

3D files in STL → .world Wireframe Converter guide

By Leelove with illustrated steps:

JavaScript required: The converter runs entirely in your browser. If JavaScript is disabled, parsing and conversion won't work. Example STL files are included in the `stls/` directory so you can test quickly.



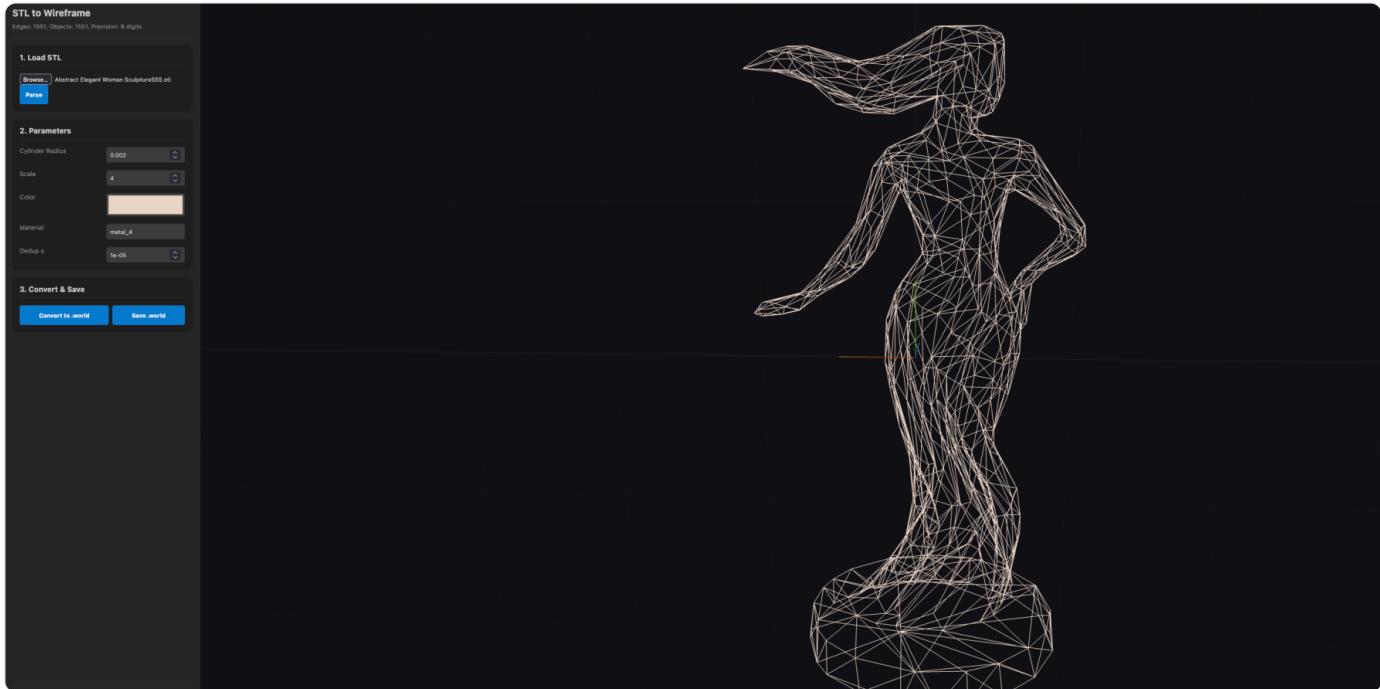
1. What this tool does

This web tool loads an STL mesh in your browser and converts its triangle edges into cylinder-based wireframes, exporting a compact `.world` file. Use the preview to adjust parameters before saving.

Important: Set the `Scale` during conversion (the game won't scale it nicely by itself). For small decor objects you can use a very low scale like `0.06`. Low-poly is *not* mandatory, but heavy objects won't load nicely — aim for an exported `.world` under **500 KB**.

2. Using the web UI

1. Open `index.html` in your browser.
2. Load your STL and click `Parse`.
3. Set `Cylinder Radius`, `Scale`, `Color`, `Material`, and `Dedup ε`.
4. Click `Convert to .world`, then `Save .world`.



Preview and parameters panel.

3. Make your STL low-poly in Blender

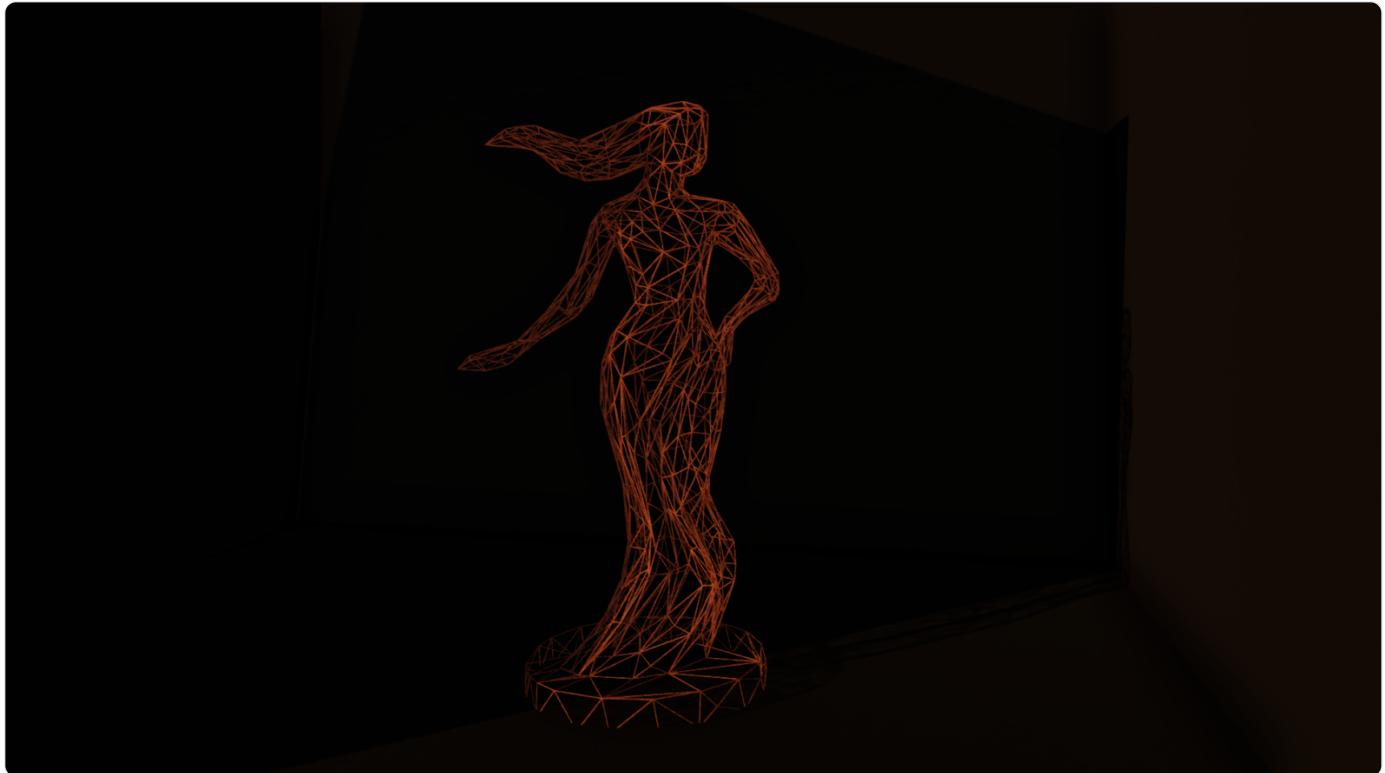
1. Blender → File → Import → STL
2. Select mesh → Modifiers → Add Modifier → **Decimate**
3. Lower `Ratio` (e.g. 0.1–0.5) until topology is simplified but shape remains
4. Apply → File → Export → STL



Original STL before decimation. Reducing triangles will improve clarity and performance.

Video tutorial: Watch this [YouTube video](#) for a step-by-step guide on making STL files low-poly in Blender.

4. Example result



Resulting wireframe after conversion.

Introduction to 3D

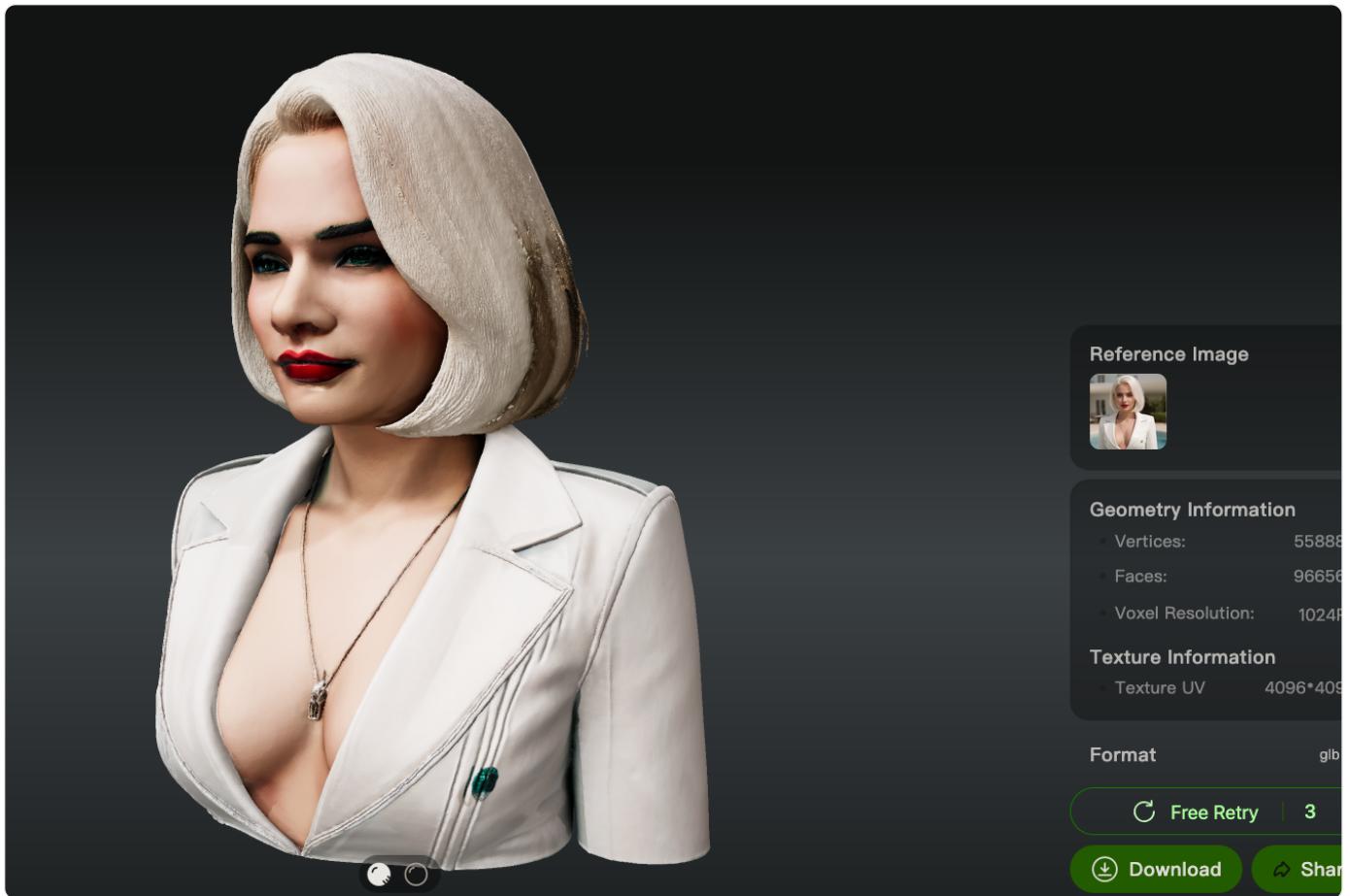
Welcome in the real 3D world

The point of this tool, is to open a giga world to 3DX builders. You can :

- find for free on internet ready made 3d objects for what you want :
- <https://cults3d.com/en/profile/created> (search 'free')
- <https://www.thingiverse.com/>
- learn how to make your own 3d objects, there is countless YT videos for this.
- learn a bit blender as explained in the guide to be able to downsample objects as the game doesn't like big files.
- convert a 2D image in a 3D object via AI for any object you want (again a lot of sites possible) like with <https://3dserver.hitem3d.ai/>

Stl files are the common files for 3D printers so countless stl files are available on internet for free. There is countless 3D objects file formats but at the end to use this tool you need to convert it to stl.

Its very easy with countless 3D fileformat online converters. i will recommand to learn how to import and export 3D objects in blender (free and open source) so u can downsample objects as the game doesn't like big files.



2d to 3d conversion example.

Really crazy thing...

The really crazy thing is that if you know how to code or vibe code this js code and the python version has all necessary maths to do anything in .world. like generating a minecraft world.



Minecraft world generation example.

Everything is made with a cube.

Remember to check if your AI always use decimal numbers and not rounded numbers.

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