

[MCEdit Filters](#) >

## GFX

posted Oct 29, 2014, 12:19 AM by Adrian Brightmoore [ updated Sep 23, 2017, 1:58 PM ]

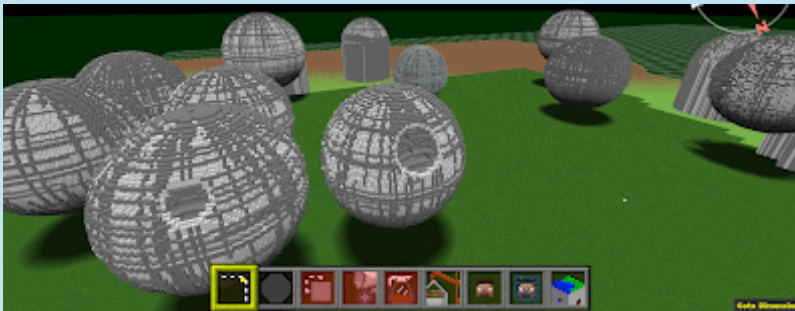
Playing around - graphics primitives and their application in 3D modelling using MCEdit filter scripts.

Download the latest numbered version of the filter from the list below by clicking on the blue down-arrow way over on the right hand side --->

(Note - this is a collection of scripts and utility functions I am playing around with. Stability over time is not guaranteed)

Here is a tutorial on the CITY

functions: <https://twitter.com/abrightmoore/status/911347319433392128>



Death Star 2 in Minecraft - Progress VLog Nov 2n...



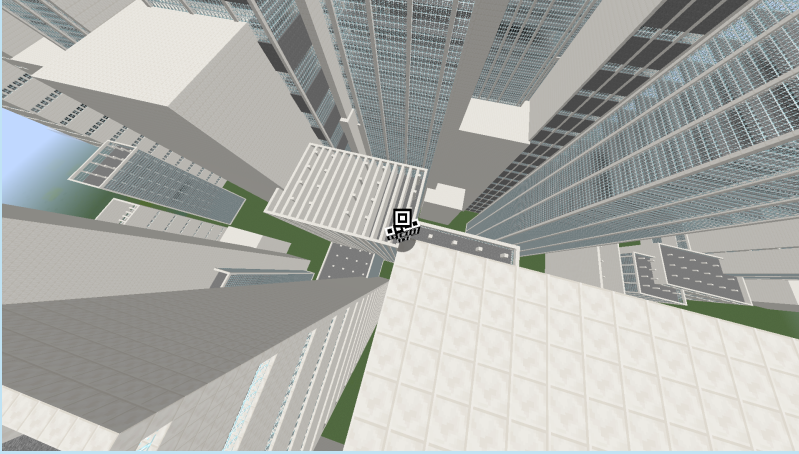
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 <a href="#">GFX_v13.py</a> (55k)	Adrian Brightmoore, Dec ...	<a href="#">v.2</a>	<a href="#">↓</a>
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 <a href="#">GFX_v16.py</a> (66k)	Adrian Brightmoore, Jan 7...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">GFX_v17.py</a> (66k)	Adrian Brightmoore, Jan 8...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">GFX_v19.py</a> (74k)	Adrian Brightmoore, Feb ...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">GFX_v2.py</a> (24k)	Adrian Brightmoore, Nov ...	<a href="#">v.3</a>	<a href="#">↓</a>
 <a href="#">GFX_v20.py</a> (80k)	Adrian Brightmoore, Mar ...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">GFX_v22.py</a> (101k)	Adrian Brightmoore, Mar ...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">GFX_v23.py</a> (105k)	Adrian Brightmoore, May ...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">GFX_v24.py</a> (105k)	Adrian Brightmoore, May ...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">GFX_v25.py</a> (107k)	Adrian Brightmoore, May ...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">GFX_v26.py</a> (125k)	Adrian Brightmoore, May ...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">GFX_v27.py</a> (132k)	Adrian Brightmoore, May ...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">GFX_v28.py</a> (130k)	Adrian Brightmoore, May ...	<a href="#">v.2</a>	<a href="#">↓</a>
 <a href="#">GFX_v29.py</a> (133k)	Adrian Brightmoore, May ...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">GFX_v3.py</a> (24k)	Adrian Brightmoore, Nov ...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">GFX_v32.py</a> (148k)	Adrian Brightmoore, May ...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">GFX_v33.py</a> (161k)	Adrian Brightmoore, May ...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">GFX_v34.py</a> (189k)	Adrian Brightmoore, Jun 3...	<a href="#">v.2</a>	<a href="#">↓</a>
 <a href="#">GFX_v35.py</a> (202k)	Adrian Brightmoore, Jun 7...	<a href="#">v.2</a>	<a href="#">↓</a>
 <a href="#">GFX_v37.py</a> (211k)	Adrian Brightmoore, Jun 2...	<a href="#">v.2</a>	<a href="#">↓</a>
 <a href="#">GFX_v38.py</a> (223k)	Adrian Brightmoore, Oct 1...	<a href="#">v.6</a>	<a href="#">↓</a>
 <a href="#">GFX_v39.py</a> (229k)	Adrian Brightmoore, Oct 2...	<a href="#">v.3</a>	<a href="#">↓</a>
 <a href="#">GFX_v4.py</a> (26k)	Adrian Brightmoore, Nov ...	<a href="#">v.3</a>	<a href="#">↓</a>
 <a href="#">GFX_v41.py</a> (239k)	Adrian Brightmoore, Dec ...	<a href="#">v.2</a>	<a href="#">↓</a>
 <a href="#">GFX_v42.py</a> (245k)	Adrian Brightmoore, Jan 4...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">GFX_v43.py</a> (267k)	Adrian Brightmoore, Mar ...	<a href="#">v.2</a>	<a href="#">↓</a>

 <a href="#">GFX_v47.py</a> (327k)	Adrian Brightmoore, Jun 2...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">GFX_v48.py</a> (332k)	Adrian Brightmoore, Jul 1...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">GFX_v49.py</a> (343k)	Adrian Brightmoore, Oct 1...	<a href="#">v.3</a>	<a href="#">↓</a>
 <a href="#">GFX_v7.py</a> (39k)	Adrian Brightmoore, Nov ...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">GFX_v8.py</a> (45k)	Adrian Brightmoore, Dec ...	<a href="#">v.2</a>	<a href="#">↓</a>
 <a href="#">GFX_v9.py</a> (45k)	Adrian Brightmoore, Dec ...	<a href="#">v.2</a>	<a href="#">↓</a>
 <a href="#">Jar_v1.schematic</a> (11k)	Adrian Brightmoore, May ...	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">Lattice-3000.png</a> (1315k)	Adrian Brightmoore, Jul 1...	<a href="#">v.1</a>	<a href="#">↓</a>






















## Comments

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City in Minecraft - MCEdit filter generated metrop...



	City v9 Skyscraper Grid 8 ...	Adrian Brightmoore, Nov ...	v.1	
	City v9 Suburban building ...	Adrian Brightmoore, Nov ...	v.1	
	DeathStar2_v1_GFXv2.sc...	Adrian Brightmoore, Nov ...	v.1	
	DeathStar2_v2_GFXv2.sc...	Adrian Brightmoore, Nov ...	v.1	
	DeathStar2_v3_GFXv2.sc...	Adrian Brightmoore, Nov ...	v.1	
	DeathStar2_v4_GFXv4.sc...	Adrian Brightmoore, Nov ...	v.1	
	DeathStar2_v6_GFXv4.sc...	Adrian Brightmoore, Nov ...	v.1	
	DeathStar_ConstructionY...	Adrian Brightmoore, Nov ...	v.1	
	<a href="#">GFX_v1.py</a> (15k)	Adrian Brightmoore, Oct 2...	v.2	
	<a href="#">GFX_v10.py</a> (45k)	Adrian Brightmoore, Nov ...	v.1	
	<a href="#">GFX_v12.py</a> (50k)	Adrian Brightmoore, Dec ...	v.1	