



Minecraft Digital Portfolio

Owen Lacey

Builds done in Minecraft

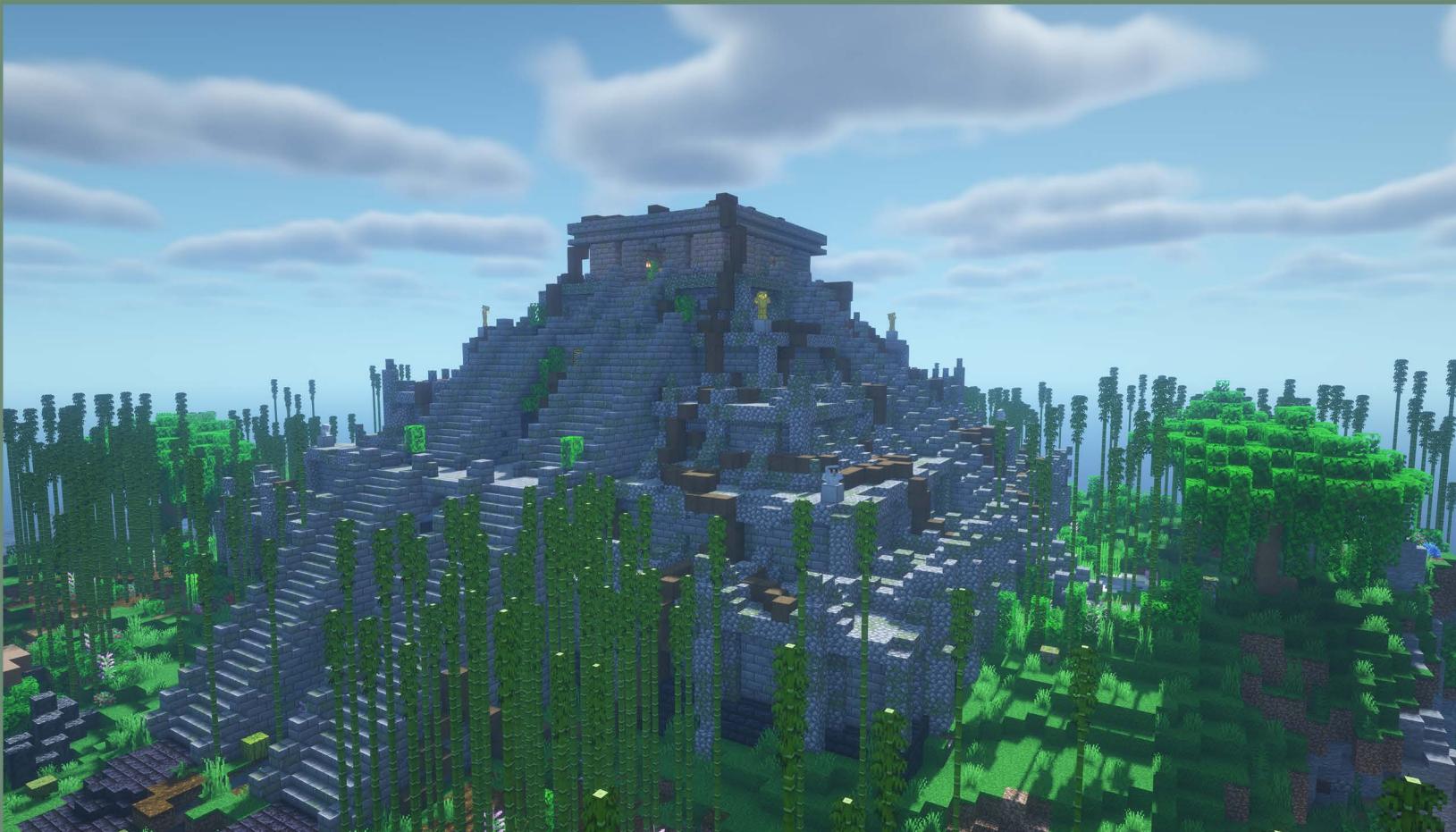
Shaders Used:
BSL Shaders
Sildur's Shaders



A recreation of the home of the Crones of Crookback Bog from The Witcher 3

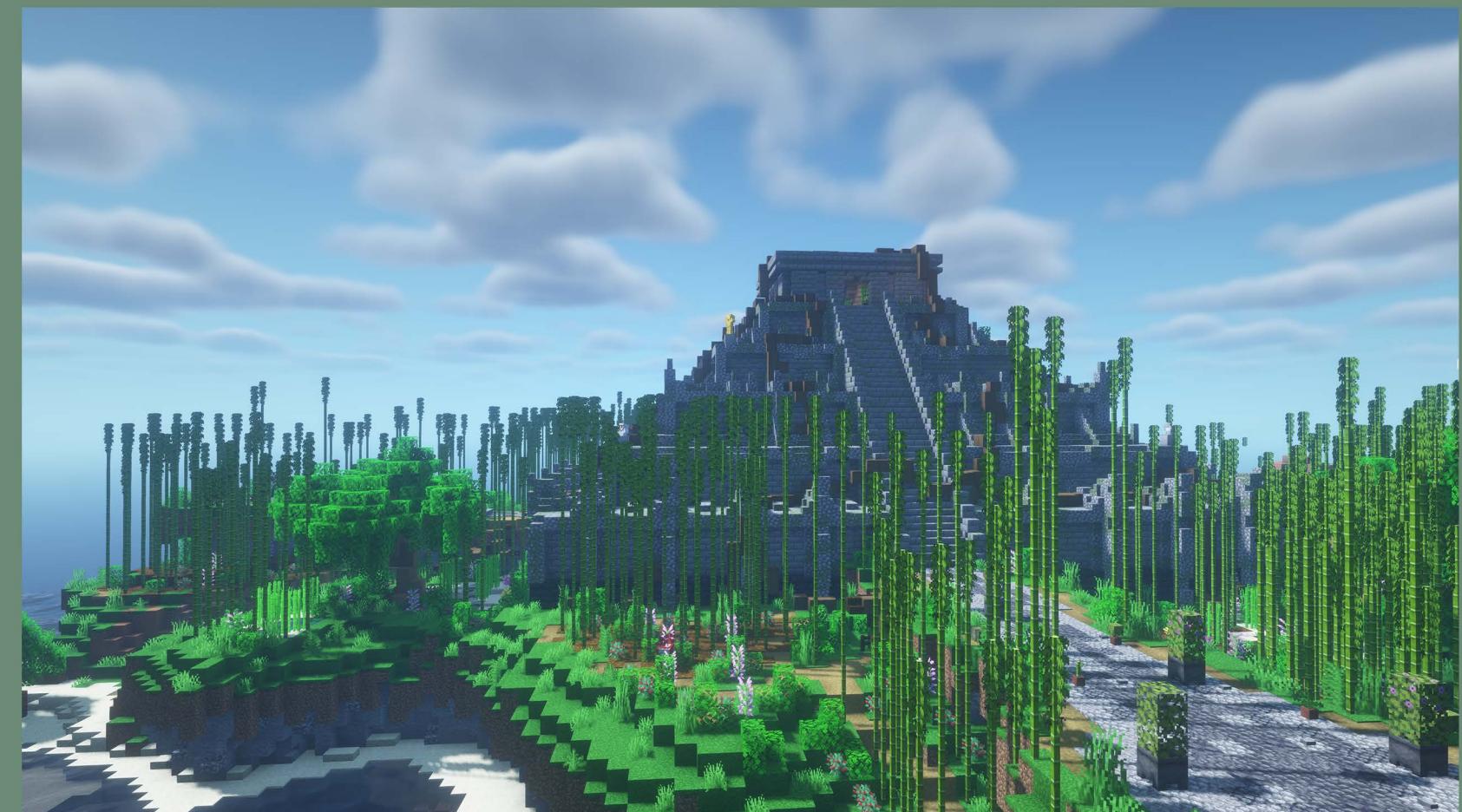


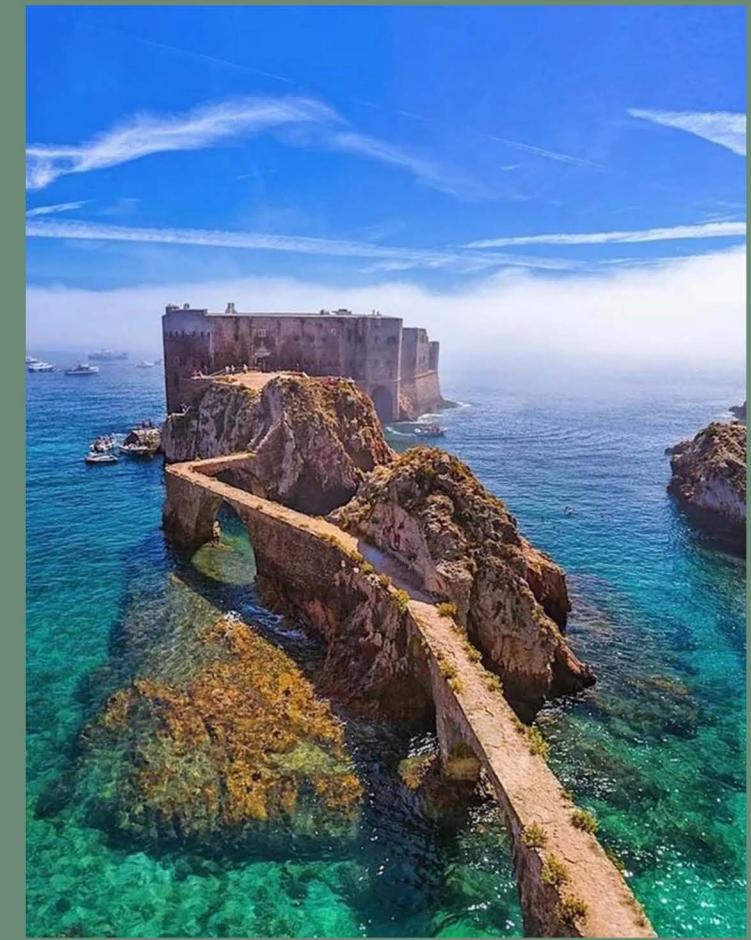
A town based off of Whiterun from Skyrim.
Originally intended as part of a small game.



A Maya temple,
surrounded by jungle

This was built in
survival mode





A castle on the water. Reference image used is on the right.

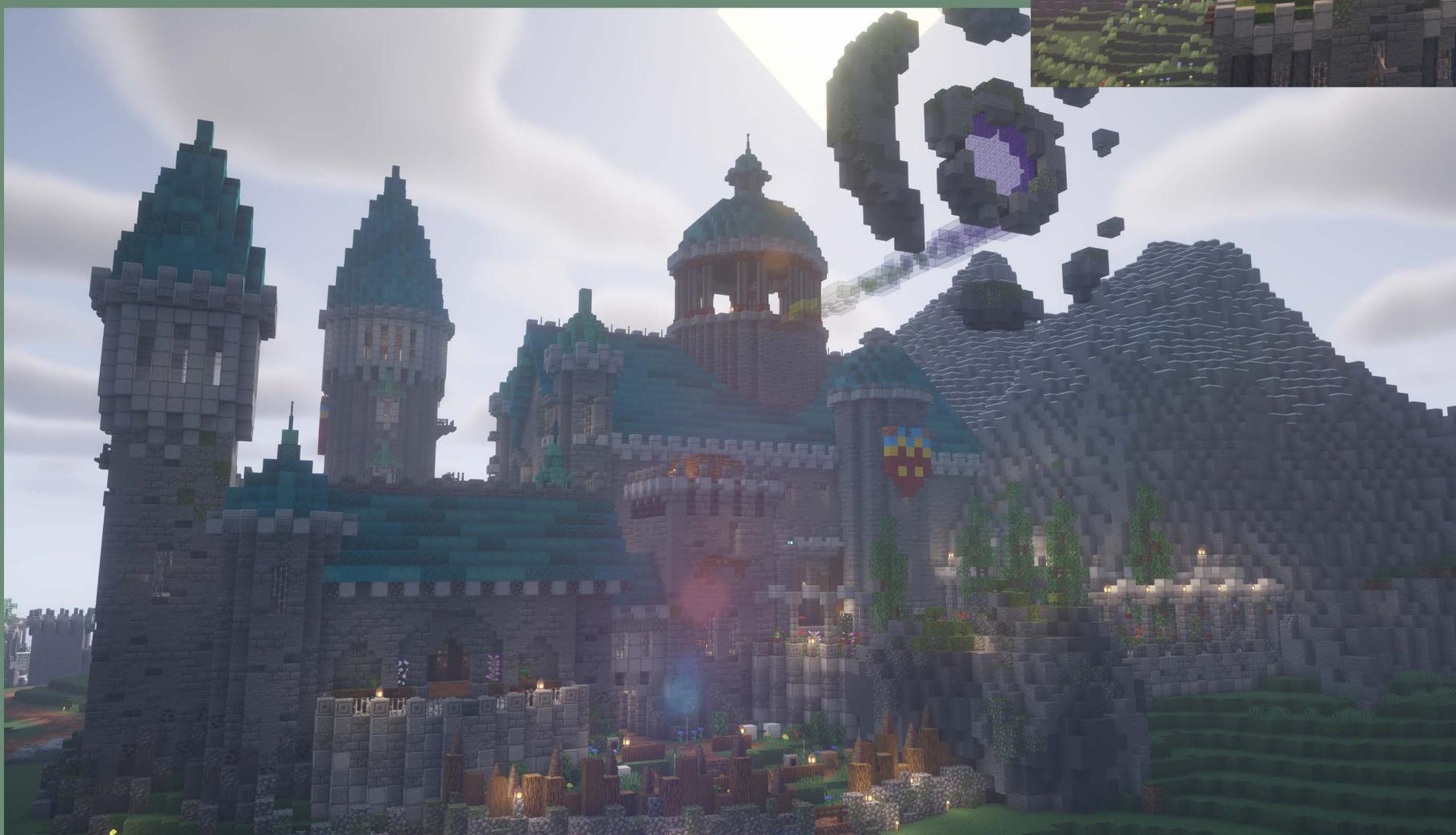


Dwarven Mining Town

There are two styles of building present in this town. The white and gold buildings are the older, dwarven keeps, built into the stone. The wooden buildings are newer, made by humans finding the abandoned mining town.

Castle in the Mountains

A castle built in survival



Floating portal design by Grian



A town with windmills and farms surrounding it, styled after Toussaint from The Witcher 3

