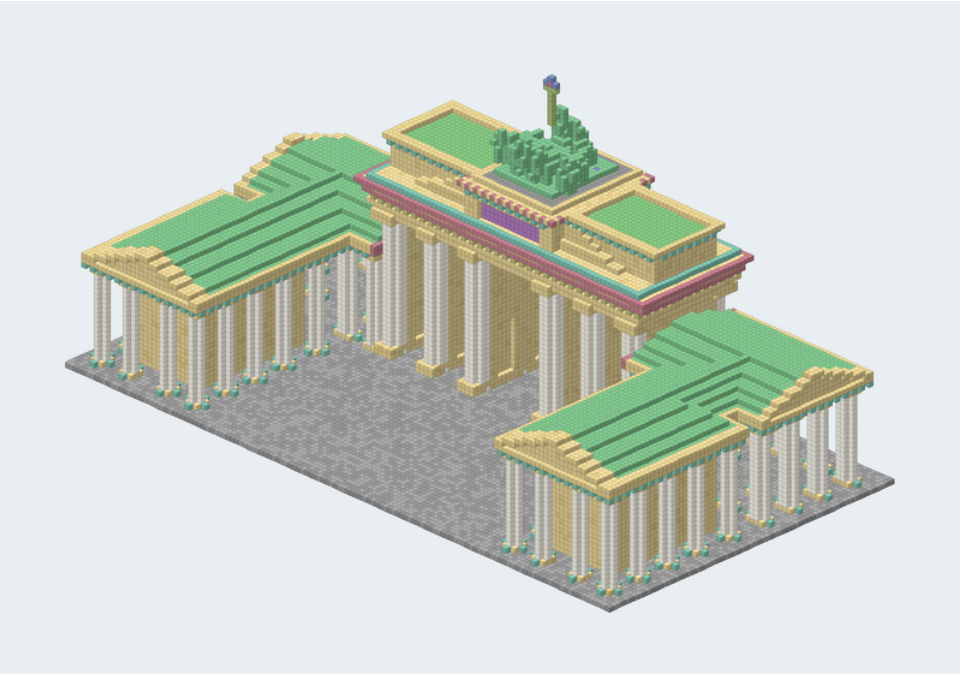
Brandenburg Gate (TAP2010)

132 x 69 footprint / 66 layers / Java 1.20.1 / 45137 occupied cells

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

MATERIALS / INVENTORY ITEMS

Smooth Sandstone	17318
Quartz Pillar	6801
Cracked Stone Bricks	4580
Stone Bricks	4526
Waxed Weathered Copper	3324
Sandstone Stairs	1332
Chiseled Sandstone	1183
Sandstone	1172
Sea Lantern	747
Birch Trapdoor	664
Waxed Oxidized Copper	642
Waxed Oxidized Cut Copper	494
Smooth Sandstone Stairs	469
Glass	432
Spruce Trapdoor	332
Spruce Stairs	320
White Stained Glass	218
Stone	174

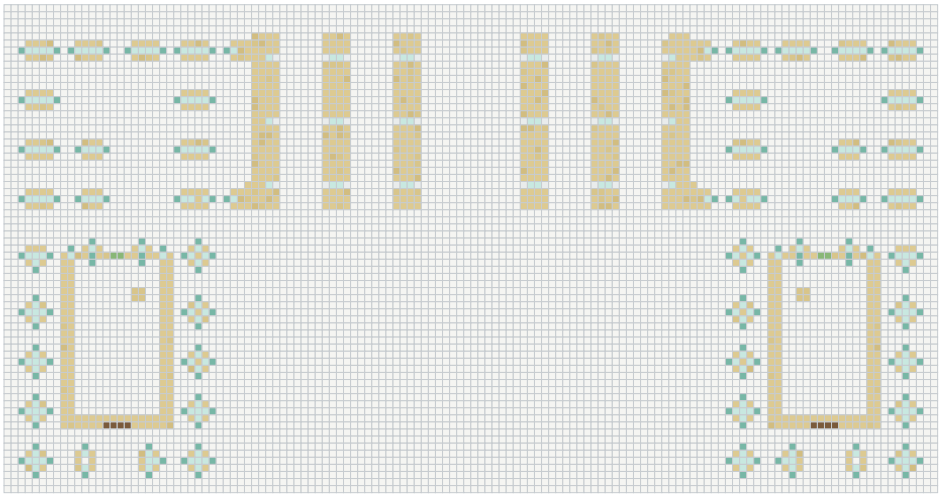


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

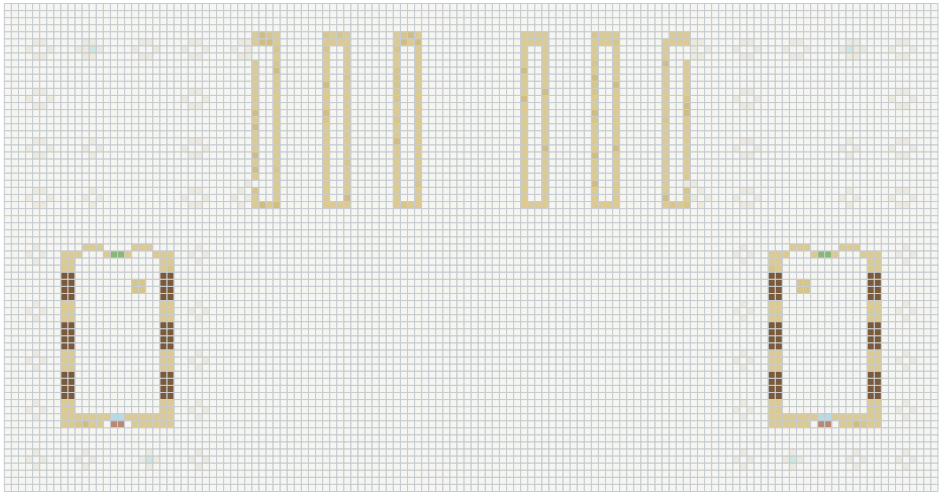
Layer 1 / Y=0 / +Z downward



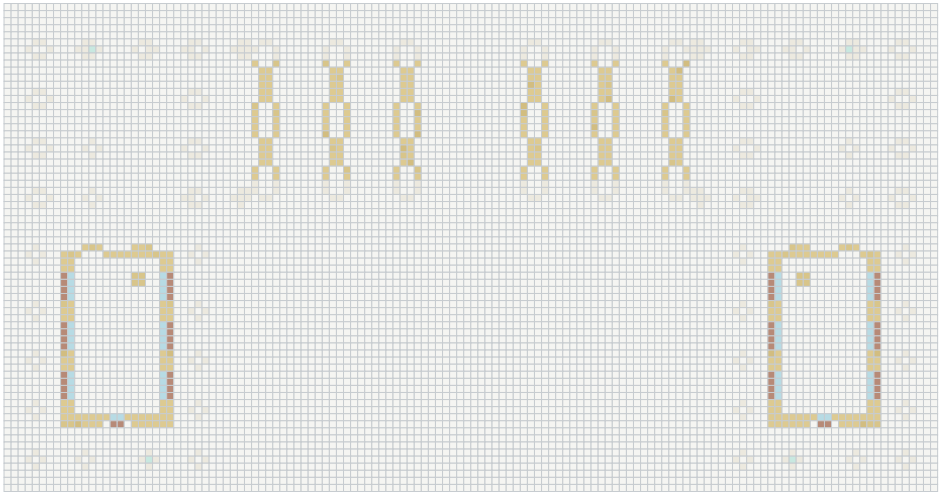
Layer 2 / Y=1 / +Z downward



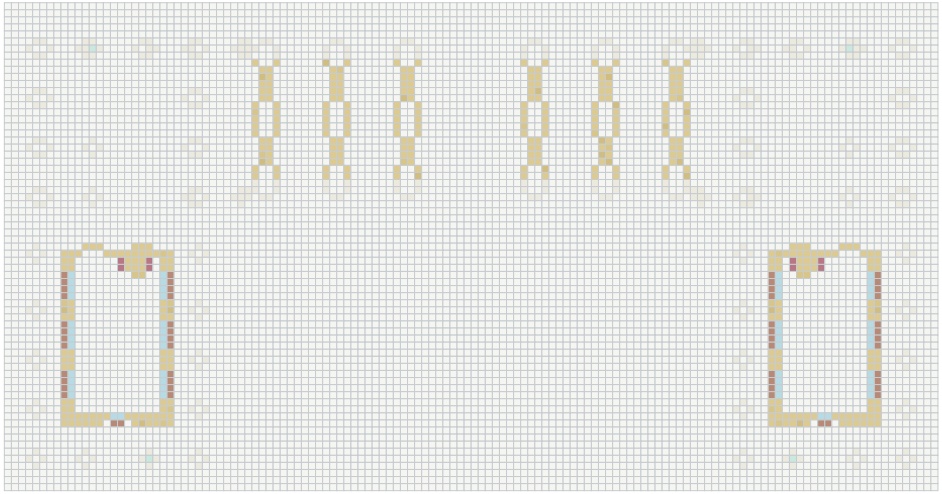
Layer 3 / Y=2 / +Z downward



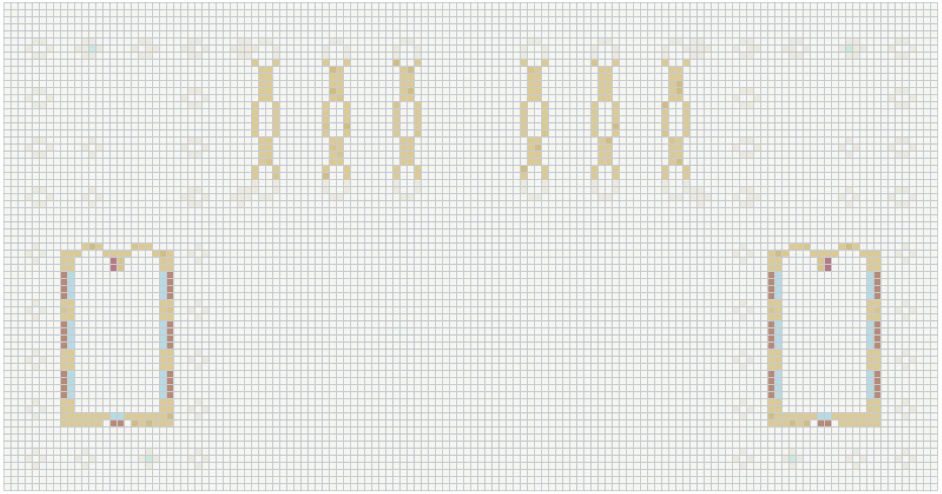
Layer 4 / Y=3 / +Z downward



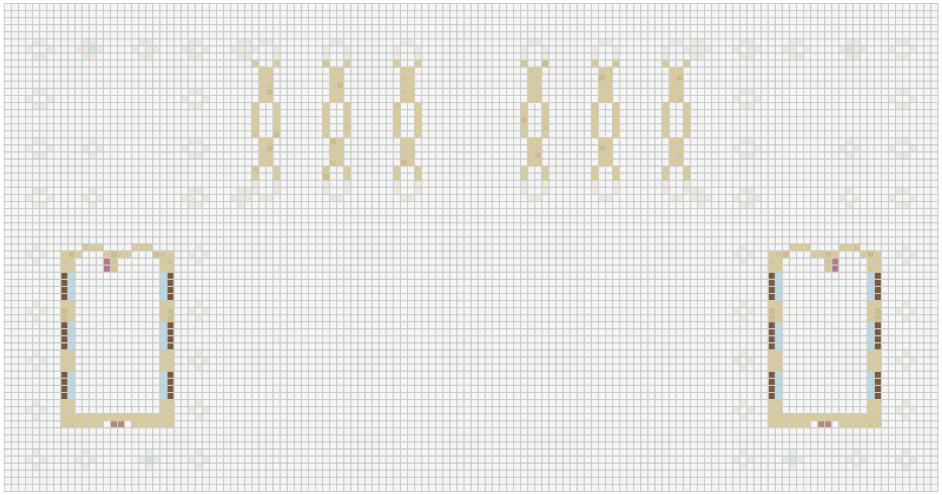
Layer 5 / Y=4 / +Z downward



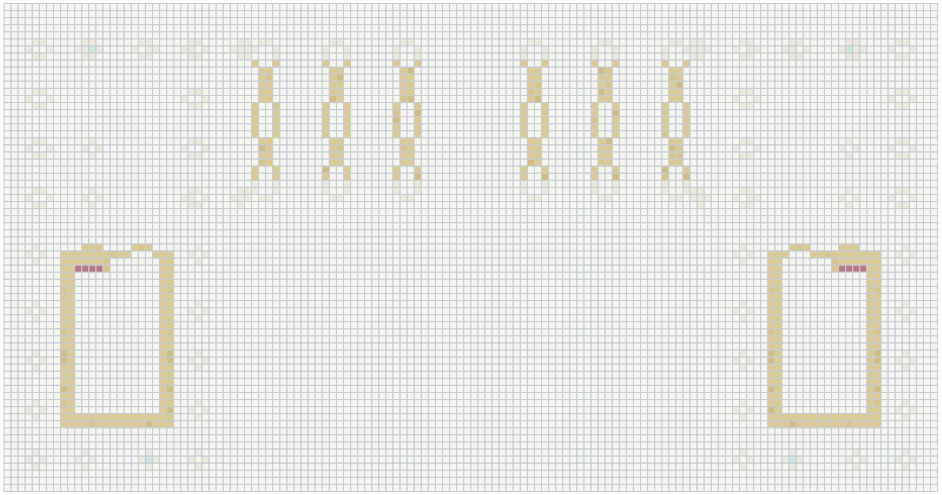
Layer 6 / Y=5 / +Z downward



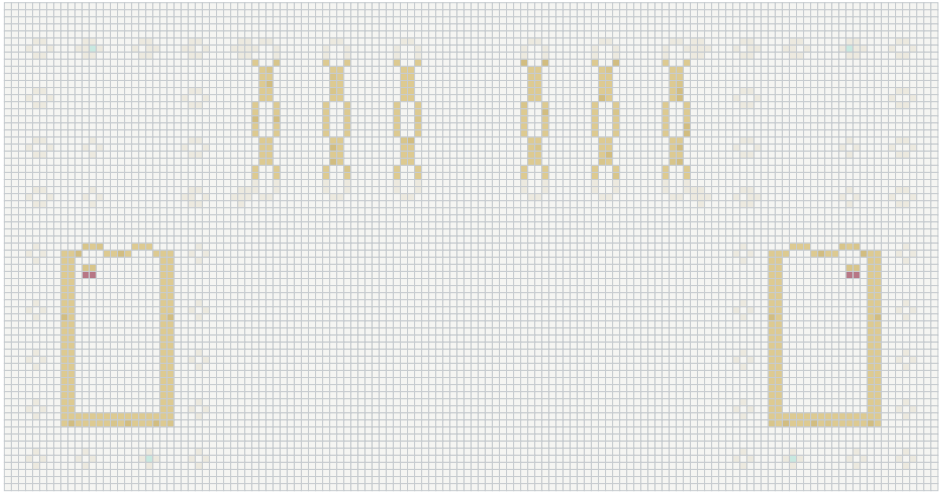
Layer 7 / Y=6 / +Z downward



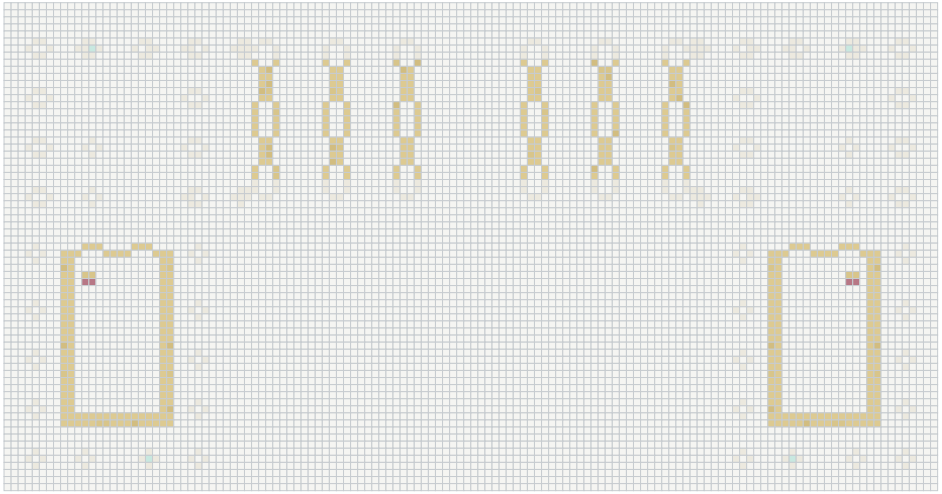
Layer 8 / Y=7 / +Z downward



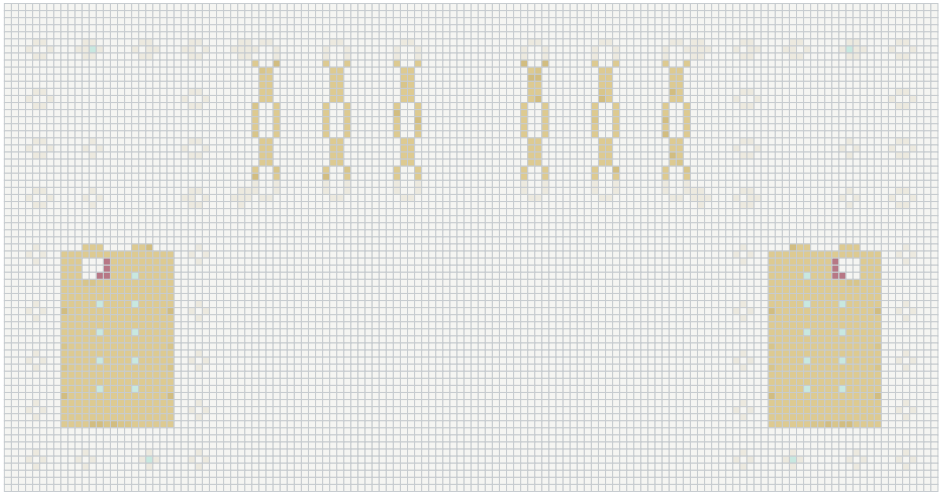
Layer 9 / Y=8 / +Z downward



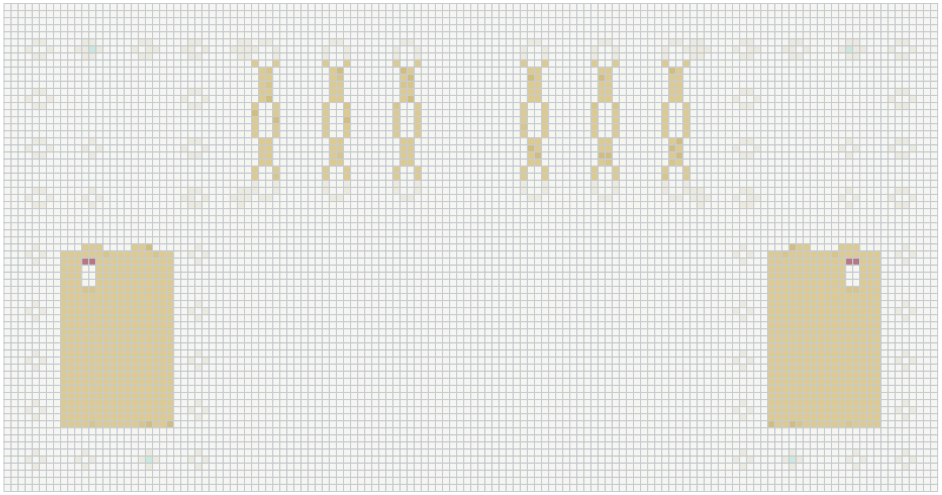
Layer 10 / Y=9 / +Z downward



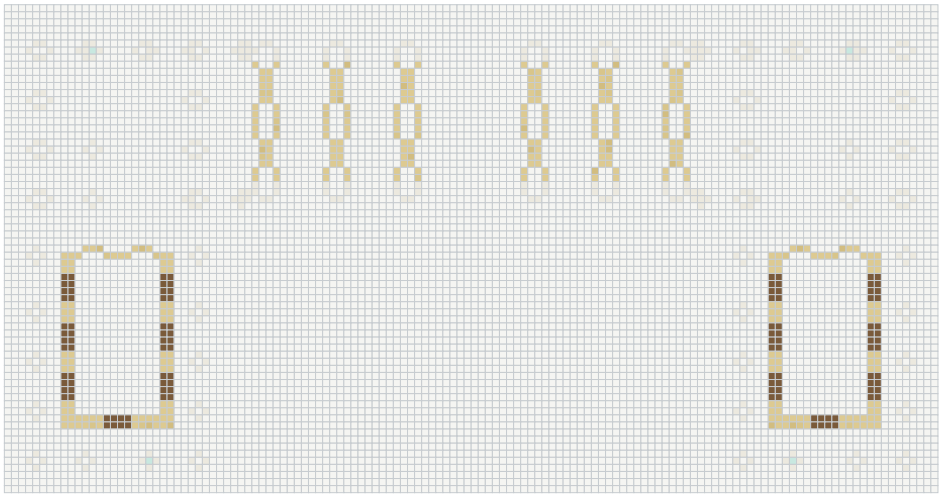
Layer 11 / Y=10 / +Z downward



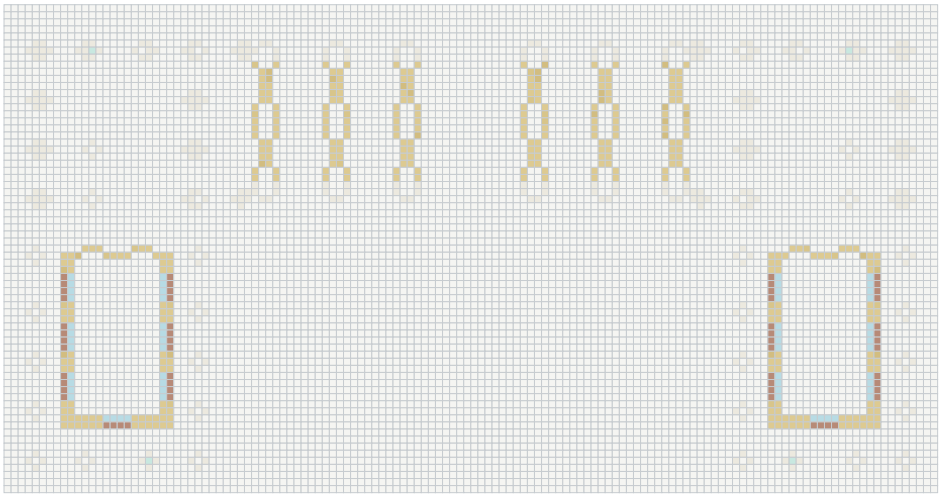
Layer 12 / Y=11 / +Z downward



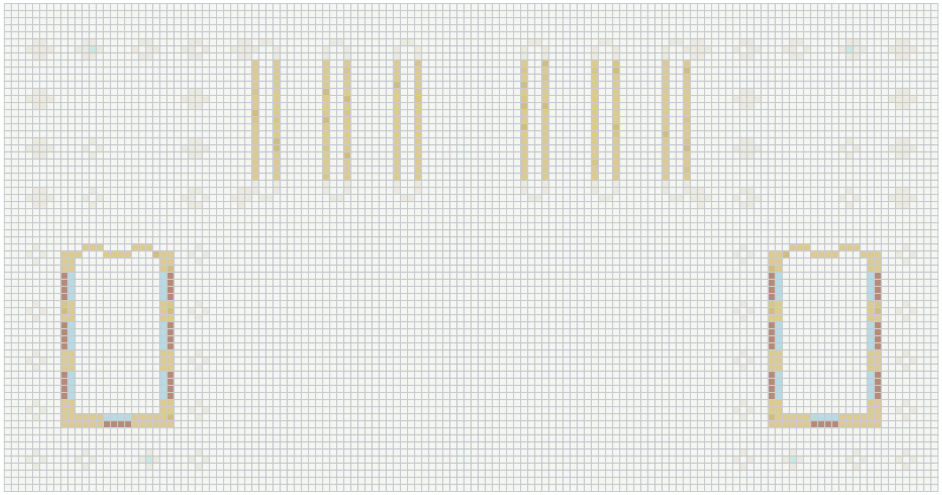
Layer 13 / Y=12 / +Z downward



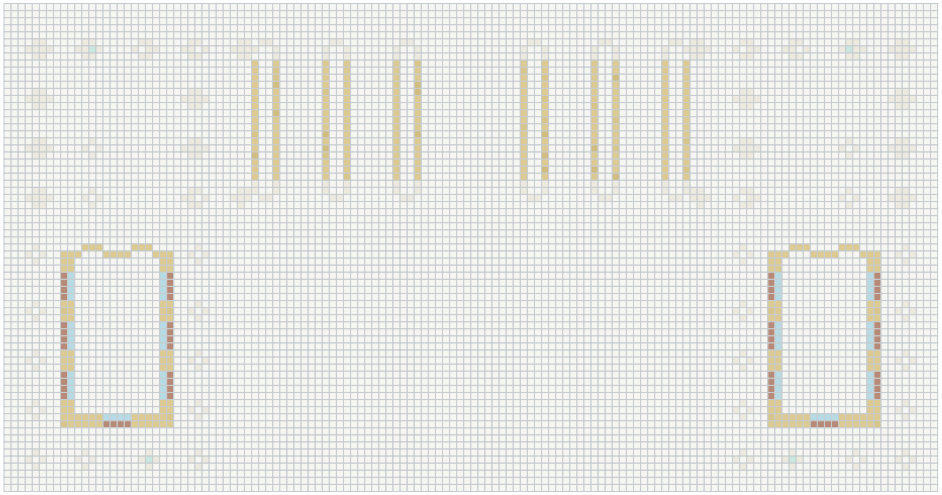
Layer 14 / Y=13 / +Z downward



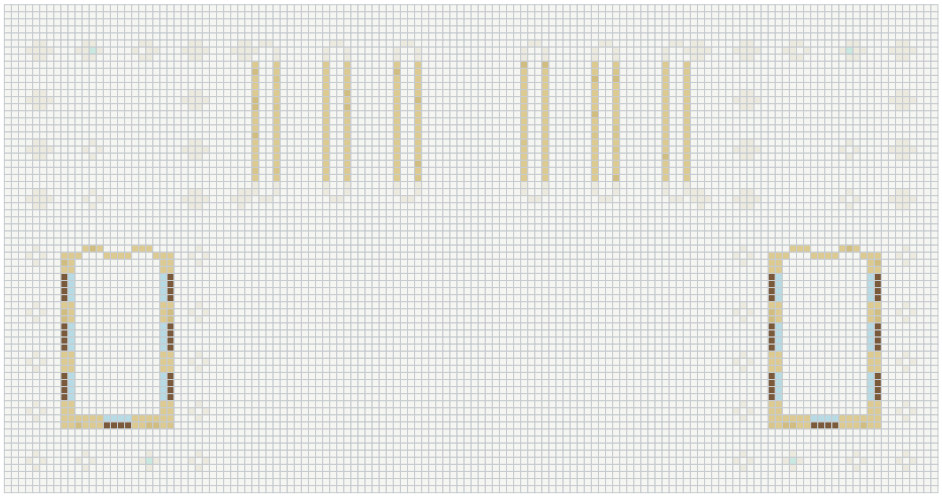
Layer 15 / Y=14 / +Z downward



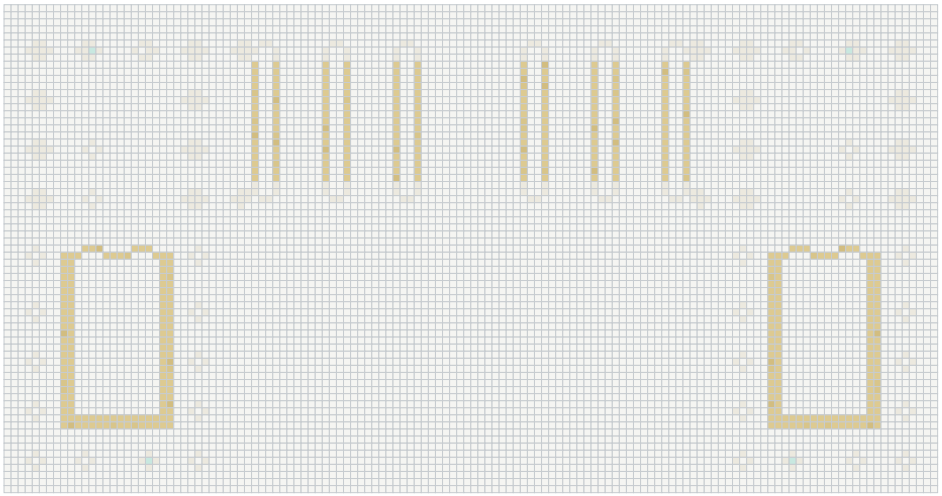
Layer 16 / Y=15 / +Z downward



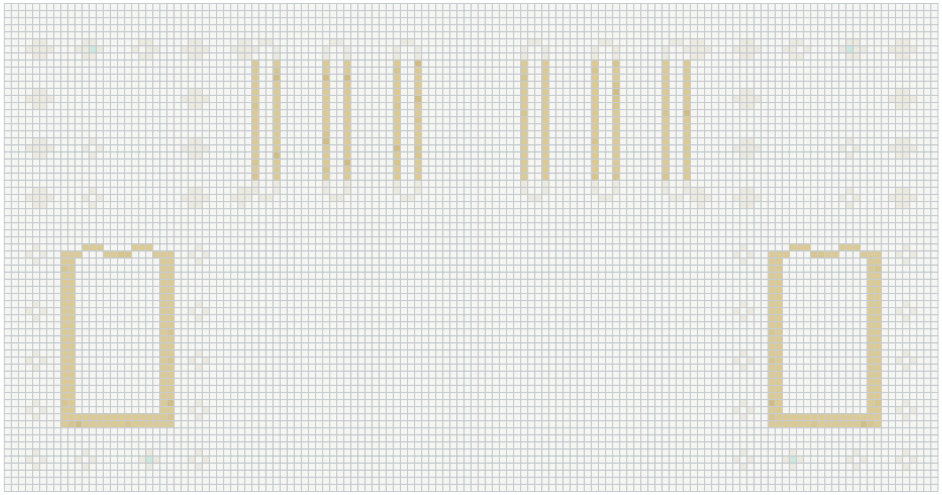
Layer 17 / Y=16 / +Z downward



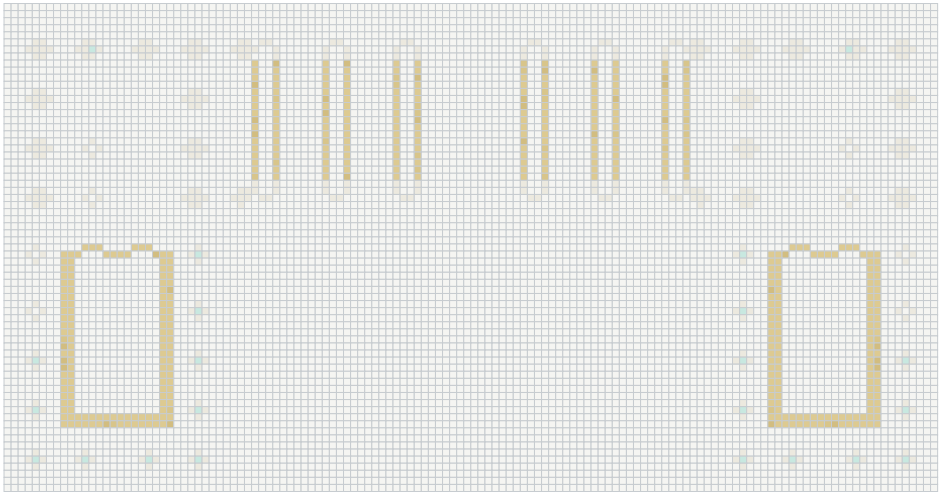
Layer 18 / Y=17 / +Z downward



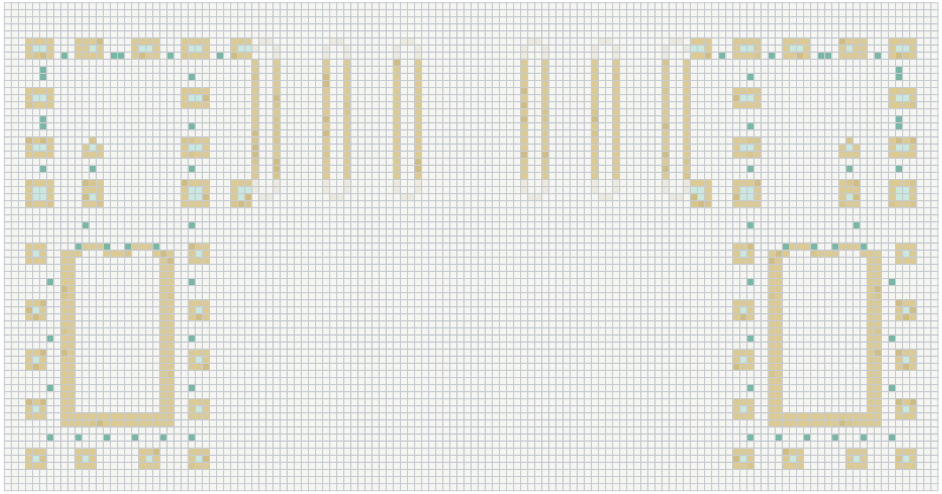
Layer 19 / Y=18 / +Z downward



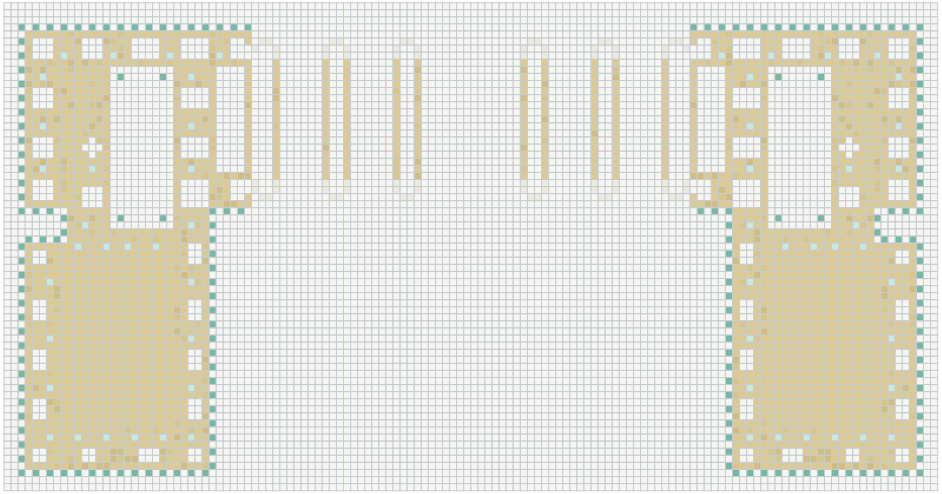
Layer 20 / Y=19 / +Z downward



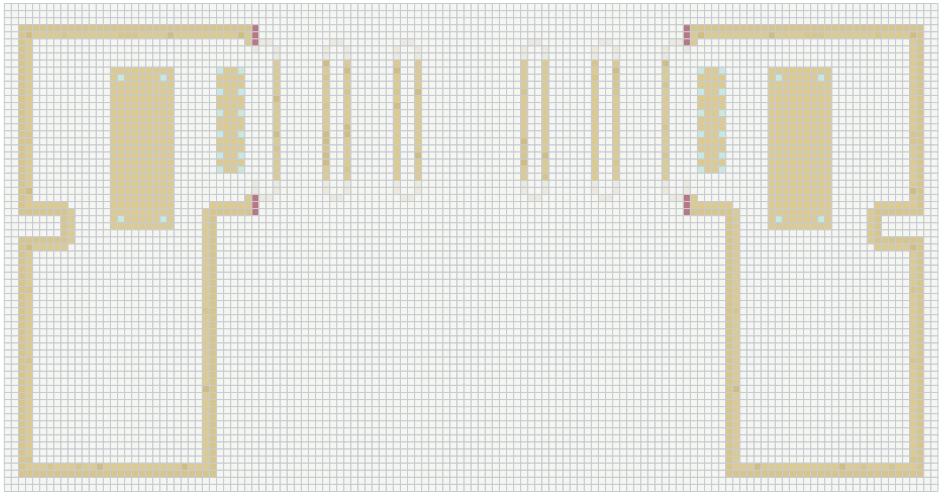
Layer 21 / Y=20 / +Z downward



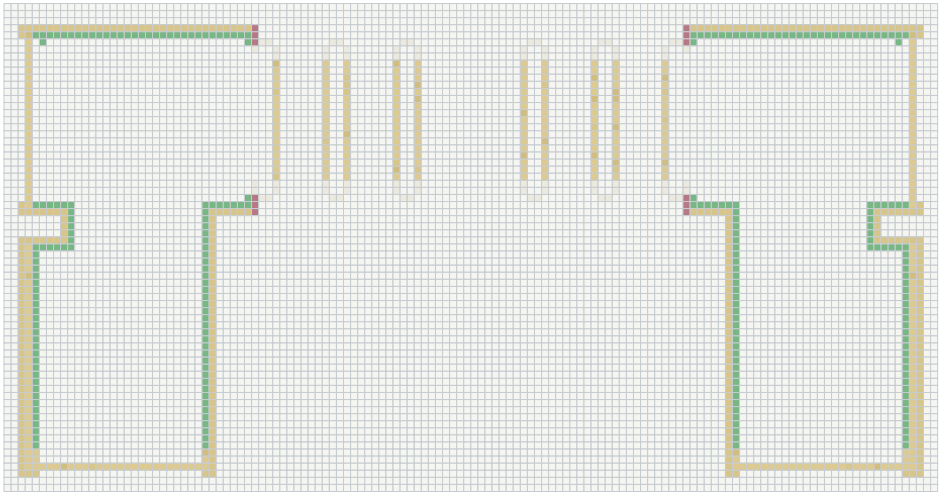
Layer 22 / Y=21 / +Z downward



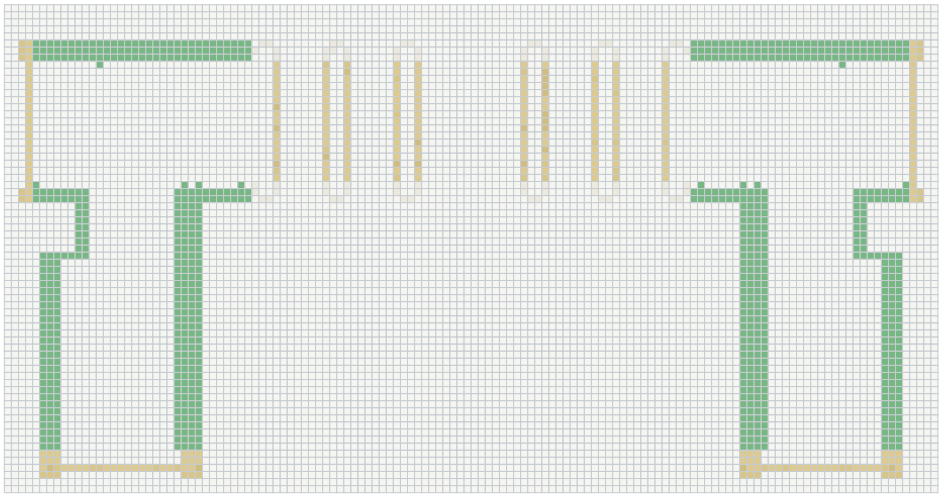
Layer 23 / Y=22 / +Z downward



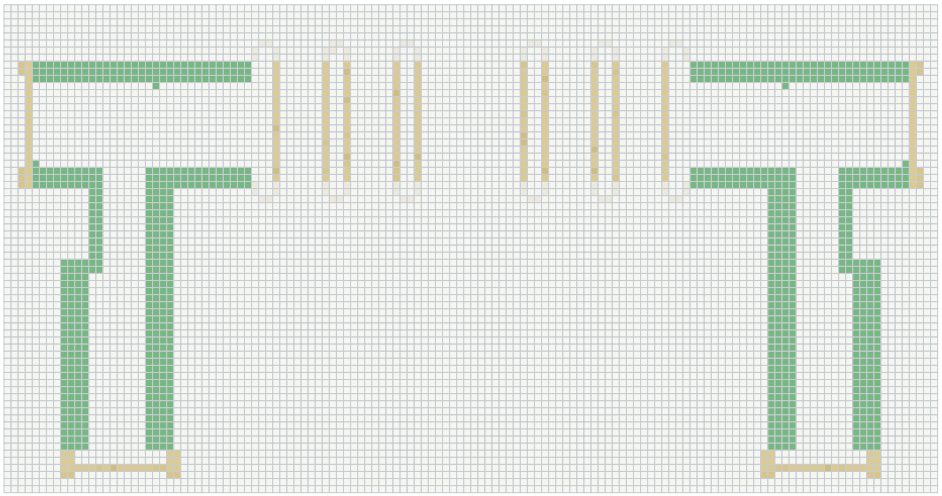
Layer 24 / Y=23 / +Z downward



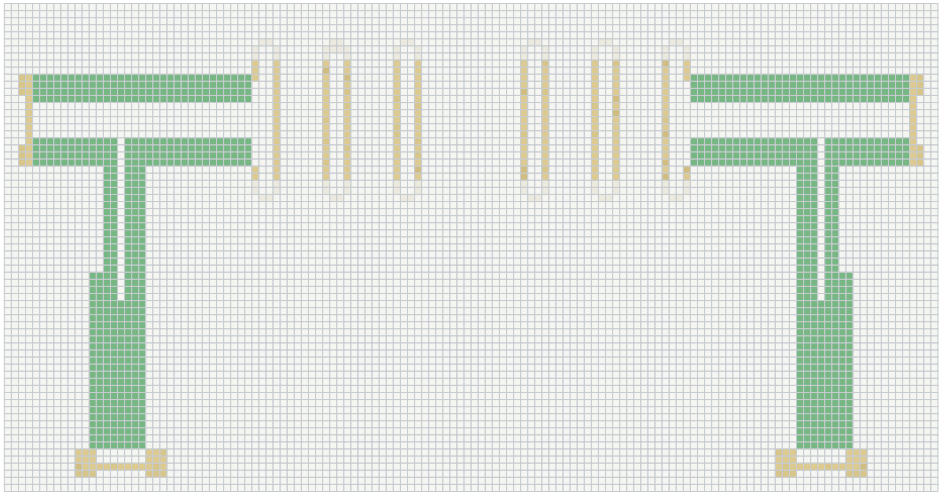
Layer 25 / Y=24 / +Z downward



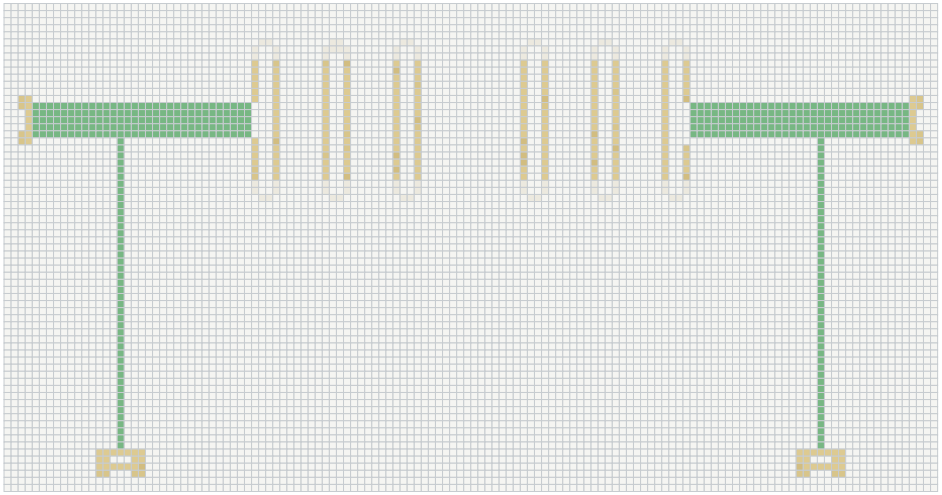
Layer 26 / Y=25 / +Z downward



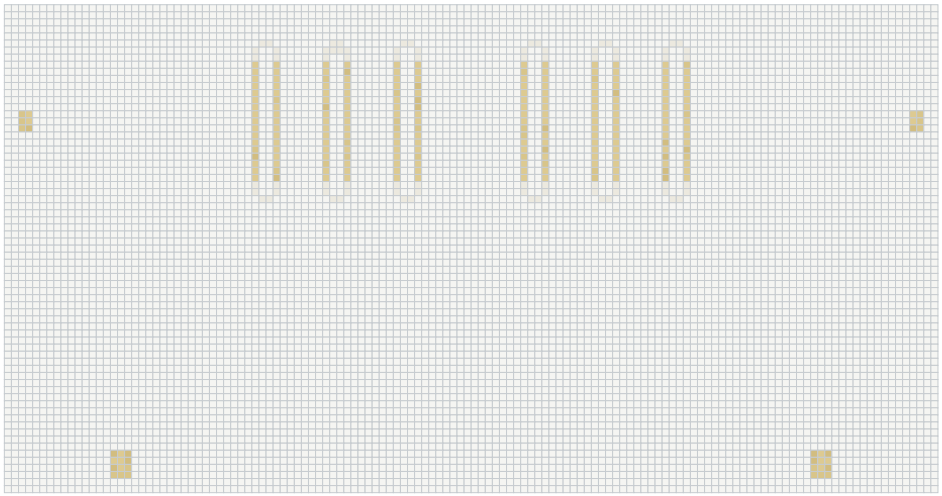
Layer 27 / Y=26 / +Z downward



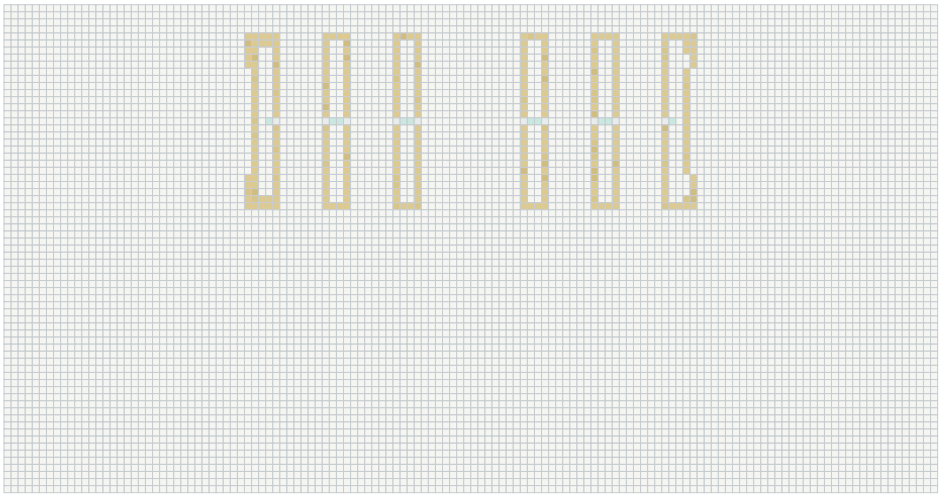
Layer 28 / Y=27 / +Z downward



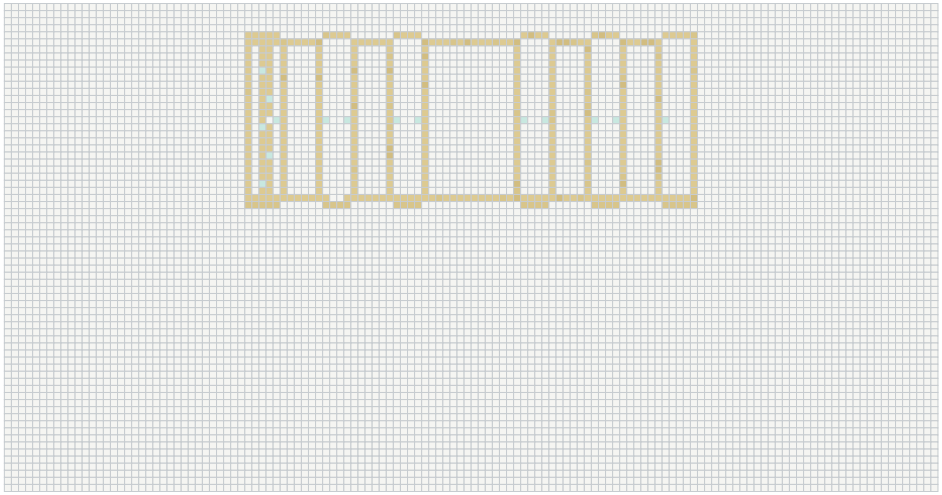
Layer 29 / Y=28 / +Z downward



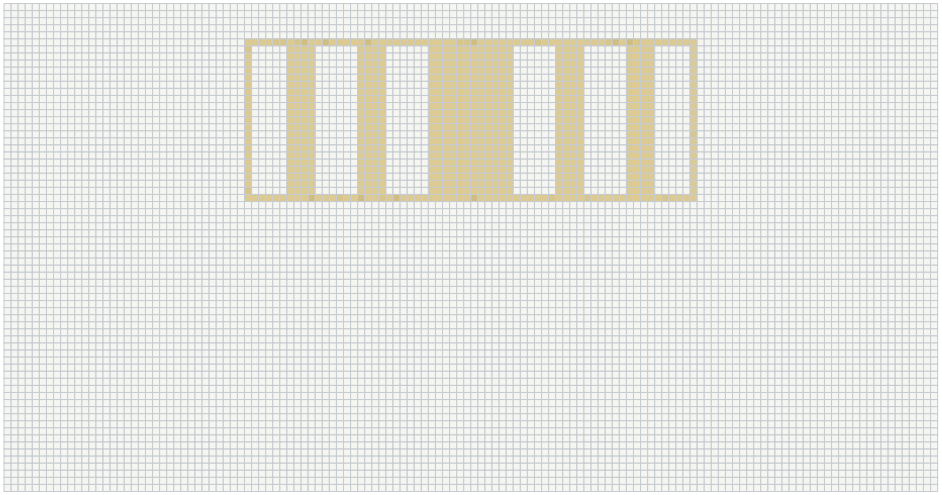
Layer 30 / Y=29 / +Z downward



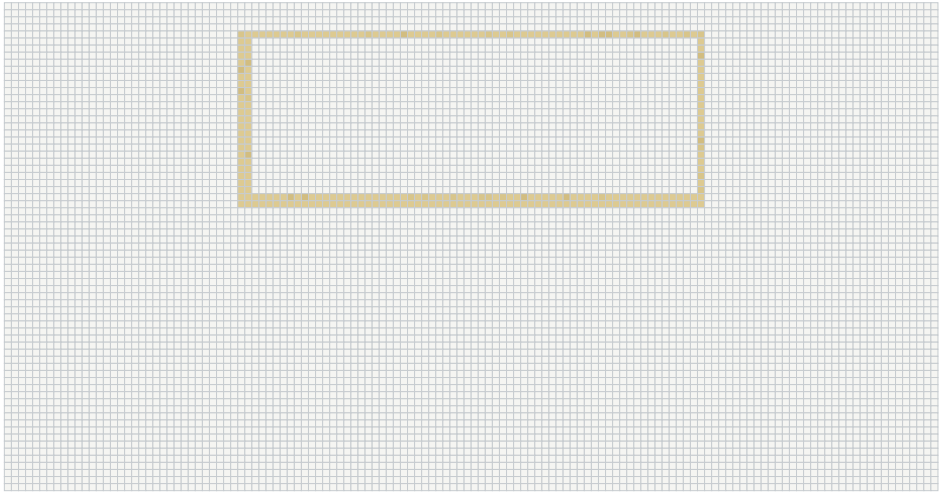
Layer 31 / Y=30 / +Z downward



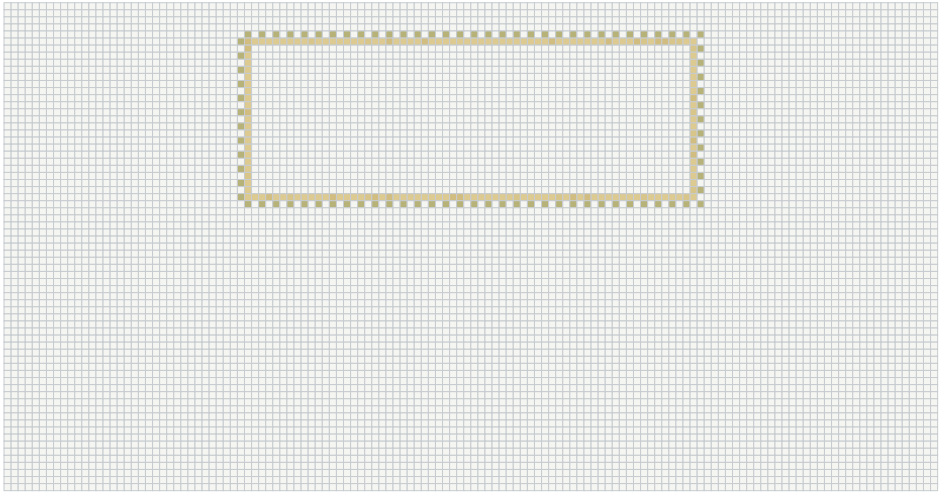
Layer 32 / Y=31 / +Z downward



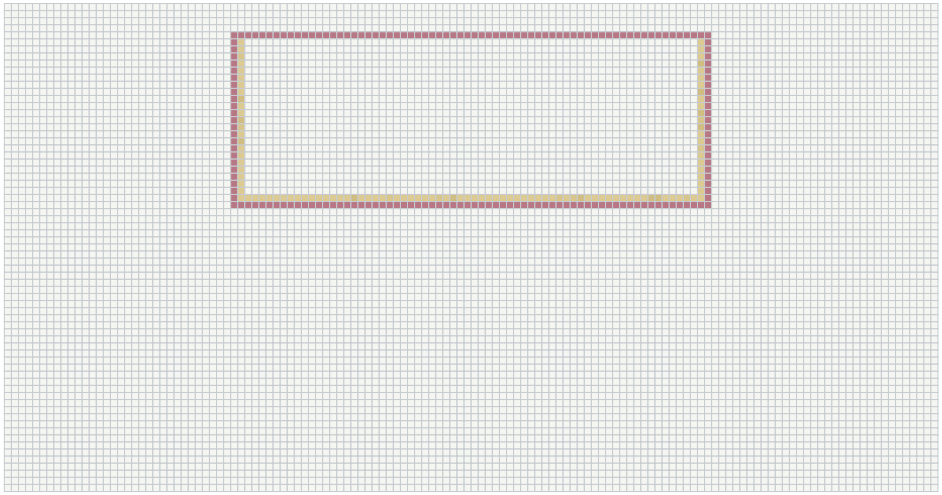
Layer 33 / Y=32 / +Z downward



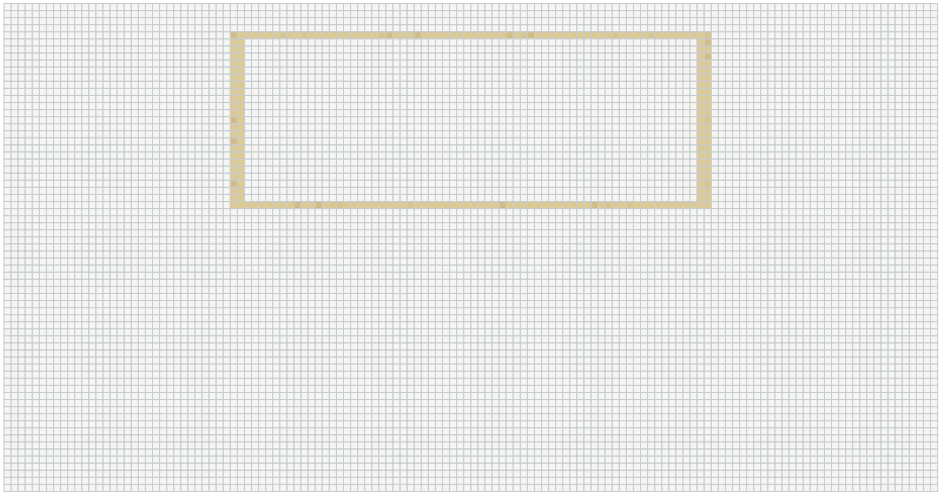
Layer 34 / Y=33 / +Z downward



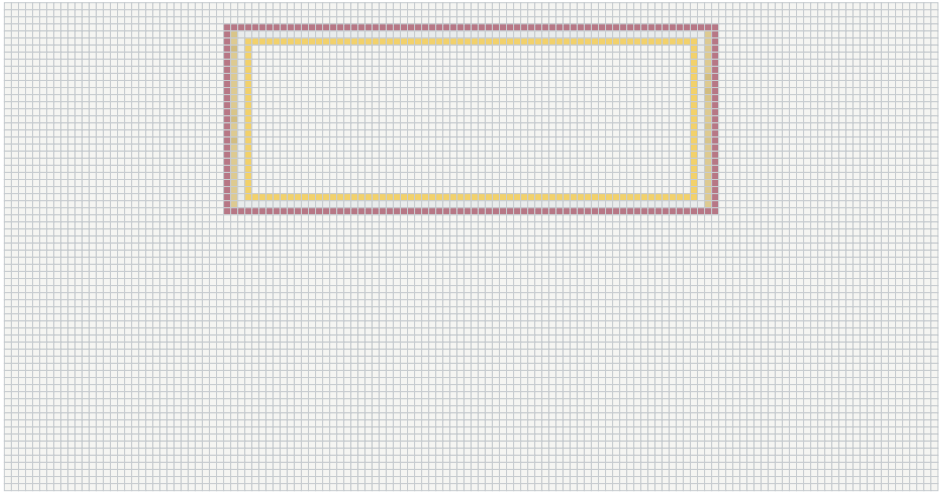
Layer 35 / Y=34 / +Z downward



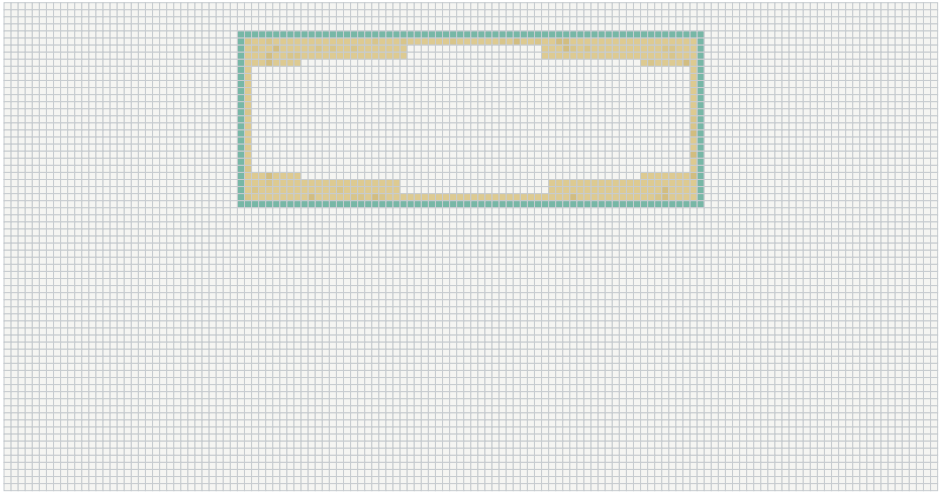
Layer 36 / Y=35 / +Z downward



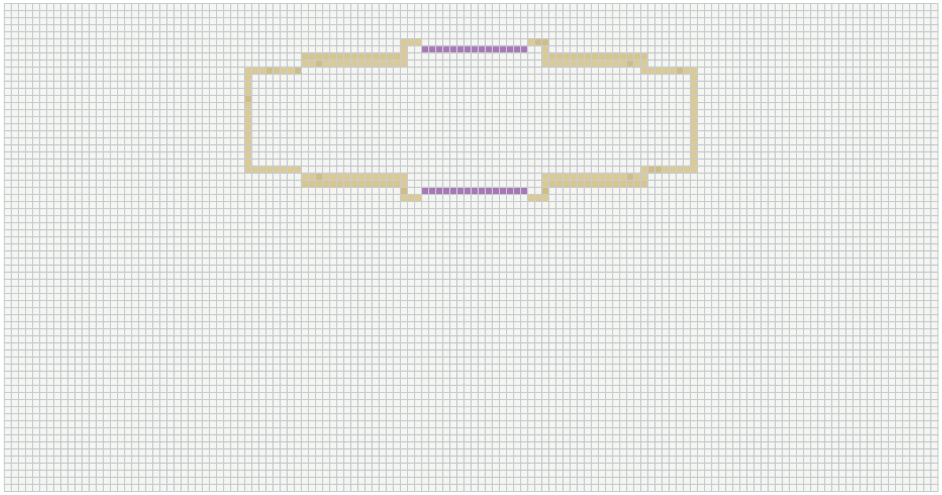
Layer 37 / Y=36 / +Z downward



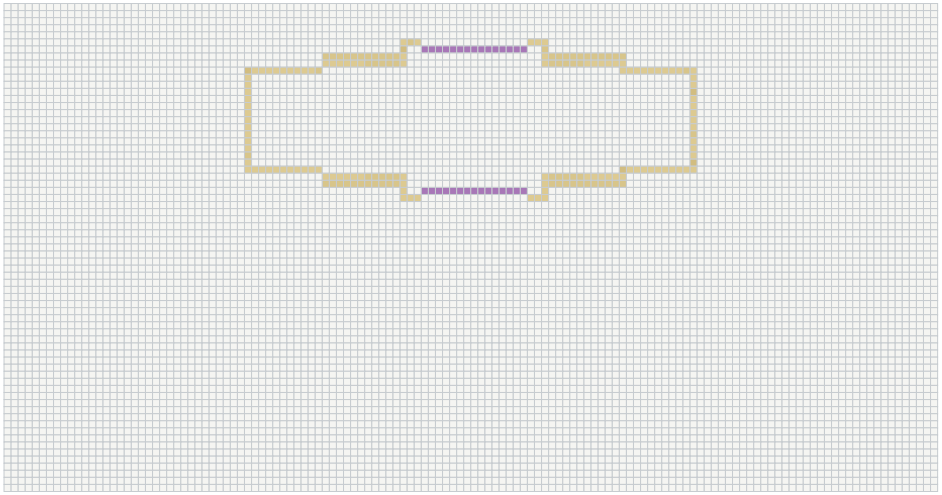
Layer 38 / Y=37 / +Z downward



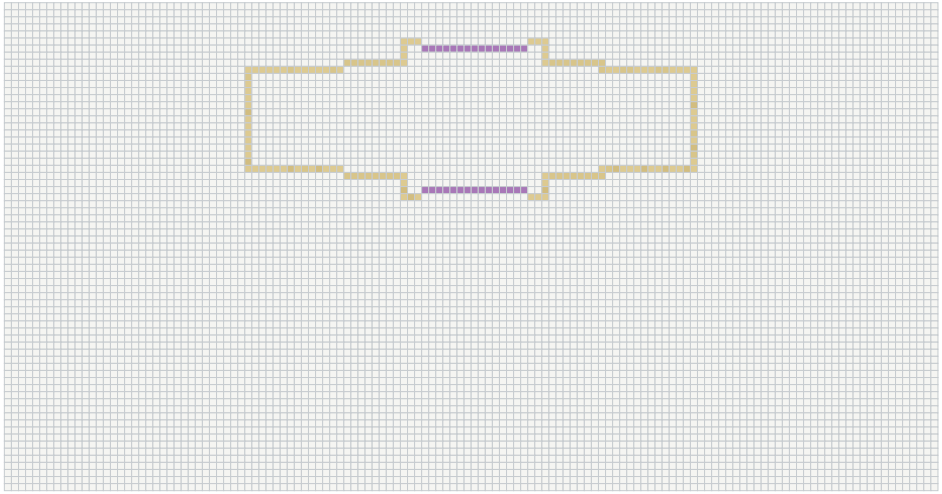
Layer 39 / Y=38 / +Z downward



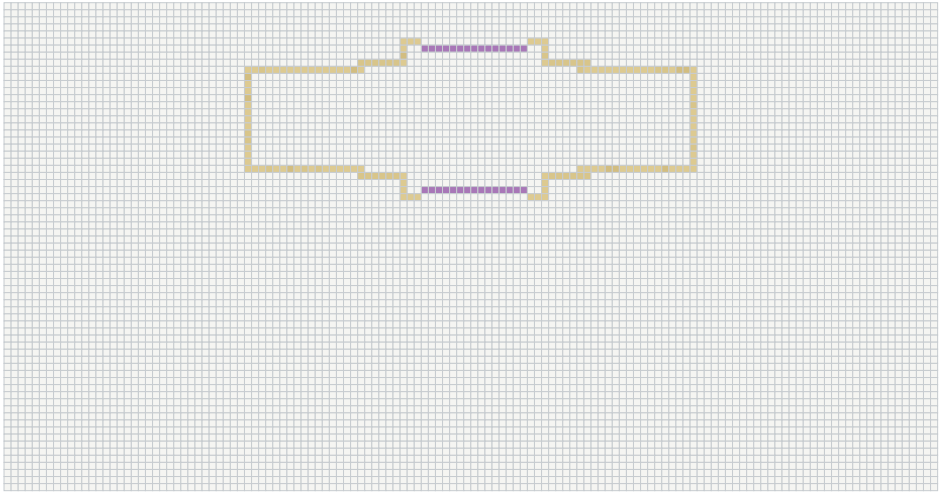
Layer 40 / Y=39 / +Z downward



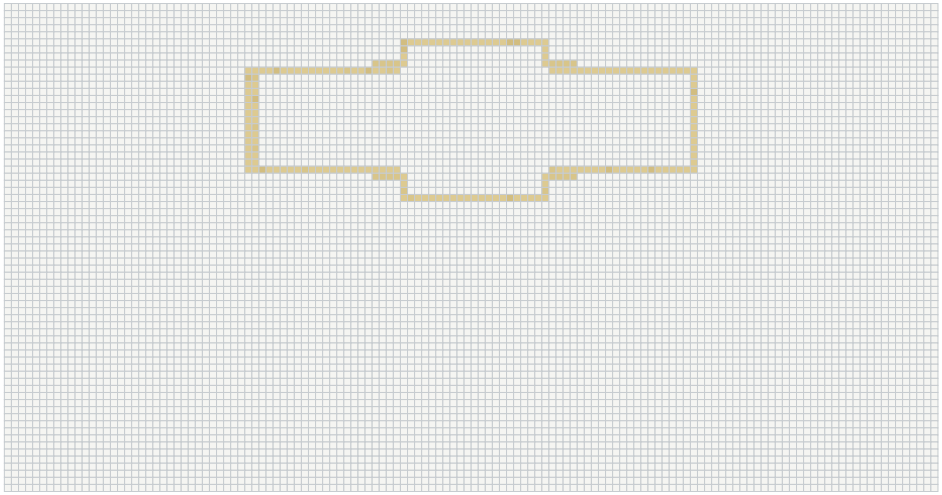
Layer 41 / Y=40 / +Z downward



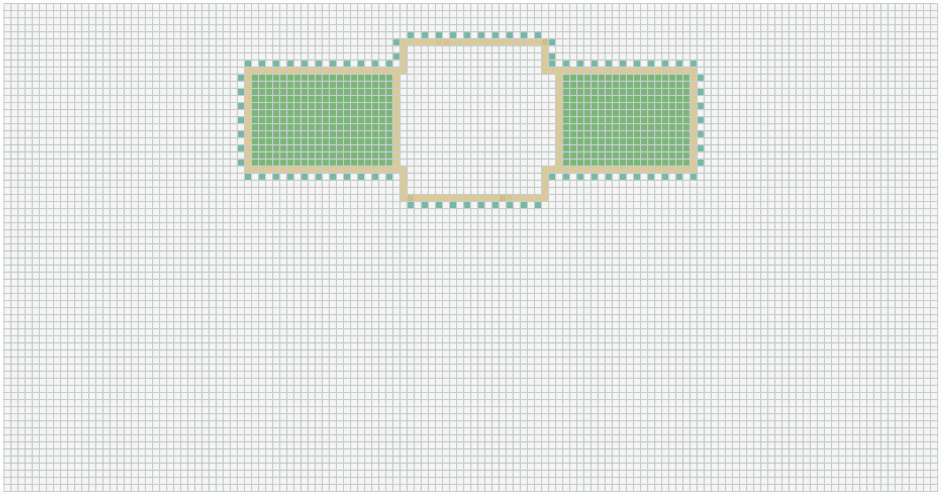
Layer 42 / Y=41 / +Z downward



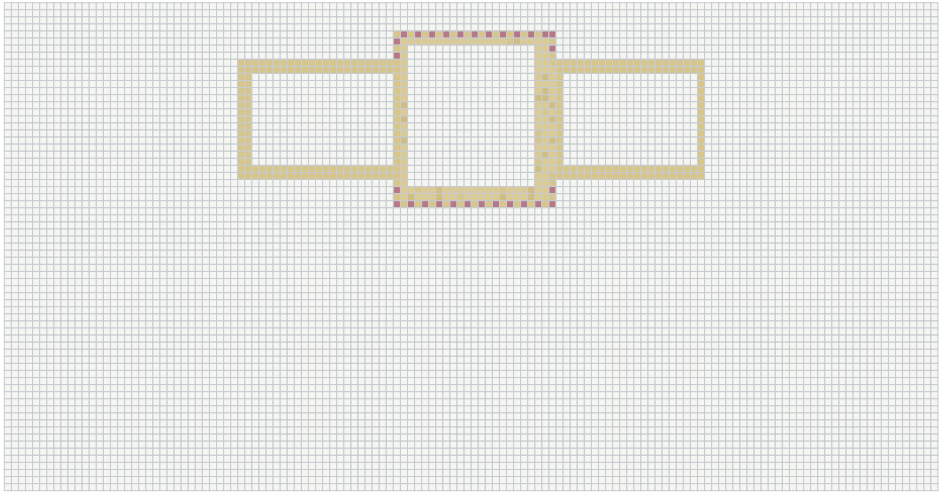
Layer 43 / Y=42 / +Z downward



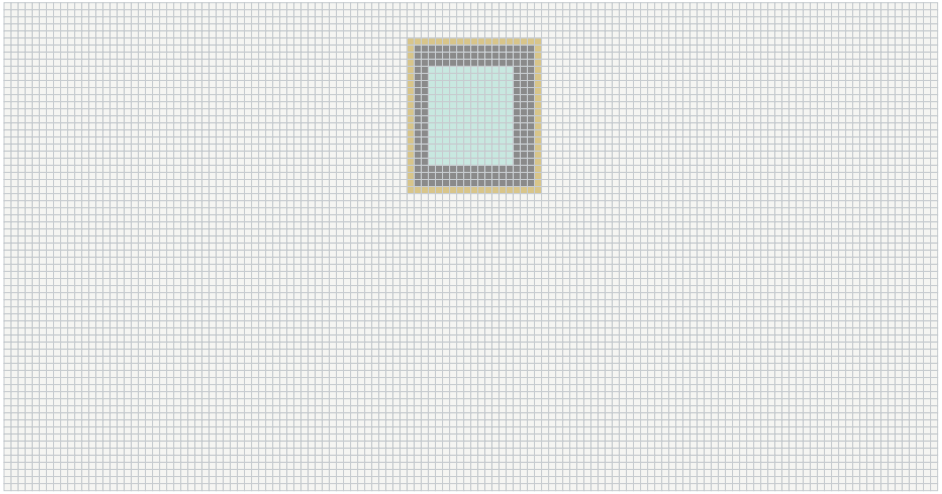
Layer 44 / Y=43 / +Z downward



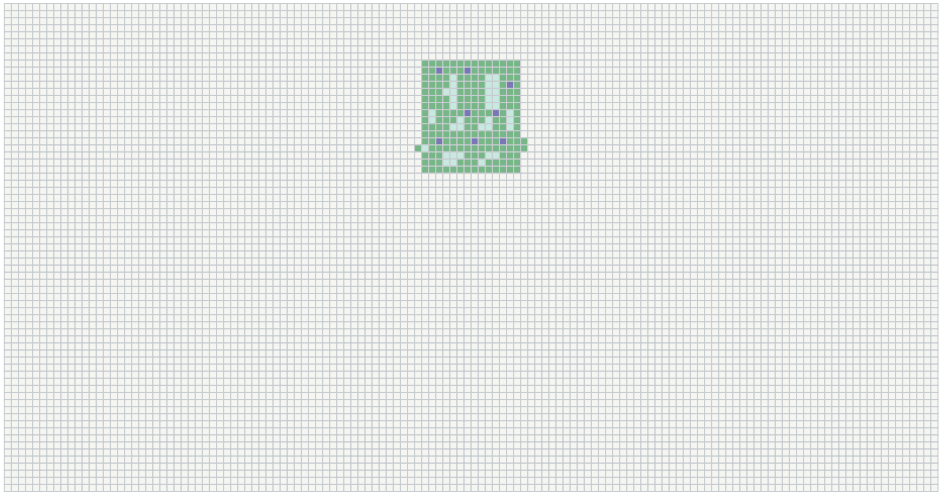
Layer 45 / Y=44 / +Z downward



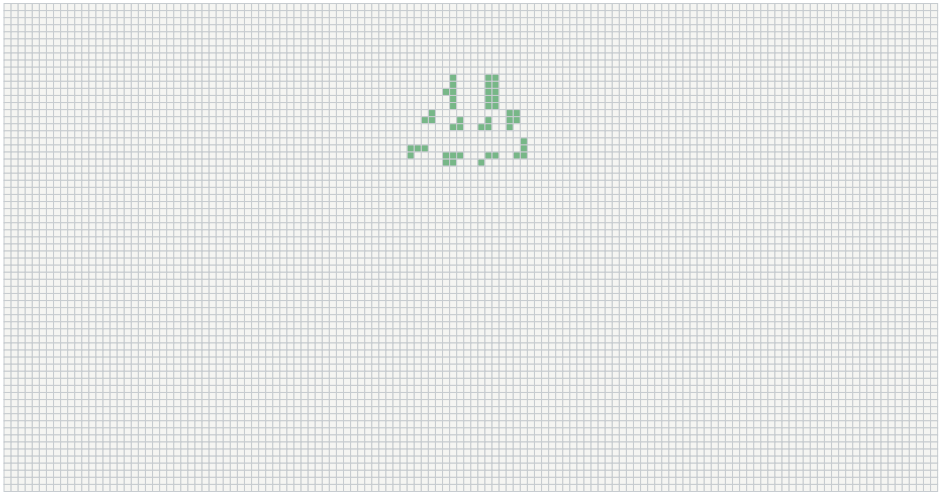
Layer 46 / Y=45 / +Z downward



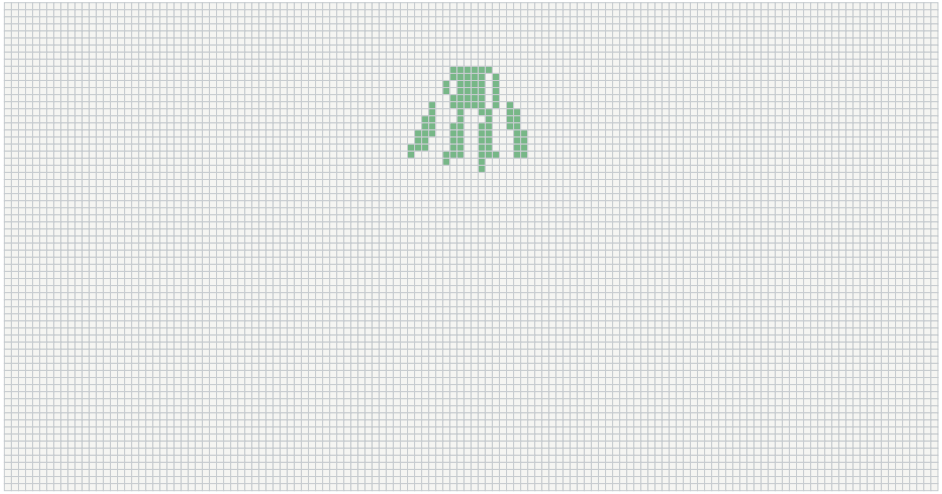
Layer 47 / Y=46 / +Z downward



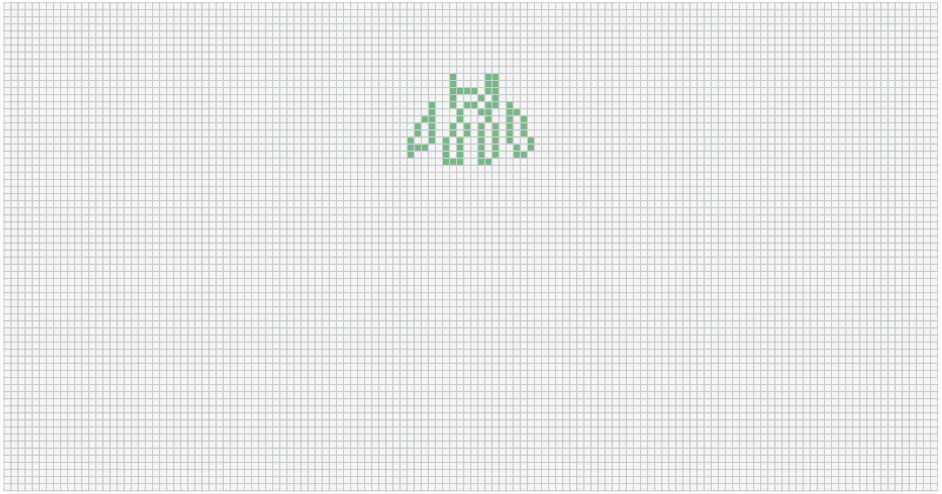
Layer 48 / Y=47 / +Z downward



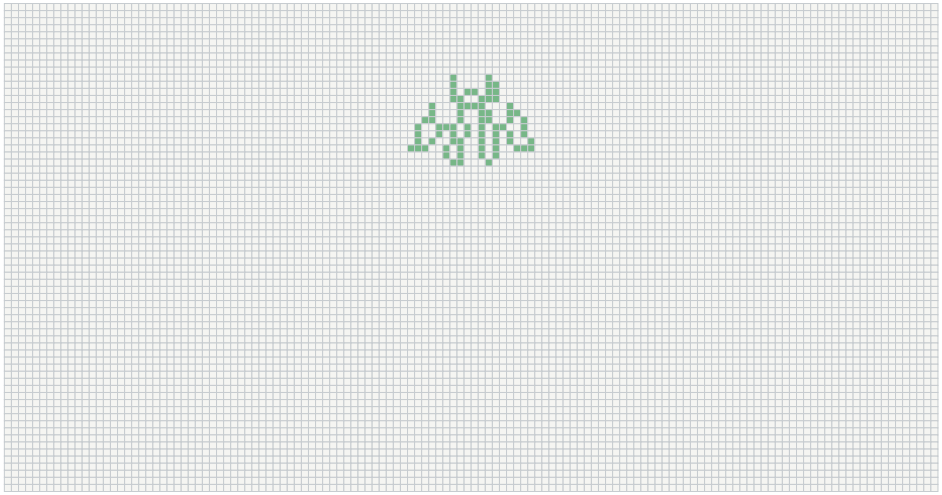
Layer 49 / Y=48 / +Z downward



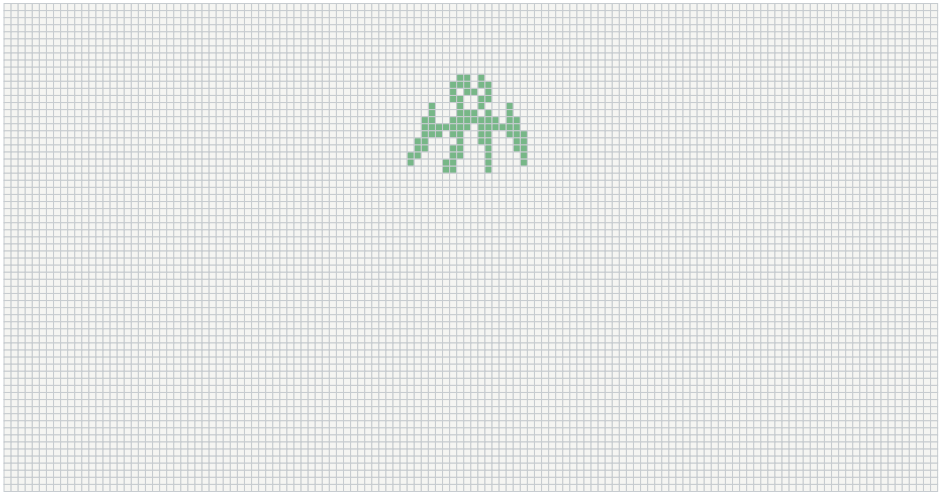
Layer 50 / Y=49 / +Z downward



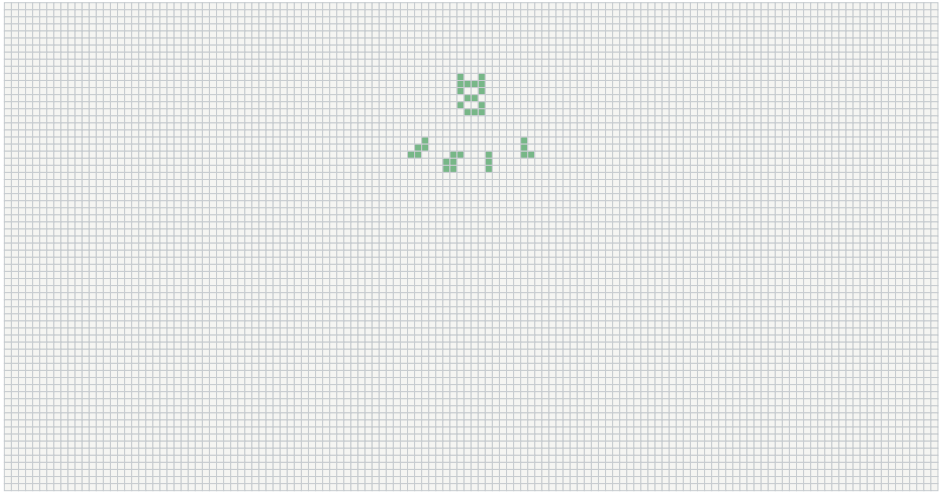
Layer 51 / Y=50 / +Z downward



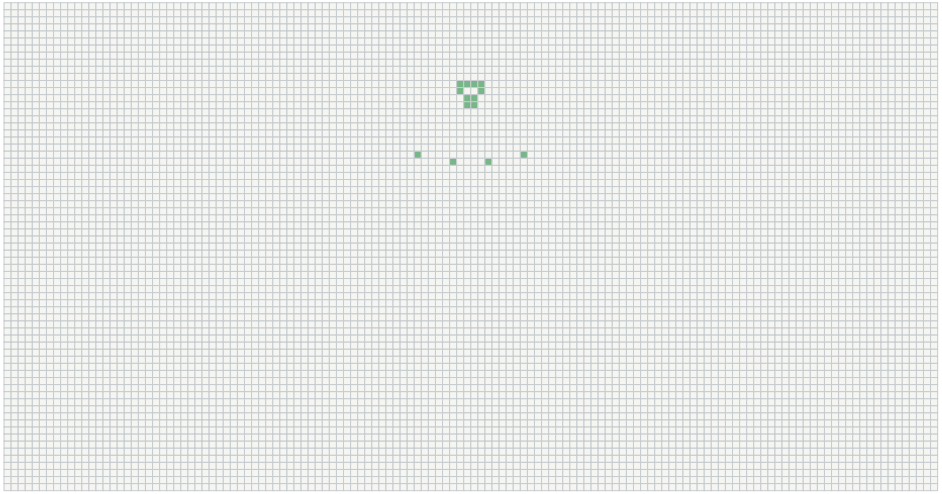
Layer 52 / Y=51 / +Z downward



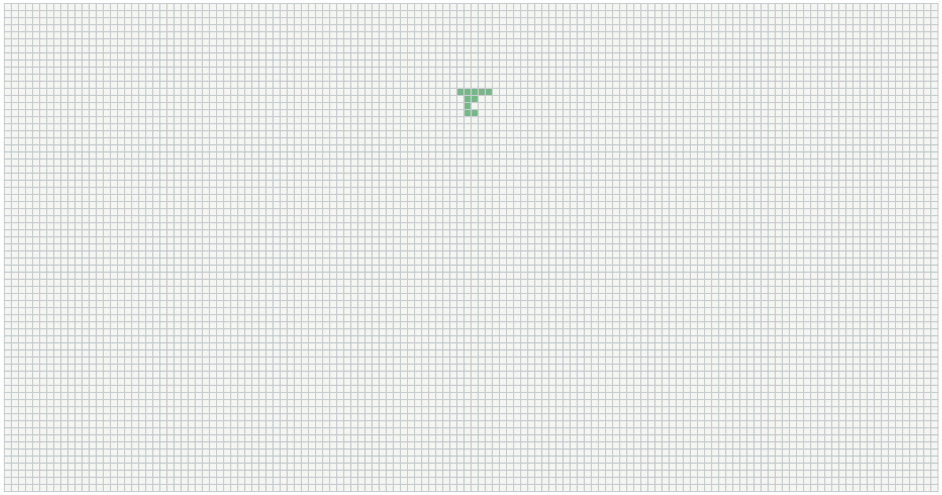
Layer 53 / Y=52 / +Z downward



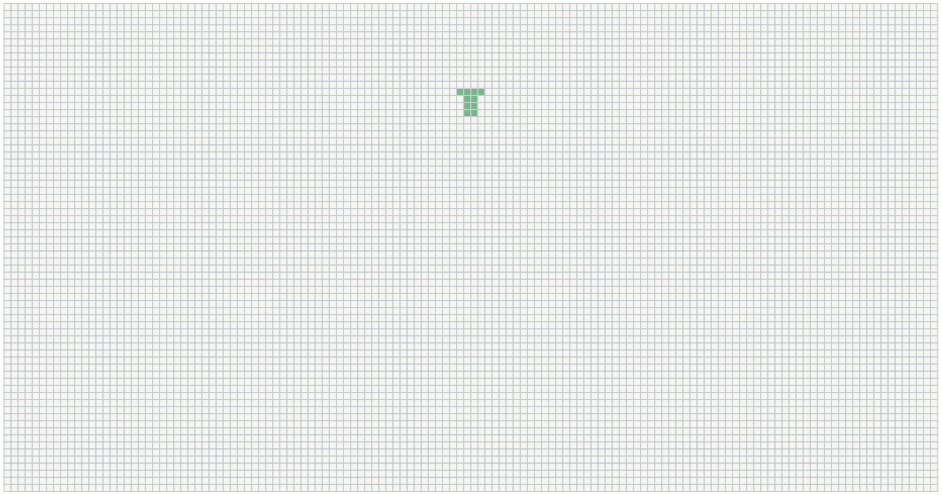
Layer 54 / Y=53 / +Z downward



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

Layer 61 / Y=60 / +Z downward

Layer 62 / Y=61 / +Z downward

Layer 63 / Y=62 / +Z downward

Layer 64 / Y=63 / +Z downward

Layer 65 / Y=64 / +Z downward

Layer 66 / Y=65 / +Z downward