

// Step 1: Set Up Resource Pack Metadata

create file "manifest.json"

```
write {
  "format_version": 2,
  "header": {
    "name": "Cartoon Vibe Pack",
    "description": "A vibrant, cartoon-style resource pack!",
    "uuid": generate_new_uuid(),
    "version": [1, 0, 0]
  },
  "modules": [{
    "type": "resources",
    "uuid": generate_new_uuid(),
    "version": [1, 0, 0]
  }]
}
```

// Step 2: Draw / Convert Textures

for each texture\_type in ["blocks", "items", "entities"]:

  for each texture\_file in default\_minecraft\_textures(texture\_type):

    open texture\_file

    apply\_cartoon\_filter()   // e.g., Toon shading, bold outlines

    increase\_saturation(40%)   // Make it bright and poppy

    enhance\_contrast()       // Make colors distinct

    export as .png to pack\_folder/textures/texture\_type/

// Step 3: (Optional) Customize Names

open "texts/en\_US.lang"

for each item in custom\_items:

  assign\_fun\_name(item.id, "Toon " + item.default\_name)