

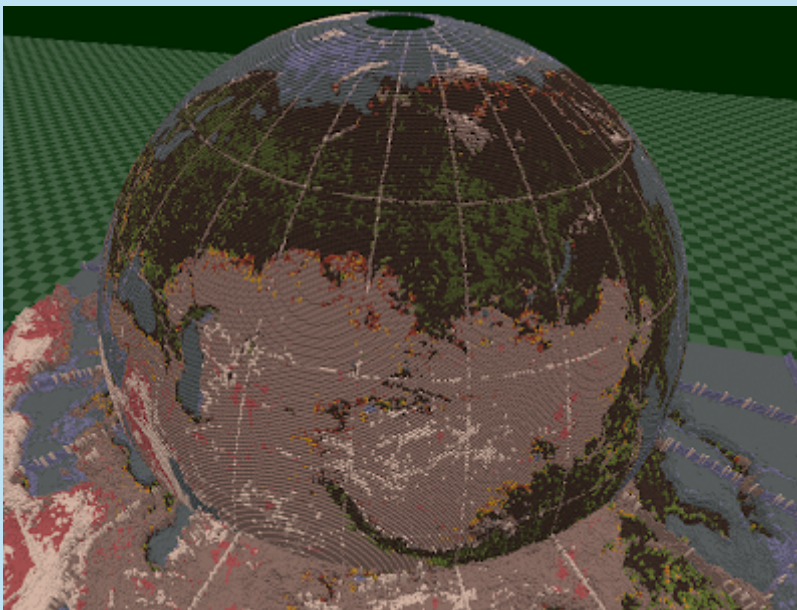
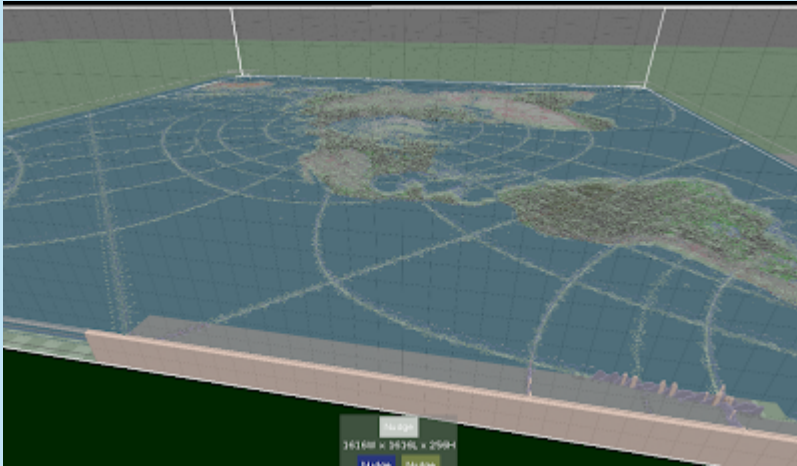
[MCEdit Filters](#) >

## HEMISPHERE

posted Nov 11, 2018, 2:22 PM by Adrian Brightmoore

Create hemisphere/domes from a layer of material in the selection. Originally for Cold Fusion Gaming:

Select a plane of an image and then lift the selection box to the height you want the radius of the hemisphere to be. Run the filter and wait for it to finish.



[Hemisphere\\_v1.py](#) (2k)

Adrian Brightmoore, Nov ...

v.1



[PROCGEN\\_TOOLS.py](#) (7k) Adrian Brightmoore, Nov ...

v.1



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