



See: <http://imgur.com/a/JGuft>

[MCEdit Filters](#) >

LANDSCAPE

posted Oct 17, 2013, 10:10 AM by Adrian Brightmoore [updated Aug 23, 2017, 2:13 PM]

This filter does a bunch of interesting things.

[How to make a landscape from a height map](#)

1. Make enough chunks as you need - 1 pixel = 1 block.
2. Select the most negative X and Z, run the filter with a Multicolor block type, and save. Multicolour = stained clay, wool, stained glass, etc. It will fail with "Stone" for instance.
3. It writes outside the selection box and will not create chunks for you. Work in a disposable world just in case
4. Oh - and if there's an error parsing your png input file, just open it in MSPaint and save it again. Something weird with the Python PNG library and certain pngs in the wild.

Version 3 is a testing release that support colour mapping in your orthogonally projected PNG files.

Make 3D objects in Minecraft from three PNG files



Make 3D models from orthogonal projections in version 2!

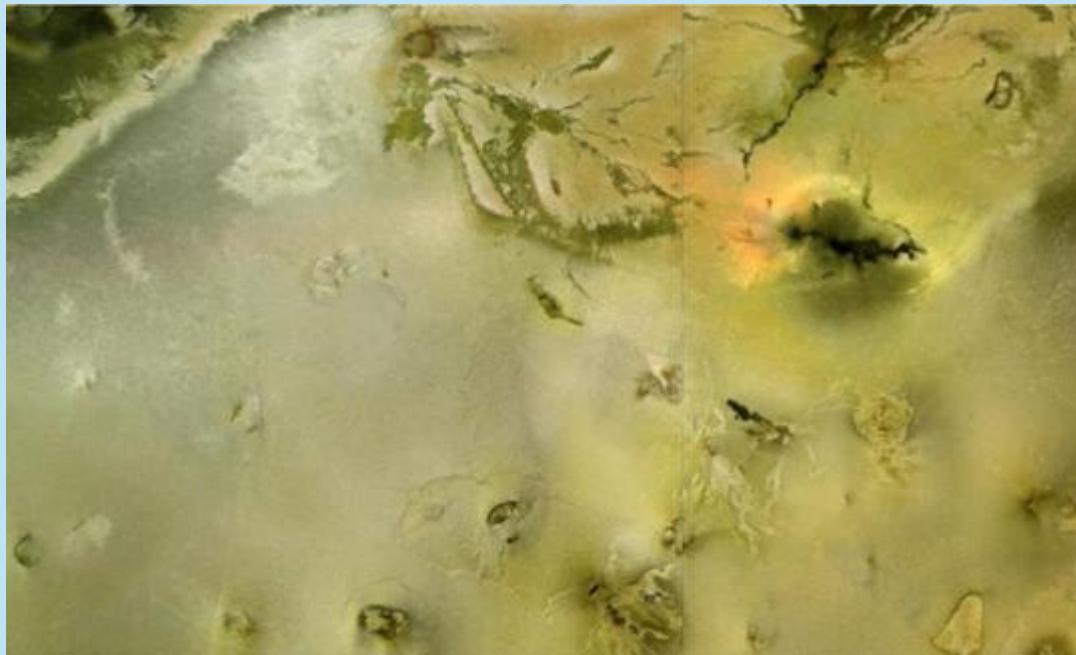
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3D Objects from PNG files in MCEdit

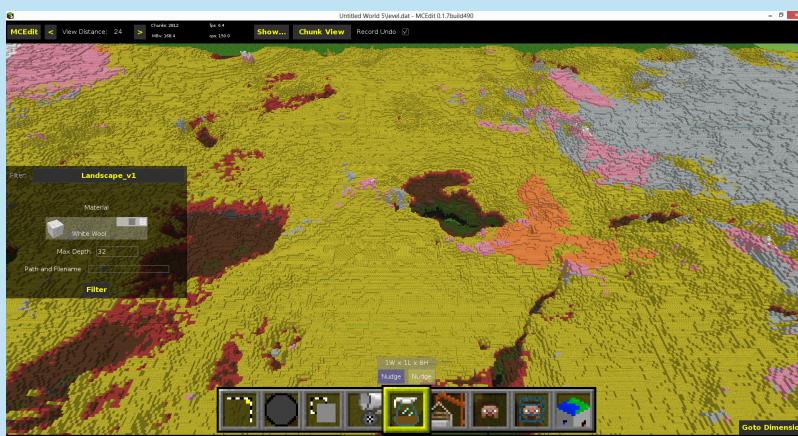


There are some awesome images from NASA's space probes available. These can form the basis of alien planet 3d voxel maps in Minecraft.

Here is a section of Io, the moon of Jupiter:



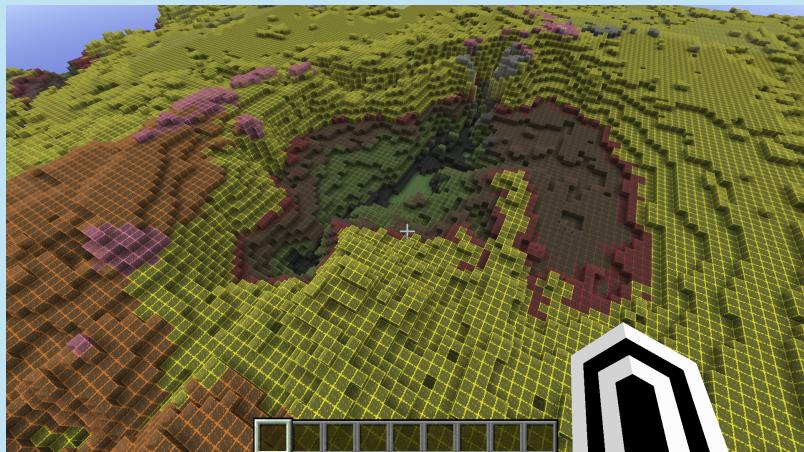
Using this image with the LANDSCAPE filter yields this result:



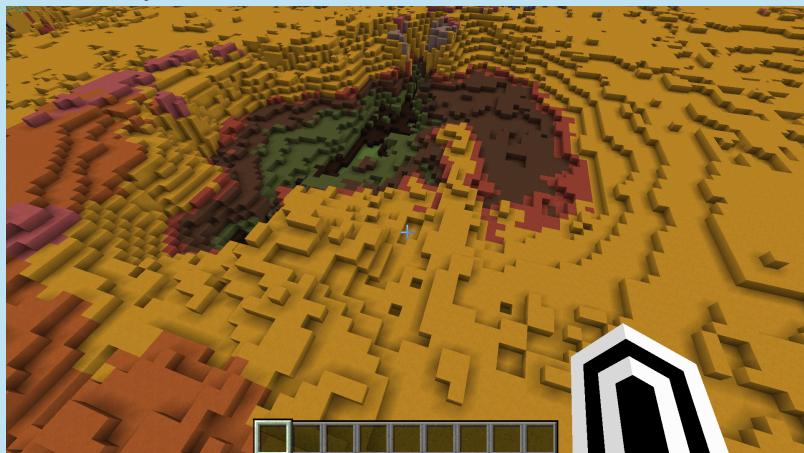
The material can be specified. If it's WOOL (Block ID 35), Hardened Clay (159) or Stained Glass (95) then the colour of the original pixels will be matched as closely as possible to the material.

Download and use the filter below. Share with me your results!

Stained glass:



Stained Clay:



A discussion on the filter's development on Reddit: <http://redd.it/1okcx8>

This filter is based on my [PNG to CUBE](#) filter, which is based on my [PNG to Blocks](#) filter, which was derived from [Sethbling's Player Statue filter](#). [The PNG.py library is required.](#)



If you downloaded v3, grab it again. The problem shown on the right is now fixed.



Landscape_v1.py (5k)	Adrian Brightmoore, Oct 1...	v.1	
Landscape_v2.py (7k)	Adrian Brightmoore, Dec ...	v.1	
Landscape_v3.py (9k)	Adrian Brightmoore, Dec ...	v.2	
Landscape_v3_1.py (9k)	Adrian Brightmoore, Dec ...	v.1	
Landscape_v4.py (9k)	Adrian Brightmoore, Dec ...	v.1	
MCE Trap Door v1.schem...	Adrian Brightmoore, Oct 1...	v.1	

 Skull v1.schematic (1k)

Adrian Brightmoore, Aug ... v.1



 SkullFront1.png (3k)

Adrian Brightmoore, Aug ... v.1



 SkullSide1.png (4k)

Adrian Brightmoore, Aug ... v.1



 SkullTop1.png (2k)

Adrian Brightmoore, Aug ... v.1



Comments

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