Brightmoore

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UNDERWORLD

posted Feb 20, 2016, 12:24 AM by Adrian Brightmoore [updated Jul 15, 2016, 6:24 AM]

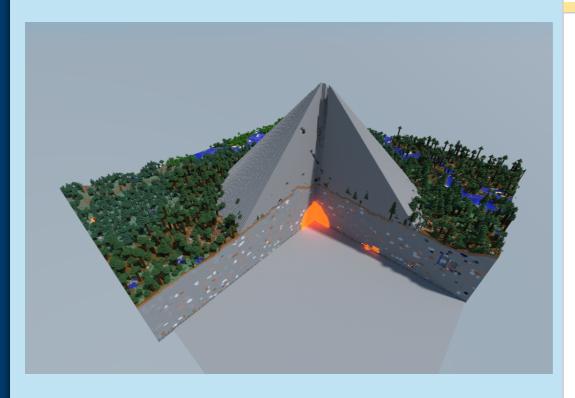
An MCEdit filter to make tunnels, canyons, vast caverns, and populate the landscape with ores and other blocks.

Devlog: https://twitter.com/abrightmoore/status/715110407526948865

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Underworld_v3.py (25k)	Adrian Brightmoore, Feb	v.2		
Underworld_v4.py (29k)	Adrian Brightmoore, Feb	v.2	•	
Underworld_v9.py (46k)	Adrian Brightmoore, Mar	v.4	•	
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Underworld_v10.py (52k)	Adrian Brightmoore, Mar	v.1	•
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Underworld_v14.py (102k)	Adrian Brightmoore, Jan 2	v.1	•
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