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## 2012 MCEdit Filters

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### [2012 MCEdit Filter List](#)

posted Jan 27, 2013, 11:42 AM by Adrian Brightmoore [ updated Dec 25, 2016, 7:23 PM ]

In 2012 I discovered the fun of Filters. I learned enough Python programming language to be useful and leaped into making little programs that either build things in a 3D Minecraft world, or warp existing things in new and interesting ways.

[Newer filters are on this announcement page.](#)

#### Filters That Build Things (FTBT)

- **DrawLineBetweenTwoPoints** [ALBUM](#) [VIDEO](#) [DOWNLOAD](#) - does what it says, but requires you to be in a specific orientation and then use the MCEdit rotation features to orient it correctly. Not my best work, but an essential tool to finish off the [Sandcrawler](#) due to all the strangely sloping surfaces.
- **Rainbow** [ALBUM](#) [DISCUSSION](#) [DOWNLOAD](#) - creates arcing multi-coloured rainbows in your selection box. Inspired by /u/Hyta on Reddit
- **Gherkin** [ALBUM](#) [DOWNLOAD](#) - builds /u/Hyta's procedurally generated London tower. This is a port of /u/Hyta's algorithm to MCEdit. It was an exercise in porting Java to Python.
- **Clouds** [ALBUM](#) [DISCUSSION](#) [DOWNLOAD](#) - generates diffuse clouds of blocks in the sky, and solid ones too.
- **Dunes** [ALBUM](#) [DISCUSSION](#) [DOWNLOAD](#) - makes sand dunes in your selection box.
- **CASTLETECT** [ALBUM](#) [DISCUSSION](#) [DOWNLOAD](#) - use this to make castle walls, towers and arches.
- **ARC** [ALBUM](#) [DISCUSSION](#) [DOWNLOAD](#) - simply creates a vertical arc within your selection box. 180 degrees side to side.
- **CASTLESANDKEEPS** [ALBUM](#) [DISCUSSION](#) [DOWNLOAD](#) - Make a Castle compound automatically with one click.  
@Tomutwit asked for this one.
- **BOULDER** [ALBUM](#) [VIDEO](#) [DISCUSSION](#) [DOWNLOAD](#) - generate boulders and stones.

▼ **Adrian Brightmoore**

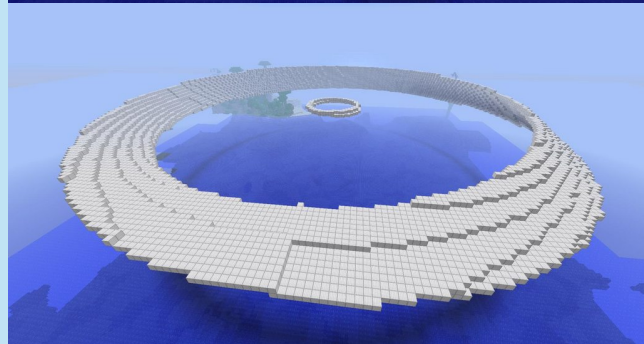
**2012 MCEdit Filters**

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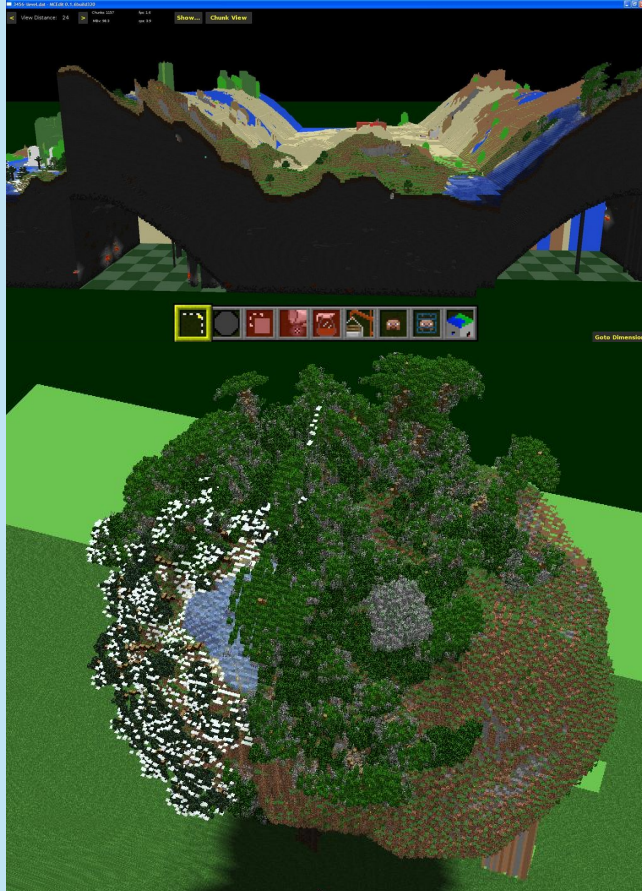
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## Filters That Warp Space (FTWS)

- **Surface\_f(x,z)** [ALBUM](#) [/r/Math](#) [DISCUSSION](#) [DOWNLOAD](#) - this filter builds things and warps space, and is where I put a lot of ideas and prototypes. Many pictures are included at the download link.
- **DRAPE** [ALBUM](#) [DISCUSSION](#) [DOWNLOAD](#) - there must have been a lot of pent-up-demand for the ability to lay a creation carefully across the surface of the landscape. The album shows how to make walls and roads that flow with the undulating hills. This filter is currently #17 on the all-time top postings to [/r/Minecraft](#), which is very humbling.
- **SUBSIDE** [ALBUM](#) [DISCUSSION](#) [DOWNLOAD](#) - the land above ground collapses in on underground tunnels and caves.
- **GASH** [ALBUM](#) [DISCUSSION](#) [DOWNLOAD](#) - when you need to tear up the ground, this filter will come in handy. It rips the soil and stone into deep ravines defined by your selection box length, width, and height.
- **FLYLAND** [ALBUM](#) [DISCUSSION](#) [DOWNLOAD](#) - used to make flying islands you can build on.
- **VORONOI** [ALBUM](#) - use to make lots of different areas within your selection box. Hard to explain, but worth playing around with. Suggested by @NirgalBunny on Twitter
- **CUBIFY** [ALBUM](#) - fold land over into cubes.





### Filters That Do Other Stuff (FTDOS)

- **Resurface** [ALBUM](#) - lays down a layer of your material on top of whatever is in the selection box. Requested by forum user DogsRNice.
- **BlockFinder** [ALBUM](#) - reports on the console the location of every block in a selection area of a certain type you specify. Requested by helen269
- **REPEAT** [ALBUM](#) [DISCUSSION](#) [DOWNLOAD](#) - this filter is for slow computers like mine that simply reproduces your selection box the specified number of times in the direction you decided. It also has an option that shakes your model apart.
- **EROSION** [ALBUM](#) [DOWNLOAD](#) - weathers buildings to show their age.
- **FILLMESH** [ALBUM](#) [DISCUSSION](#) [DOWNLOAD](#) - when some filters run they can leave an odd hole following rotations due to rounding errors. Oversampling is a fix, but is expensive computationally. This filter cleans up those holes. It also rounds out square tunnels and rooms.



- **TRIMMING** [ALBUM](#). [DISCUSSION](#). [DOWNLOAD](#) - use to add special edges and highlights to your buildings and structures. It selectively replaces blocks that are on edges.
- **SHEATH** [DISCUSSION](#) - covers redstone in blocks and leaves tunnels you can use to access. Requested by @Jigarbov
- **FILLter** [ALBUM](#) - 3D flood fill in your selection box.
- **HOLLOW** [ALBUM](#) - carves out the inside of a solid object leaving just the outer shell.
- **FOAM** [VIDEO](#) - hollows out an area, but honours the regions of different materials. Results in rooms and caves.
- **SPRINKLE** [DOWNLOAD](#) - places the number of blocks of the type you specify randomly within the selection box
- **FRAMINATION** [VIDEO](#) [DOWNLOAD](#) - Animates blocks in your world using custom spawners. Script, sample save world, and a sample schematic of a running man is included at the download site. Filter suggested by FoamyTrampoline.
- **PNGtoBLOCKS** [VIDEO](#) [DOWNLOAD](#) - Based on Sethbling's Player Statue filter, this one renders your PNG in the world as a sheet.
- **MINETEXT** [VIDEO](#) [DOWNLOAD](#) - Write blocky text directly onto the world.
- **PNGtoCUBE** [VIDEO](#) [DOWNLOAD](#) - Maps a square graphic into the Minecraft world as a cube. Useful for importing texture images to make large scale blocks and other objects.





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