

3D modelling in computer graphics often requires placing a big number of objects into the scene. This may be tedious or even impossible if done manually. A few programs exist to perform this task automatically but most of them are either too slow to place the required number of objects or too difficult to use for a non-expert user. We expand the already existing Corona Scatter program which is fast and user friendly but lacks in terms of functionality. We implement scattering regular patterns, scattering along spline objects and the ability to use spline objects to locally modify the distribution properties.