In this video, let’s take a look at two basic scattering workflows, allowing you to fill your scenes with instances.

****Notes:****

* Blender 4.2.2

****Timestamps:****

* 00:00 - Intro
* 00:14 - Particles systems
* 02:58 - Using Weight Maps
* 04:44 - Scatter Tool
* 06:37 - Geometry Nodes mention

****Links:****

* [Police Car model](https://www.blendswap.com/blend/22325" \t "https://academy.cgboost.com/courses/master-cinematic-storytelling-in-blender/lectures/_blank)

**<https://www.blendswap.com/blend/22325>**

****Shortcuts:****

* ****Ctrl + TAB |**** Switch between Modes
* ****F**** | Control Draw radius
* ****Ctrl + F**** | Change Weight of Draw tool
* ****Q**** | Quick Favorites