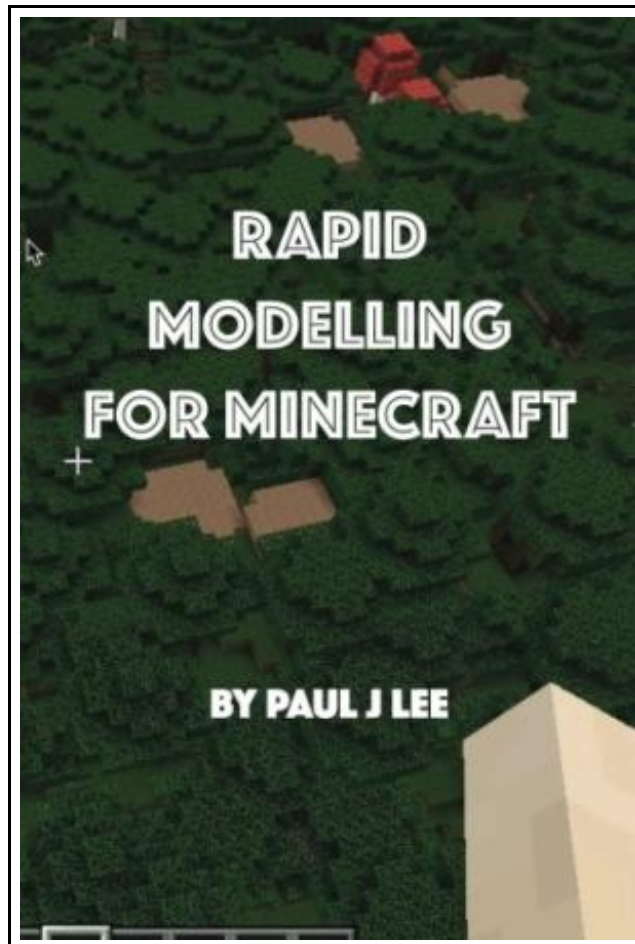


Rapid Modeling for Minecraft(tm): How to Get Your Model Into Minecraft



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(Letha Okuneva)

RAPID MODELING FOR MINECRAFT(TM): HOW TO GET YOUR MODEL INTO MINECRAFT



Createspace, United States, 2015. Paperback. Book Condition: New. 229 x 152 mm. Language: English . Brand New Book ***** Print on Demand *****.Minecraft is the most popular kids gaming platform in the world. Creating new worlds to explore is one of its most exciting aspects. To help with this challenges, here we show kids how to access popular modeling tools like Tinkercad, SketchUp MCEdit to make building worlds a lot faster and easier. Creating familiar objects like cities, castles, houses or 3D scans of people or animals is all taken care of with the methodology in this book. The first section relates the process of bringing a giant horse model from a 3D database into Minecraft. The second section shows how to create a model of a famous castle: Neuschwanstein, with all its nooks and crannies faithfully recreated with extreme speed and efficiency. This book represents a new departure for Minecraft modeling. The tools for making awesome 3D models are (nearly) as cool as Minecraft itself. Kids in the normal education system get very little opportunity to think about spaces, relationships between spaces and objects, scale and decision making. These are skills that normally require attendance at a degree course in architecture to start exploring, so the opportunity this represents is massive. DesignerDojo is a movement that shows kids how to access cool 3D technology for free. contains many of the companion resources for this book, and was founded by the book's author, Paul Lee, an experienced architect, educator, blogger and author. DesignerDojo was founded along the principles of CoderDojo, a hugely popular worldwide movement to help kids to learn coding skills. Paul's first book, Construction Documents Using SketchUp Pro LayOut is a very popular book for builders, technicians, architects and engineers.



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