

[MCEdit Filters](#) >

Digital Terrain Model Importer

posted Jun 25, 2017, 4:43 AM by Adrian Brightmoore [updated Jun 25, 2017, 5:36 PM]

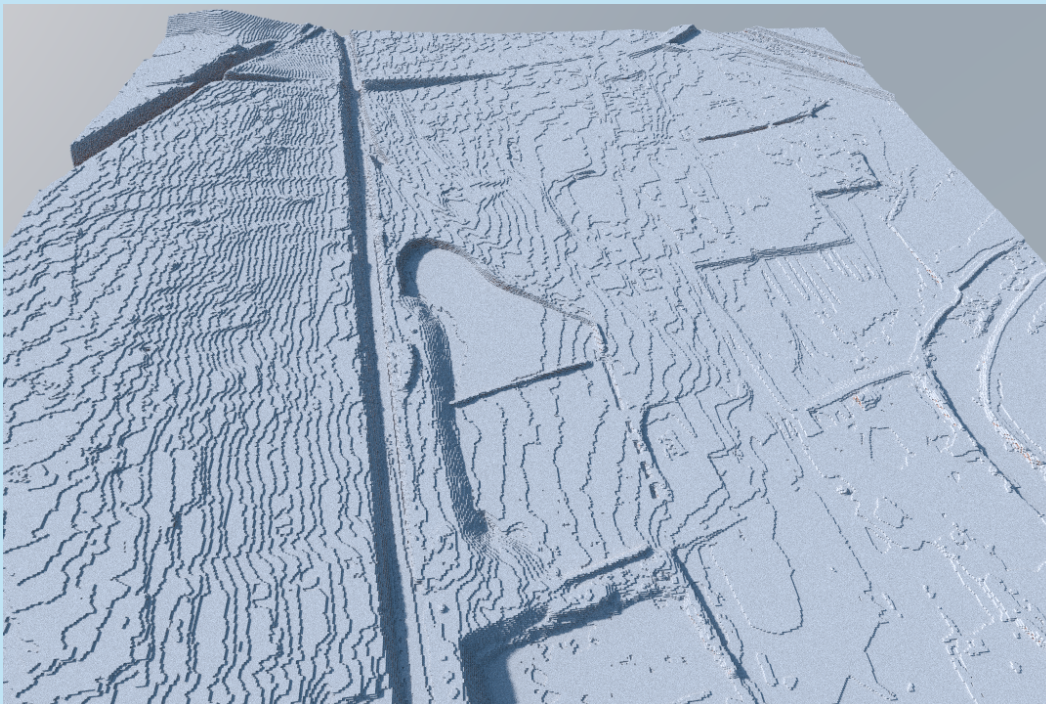
[@SimBadd64](#) was seeking 1 metre scale UK landscapes from actual data.

[@dyrms86](#) used LIDAR data for this purpose. You can get it from here (as an example): <http://environment.data.gov.uk/ds/survey/index.jsp#/survey?grid=SE42>

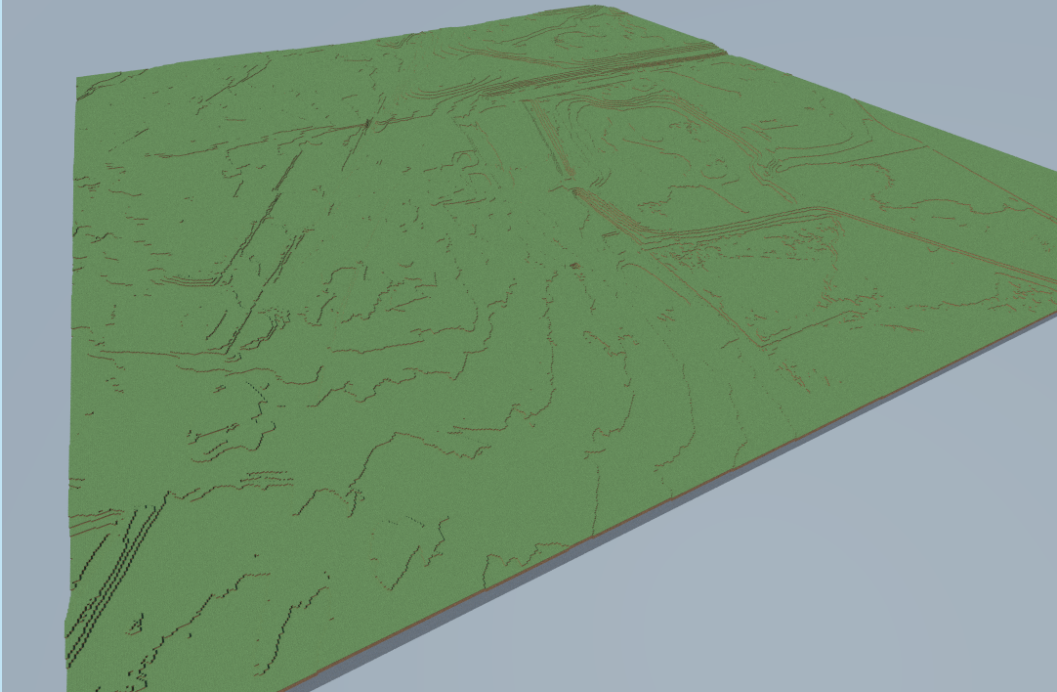
This filter reads one of the data files, for example "se4227_DTM_1M.asc", and creates a landscape in Minecraft from it.





(You need to pre-create the work area in MCEdit using the CHUNK tool - just make it flat and at least 1000x1000 blocks)

Hit me up on Twitter with any questions, it was put together quickly at 4am.



- ▶ [Adrian Brightmoore](#)
- ▶ [Builds](#)
- ▶ [MCEdit 2 Plugins](#)
- ▶ [MCEdit Filters](#)
- ▶ [Minecraft Mods](#)
- ▶ [What's Happening Now?](#)
- [Sitemap](#)
- [Recent site activity](#)



 DTMImport_v1.py (5k)	Adrian Brightmoore, Jun 2...	v.1	
 DTMImport_v2.py (5k)	Adrian Brightmoore, Jun 2...	v.1	

Comments

You do not have permission to add comments.