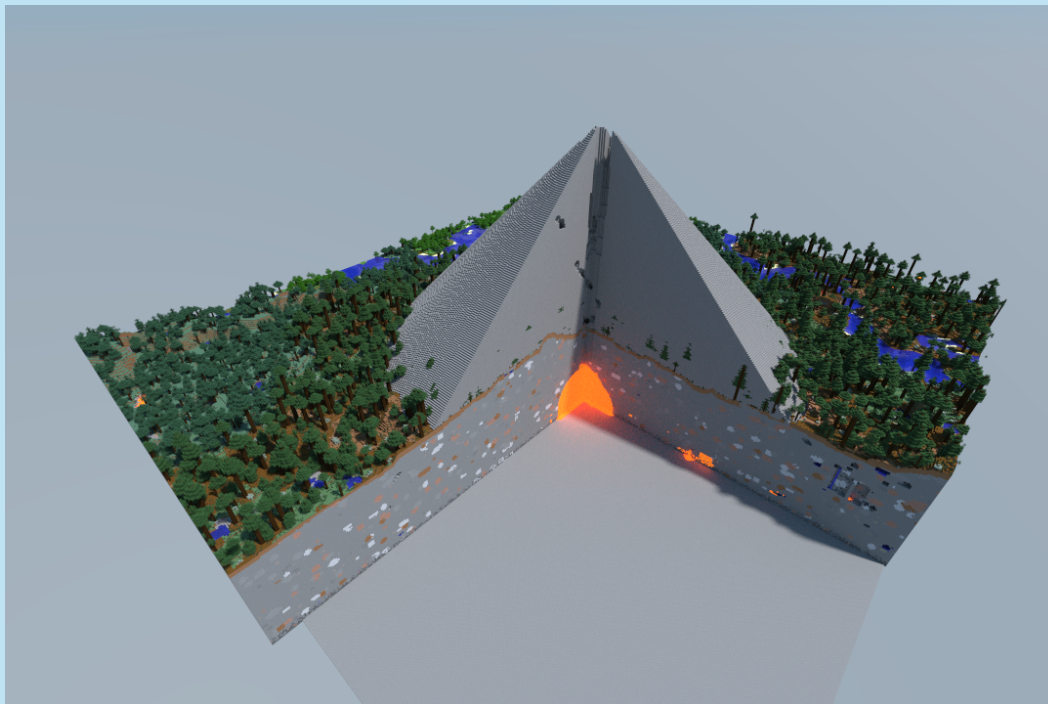# Brightmoore

UNDERWORLD

posted Feb 20, 2016, 12:24 AM by Adrian Brightmoore   [updated Jul 15, 2016, 6:24 AM]

An MCEdit filter to make tunnels, canyons, vast caverns, and populate the landscape with ores and other blocks.

Devlog: https://twitter.com/abrightmoore/status/715110407526948865

Requested by @lemoesh

UNDERWORLD

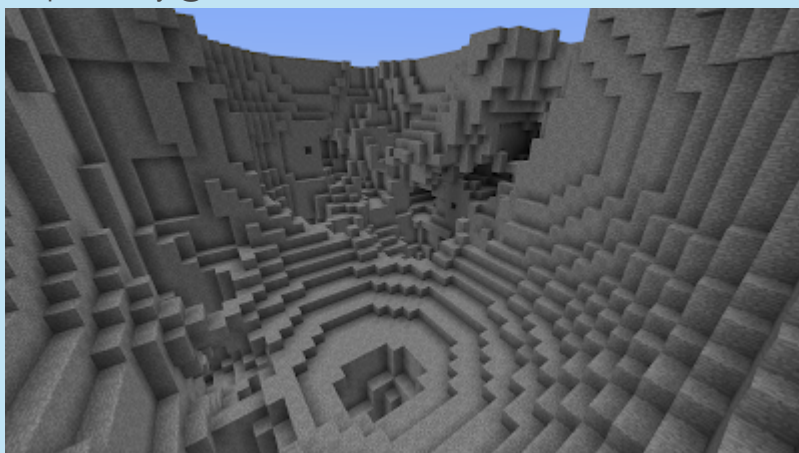posted Feb 20, 2016, 12:24 AM by Adrian Brightmoore   [updated Jul 15, 2016, 6:24 AM]

📄 Underworld_v3.py (25k)	Adrian Brightmoore, Feb …	v.2	⬇
📄 Underworld_v4.py (29k)	Adrian Brightmoore, Feb …	v.2	⬇
📄 Underworld_v9.py (46k)	Adrian Brightmoore, Mar …	v.4	⬇

Comments

You do not have permission to add comments.
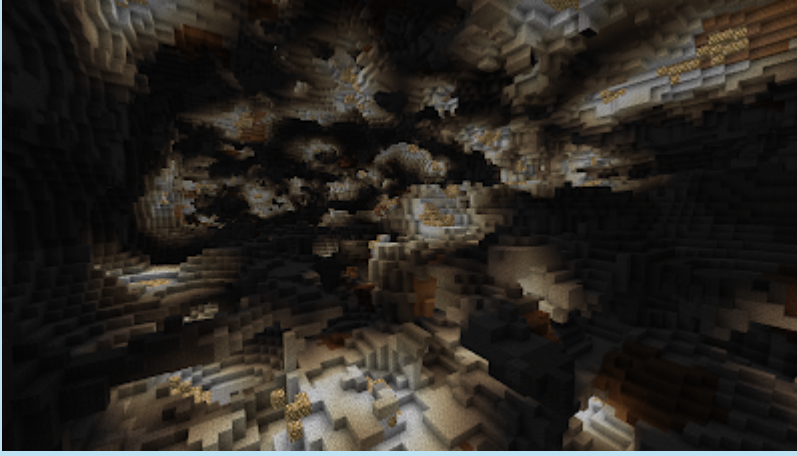
Custom Caves in Minecraft

Underworld_v10.py (52k)	Adrian Brightmoore, Mar …	v.1	⬇
Underworld_v13.py (95k)	Adrian Brightmoore, Dec …	v.5	⬇
Underworld_v14.py (102k)	Adrian Brightmoore, Jan 2…	v.1	⬇
Underworld_v15.py (104k)	Adrian Brightmoore, Mar …	v.2	⬇
Underworld_v2.py (24k)	Adrian Brightmoore, Feb …	v.1	⬇