Brightmoore

PNG to CUBE

posted Mar 8, 2013, 10:37 PM by Adrian Brightmoore   [updated Jun 10, 2013, 10:33 AM]

This MCEdit filter is for taking Minecraft textures and creating cubes in MCEdit with them. It also creates height maps from PNG files based on the intensity of each pixel.

You can:

1. create a hollow cube with the same texture all around
2. flip vertically one pair of sides, for brickwork mostly
3. render only the top, or only the bottom (for Grass Block, as an example)

Instructions

(1) Mark a selection box in the world in an empty area the size of your texture file. 16x16x16 is default

(2) Open **PNG to BLOCKS** filter

(3) Leave checkboxes as default

(4) Run filter

(5) Path to wherever your v1.5 texture files are and select one. The Filter will run, building a cube.

(6) CTRL+S to save

(7) copy paste copy paste your new block.

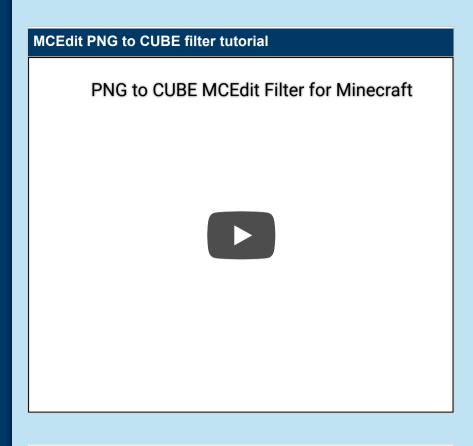The colour mapping is from Sethbling's Player Statue filter.

The filter requires png.py

📁

📄 PNGToCUBE_v3.zip (2k)   Adrian Brightmoore, Mar 9, 2013, 6:48 AM   v.1   ⬇

📄 PNGToCUBE_v4.py (7k)   Adrian Brightmoore, Mar 18, 2013, 8:24 PM   v.1   ⬇

📄 PNGToCUBE_v5.py (7k)   Adrian Brightmoore, Apr 4, 2013, 8:44 PM   v.1   ⬇

📄 PNGToCUBE_v6.py (8k)   Adrian Brightmoore, Jun 24, 2013, 6:54 PM   v.1   ⬇

📄 PNGToCUBE_v7.py (9k)   Adrian Brightmoore, Oct 2, 2017, 2:36 PM   v.1   ⬇

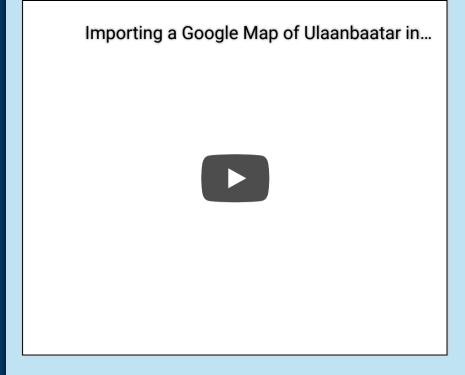📄 TPDefaultSchematics16W16H16L.zip (14k)   Adrian Brightmoore, Mar 8, 2013, 11:49 PM   v.1   ⬇

Comments

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MCEdit PNG to CUBE filter tutorial

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Enhancements to be Done:

1. add more colours to the block palette.
2. add a file open dialogue [DONE]
3. provide all the blocks as individual schematics [PARTIAL - Some block schematics are available in the file TPDefaultSchematics16W16H16L.zip below]

Gargantuan Minecraft

As a bonus feature, in version 4 you can also render a height map from the colour intensity in a PNG image: