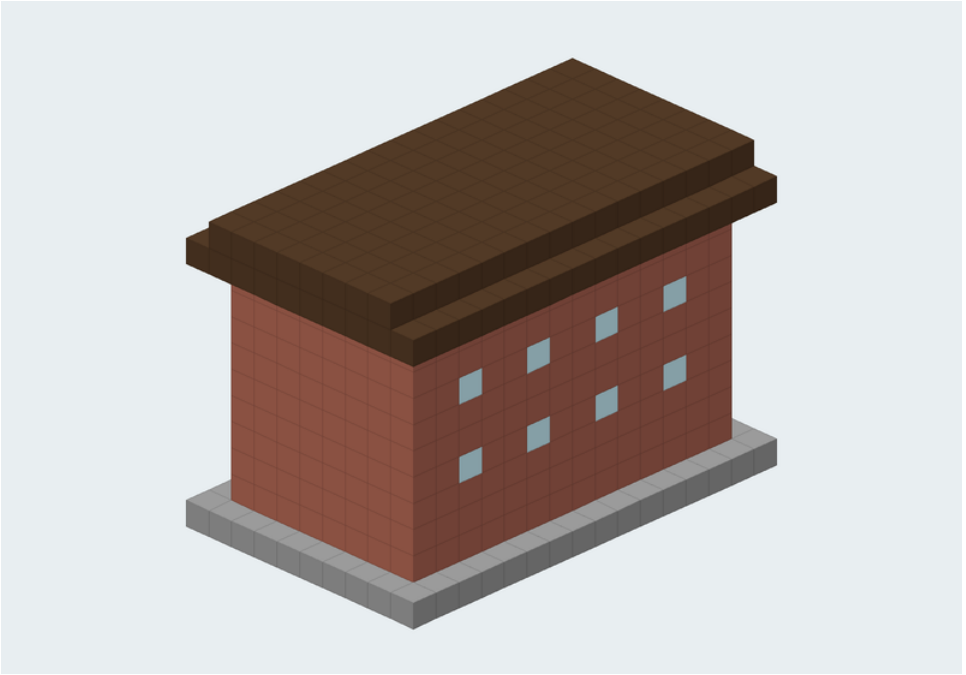
Brick Townhouse

10 x 16 footprint / 12 layers / Java 1.20.1 / 880 occupied cells

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

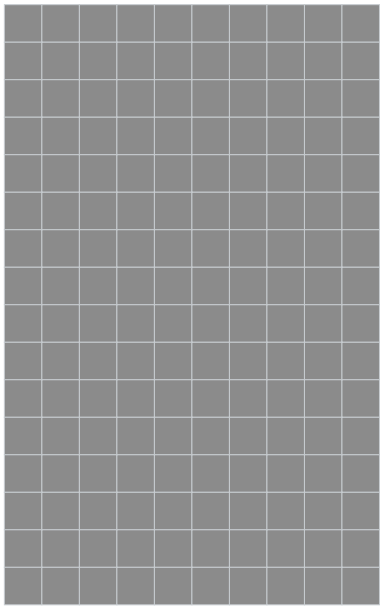
MATERIALS / INVENTORY ITEMS

Bricks	407
Dark Oak Planks	288
Cobblestone	160
Glass	16
Smooth Stone	8
Glowstone	1

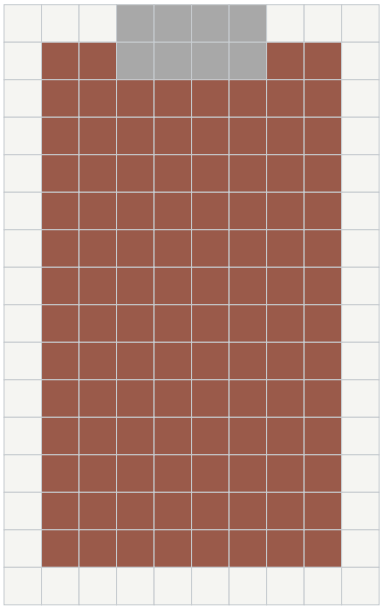


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

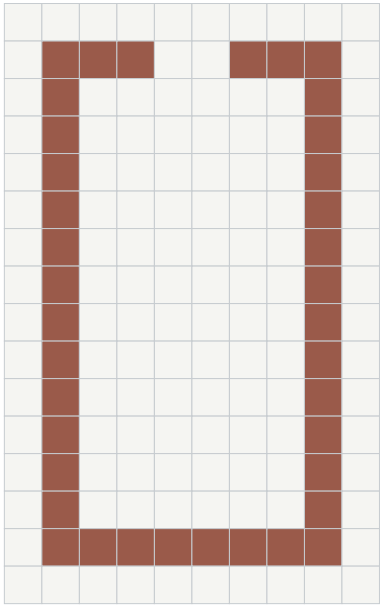
Layer 1 / Y=0 / +Z downward



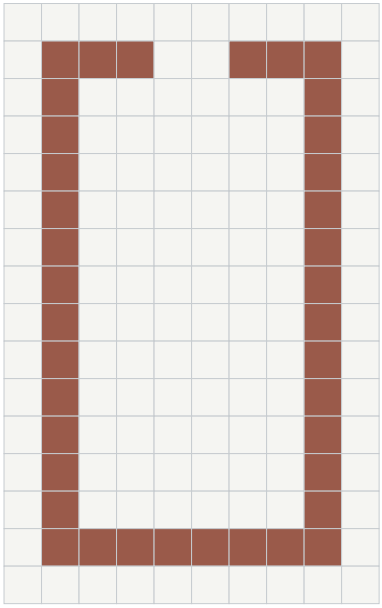
Layer 2 / Y=1 / +Z downward



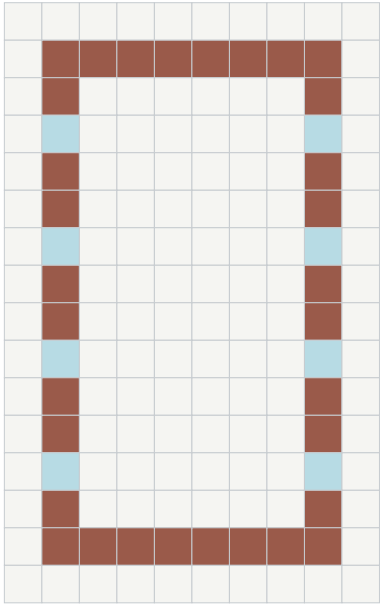
Layer 3 / Y=2 / +Z downward



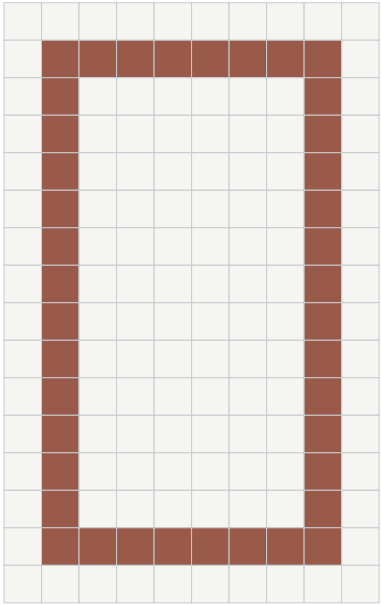
Layer 4 / Y=3 / +Z downward



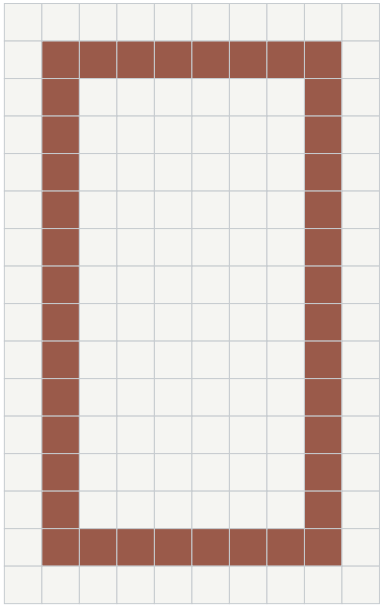
Layer 5 / Y=4 / +Z downward



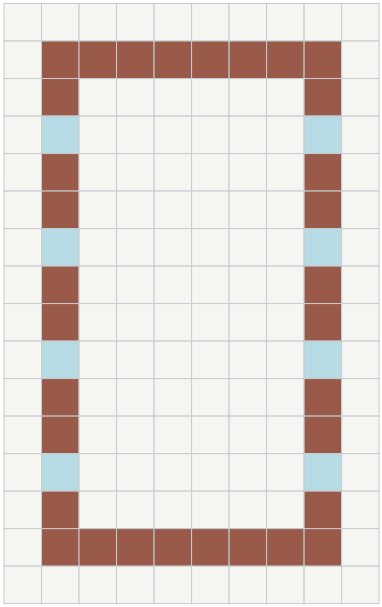
Layer 6 / Y=5 / +Z downward



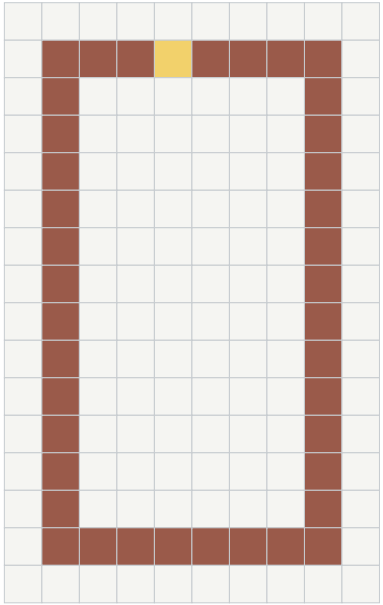
Layer 7 / Y=6 / +Z downward



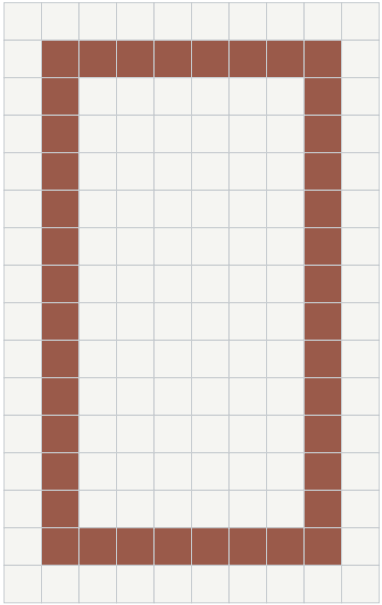
Layer 8 / Y=7 / +Z downward



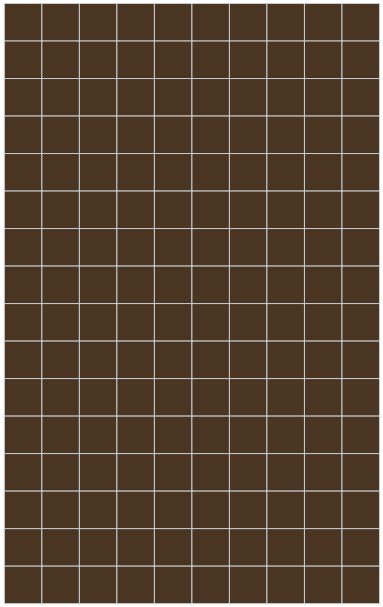
Layer 9 / Y=8 / +Z downward



Layer 10 / Y=9 / +Z downward



Layer 11 / Y=10 / +Z downward



Layer 12 / Y=11 / +Z downward

