Arc de Triomphe (Romse_One)

61 x 42 footprint / 60 layers / Java 1.20.1 / 20578 occupied cells

Original procedural interpretation. File checked; game import not tested.

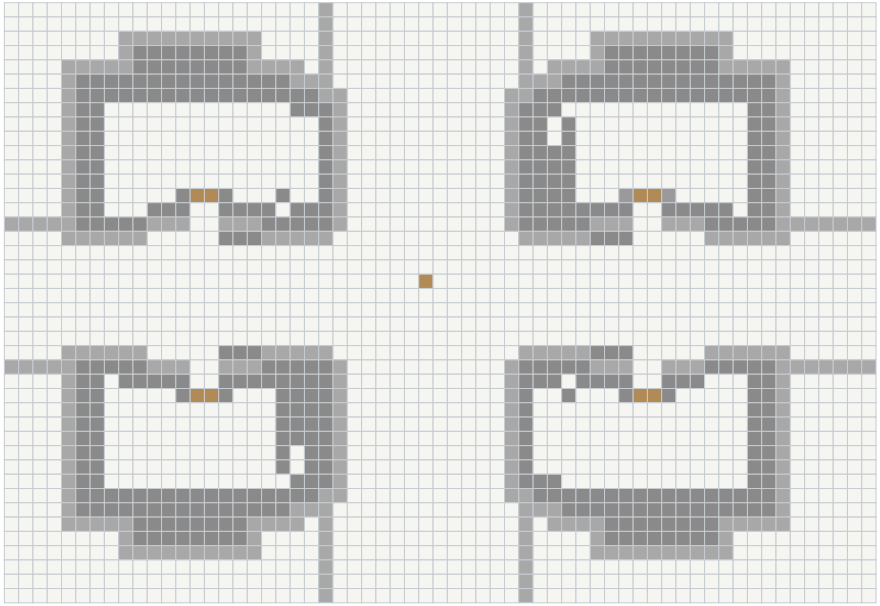
MATERIALS / INVENTORY ITEMS

Stone	13280
Stone Slab	2066
Cobblestone	1481
Stone Brick Stairs	1150
Stone Bricks	900
Smooth Stone Slab	1194
Iron Bars	276
Furnace	226
Cobblestone Stairs	220
Stone Brick Slab	200
Cobblestone Slab	130
Glass Pane	29
Oak Door	14
Grass Block	2
Oak Sign	1

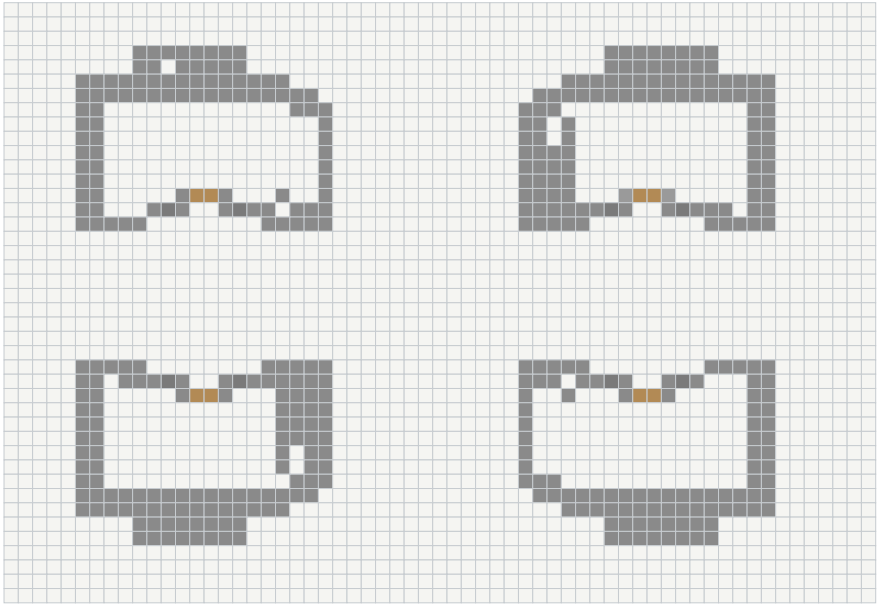


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

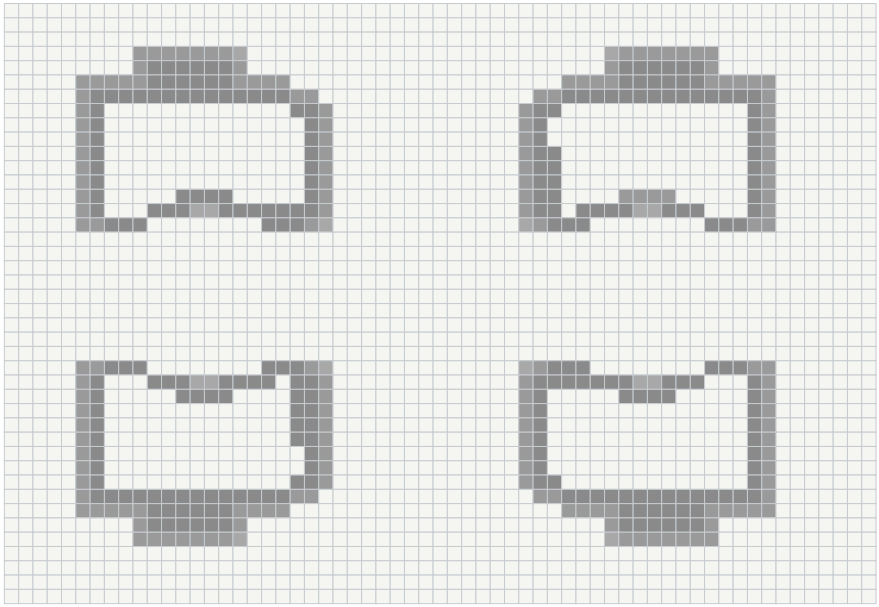
Layer 1 / Y=0 / +Z downward



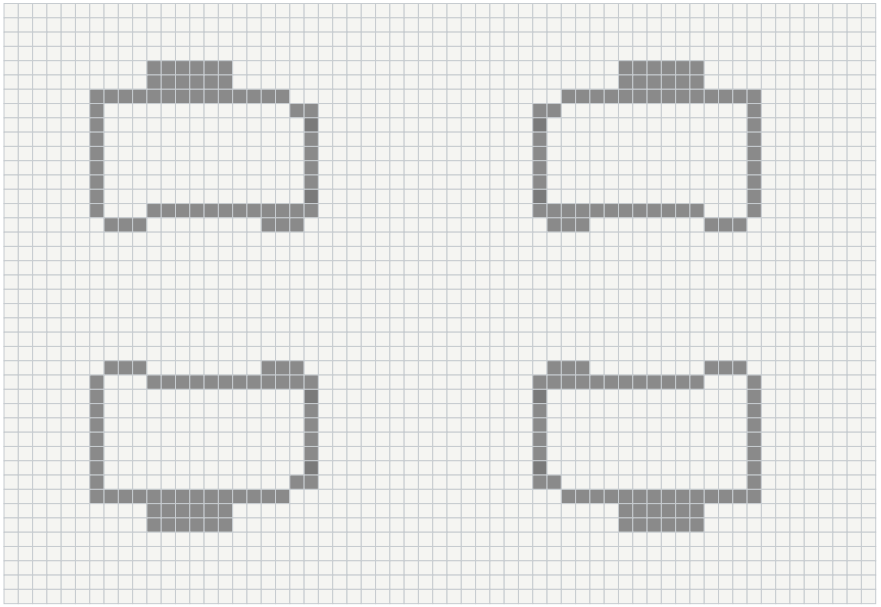
Layer 2 / Y=1 / +Z downward



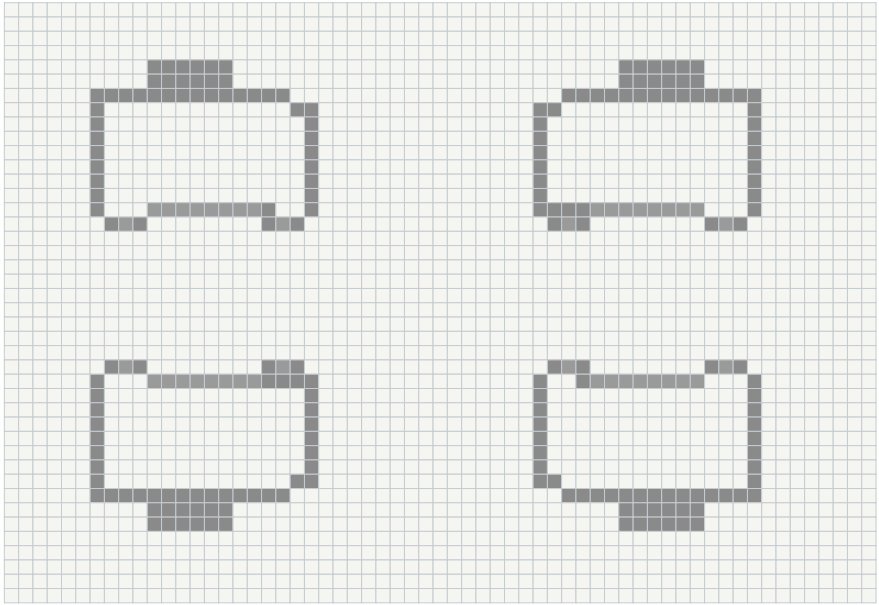
Layer 3 / Y=2 / +Z downward



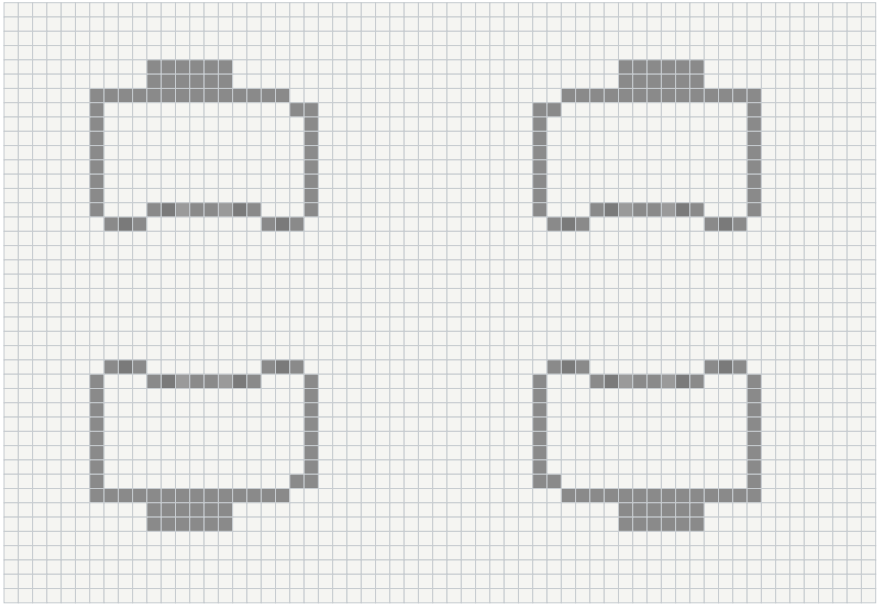
Layer 4 / Y=3 / +Z downward



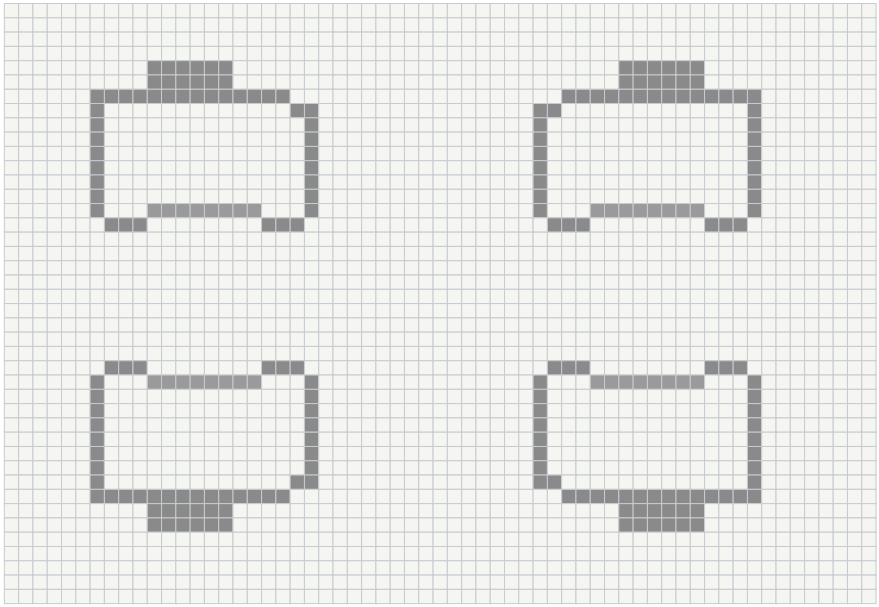
Layer 5 / Y=4 / +Z downward



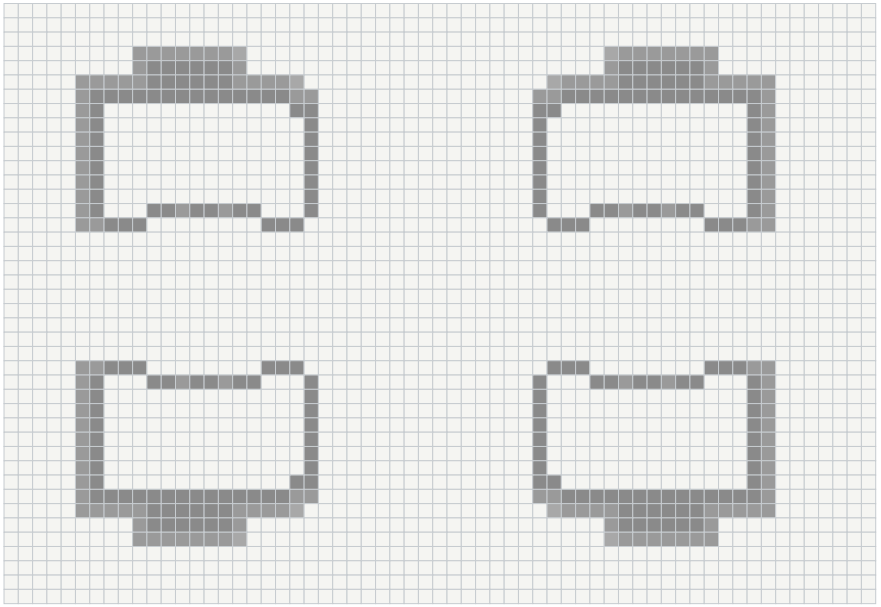
Layer 6 / Y=5 / +Z downward



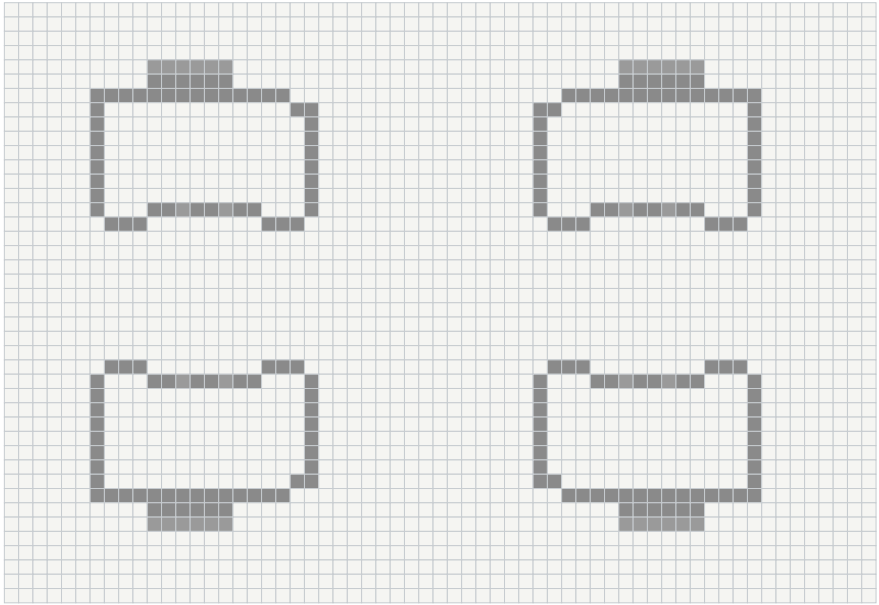
Layer 7 / Y=6 / +Z downward



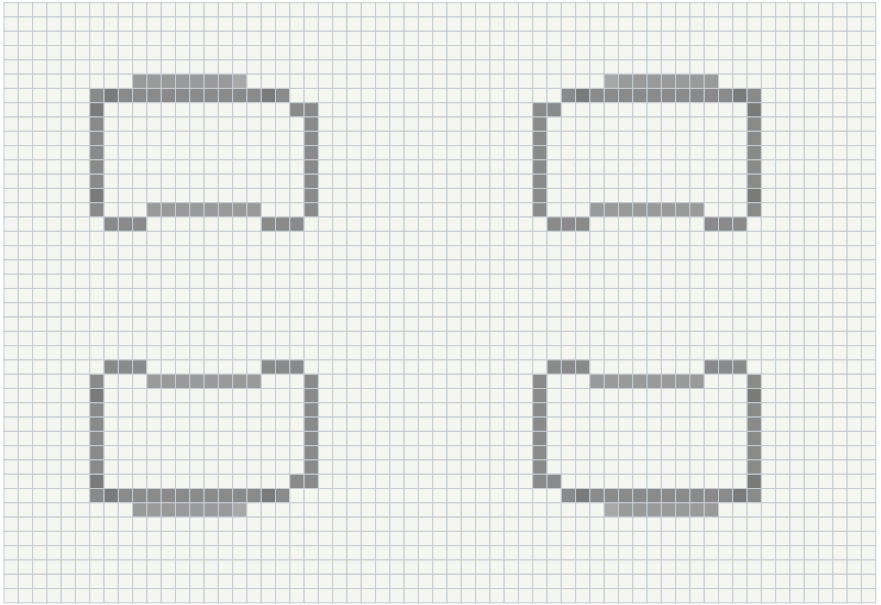
Layer 8 / Y=7 / +Z downward



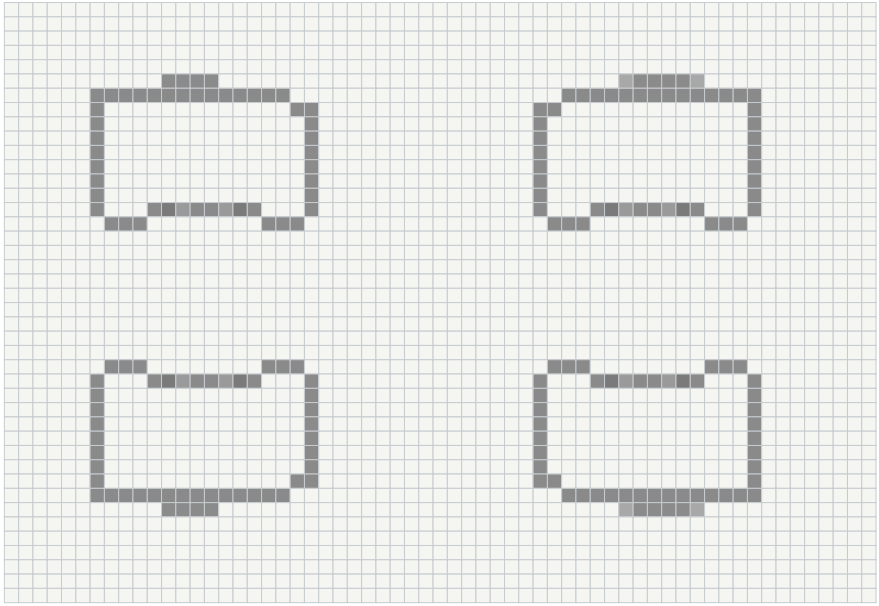
Layer 9 / Y=8 / +Z downward



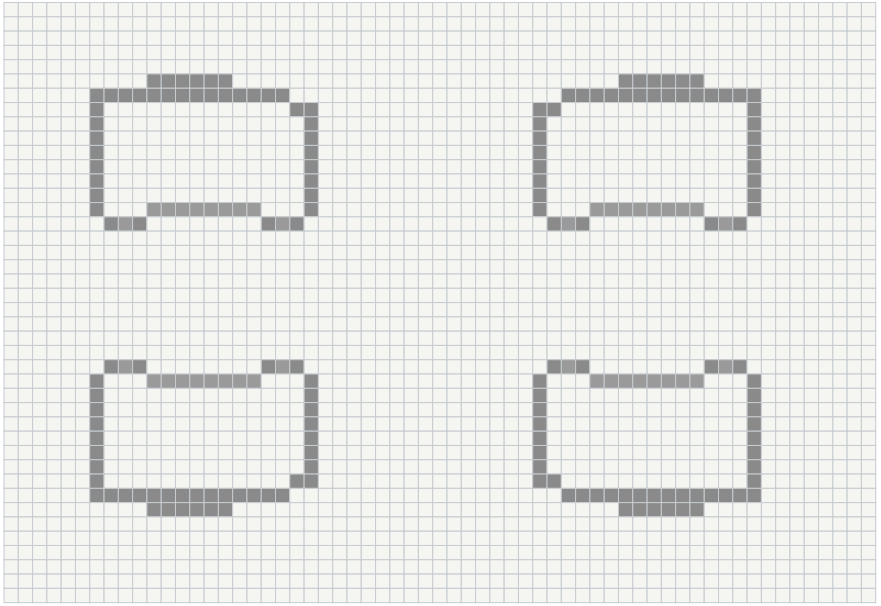
Layer 10 / Y=9 / +Z downward



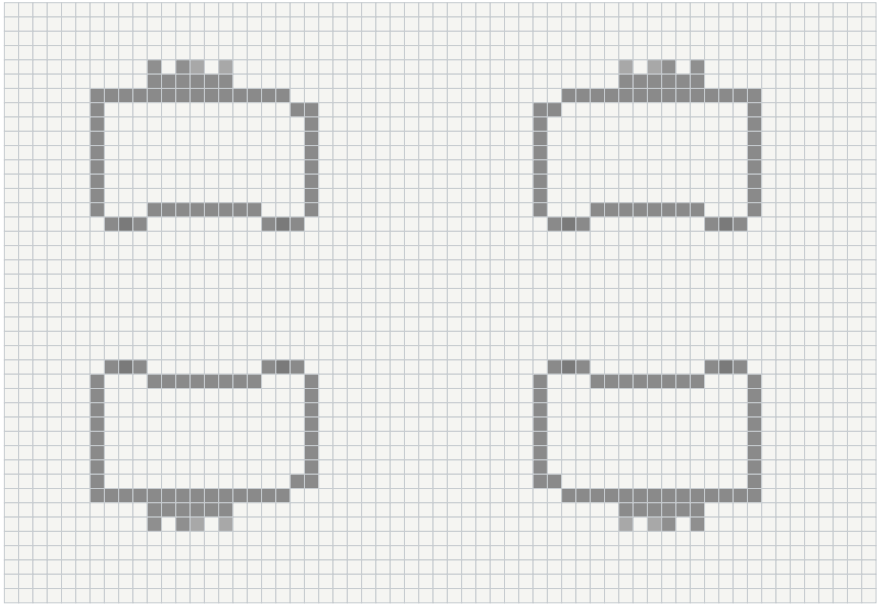
Layer 11 / Y=10 / +Z downward



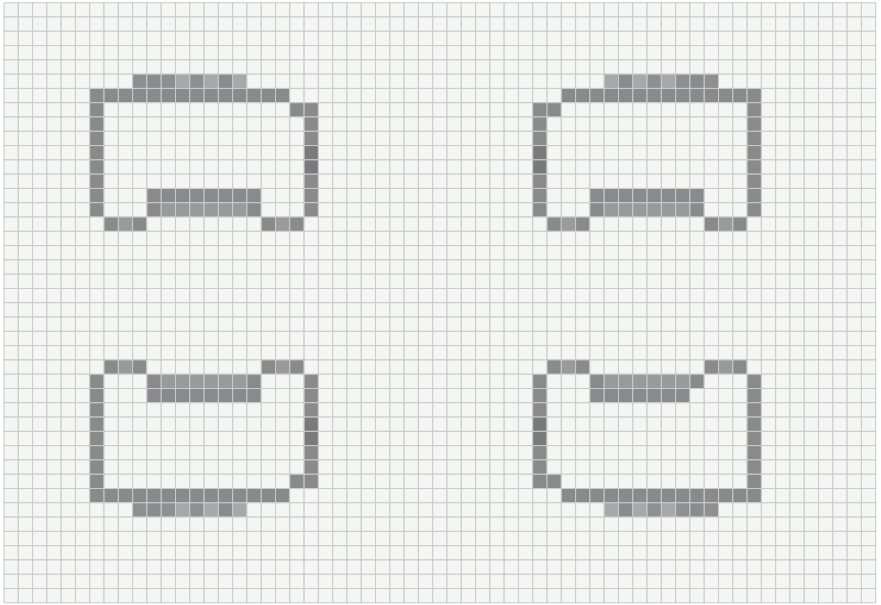
Layer 12 / Y=11 / +Z downward



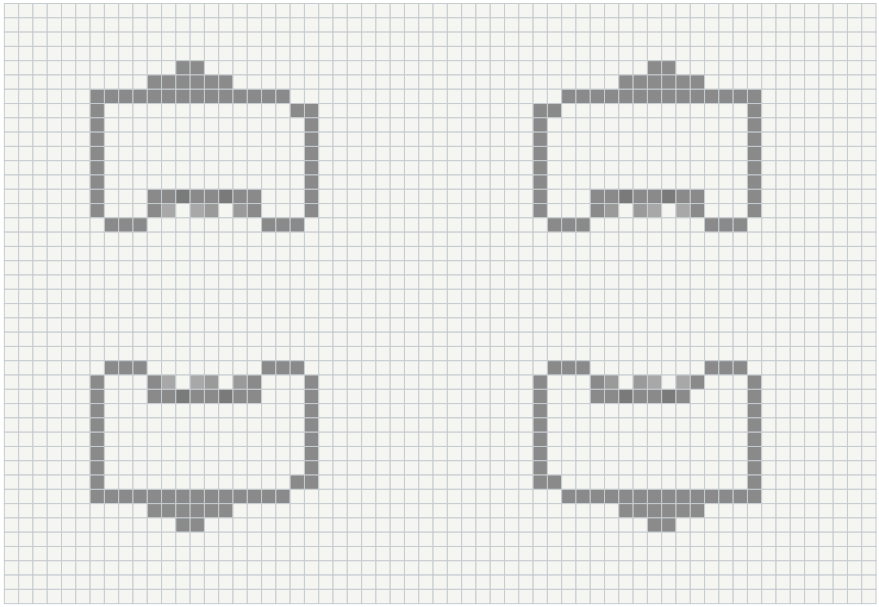
Layer 13 / Y=12 / +Z downward



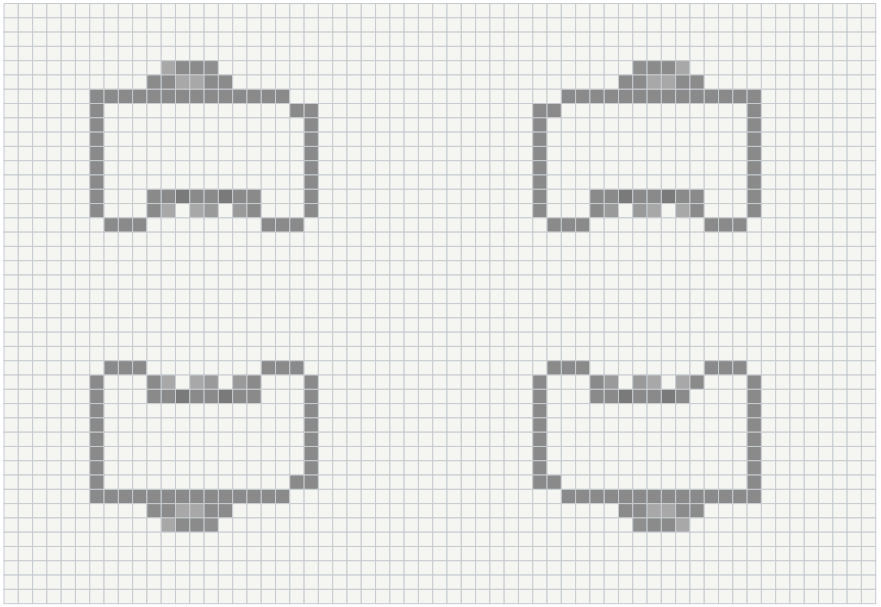
Layer 14 / Y=13 / +Z downward



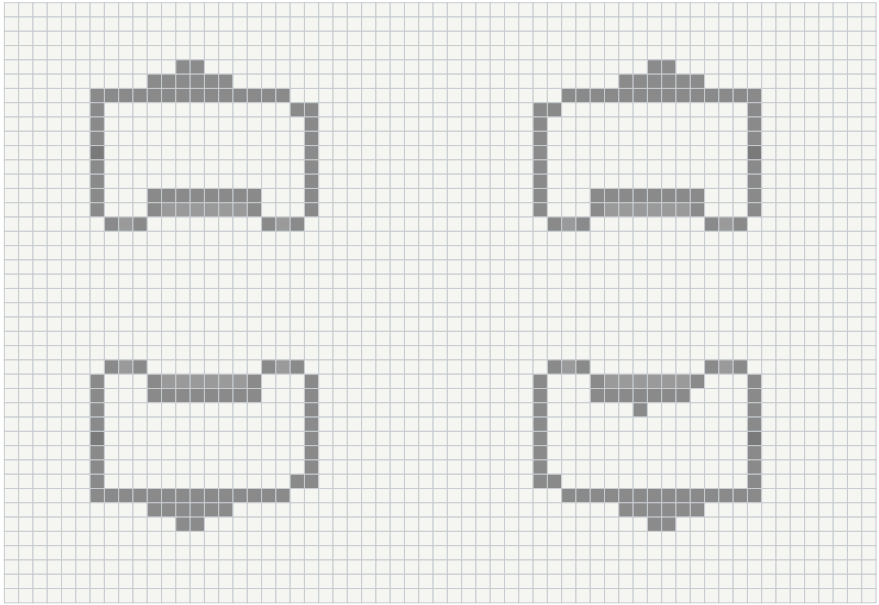
Layer 15 / Y=14 / +Z downward



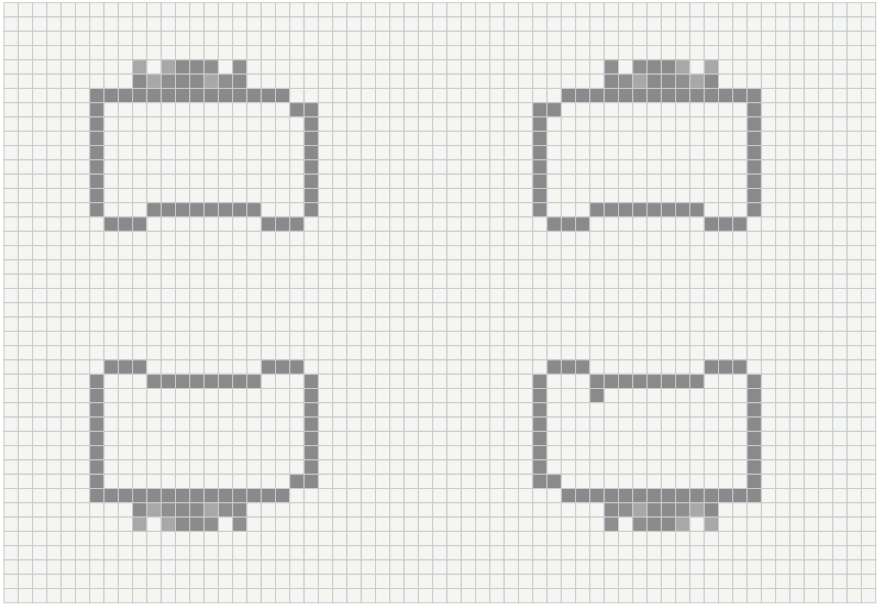
Layer 16 / Y=15 / +Z downward



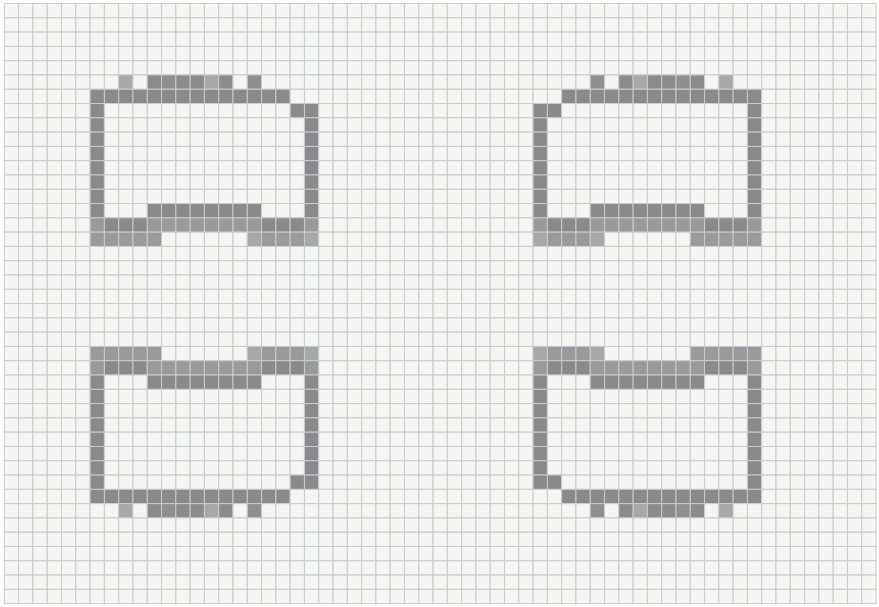
Layer 17 / Y=16 / +Z downward



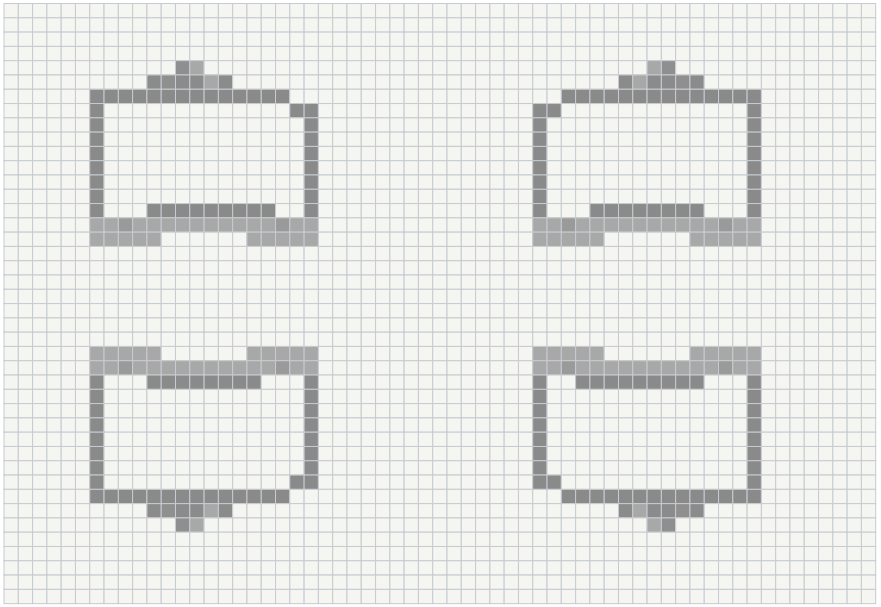
Layer 18 / Y=17 / +Z downward



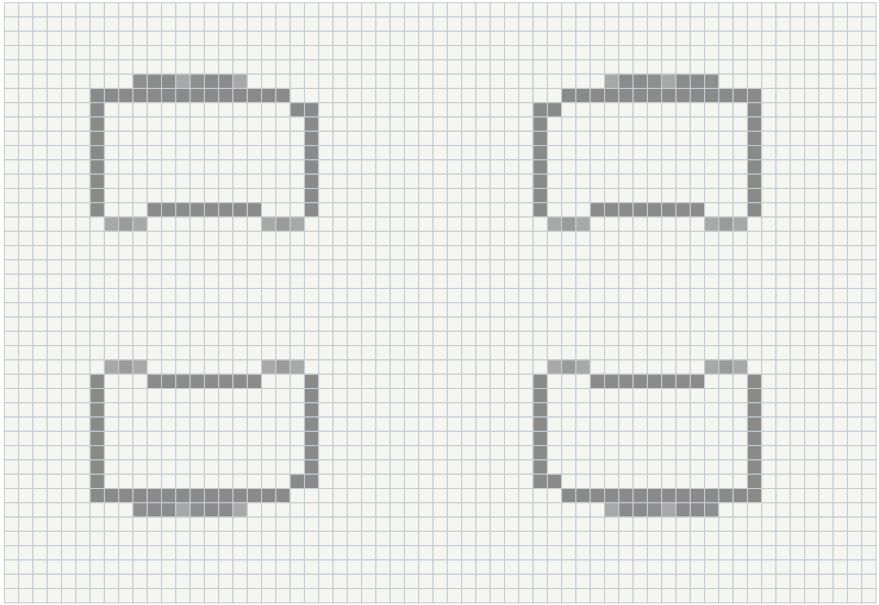
Layer 19 / Y=18 / +Z downward



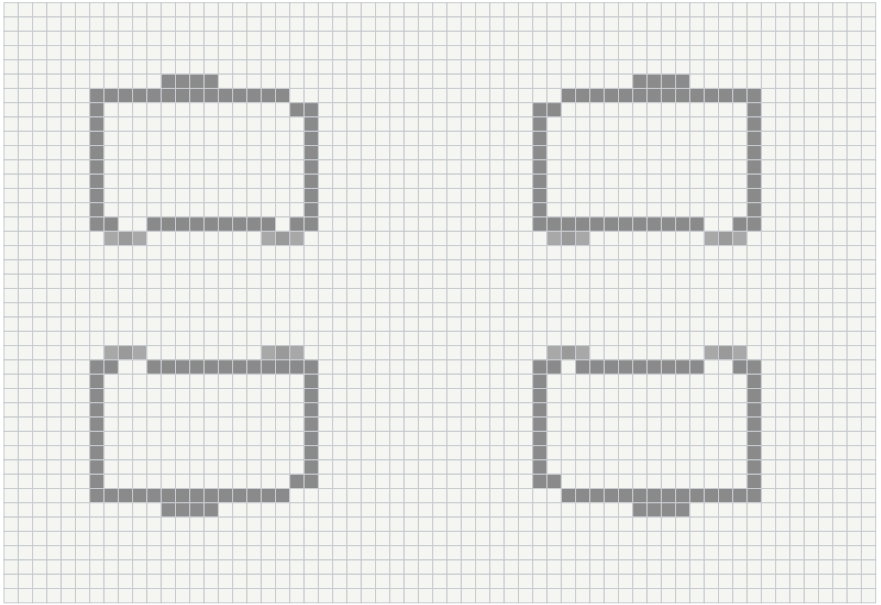
Layer 20 / Y=19 / +Z downward



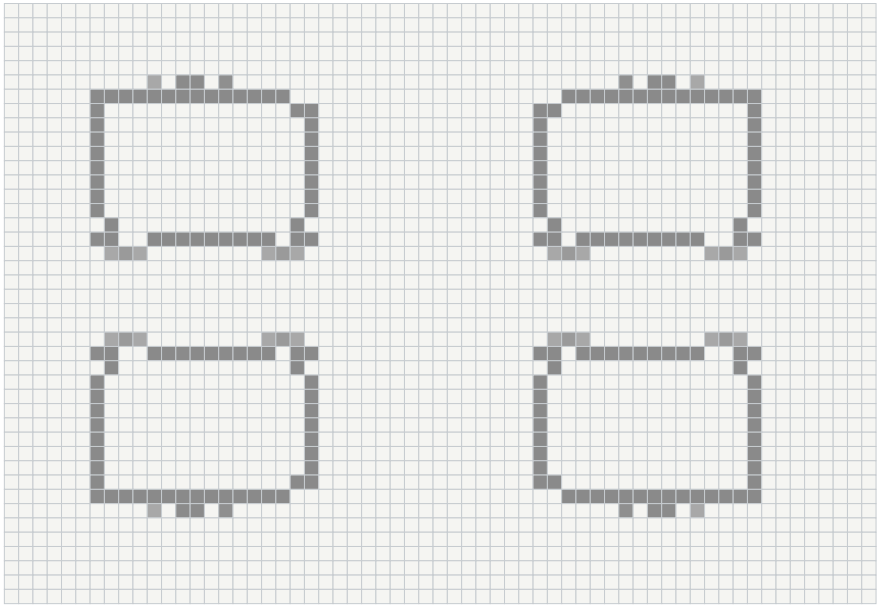
Layer 21 / Y=20 / +Z downward



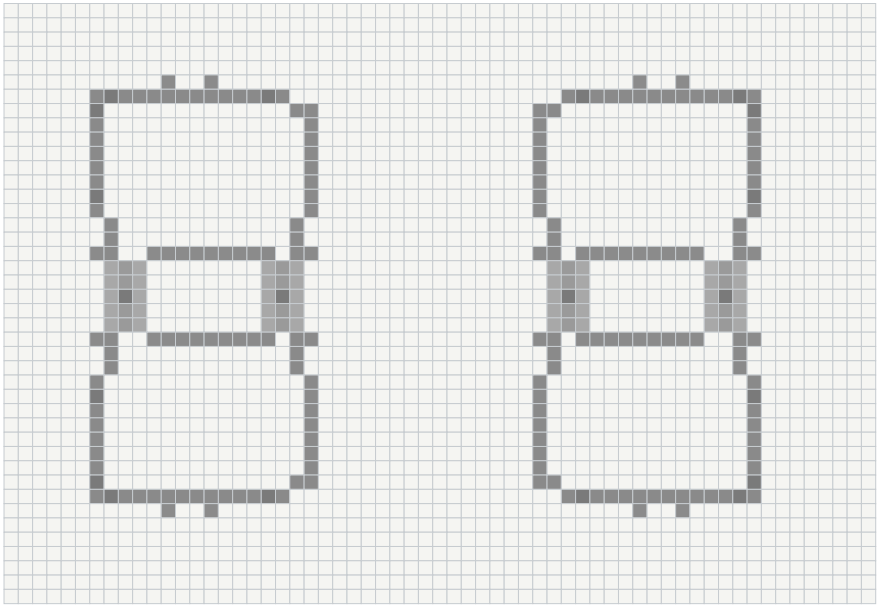
Layer 22 / Y=21 / +Z downward



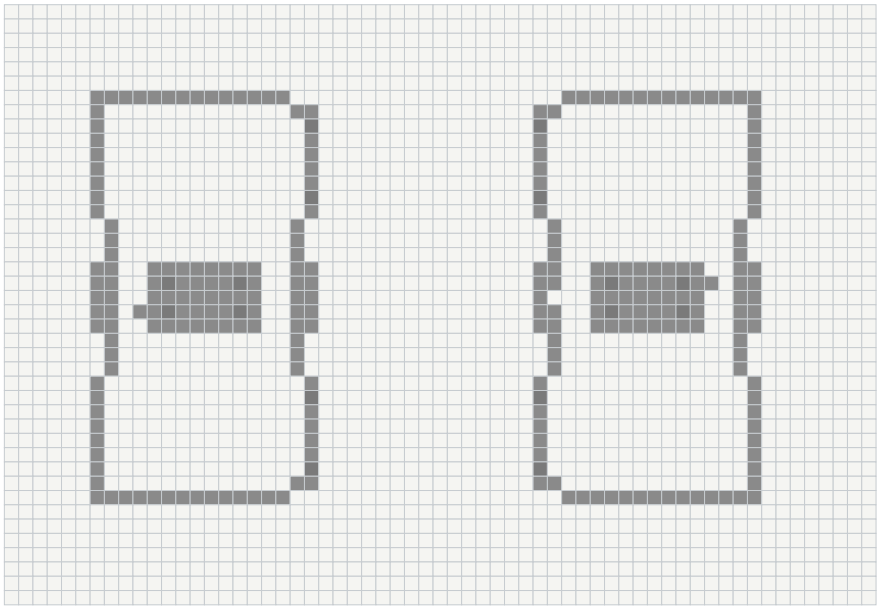
Layer 23 / Y=22 / +Z downward



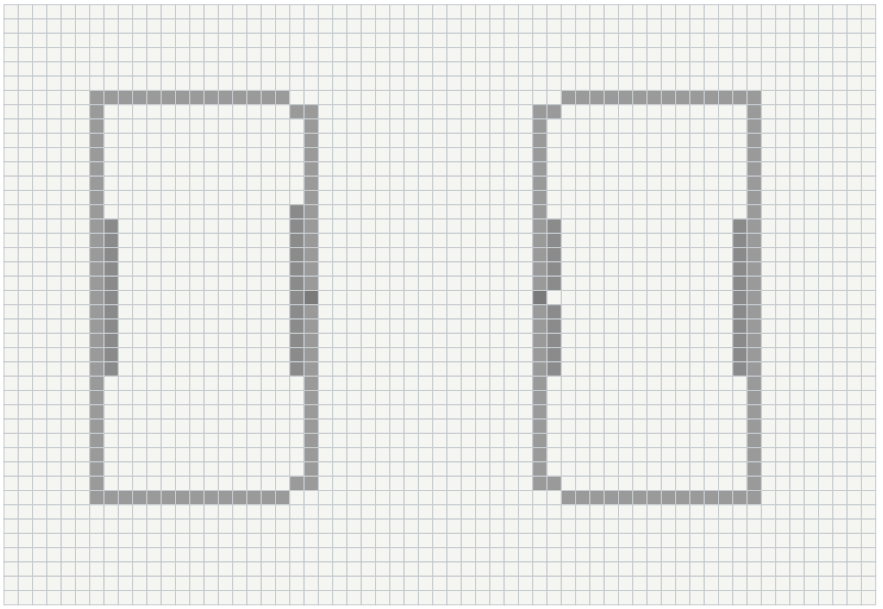
Layer 24 / Y=23 / +Z downward



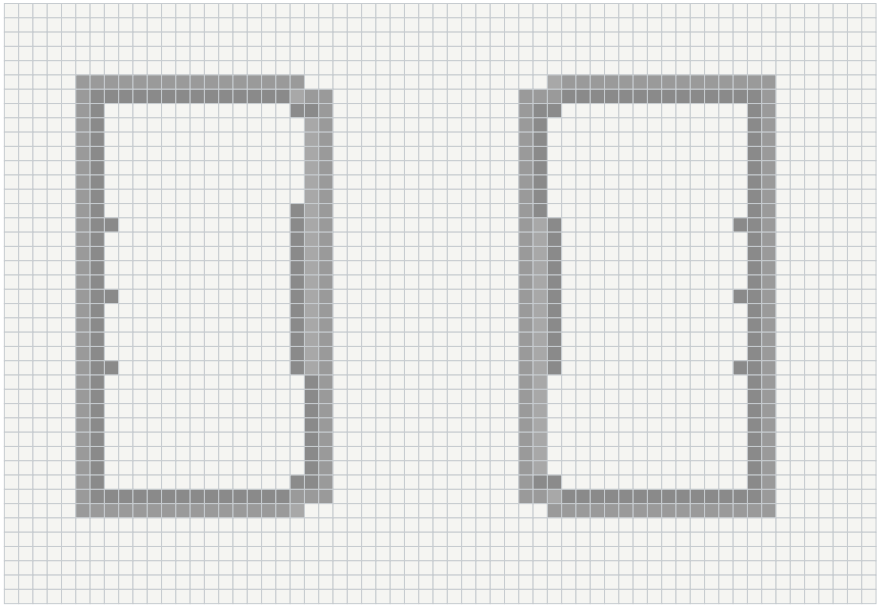
Layer 25 / Y=24 / +Z downward



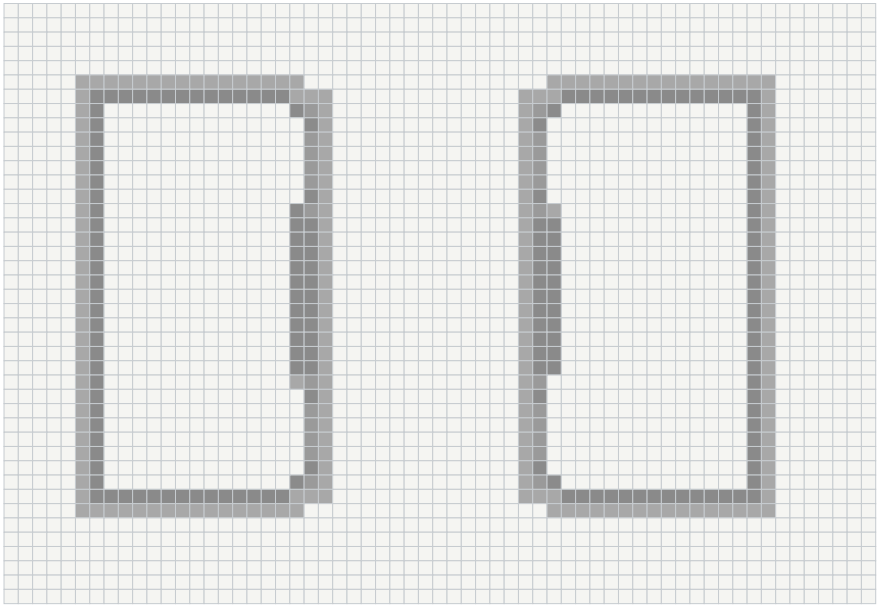
Layer 26 / Y=25 / +Z downward



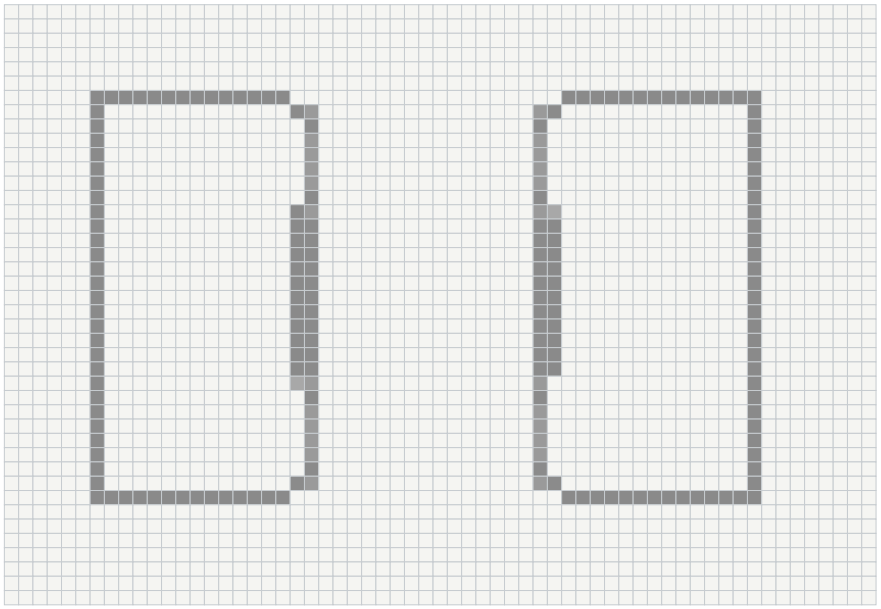
Layer 27 / Y=26 / +Z downward



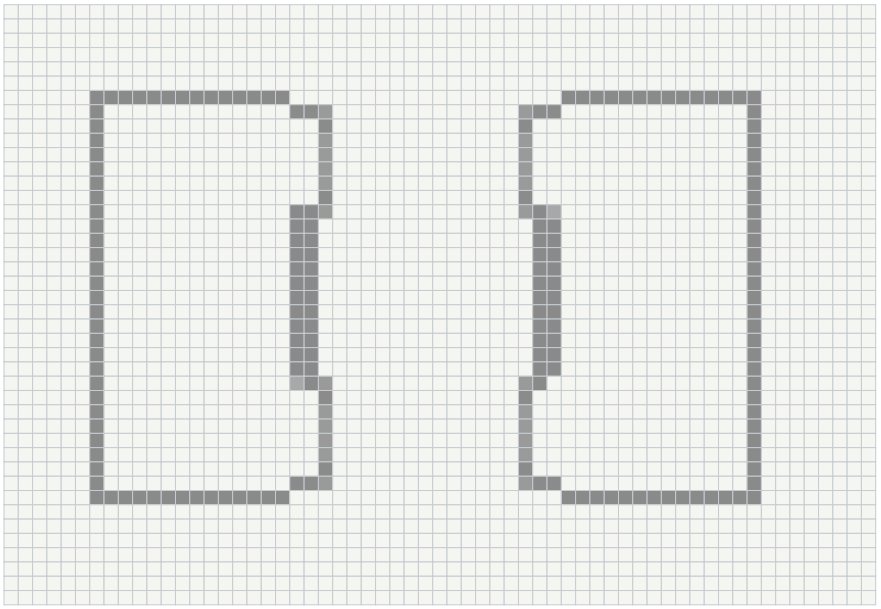
Layer 28 / Y=27 / +Z downward



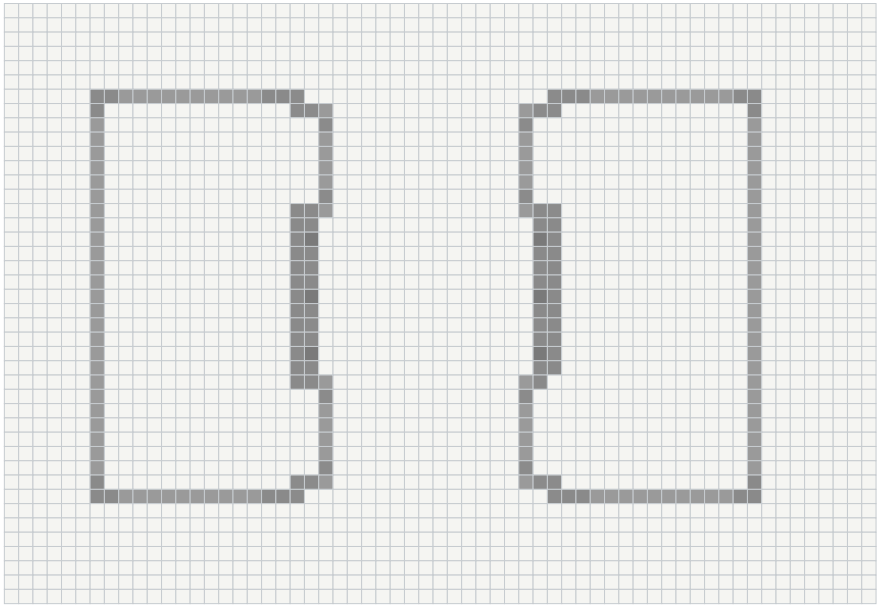
Layer 29 / Y=28 / +Z downward



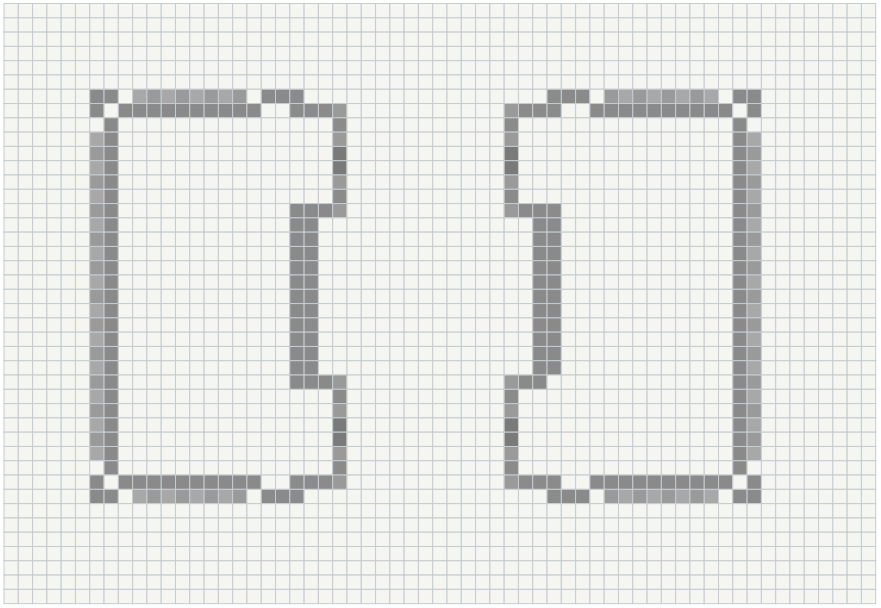
Layer 30 / Y=29 / +Z downward



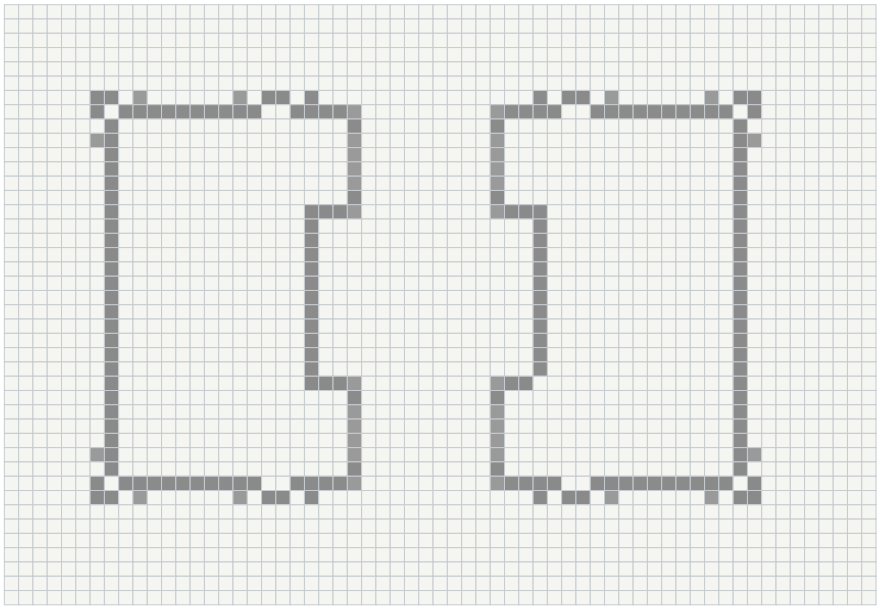
Layer 31 / Y=30 / +Z downward



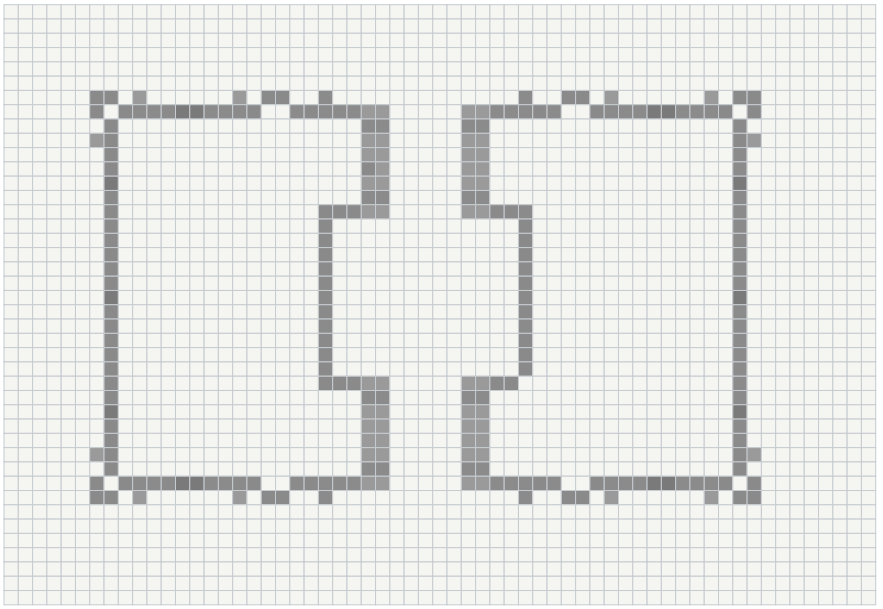
Layer 32 / Y=31 / +Z downward



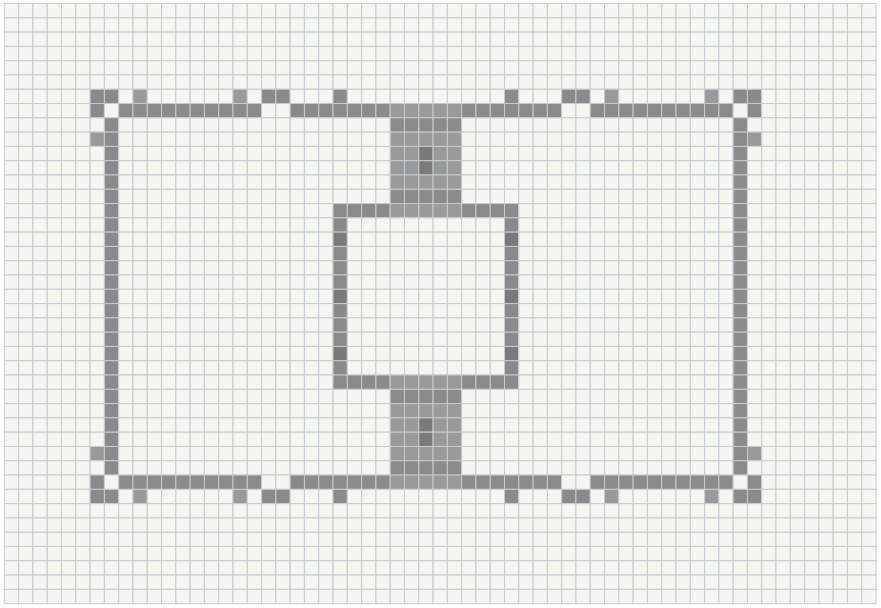
Layer 33 / Y=32 / +Z downward



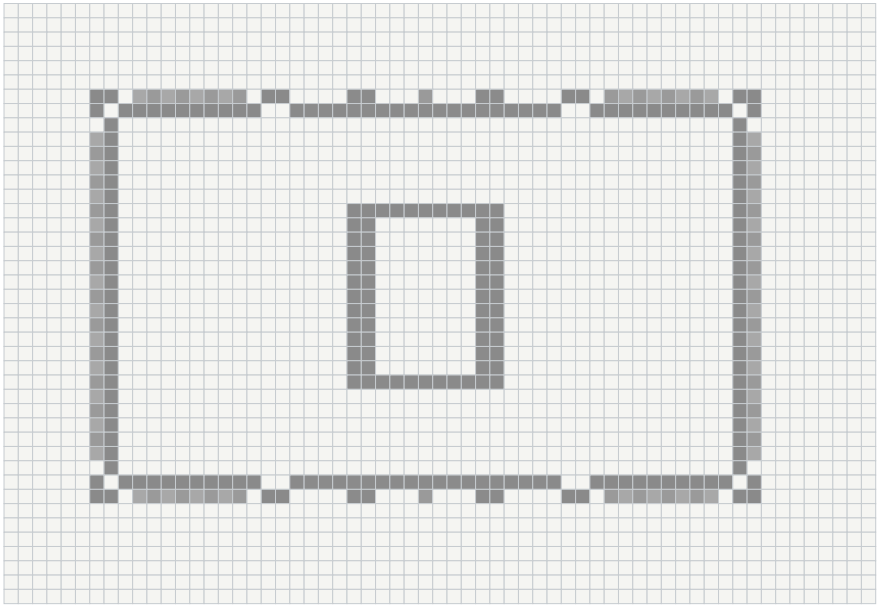
Layer 34 / Y=33 / +Z downward



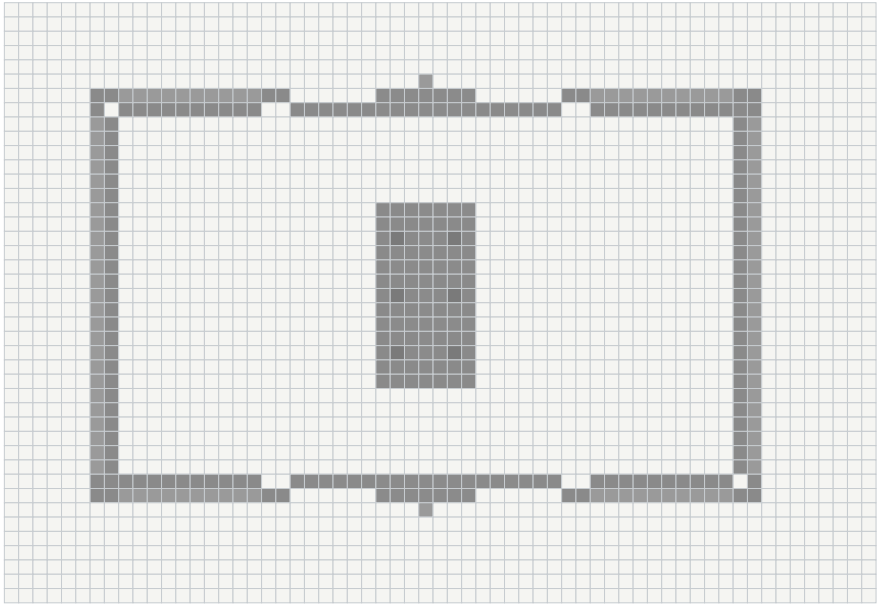
Layer 35 / Y=34 / +Z downward



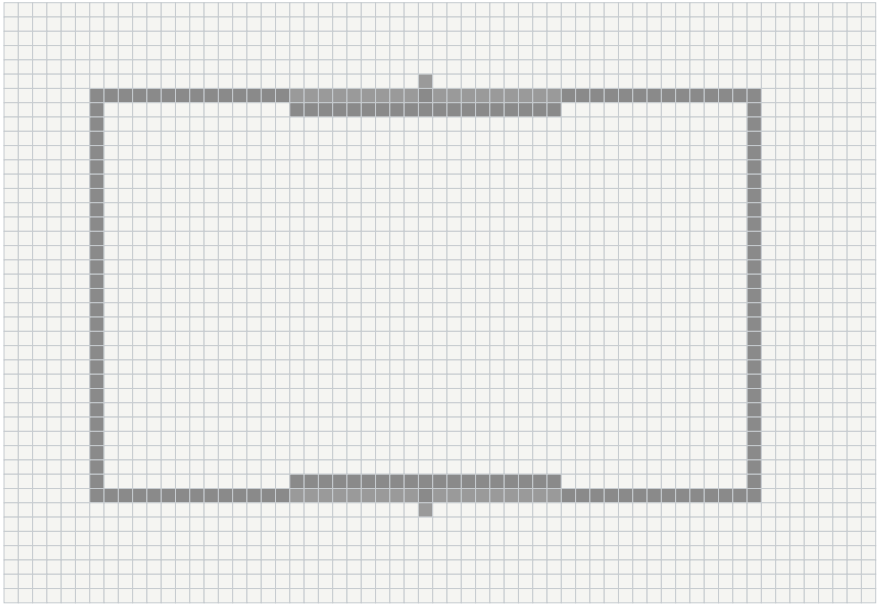
Layer 36 / Y=35 / +Z downward



Layer 37 / Y=36 / +Z downward



Layer 38 / Y=37 / +Z downward



Layer 39 / Y=38 / +Z downward



Layer 40 / Y=39 / +Z downward



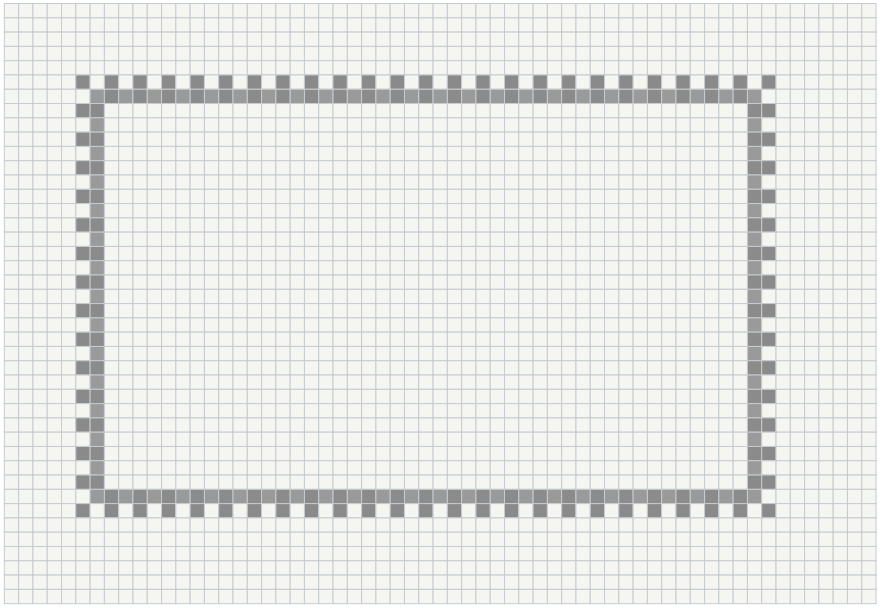
Layer 41 / Y=40 / +Z downward



Layer 42 / Y=41 / +Z downward



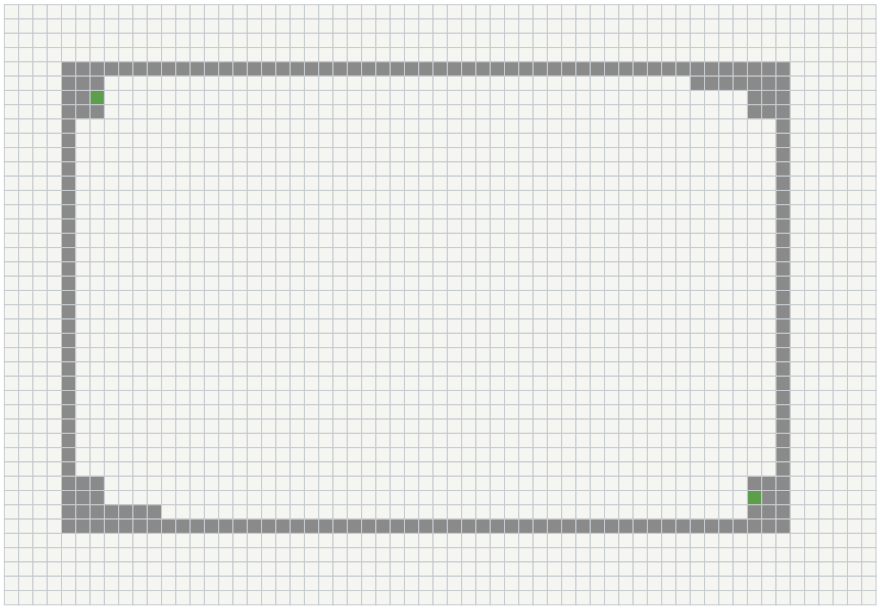
Layer 43 / Y=42 / +Z downward



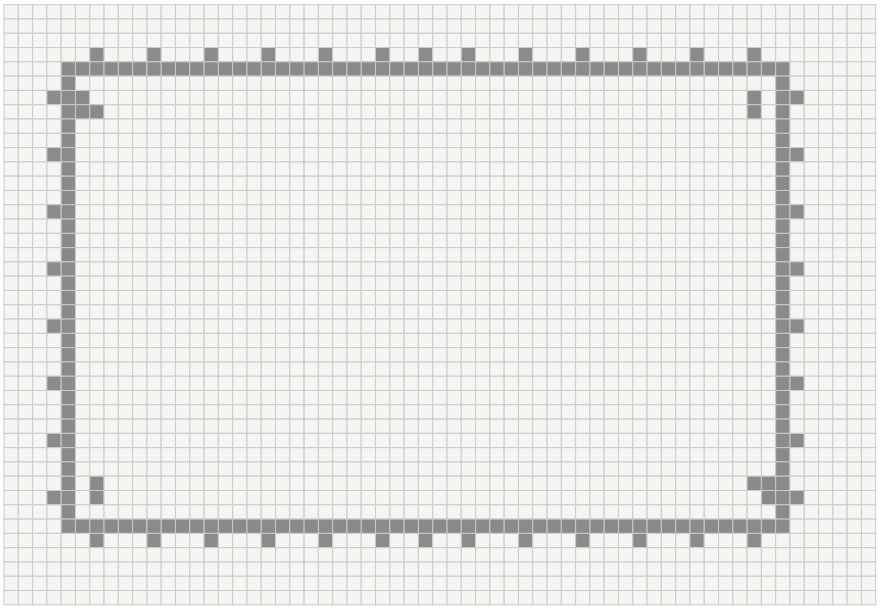
Layer 44 / Y=43 / +Z downward



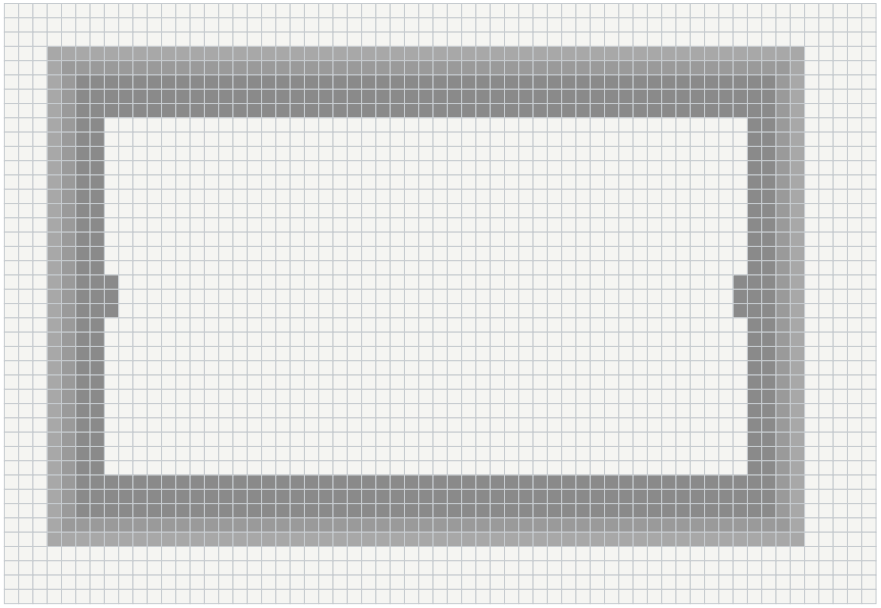
Layer 45 / Y=44 / +Z downward



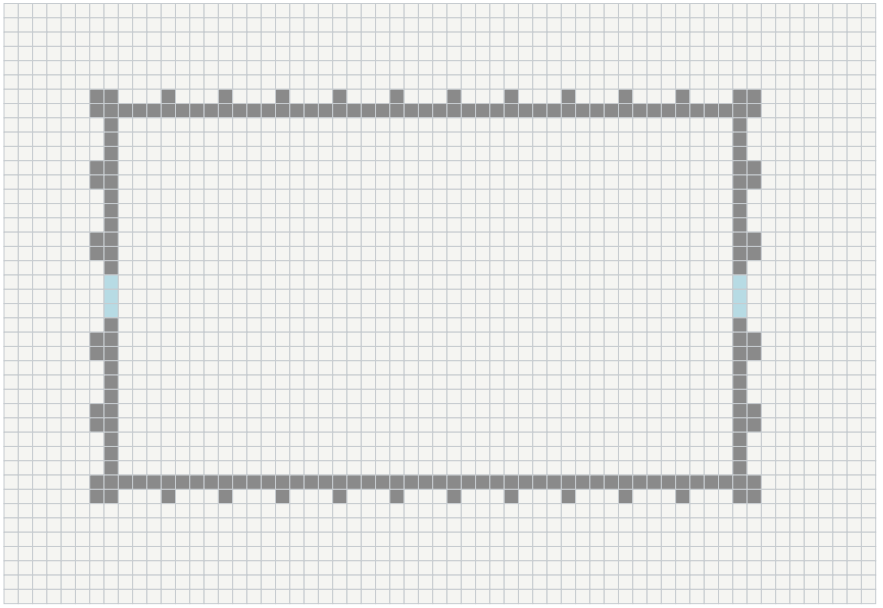
Layer 46 / Y=45 / +Z downward



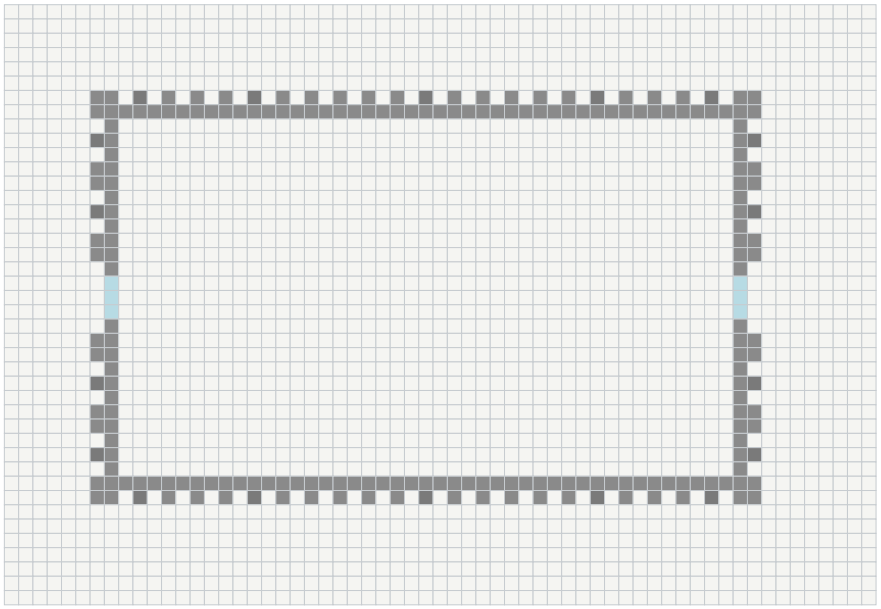
Layer 47 / Y=46 / +Z downward



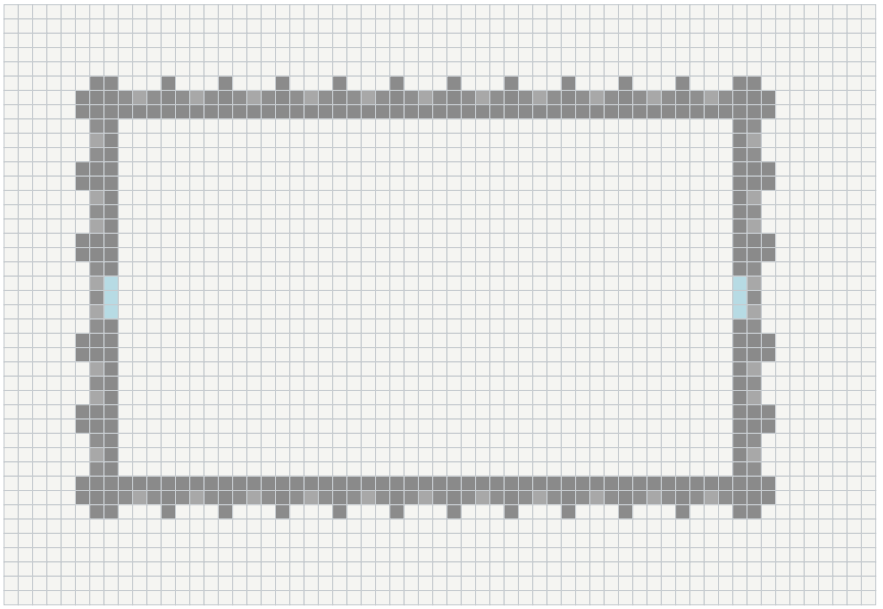
Layer 48 / Y=47 / +Z downward



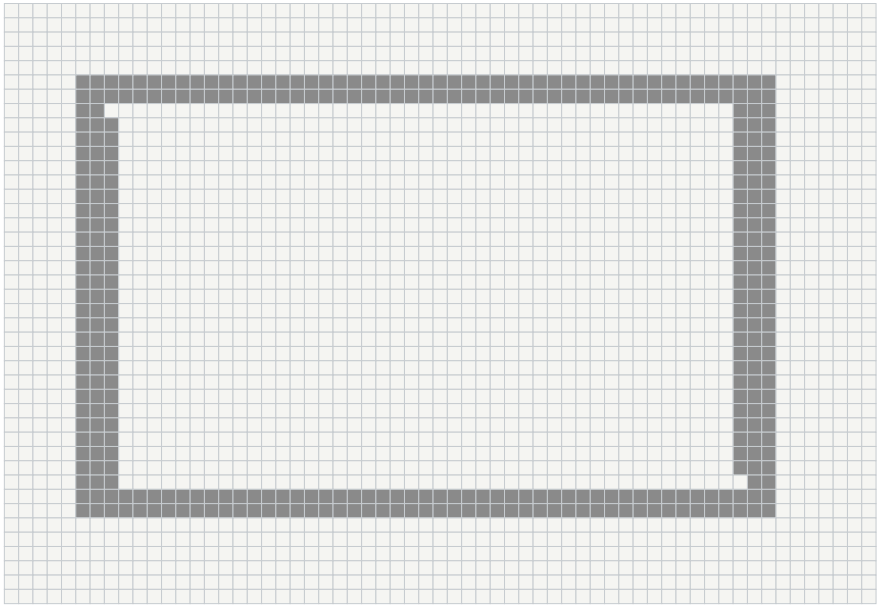
Layer 49 / Y=48 / +Z downward



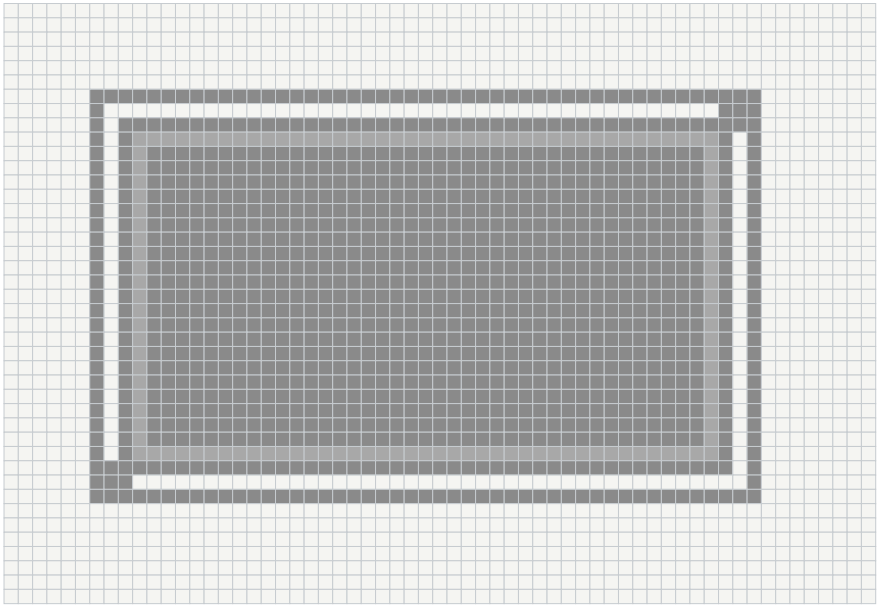
Layer 50 / Y=49 / +Z downward



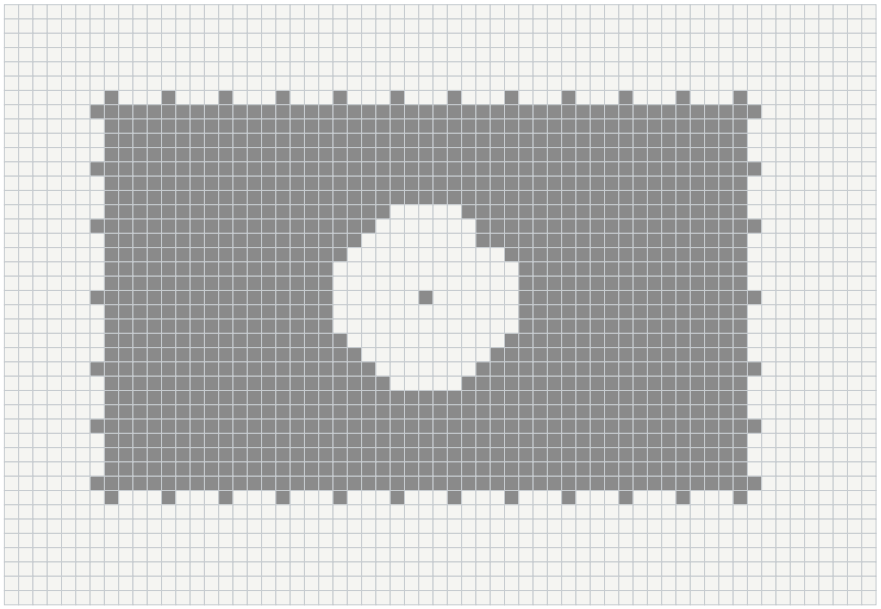
Layer 51 / Y=50 / +Z downward



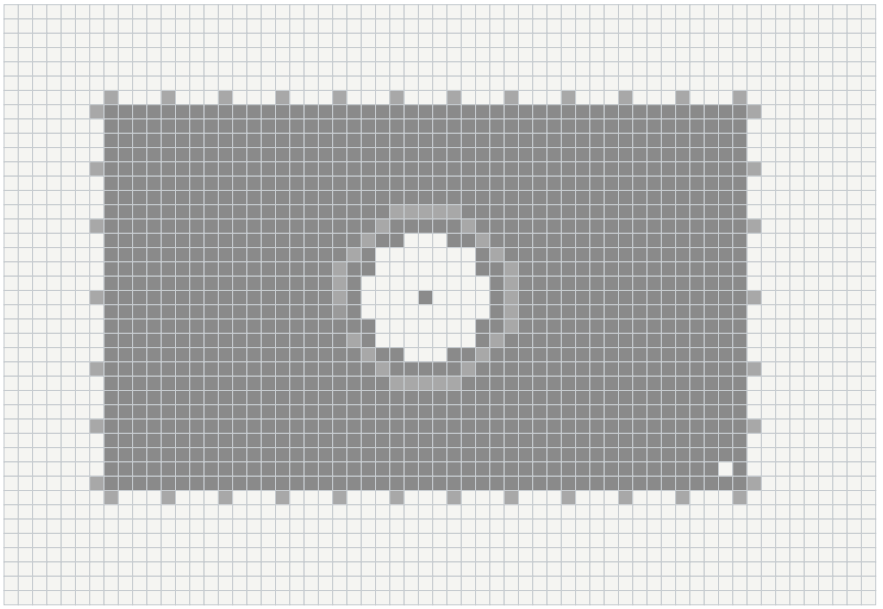
Layer 52 / Y=51 / +Z downward



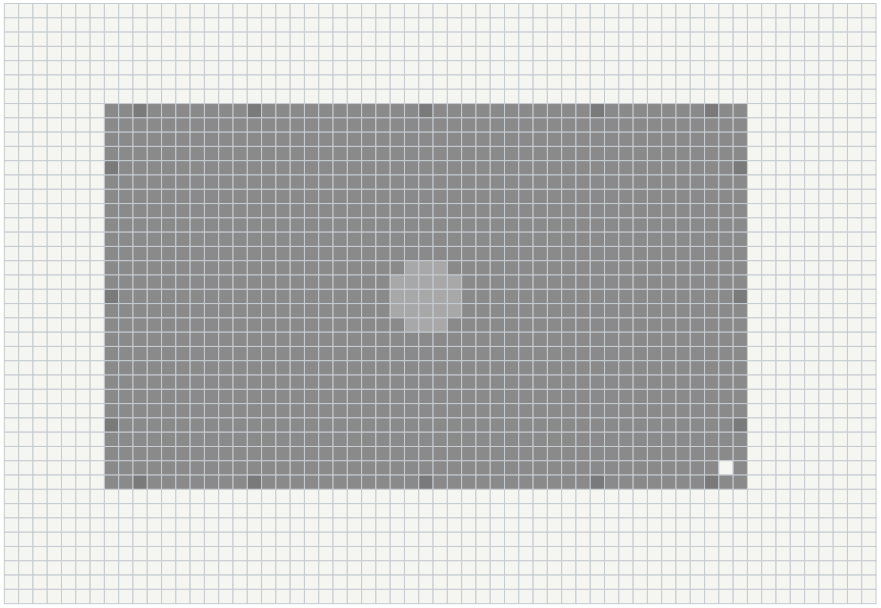
Layer 53 / Y=52 / +Z downward



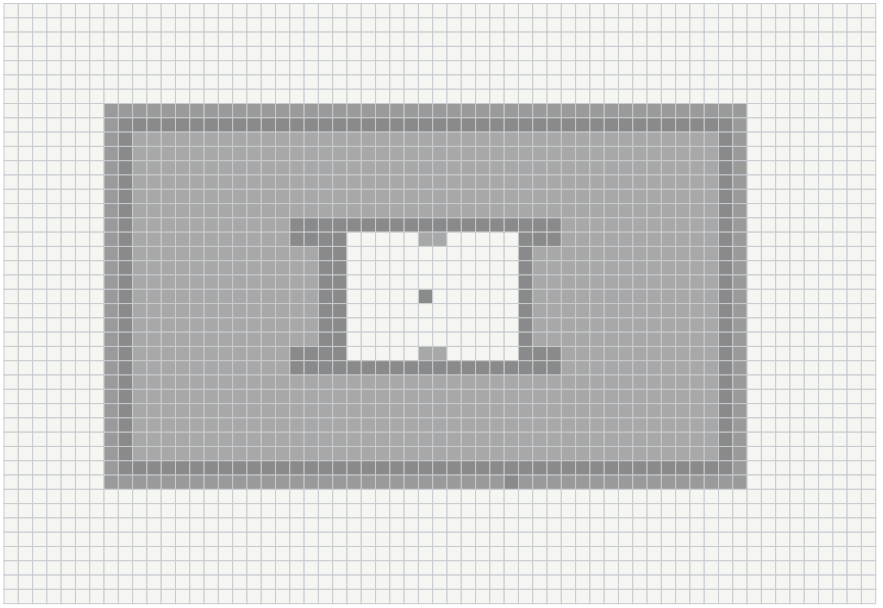
Layer 54 / Y=53 / +Z downward



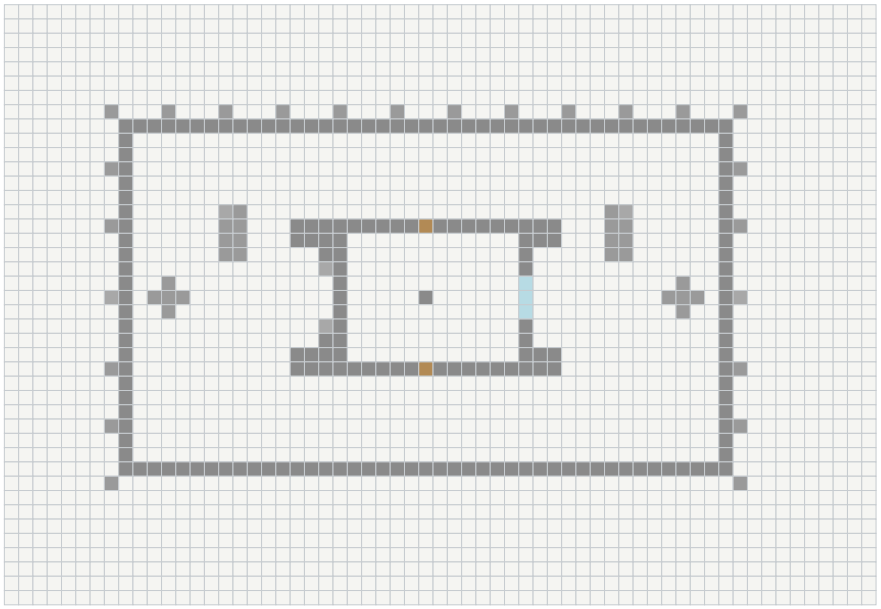
Layer 55 / Y=54 / +Z downward



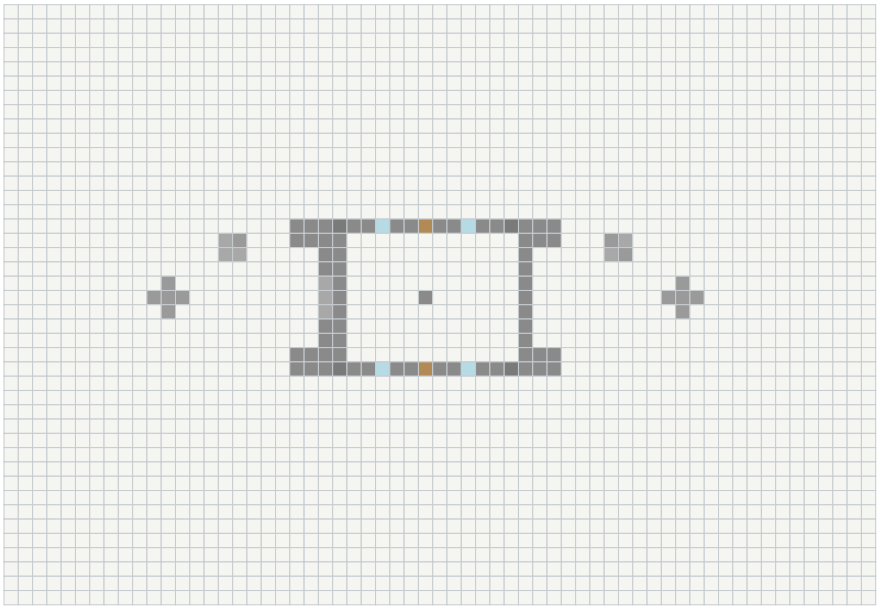
Layer 56 / Y=55 / +Z downward



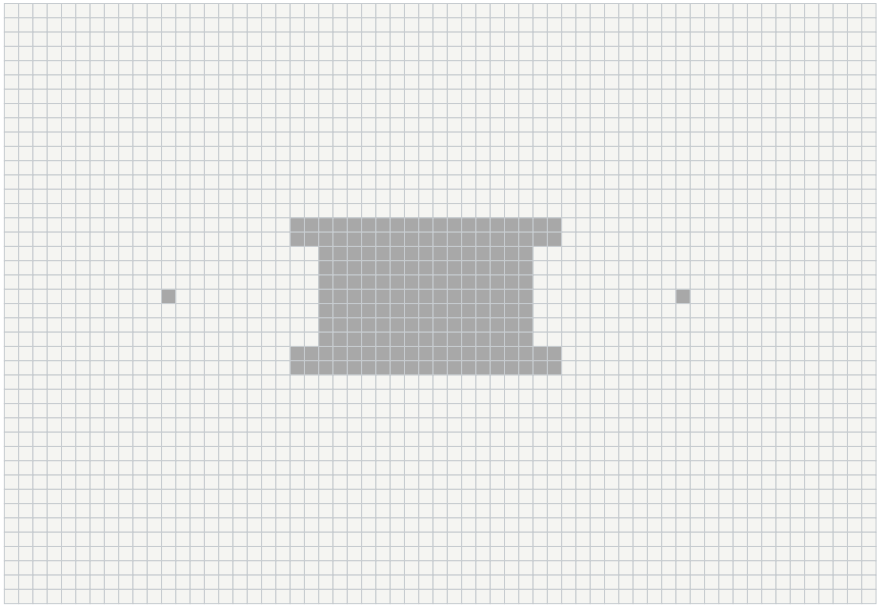
Layer 57 / Y=56 / +Z downward



Layer 58 / Y=57 / +Z downward



Layer 59 / Y=58 / +Z downward



Layer 60 / Y=59 / +Z downward

