1. Create Geometry Node, enter, Set Primitive Type = Polygon, Frequency = 8;
2. Create Sphere Node, Set Primitive Type = Polygon, Uniform Scale = 0.1, Frequency = 2, Create Copytopoints Node, connect;
3. Create Scatter Node between sphere1 and copytopoints1, Create IsoOffset Node between sphere1 and scatter1;
4. Create Attribute Randomize Node between scatter1 and copytopoints1, Set Attribute Name = pscale, Dimensions = 1, Min Value = 0.3, Max Value = 1.5;
5. Create Null Node, rename OUT;