**2 Your first node tree**

1. Create **Geometry** Node, enter, Create **Sphere** Node, 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;