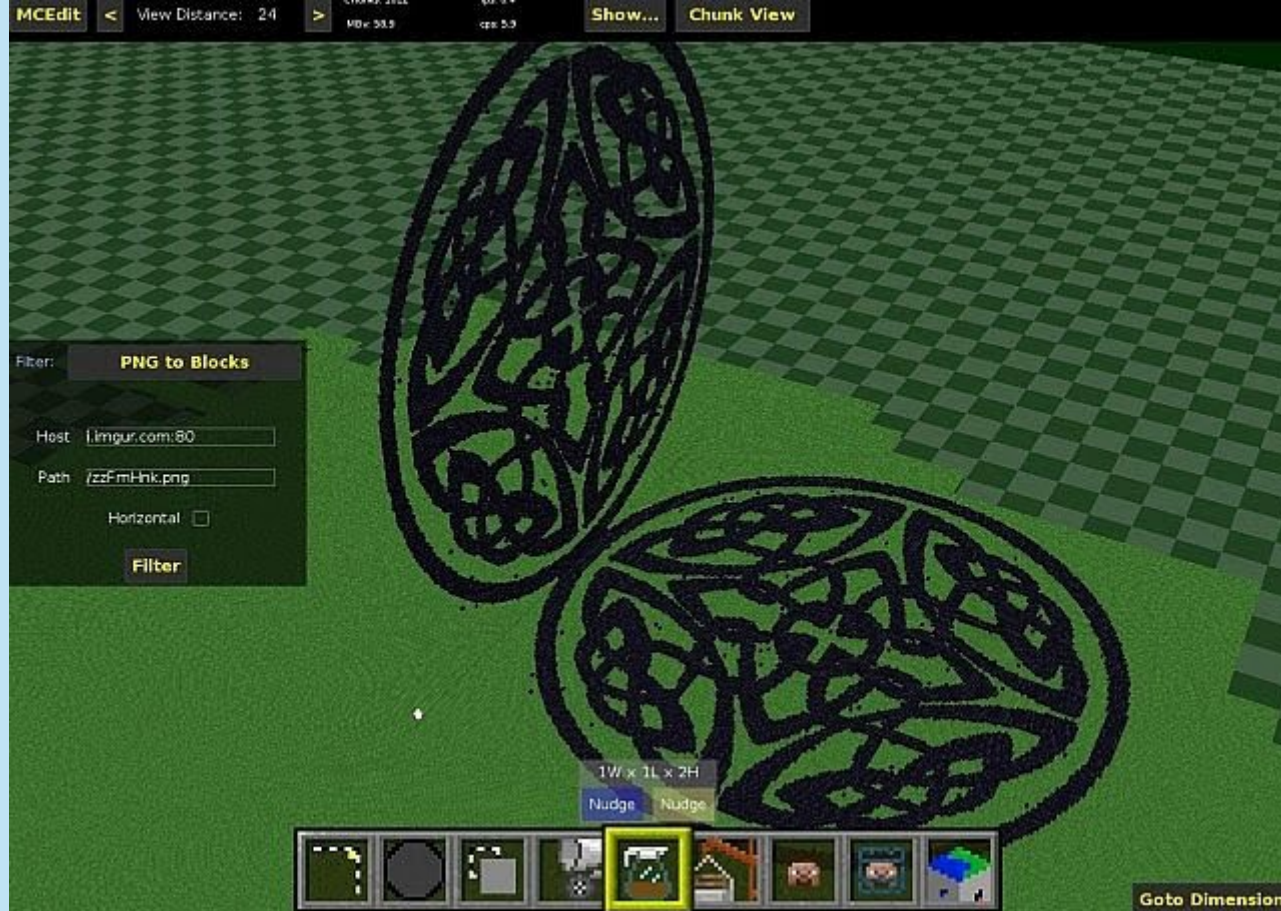Search this site

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PNG to Blocks - a quick hack of Sethbling's Player Statue filter

posted Mar 8, 2013, 7:12 AM by Adrian Brightmoore   [updated Jul 8, 2015, 4:57 PM]

The Mona Lisa herself, in Minecraft

Vertical and Horizontal options

This is an MCEdit filter to render PNG pictures as pixel art in the Minecraft world.

The base code is [@Sethbling's Player Statue filter](), which relies on this png.py library from MIT: http://pypng.googlecode.com/svn/trunk/code/png.py

The filter takes two string parameters:

host is the DNS name or IP address and port, seperated by colon. For example: **"upload.wikimedia.org:80"**

path is the rest of the url to the PNG file. For example **"/wikipedia/commons/thumb/b/b9/Mona_Lisa.PNG/160px-Mona_Lisa.PNG"**

Version 2 of the filter: takes a **checkbox** parameter. If **'Horizontal'** is checked, then the picture will render along the x,z surface (like a floor). If the checkbox is not checked, the picture will draw vertically, like a wall.

📁

📄 PNGPicture_v2.zip (2k)	Adrian Brightmoore, Mar 8, 2013, 7:12 AM	v.1	⬇
📄 PNGtoBlocksScripted.py (5k)	Adrian Brightmoore, Mar 18, 2014, 10:11 PM	v.1	⬇

Comments

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