

Map Mag

The Free Minecraft Map Maker's Magazine



Issue 3: Building



@MapMakingMag

About the Magazine

This project is a community driven and contributed magazine. By publishing we seek to develop the wonderful craft of Minecraft Map Making. All content remains the property of the respective author and is used with permission. All trademarks referenced in this publication remain the property of the respective trademark holder.

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 @iNkoR_the_2nd
 @Keith_69
 @lemoesh
 @MelonLeader
 @Monsterfish_
 @Nevoska
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 @qwertyuiopthepie
 @R3DsKingdom
 @skylinerw
 @Sir_Munoz
 @StealthyExpert
 @TheCaptainOG
 @TorchWhisperer
 @Vanillaburp

@... your name could be here - write an article or provide art for future editions! See submission guidelines in The Lobby.

This publication is a community effort and this issue has been compiled with input from the Minecraft Map Making community.

MapMag is supported by donations from: @immersivemind and @cocoamix86

THE LOBBY

Welcome back to the Minecraft Map Making Scene!

Welcome to the Third Issue of MapMag. In this issue we will look at the subtle art of “Building”. Building in Minecraft is an important step in making a wide variety of Maps. Whether we want to entertain the players with interesting visuals or provide challenging paths and puzzles to confuse them in their quests, we create three-dimensional spaces in our Minecraft worlds.

Through building we can explore ancient civilisations, alien spaceships, and vast underground complexes. We can be embedded in ruined cities, survive on volcanic islands, or engage in combat challenges within an arena. Our build skills can be tested by making efficient play areas and lobbies for minigames.

Building involves stacking blocks, summoning entities, and creating spaces. The selection of textures and colour brings shapes to “life”. Light and shadow is an important thing to think about to lift the quality of a map. Often the game mechanics need to be understood and handled by the builder; suppressing mob spawning in certain areas using particular block types is often needed.

In this issue we will look at different build styles by examining the work of many builders and teams. Of course Map Making is also about using Redstone and Command Blocks as well and we won’t forget to cover off some neat tricks and the latest news!

Our last issue was released nearly eight weeks ago, and in that time a lot has happened. Minecon 2016 in California saw many Map Makers and players come together to swap stories and skills.

A new magazine devoted to entity modelling was also released by @samasaurus6 and @vanillaburp. You can get the issues [here](#), and subscribe to them both for updates.

On a personal note, your intrepid editor managed to travel to Japan in September and experience one of the most exciting cultures on the planet. I have returned with many ideas and new projects to explore.

Because MapMag is a community publication our publishing schedule will probably always be a little “fluid”. All of us contributors thank you, our readers, for your patience. Rest assured that our passion remains high to continue to deliver the best MapMag we can make. If you want to help we are always on the lookout for articles and art. See the sidebar for submission guidelines.

- Adrian Brightmoore, Editor
Twitter: [@abrightmoore](#)

Submission Guidelines

We are interested in what YOU have to say. Content you make for MapMag can be sent to:
mapmakingmag@gmail.com.

The best letters, articles, art, and other work may be selected for inclusion in MapMag editions or on affiliate websites and other communication channels. Because MapMag is made by the community for the community, MapMag is free for readers and we don't pay you for anything. We ask for permission to include your work in the magazine.

Any content you submit must be your own work, or work that you have the right to submit. By sending us your work you agree that we may edit it for readability or make changes we think are necessary for the magazine. If we decide to include your work you acknowledge that you have granted us the right to publish your work in MapMag and you understand that your work may be quoted or discussed on the internet by anyone in the world without limitation.

All other rights to your work remain with you. You own your work. We are allowed to use it for MapMag. It is that simple.

We will credit you by real name, game name, social media account, or another method that you prefer and that we mutually agree. We will not share your email address without your express permission. If you do not tell us how to credit you for your work then you will not be published in MapMag.

If we refer to you or your work in MapMag you acknowledge that we do so in good will and our intention is not to damage or harm.

DISPUTES

Writing about what you enjoy and hearing from other people with similar interests can be great fun. When people are excited about what they are doing sometimes things can get a little heated in a large community. If you have any concerns over what MapMag is doing or how we are doing it then please contact us describing your concern. This will allow us to understand how we can do better. We can be reached at mapmakingmag@gmail.com.

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BOOKS ABOUT BLOCKS

Two books caught our eye for this build-focussed issue.

Minecraft Medieval Fortress, by Craig Jelly and his design team of Joe Boulder, Ryan Marsh, and Martin Johnson, is an official Mojang product beautifully presented in a large hard cover binding. The pages are slightly distressed giving the impression that this is a book that has seen some use. Within are detailed build instructions presented as exploded sections of blocks that ultimately come together to form a large fortress compound and neighbouring village. Photo quality illustrations are mixed with detailed black and white sketches to break up the relentless flow of information.

Historical facts are delivered alongside guidelines for ingame block selection, secretly educating just a little while delighting the designer with options and variants on each section of the fortress. Traps and redstone contraptions also get a look in, and the budding warlord at the keyboard or tablet will be able to defend their home using mechanical gates, arrow traps, pitfalls and some other dastardly devices. The back of the book hides a three page fanned foldout of the entire assembled diorama. My only quibble is the distressed pages give the impression the book is slightly damaged and this is unnecessary for a guide of this detail. This was a fun read, and will be a great gift for any young Minecrafter.

Block Wonders, by Kristen Kearney (@KittAlpha) is subtitled “Incredible builds created in Minecraft”. At 256 pages covering 22 builders, 34 extraordinary builds, and interviews with @Hypixel and @BlockworksYT, this is a comprehensive exploration of grand architecture, detailed ‘organics’, animals, worlds, and fantastic vignettes. The builders share their tips and tricks in detailed illustrated guides.

This is a serious effort to treat the source material with respect. Kearney explores the process of design and construction with each artist, teasing out gems of wisdom you can use in your own work. With varied perspectives from builders and builds from all around the world this is a book that will entertain for quite some time.



DOES COMBAT TURN AWAY PLAYERS?

Like all great communities we all love to come together and discuss all sorts of things about our hobby. Here is where we forge decisions from the toasty fires of Twitter.

This month we explored how the combat changes first introduced in Minecraft PC version 1.9 have had an impact on the ease with which kids can pick up the PC game. Opinion was mixed, and in the interest of fairness we re-did the survey with a slightly less loaded question.

Roughly a quarter to a fifth of respondents think kids will find it harder to pick up Minecraft PC now.

Note: With 24 million PC/Mac sales today and 106 million sales in total, there are at least 82 million people still playing with the old combat mechanic.

Has the combat update made the PC Minecraft game LESS accessible for kids?

20% Yes
38% No
42% Show me the data

108 votes • Final results

How has the combat update affected the accessibility of PC Minecraft for kids?

(Thx @lemoesh)
14% Improved uptake by kids
25% Decreased uptake by kids
61% I am unsure

84 votes • Final results



Source: <https://minecraft.net/en/stats/>

Here are some of your comments



Sir. Muñoz @Sir_Munoz · Oct 15

@MapMakingMag it teaches them to do things at the right time, and to think before acting, spam the left click is too easy.



R3D's Kingdoom 🎃 @R3DsKingdom · Oct 15

@MapMakingMag maybe for the youngest players out there. But the new combat introduces strategy and encourages critical thinking



Geoloswith1993 @GeotechSwith · Oct 15

@MapMakingMag In my school, 7 people in my grade plays MC. 5 people (including me) is okay with it, the other 2 aren't. Hope that helps



Panossa @PanossaYT · Oct 15

@MapMakingMag many many kids are hating on the 1.9+ for that new system. Every german PvP server in 1.9+ is dying. Most will stay on 1.8

IS GOOD

IS BAD

DO MAP DOWNLOADS MATTER?

Our good deed for the month was to help Keith (@k_ross69) reach 25,000 map downloads of his impressive PE world. It is filled with machines like his fully-realised nuclear submarine and a space centre complete with launch gantry and landing Space Shuttle:

<http://mcpedl.com/mesaville-map/>

The question this prompted was whether the Map Making experience is enhanced by the satisfaction of seeing the download counter climb.

The majority of Map Makers mention that their craft is mainly about the satisfaction of either completing the build or in having other people enjoy it.

One way of working out whether people are enjoying your map is, of course, to watch the download counter! Whatever keeps you making maps, keep on doing it.



YES



Did you know: The Guinness World Record for “Most downloaded Minecraft project” is currently held by mega-map **Diversity 2** creator @theQMagnet and his team of @Jespertheend, @GoldenTurkey97, @Qwertyuiopthepie, ColdFusionGaming and @abrightmoore. Go beat it!

Here are some of your comments



QwertyuiopThePie @qwertyuiopthepi · Oct 21

@MapMakingMag Not always, but it's always pretty nice to know people are actually enjoying the thing you made.



keith ross @k_ross69 · Oct 21

@ArkturusTwo yep..The end result is what gives me the 'buzz'. I have 4 single builds out of every map I've made that I'm 'proud' of. See pix



ArkturusTwo @ArkturusTwo · Oct 21

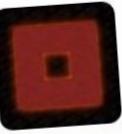
@MapMakingMag definitely not. To me, the process of creating is the best part of it.

Positive reactions are of course always nice..

HOW TO STAY MOTIVATED?

Making something that needs days, weeks, months, or even years of your time can be a real challenge. Putting it aside can be the end of it forever. So, how do you stay interested in completing it?

What tips and tricks do you have that keep you working toward completion, and release?

-  **TheCaptain** @TheCaptainOG · Oct 12
@MapMakingMag @bitKoder does the project interest you? If it doesn't its hard to stay motivated
-  **Nevoska** @Nevoska · Oct 12
@MapMakingMag @bitKoder I always do a check list. because if I don't have something to say that I did. I give up the project
-  **Skeleron [Itay]** @Melon_Leader · Oct 12
@MapMakingMag @bitKoder work with people, if I work alone I get insane...
-  **DARKname** @NOPEname_ · Oct 12
@MapMakingMag if there's really boring stuff to do: make a schedule and force yourself to start. Then go back to the fun part ;)

BLOCKWORKS

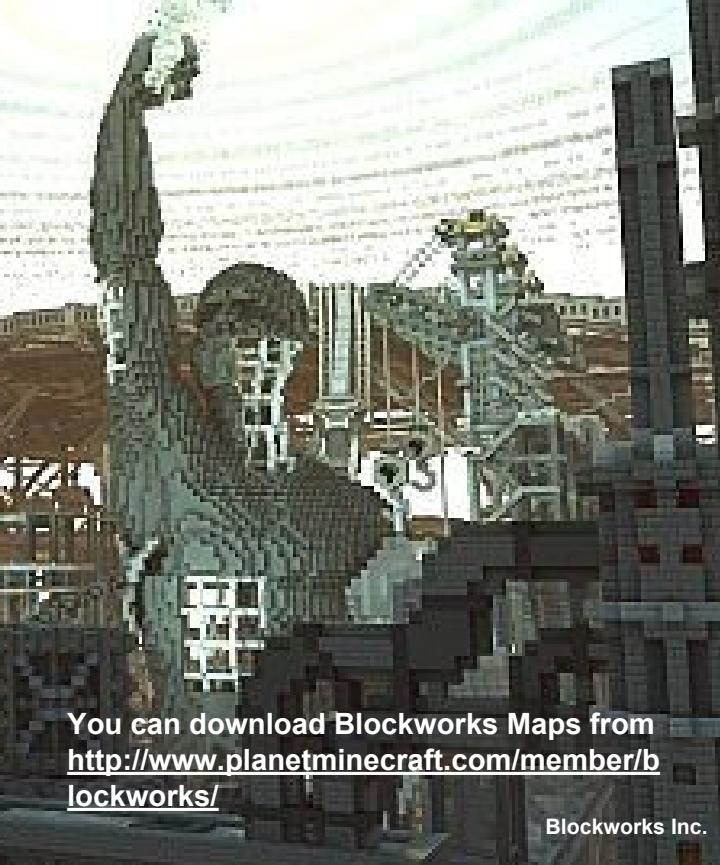
The Blockworks team are a worldwide collection of 42 individuals throughout 16 countries with an interest in art and architecture. Their work has included the creation of massive custom worlds for YouTubers and special projects that bridge the Minecraft/Real World gaps for organisations like The Guardian Newspaper and the Tate Galleries in the United Kingdom. They have an impressive list of clients including Microsoft, whose anniversary of the Minecraft Windows 10 edition was marked by the release of a custom map showcasing new features and whose EA 2016 product launch included an alien invasion map crafted by the BlockWorks team. We introduced the recent "Great Fire of London: 1666" map, made for the Museum of London, in our first issue of MapMag.

BlockWorks is one of the premiere build teams who appear always willing to explore the limits of Minecraft creativity. Their members include specialists in environment creation, buildings, Command Blocks, project leadership, and business management.

Most recently, Blockworks have brought their skills to the challenge of helping communities, in the Ecuador city Quito. Using Minecraft and a custom replica rebuild of their City, people are involved in planning decisions via the United Nation's Block by Block program.

In 2018 Blockworks will release a new map showcasing the impressive architecture of the @CalgaryLibrary.

For now, take a look at some of the highlights of the BlockWorks portfolio, and note the way architecture and organic sculptures come together to build fantastic worlds.



You can download Blockworks Maps from
<http://www.planetminecraft.com/member/blockworks/>

Blockworks Inc.



Windows 10 Anniversary Coaster

We Are the Rangers



Ireland 2066

The Conquest Building Community

Under the Twitter tag **#WeAreConquest** a worldwide team of Minecraft builders called the **Conquestadors** is producing sensational work using the **Conquest Resource Pack** by **@Monsterfish_**.

This Medieval pack also has support for additional mod pack blocks, and the author provides commands to access a large selection of custom skull textures. All this is available from the download site at <http://conquest.ravand.org/>

An additional layer of support is provided by **Conquest Reforged**, a mod pack and server community which promotes the use of the pack to create scale builds of medieval period environments.

Following their exploits is a welcome source of inspiration for the novice and expert builder alike. We discovered this movement via frequent posts from **@GuiaDeMinecraft** and **@filipendulus**



MAP NEWS

Here at MapMag we really love new maps, maps in development, even map ideas. We are always on the look for interesting applications of the art of Map Making. This issue we bring you some of the projects we have found or that have found us. If you are working on something neat and fun then let us know by sending a tweet our way at @MapMakingMag, or email: MapMakingMag@gmail.com.

@filipendulus is creating a fully realised world with custom textures and a great eye for details. With regular photorealistic updates accompanied by a short story about each new feature you will be kept intrigued about what is in store as the map gets closer to completion. A great way to stay in touch is to subscribe to @filipendulus on Twitter, or watch selected retweets as we see something that catches our eye with delight.

PokeCA is the new first-person Pokemon game in Minecraft being developed by Phoenix SC (@phnixhamsta) and a team of Pokemon/Minecraft cross-over zealots. The team reached a significant milestone after two years with the confirmation of the Pokedex and release of an alpha build on October 2nd. If you love Pokemon and know your way around Minecraft then check it out here:
<https://www.youtube.com/watch?v=zls1cr8sL-o>

@minemakersfr have created a new site to access all their minigame maps. Check it out here <http://www.minemakers.net>.

On PE, a Magic 8-Ball map uses a combination of Map art and adventure map methods to keep your interest high as you explore the marvellous creation by @torchwhisperer. You can get the map here: <http://mcpedl.com/magic-8-ball/>

@NopeName_ has spent an incredible amount of time developing a hand-held game system and then porting over the Zelda game for NES into Minecraft. This is the original Zelda with scrolling world that you control with in-game cursor keys. It is rendered in glorious map art tiles and Armor Stands. Behind the scenes is a complex system of structure blocks created using a custom MCEdit filter of the Map Maker's own creation. A key lesson is that sometimes the amount of work you need to do on a map is way too repetitive, and you can turn to automation and scripting to get the job done. You can download it here: <http://nopename.jimdo.com/>

@ArdaCraft_ is a vast fantasy themed server based on the work of British author J.R.R.Tolkien. The server has been in development for two and a half years and is open to the public via <https://ardacraft.me/>. We have asked the server team for a detailed article on their work as the build is gorgeous. With luck they will find time in their busy schedule to share some of their secrets with the community.

There is a new educational and UK curriculum based scenario map from @SimBadd64. Students colonise a planet with resource links to extend learning <https://twitter.com/MapMakingMag/status/732100457057492992>

MAP NEWS

Sweden's National Land Survey has joined the ranks of international organisations making their land data available as Minecraft rendered worlds. You can download selected areas or the entire 114Gigabytes of Minecraft Map from this web site:
<http://www.lantmateriet.se/en/Maps-and-geographic-information/Maps/oppna-data/oppna-data-i-minecraft/>

@sfaywolfe is the author of "The Elementia Chronicles", the unofficial Minecraft fan adventure series. People like these books. A lot. Minecraft players love these books, and they are vocal about it. Parents love the books, mainly because the kids who read the books really love these books. Now you can explore the setting of The Elementia Chronicles by downloading a copy of the map to Element City! Download the map here:
<http://sfaywolfe.com/>



Fay Wolfe's Element City Minecraft Map

@DJDiamondplayzM has released a PE adventure escape map called "Subject 248: Days Gone Bye". An AI overseas your imprisonment - can you evade its evil clutches?
<http://mcpedl.com/subject-248-days-gone-bye/>

Makkie_master has created an Ice Hockey minigame in Vanilla with contributions from _Mihro_ and esso niksi. In Vanilla! Makkie_master has created an Ice Hockey minigame in Vanilla with contributions from _Mihro_ and esso niksi. In Vanilla!
<http://www.minecraftforum.net/forums/mapping-and-modding/maps/2666782-ice-hockey-minigame-8-gamemodes-554-command-blocks>

Makkie_master's Hockey Map



We have had a real treat with the availability of a new PE map called "NXUS Modern Architecture". This project is an ongoing exercise in creativity and design by Singapore based NXUS. You can visit the website and download the map here:
<http://designbynexus.weebly.com/>



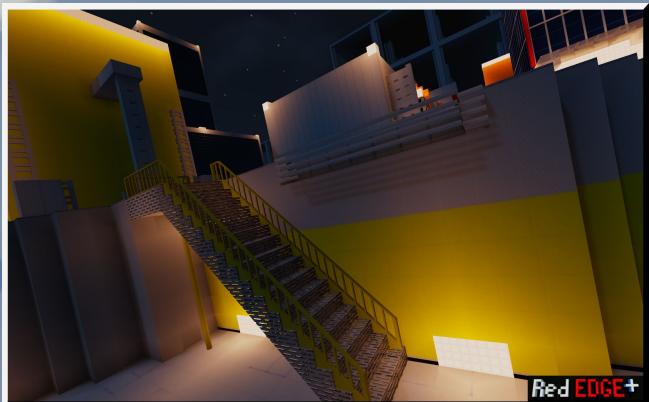
Also available from NXUS' site is "Subterranean Facility", an adventure escape map, as well as a rollercoaster.

REDEdge+ IN DEVELOPMENT

DJ EAR (@Huepow00) is making a modded Minecraft map called RedEDGE+ that puts you against other runners in an underground race through The City of Glass. Using a custom resource pack reminiscent of the clean lines of @OCDDisco's oCd Resource Pack, DJ EAR has managed to blend blocks to achieve a more polygonal style for the buildings and the city.

For gameplay the player will be able to catch blocks while falling, roll on landing from a great height, and jump higher than vanilla normally allows.

The star of the game is the carefully designed levels. You can follow DJ EAR's progress on Twitter or via the development blog.



**ANKHE-MORPORK
MAP IN
DEVELOPMENT**

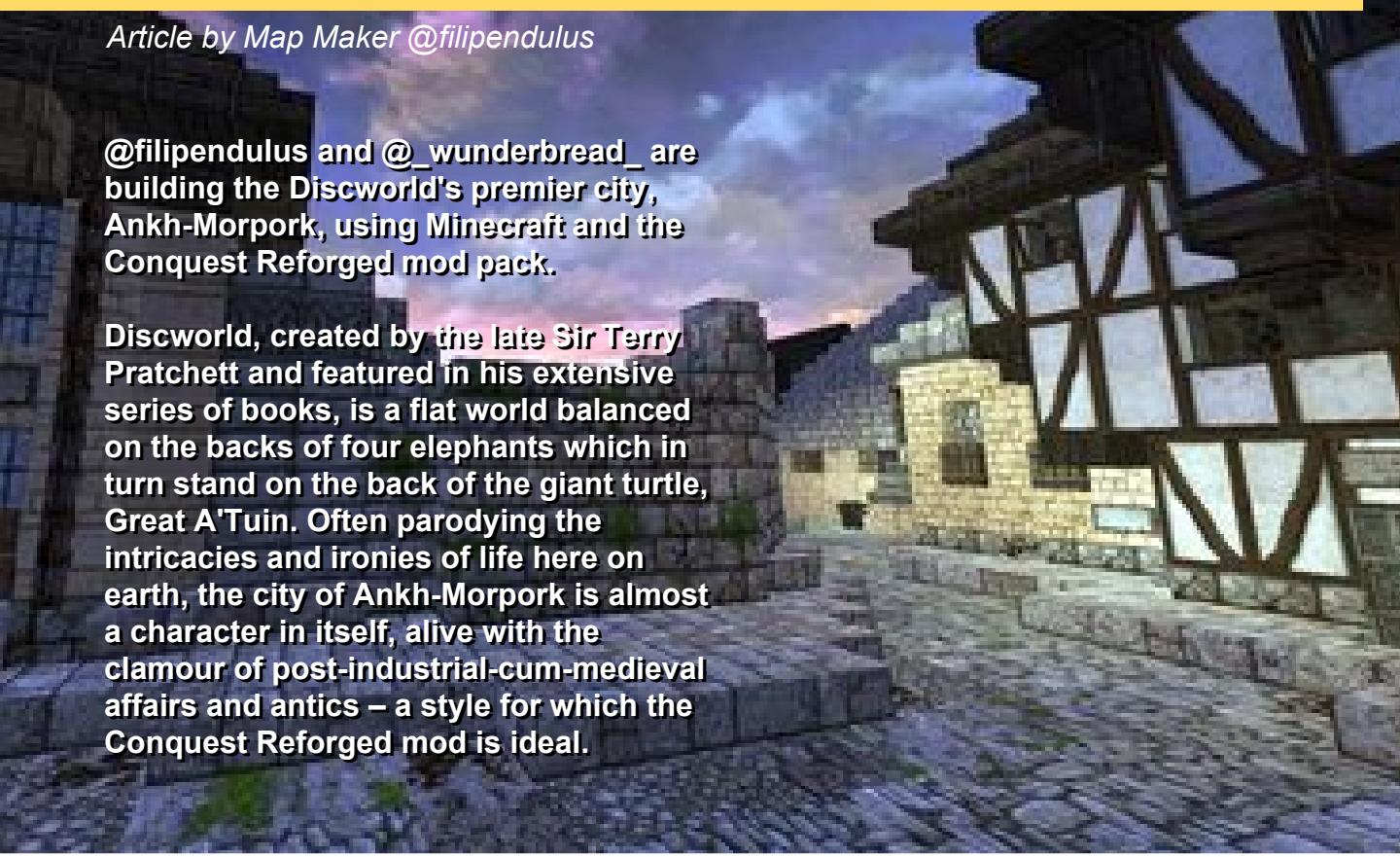
The background image shows a detailed aerial view of a Minecraft town, likely Ankh-Morpork, featuring various buildings with different roof styles and colors (brown, red, grey), streets, and green spaces. The town is built on a grid-like pattern with some organic shapes.

ANKH-MORPORK IN DEVELOPMENT

Article by Map Maker @filipendulus

@filipendulus and @_wunderbread_ are building the Discworld's premier city, Ankh-Morpork, using Minecraft and the Conquest Reforged mod pack.

Discworld, created by the late Sir Terry Pratchett and featured in his extensive series of books, is a flat world balanced on the backs of four elephants which in turn stand on the back of the giant turtle, Great A'Tuin. Often parodying the intricacies and ironies of life here on earth, the city of Ankh-Morpork is almost a character in itself, alive with the clamour of post-industrial-cum-medieval affairs and antics – a style for which the Conquest Reforged mod is ideal.





Screenshots supplied



The Ankh-Morpork in Minecraft project has been progressing steadily, with builds being inspired by architecture in Tallinn and Prague as per Terry Pratchett's own vision, as well as a good smattering of Victorian London influence. Builds are positioned on an imported footprint created from the original Streets of Ankh-Morpork paper map by Stephen Briggs.

ANKH-MORPORK IN DEVELOPMENT



Screenshots supplied



PORTAL 2 MAP IN DEVELOPMENT

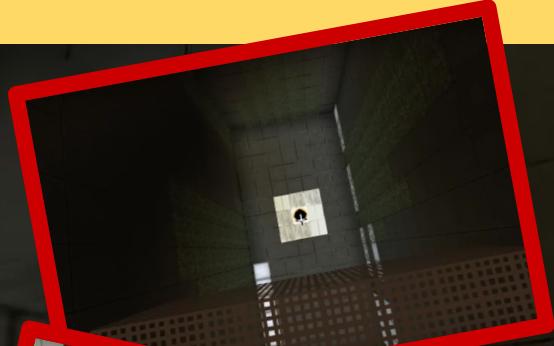
@Ersatz_77 is working on a faithful replatforming of Valve's Portal 2 game in Minecraft. The project uses the ApertureCraftVanilla set of Command Blocks made by Adrodoc55.

The level design, sound design, custom models, and textures, have all been in development for over twelve months.

You can read more about the project through Ersatz' announcement posts on Reddit:

1. <https://redd.it/3jg9jq>
2. <https://redd.it/49n8zb>
3. <https://redd.it/3wmukj>

... and through @Ersatz_77's frequent Tweets as milestones are reached. A walkthrough of the level design and game mechanics is also available on YouTube.



Screenshots supplied

BITTERSWEET IN DEVELOPMENT

@Vanillaburp, @Jragon014, and Logo designer @RamonaSkyeArt are putting the final touches on their highly modelled custom Map Bittersweet.

With Jragon creating Command Block contraptions and Vanillaburp crafting highly detailed models the map is expected to be released in the coming months.

While the pair are being quite secretive about details, we can have confidence that they will deliver an immersive, and fun, experience based on their prior work.



NEW MAP: DUNGEON ARENA REMIX

@NateT_Bird is a master of the Rogue-like Dungeon Crawler in Minecraft. His newest map Dungeon Arena Remix is described as a hack and slash based on the premise that the player will select a class, fight waves of monsters to collect gold which can then be used to buy upgrades.

The map features custom weapons and models, as well as custom mobs to challenge you in ranged and close combat.

[Download the map from here.](#)



NEW MAP: THE FORGOTTEN BOOK

The team of [@tomaxed44](#), [@foleros](#), and [@Laps_lc](#) with the voice talents of [@ProfessorTRS](#) and [@MrWisest](#) have created a single player adventure map that plays like an episode of Tomb Raider. It includes new game physics in the form of rope climbing, and interactive terrain elements such as ropes that can be cut with arrows to drop their payload.

Watch the trailer and follow the link in the description for a copy of this impressive map:

<https://www.youtube.com/watch?v=NGxd5Unsxxs>



NEW MAP: VALLEY OF THE KINGS

@Qwertypie and the Broken Buttons build team have released a new PvP Capture-the-Flag (well, banner) map set in an ornate desert valley surrounded by sweeping cliffs.

The map features unique AI which can be deployed to support a 1 player experience.

Watch the trailer and check the description for the map download (also on Realms):
<https://www.youtube.com/watch?v=Q9pG-7ohlw>



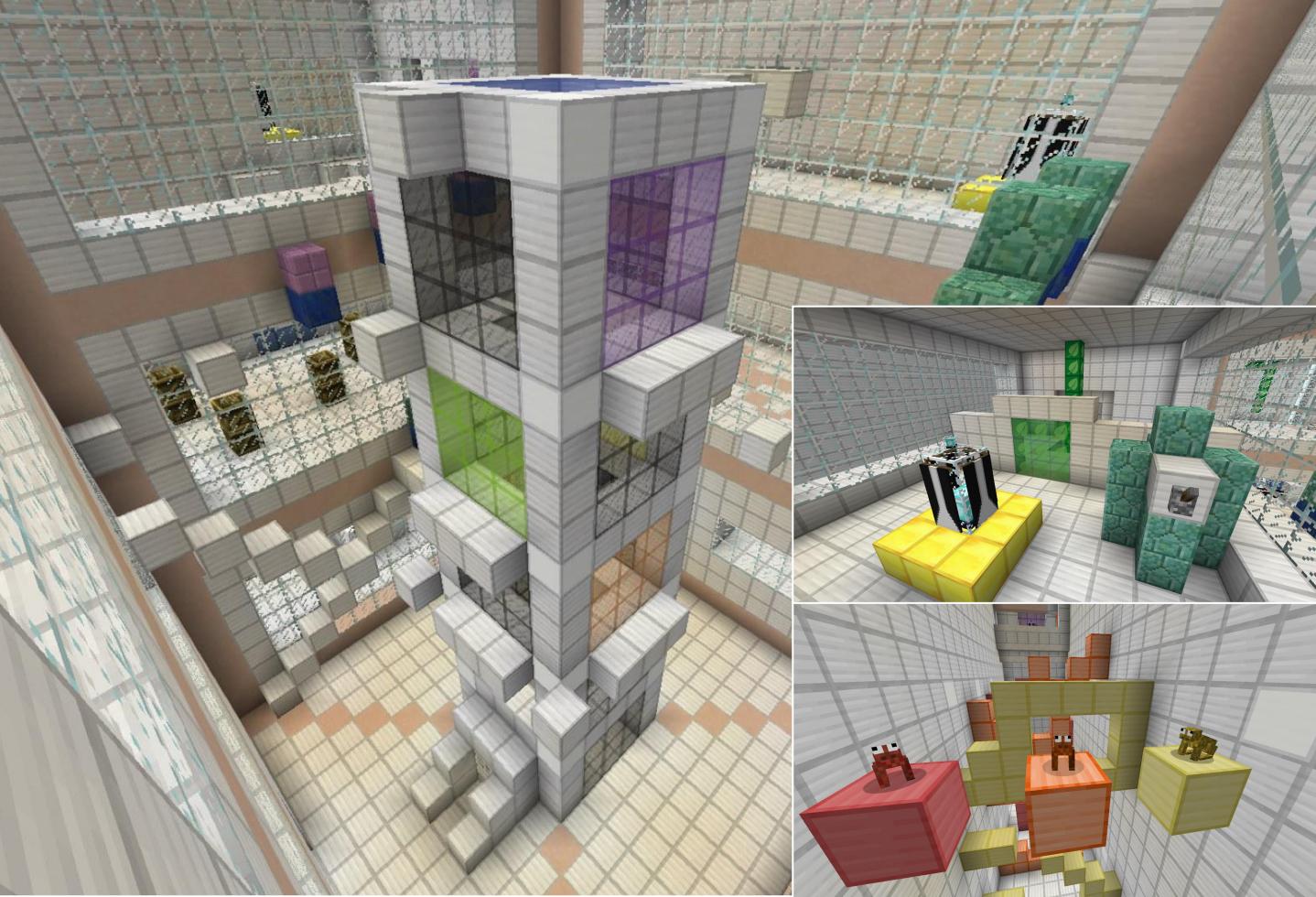
NEW MAP: PRISMATIC III



@MentalBlockGaming has created a sequel to the innovative and fun puzzle map Prismatic, called Prismatic III - the Dye Doors.

In this game you switch the colours of sections of rooms, lighting beacons and opening doors to new areas. Some of the puzzles are fiendishly clever and will no doubt keep you hunting for all the secrets for a considerable amount of time.

You can download the map from here:
<http://mentalblockgaming.com/prismatic-iii/>





TECH NEWS

/help!

Hello everyone! My name is iNkoR international, and I am a "rising" mapmaker. Even though I released only 2 maps, I'm pretty familiar with command blocks. But even I sometimes face very big problems which I don't know how to solve. This particular page is made exactly for people, who have some common problems using commands.

"/help!" will especially help beginners and people who recently moved to newer versions, because json (programming language that makes commands in Minecraft work) keeps changing in every version.

Today we are covering: "Why isn't armor working in new 1.11 snapshots?"

If you've been using entities with equipment in 1.11 snapshots, you would notice that items disappear when you summon them. But why does that happen and how to fix it?

The problem lies in json. With the new snapshots a new requirement for items in equipment was added. Every time you put an item in entity's equipment, you need to write the count of the item. For example: `/summon zombie ~ ~ ~ {ArmorItems:[{Count:1b,tag:{SkullOwner:iNkoR_the_2nd}}]}`

If you use the command for 1.9-1.10 without "Count" tag, item just won't appear.

If you have any problems with commands, find me on Twitter (@iNkoR_the_2nd), tell about your problem and I'll try to cover it in one of the future issues!



WHERE DO COMMAND BLOCKS GO?

<http://www.minecraftmaps.com/adventure-maps/assassin-of-steve>



Cavinator 1

to MapMakingMag

17 Aug Details

Hello Map Making Mag crew,

I'd like to say that your magazine provides everything important related to map making, from useful tips and tools for creating maps, to advice from map makers and how they made their maps, to links to new and old maps.

I do have one question about something that has been said a few times in the magazine, about how all command block wiring should be at the spawn chunks, away from the play area, to reduce lag. While I do agree that that strategy would work for small maps such as the Nuked map featured in issue 2, I think that larger maps (such as my very own [Assassin of Steve](#) adventure maps) which use thousands upon thousands of command blocks and dozens of redstone clocks shouldn't have it all in the spawn chunks because with all these command blocks from areas and parts of the map that you're not currently in clicking away at once, wouldn't it create a lot of lag? (According to the [Minecraft Wiki](#) page on spawn chunks, "setting it to a place that receives intense lag (for example, the Far Lands, or an area with a large number of redstone clocks) will cause that lag to be present no matter where you are.") What I've done in my maps is made the wiring and command blocks for each individual area be near the area and the wiring that is required for the whole map be near the spawn chunks, so at any one time only the wiring for the area you're in and the main wiring at the spawn chunks is functioning. Would you mind giving me your opinion on this?

Regards,

Cavinator1

Creator of the [Assassin of Steve](#) adventure map series.

PMC: [blazeandcave](#). Twitter: @_Cavinator1_YT: Cavinator 1

Hi Cavinator 1,

Thanks for writing in! You are absolutely right that you can put your commands and redstone local to where the player is. Remember to:

1. Never have more than 63 blocks changing state in the one 16x16 chunk
2. Turn clocks on when you need them, and off when you don't
3. Never have your redstone and commands extend out of loaded chunks

Take a look at Diversity 2 by @theqmagnet and friends to see this approach.

- @MapMakingMag

STEALTHYEXPERT'S CONSOLE MAPS

By StealthyExpert (@RedstonerLabs)

WiiU has just joined the Map Making community!

WiiU Minecraft players can now play on Xbox360, Ps3, PC Maps thanks to NobleDez (@NobleDez) from the group "iPxMod". Who doesn't want to extract WiiU saves off the console and transfer it to your computer then back onto another WiiU console?

This will open doors to new Map Makers to join the community and share ideas and maps with other players on Xbox 360, Ps3, and PC/Mac.

"WiiU Saviine Tool" is the tool used to export the WiiU saves to your PC and also Import Saves back to the WiiU.

Created By Maschell, Saviine can be downloaded from: <http://bit.ly/2eSAVXD>

MCCToolChest is a Free 2D World editor for Xbox360, Ps3, WiiU which features many resources including the WiiU Minecraft Map Converter, NBT editor and more!

Created By A Cynodont MCCToolChest can be downloaded from: <http://bit.ly/20vB29Z>

The full written WiiU Tutorial is from here: <http://bit.ly/2doepFO>

**Follow the team on Twitter:
@NobleDez
@RedstonerLabs
@MCEliteMods**

ONE WAY TO SKIN A PE MAP

By @Torchwhisperer

I'm sure that most of you already know how an in-game map works. It displays an overhead image of the chunk it was created in. They have long since been used in a variety of ways from treasure maps, inside item frames as custom pictures, and even as part of redstone contraptions such as SethBling's pixel display that switches between images at the press of a button. There's an infinite world (of possibility) when it comes to maps.

When they were released earlier this year for pocket edition, I challenged myself to create a randomized display and learn more about redstone in the process. This is a short tutorial on how I created the map image.

Note: The full version of pixelartgenerator is needed. It costs .99 but is well worth it in my opinion.

Apps: PixelArtGenerator, any photo editor (with layer tool), pixel art creator

Step 1: Using a photo editor or pixel art app, create your desired image.

Set the image size to 128 x 128 (the size of a small map). This will assure the least corruption when you import it.

Step 2: Open your minecraft world and create a map where you want the image.

Step 3: Find the lower left corner of the map. I place blocks while checking the map to see where I'm at. Position your character on the corner block facing north on the map, then close the world.

Consider what you plan to build on, below or around the image in relation to the maps height. You can tower up on the corner block before exiting.

Step 4: Open PixelArtGenerator and select your image. Set the image size to 128 x 128. Choose horizontal and which blocks you would like to use. Then click "paste to world".

Images using wool seem to produce the least corruption even next to clay.

Step 5: Open your world to make sure it's to your liking. You can choose to keep it or you can cancel from the pixelartgen app as long as it stays open in the background.

Certain images may not come out perfect but I find it to be a useful template if you don't mind some post clean up.

Download the world:
<http://mcpedl.com/magic-8-ball/>

NEWS

This is where we come together to review the newest tips and techniques from Map Makers around the world. Wherever there is a new tool A lot has happened since we last met up.

MCEdit Unified release 1.5.4.1 is now available with various bug fixes.

Download it from <http://www.mcedit.net> by clicking on the 'Version 1' menu.

MCEdit Unified is Open Source, which means anyone can contribute to the project with ideas, documentation, and even by writing code. Contact Khroki or any of the @MCEditDev team to get started.

The next generation of MCEdit is version 2 with development led by @CodeWarrior0. This version includes improved performance and improved features. It has recently exited Alpha phase and is now available with Beta builds from <http://www.mcedit.net>. To download it, choose your operating system platform from the icons on the left of the web page then choose the installer.

Model Maker Monthly is an online magazine for Map Makers who also create block models. These are special customisations in the game that replace assets supplied by Mojang. The magazine is authored by @VanillaBurp and @Samasaurus6. You can download it from here:

<http://vanillaburp.com/magazine>

The newest versions of Minecraft for PC introduces enumeration values called 'Block States' to replace the numbering system Map Makers have become familiar with. For example, a South direction for placement of a block might have been achieved using the number 0 in older releases, and now with the newer versions the Map Maker can use the word 'south'. @Onnowhere has created a Block State conversion tool to assist you with making the leap between old and new methods. It can be found here: <https://redd.it/4x7dyk>

Mineathon was held on the weekend of October 22nd. It is the annual charity event where Map Makers have spent months preparing an online server and popular YouTubers and others in the community will live-stream their time on the server to solicit donations for charity. There are many ways to be a part of Mineathon. Follow @Mineathon_Event on Twitter and watch this YouTube video for detailed information: <https://www.youtube.com/watch?v=A8xN6RGpTxs>

MINECON 2016

September kicked off conference season. The official annual Minecraft worldwide conference is Minecon, and this year Steves and Alexes from all parts of the planet flew into California for two days of networking and knowledge sharing. There may also have been the occasional shopping opportunity based on the way Jinx merchandise was changing hands.

Notable at Minecon are the Map Maker sessions. These are nestled among the Developer updates and YouTuber chats. This year Map Makers were represented on a panel devoted to storytelling by @rsmalec, @jigarbov, @cdfdman, and @qwertyuiopthepie. The topics ranged from advice for adventure maps through to guidance on how to hook the player into your world and keep them there. The team also assembled for an interview on day one which you can catch on the official recorded stream, available on YouTube:
<https://www.youtube.com/watch?v=z27f6WkDWwk>

Command Block mechanics were also at Minecon explaining some of the tricks of the trade for PC Map Makers and server hosts. @AccidentalGames led a session including a lot of detail on “GameMode4”, which is a player community of modular enhancements and modifications to the game using out-of-the-box Minecraft features (no mods). Other participants on this panel were @samasaurus6 @JonpotTDS and @slicedlime.. You can follow the growth of GameMode4’s extensive library at <https://www.gm4.co/gamemode4>. You can watch the panel recording at <https://www.youtube.com/watch?v=uLTw7EpjQBU>.

The Mojang Developer panel included the Map Maker’s best friend, @SargeDP (responsible for many of the recent Command Block mechanics for Map Makers) who explained how plugins and configuration options will work with what is becoming known as the Innovation Edition of Minecraft. This is MC PE and the console versions. A combination of Textures, Models, and JSON control files will combine to provide customisation of look and feel in a game world. The full panel recording includes examples and showcases many of the planned features. You can view it here: <https://www.youtube.com/watch?v=e2MNYla411k>

Minecraft as an Education platform through in-game lessons, and as a student engagement tool, was also on show. The program is supported by Microsoft, who acquired and quietly replaced the original seat-based MinecraftEdu modded PC version with a subscription based Innovation Edition version this year. At the conference, people were encouraged to explore lessons in Minecraft through next generation education practitioners such as @immersivemind. A dedicated space was established with equipment and custom maps supporting learning outcomes.

With so many exciting events in 2016, it is clear 2017 will have to be bigger and better. Let's start by insisting Minecon 2017 is hosted in Sydney, Australia! Who is with me?!

NEWS

Following on the heels of Minecon was Minefaire in Philadelphia. Minefaire continued the theme of Minecraft in Education by hosting a Guinness World Record for the largest Minecraft Lesson delivered by @ImmersiveMind on the subject of Architecture. Officials from Guinness were on hand to verify and award a certificate. If you were part of this we would love for you to tweet about your experience and tag @ImmersiveMind, who we understand is still buzzing from the experience.

A new @Minecraftedu map "Lost in Time" by @breakoutEDU was announced at @minefaire. I'd tell you more about it except it's password protected. Still, it exists: <http://www.breakoutedu.com/minecraft>

Minevention is a collection of gatherings of the Minecraft community and popular YouTubers. It moves around over several weekends in late October through to late November and details can be found via the [@Minevention](#) Twitter account.

Minefaire and Minecon hosted the WonderQuest team of [@theCommonPeople](#) (aka Wizard Keen) and [@Dragnoz](#) (the master behind the wizardry that powers each episode's in-game adventures). WonderQuest is an educational YouTube series starring the popular European YouTuber [@StampyLongnose](#). With over a million views each episode, WonderQuest has become essential viewing for a generation of students.

Watch Wonderquest, starring [@StampyLongNose](#), here:
<https://www.youtube.com/user/Wonderquest>

WonderQuest is made by Disney's Maker Studios, with very high production values. Each episode is filmed in-game using well known characters and lesser known game mechanics. Through the medium of Minecraft learners are introduced to new concepts in Mathematics and Science through challenges and problems faced by the characters. WonderQuest Season 1 ran through 2015, and Season 2 has started in late 2016. Catch up on both the Minecraft based episodes and the spin-off cartoon show on the official channel.

Have you got an experience to share from a conference you have attended? Let us know on Twitter at [@MapMakingMag](#) or email at MapMakingMag@gmail.com.



NEWS



FyreUK @FyreUK · Oct 8
If you'd like to keep in touch Matt's Personal Twitter is @FireDragon04
and Phil's is @BruteAlmighty follow them to see what they're up to.

FyreUK has been a prominent part of the Minecraft community for many years. Matt and Phil (@FireDragon04 and @BruteAlmighty) have been building their way around the place; from commissions for prominent YouTube personalities, through to working for the UN's Block by Block program. They recently retired from the scene to pursue other career ambitions. You can read Matt's final FyreUK post here: <http://www.fyreuk.com/ends/>

@CrushedPixel is working to update and test the popular and successful ReplayMod. Currently compatible with 1.8, @CrushedPixel is adding support for 1.9 and 1.10. You can see the Mod in action through this @StampyLongNose and @WizardKeen Wonderquest 360 explorable video: <https://www.youtube.com/watch?v=DCSd3YWV2hQ>

Hot on the heels of the ReplayMod, @CrushedPixel has created a new Mod called "Panostream" that allows you to record 3D Minecraft gameplay supporting 360 degree viewing during playback. You can see it here: <https://www.youtube.com/watch?v=WQGL2RVzIWw>

Stephen Reid runs a technology in education consultancy service called @ImmersiveMinds, and has worked with the University of West Scotland (@UniWestScotland) to equip a bus with computers to travel the countryside delivering Minecraft based lessons. Check out his Twitter for updates and more amazing projects.

@JustMrGaretto has updated CommandCombinerPro to support determining the direction the player is facing, trigonometric functions, and created some amazing particle effects with it. You can use this amazing tool to program Command Block contraptions using an online web interface here: <https://mrgarretto.com/cmdcombiner>

@TheDestruc7i0n has enhanced his site for hosting and sharing community Models at <https://blockmodels.com/>. In addition to an online 3D model viewer, a tutorial series by @Samasaurus6 can now be found at <https://blockmodels.com/resources/>.



And... a MapMag achievement as our 500th Twitter follower appeared. Thank you everyone for your support! On to 600!

Stephen Reid
@ImmersiveMind

We're using a bus, kitted out for #Minecraft #Community #Education workshops with @UniWestScotland @uwsCU and @BBCScotLearn. #Minecraftedu

NEWS

Minecraft internals guru @SkylinerW has been reviewing the changes in the newest v1.11 PC Minecraft snapshots. He has created a collection of the changes to the DNA of entities through their NBT tags and associated code support. You can read all about the newest features of the snapshots from SkylinerW on his Minecraft Forum blog here:

<http://www.minecraftforum.net/forums/minecraft-discussion/redstone-discussion-and/command-blocks/2724507-1-11-nbt-changes-and-additions>

Minecraft PE 0.16 has been released, twice! Once was not enough, mainly due to trigger-happy Creepers that sneaked in. After fixing the bugs, the game was re-released on portable devices. The content includes support for Map Makers through the use of “Add-Ons” for reconfiguring the game properties. Also... Commands! More mobs, in the form of the Wither, and Guardians in Ocean Monuments.

Congratulations to @lemoesh who is publicly acknowledged for his extraordinary efforts working with @Marc_irl on Realms map submissions, as well as moderating the Map Making community! Ping @lemoesh on Twitter for a good time.

@BelMCraft is teaching Building Information Minecraft using a modded Minecraft platform:

<http://www.engineering.com/BIM/ArticleID/13011/How-to-Teach-BIM-Using-Minecraft.aspx?ENGCOM=1>

@gerrybrano draws our attention to three new 1-command installer generators released in 1 day:

- CBSE - Command Block Structure Editor by @bitKoder:
<https://redd.it/568v86>
- 1.9-1.11 1-Click generator by 15Redstones:
<http://gamemode4.wikia.com/wiki/Thread:16339>
- One Command Google Sheet Generator by RandomGgames:
<https://docs.google.com/spreadsheets/d/1XH1c1qXjlsGSo1tyEfmsMHKfNf8r-IOUghf6SaBKn80>

@GamerGuppy and @Shanewolf38 revolutionised Ray Casting for Map Makers everywhere, using BOATS!

<https://www.youtube.com/watch?v=ljm0Ai3G7qo>

Smelt has been updated by Gnaspgames <http://smelt.gnasp.com/changelog.html>, and a tutorial series has been prepared by @lemoesh to ease you into using it:

<https://www.twitch.tv/lemoesh/v/95690876>

@Udvio_ has released a custom library of WorldEdit brushes:

<http://www.planetminecraft.com/project/denzarous-painting-brushes-bundle/>

In other news Wonder Woman Movie writer Jason Fuchs (@JasonIsaacFuchs) is now onboard to write The Minecraft movie:

<http://www.cbr.com/wonder-woman-writer-open-script-for-minecraft-movie/>

MAKING MAPMAG

MapMag is a community project and so the schedule is highly dependant on the volume and quantity of material created by people like you. As a result the publish 'schedule' may be a little erratic from time to time.

Our process for creating each issue is simple: we ask you for your ideas and thoughts. We use this information to guide our thinking on what articles and art we will need, which then sends us off scurrying for more information from experts who know more than us. Then we listen and write up what they say. If you have an interest in magazine production, blogging, web content, or even social media and marketing then you can help your favourite free magazine do a better job of bringing you content you like, by writing it!

In preparing an article there is some work in making the words work properly, selecting pictures to liven up the page and complement the story, and bringing it all together in one place. We have received a LOT of feedback about how to make the magazine look better, and it is appreciated. We want to make improvements with each issue so keep your ideas coming.

It is inevitable that you will see something that we can do better next time so please take an opportunity to contact us with your great ideas. We don't bite!

HOW TO WRITE FOR MAPMAG

MapMag is not like all other magazines. We do not have staff writers and we do not pay professionals to research and develop new content. We look for interesting content created by our community of Map Makers so we can bring together all our friends and help them connect with each other.

Because of this, it is quite hard to explain how you should write an article or share your art. If you are thinking of writing an article but are a little uncertain where to start the following tips may help:

1. The basic rule is that if you are interested in something, then there is a good chance someone else will also be interested, so start by writing down your thoughts.
2. A Mind Map may be useful. You can write out keywords and expand on them. It frees you from thinking too much about sentences.
3. Once you have a good idea about what to say you can start to provide some structure to it.
4. A good method to use is to write an introduction that sets the scene for the reader: think about answering the question “why should they care”? You know the answer to this, because you care. Write your reasons down.

5. You can then break up your ideas into a logical sequence. Write one or more paragraphs explaining each idea.
6. Then provide a conclusion. You can include a call to action. This can include directing people to a video, website, or download link.
7. A good conclusion explains what has been discussed and reminds the reader why it matters.
8. Once you are happy you can contact MapMag with your article and we will work out where it can go in the magazine. Sometimes we can put similar articles together, and other times we can write something that helps link your article into the issue.

By writing an article for MapMag you can share your knowledge with the community and start a conversation. You do not need to know all the answers to have something interesting to say. Start sharing what you are good at with the rest of us, we would love to hear from you!

THE END

This issue sees us create the gameplay arena for the player encounters to take place. Recall that we are working on a futuristic ‘arena/survival’ map. The idea behind this map is that the Player is on a spaceship and has to resist all sorts of alien incursions through the ship hold. The player will be confined to the cargo area in this game. Various containers and other things will enter the ship through the portal, resulting in trouble for the player. The style of challenges will be loosely based on the old Cosgrove Hall animated show “Trapdoor”, originally realised as a fantasy 8-bit game of ‘catch-the-monster’. In the spirit of fun, we’ll call our game ‘Cargo Capers’.

For the build issue, we need to build the ship!

We started with a tubular angular space ship with wings, and a section for the flight deck, cargo hold, engine area, and other living and support areas. The ship was generated using some MCEdit filter code written for the purpose. This approach was chosen to simplify the design stage. MCEdit generated a large number of different vessels and then one was selected after considering what would be needed for the gameplay.

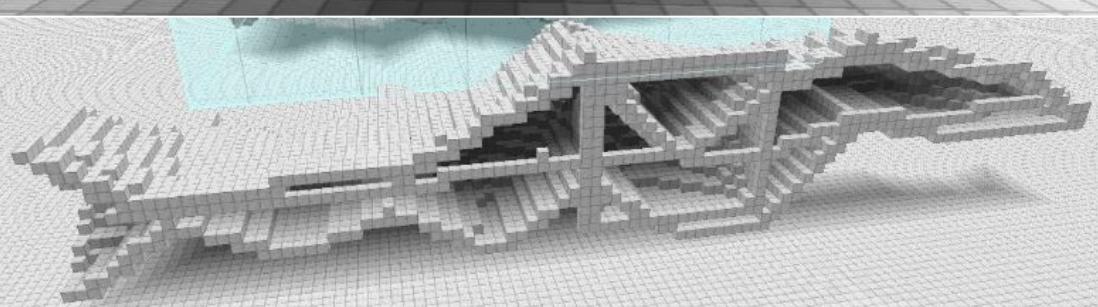
You can see more detail of the code and the process of development, including interim steps in the ship creation, here: <https://twitter.com/abrightmoore/status/771933940819132421>

The shape was then detailed with large scale patterning on the hull, window on the flight deck, and the open port of the cargo area.

With assistance from Creator, the interior was then detailed with walls separating compartments, lighting, and various fixtures like tracks for cranes, stairs, and markings.

The ship was then shared for feedback,

If you are following at home please reach out and show us your creations. Next issue we will start to work on the game mechanics, so get your thinking caps on and let us know your brilliant ideas for the game on Twitter or email in the usual way!



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Images remain Copyright of their respective authors.

We use Chunky by Jesper Öqvist and the community (<http://chunky.llbit.se/>) for renders. We use MCEDIT by @Codewarrior0 and the community (<http://www.mcedit.net>) in the preparation of MapMag



Minecraft art by @NOPEname_