1, create Grid Node [, scatter1], set Rows = 100, Columns = 100;
2. Create **Attribute Paint** Node [grid1, scatter1], set Attribute/ Attribute Name = density, select scatter1, set Density Attribute on;
3. Select sphere2, set Uniform Scale = 1, set attribrandomize1 Node Min Value = 0.05, Max Value = 0.2;
4. Create **Point Relax** Node[attribrandomize1 and attribpaint1, attribrandomize2];
5. Select attribpaint1, press C, select Red;