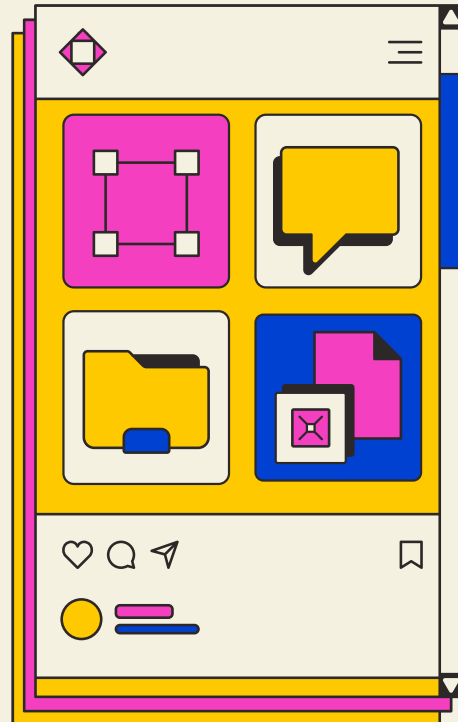
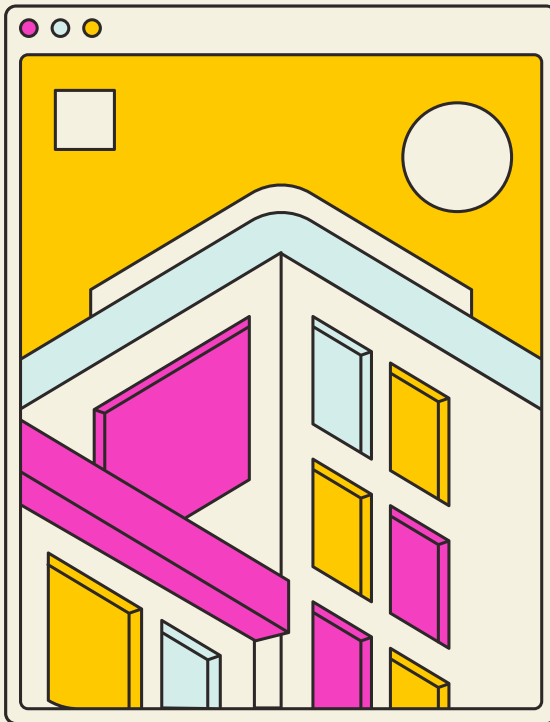
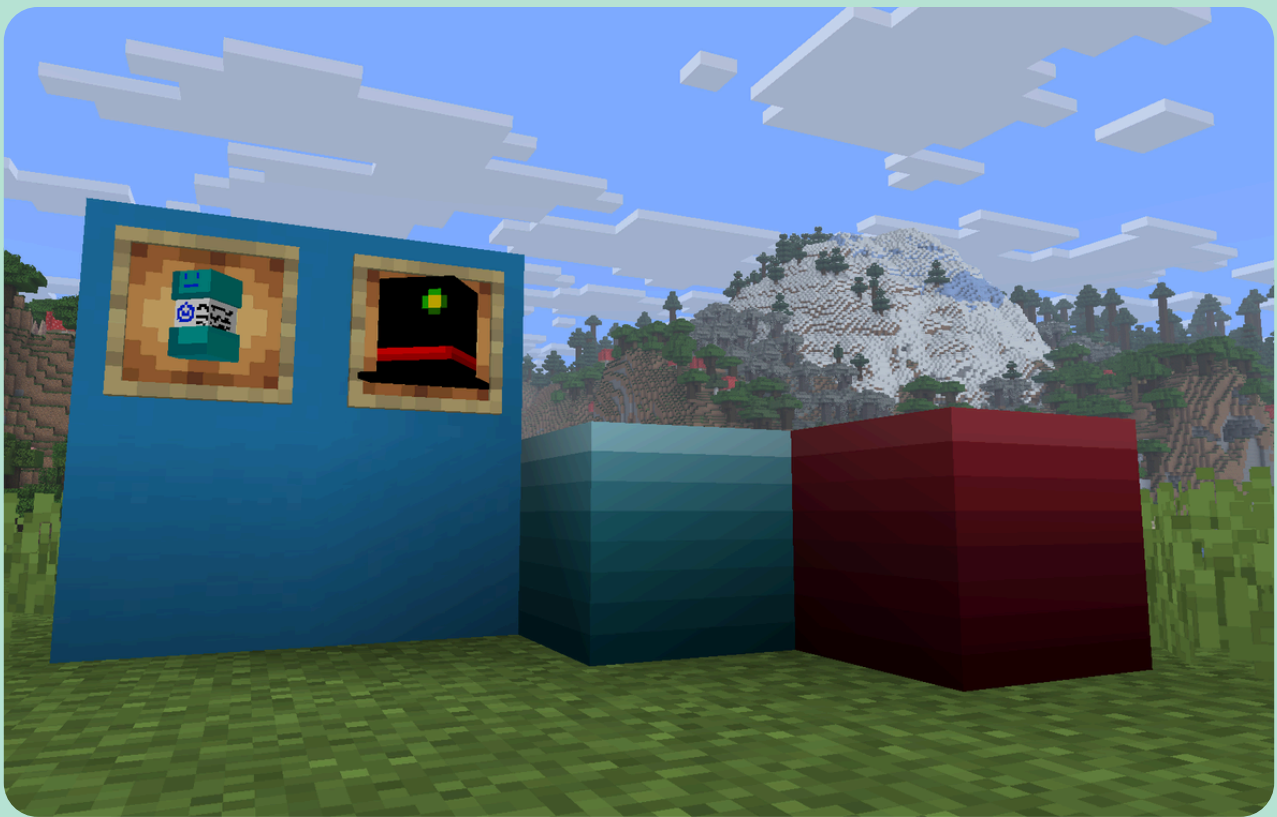


Blockstates

CMDData



RACCON
Mathias



Blockstates & CMDData showcase from my example resourcepack (<https://modrinth.com/resourcepack/allinonepack>)





Please watch this video:
<https://drive.google.com/file/d/1VFhiHKiDiMQ8vfrcLaSqfbFWw4gNYNi/view>

This is a showcase of a custom plugin created by my friend. Alongside the plugin, it also demonstrates blockstates that I set up and managed. It shows how custom blocks can be added to Minecraft, most likely using the same technique Origin Realms applies. For example, when you right-click on the ground with an item that has custom model data, it places a blockstate.





Snorkel with custom model data and blockbench
(model & texture by me)





I specialize in setting up custom model data, particularly with models created in Blockbench by other artists. My focus is on the technical setup rather than creating or animating models from scratch. While I am able to do some basic modeling myself, I don't yet consider my work at a professional level, and I'm not certain it would fully match Origin Realms style. However, I am confident in handling setup tasks and simple designs. More details can be found in the Models and Textures document.





If you'd like to see an example of my custom model data setup in action, here's a link to my basic resource pack. Please note that this pack is focused on showcasing the setup process rather than design work.

<https://modrinth.com/resourcepack/allinonepack>

