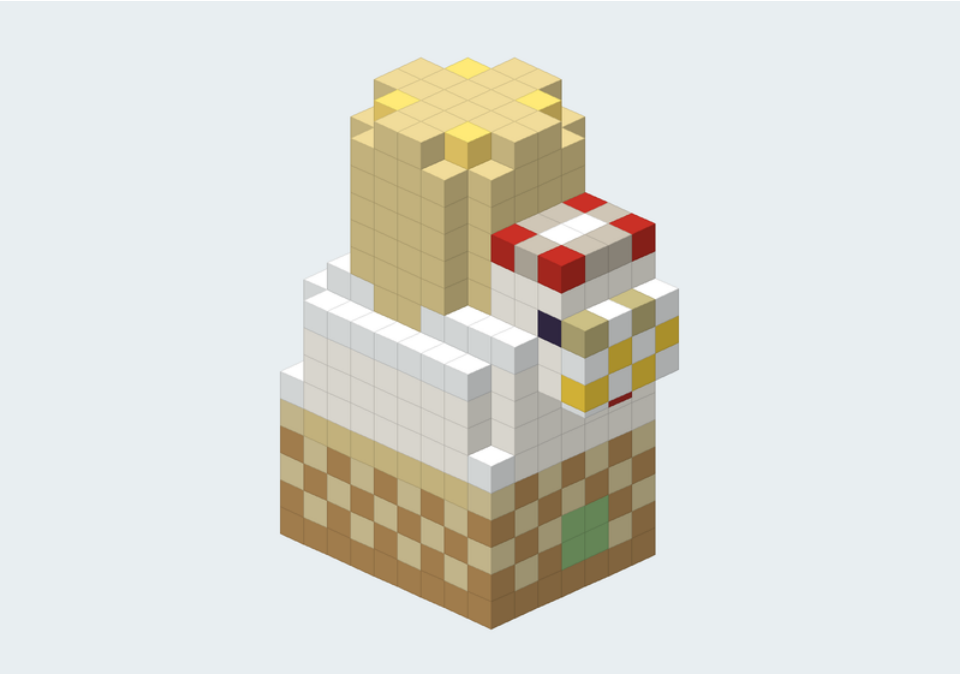
Automatic Chicken Farm (MerryAries)

11 x 7 footprint / 16 layers / Java 1.20.1 / 616 occupied cells

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

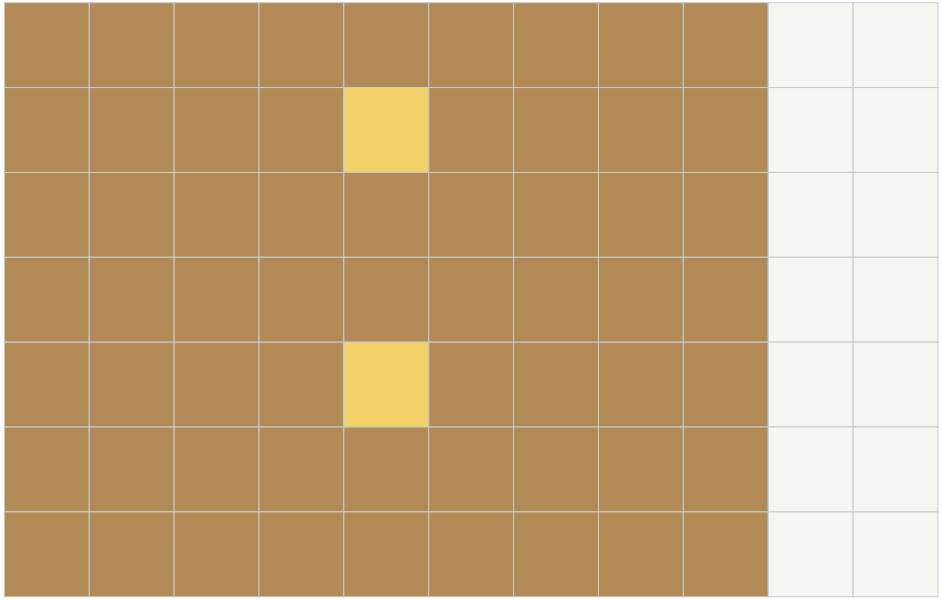
MATERIALS / INVENTORY ITEMS

Sandstone	178
Quartz Block	140
Oak Planks	97
Hopper	60
Birch Planks	37
White Carpet	33
Glowstone	15
Redstone Wire	7
Chest	6
Repeater	5
White Wool	5
Birch Door	3
Sandstone Slab	4
Stone Slab	4
Yellow Wool	4
Birch Fence	2
Fire	2
Glass	2

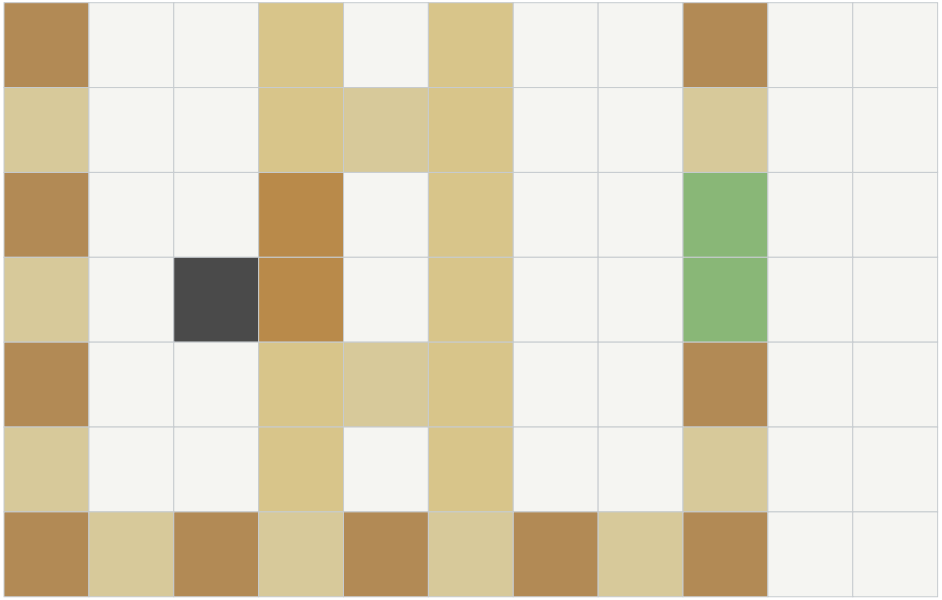


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

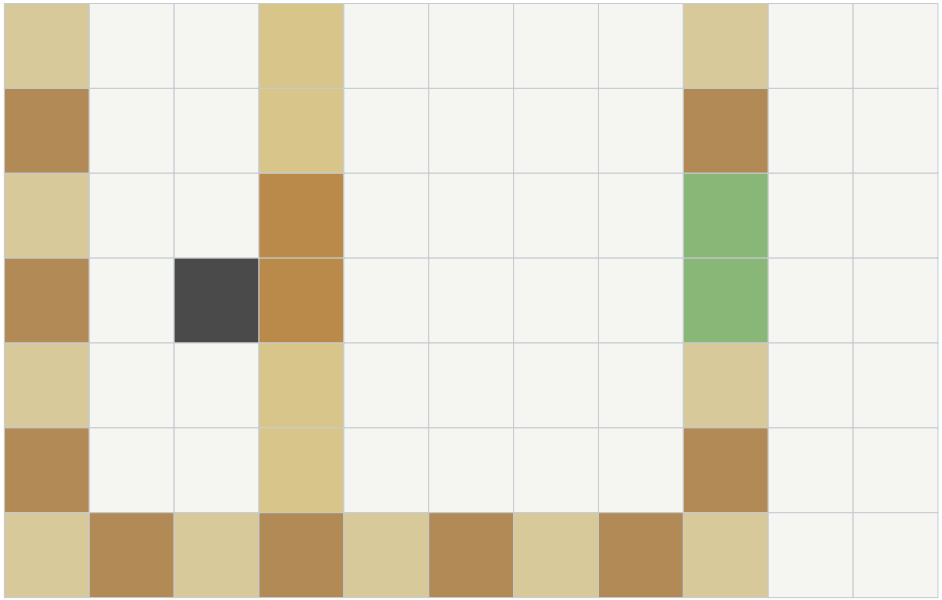
Layer 1 / Y=0 / +Z downward



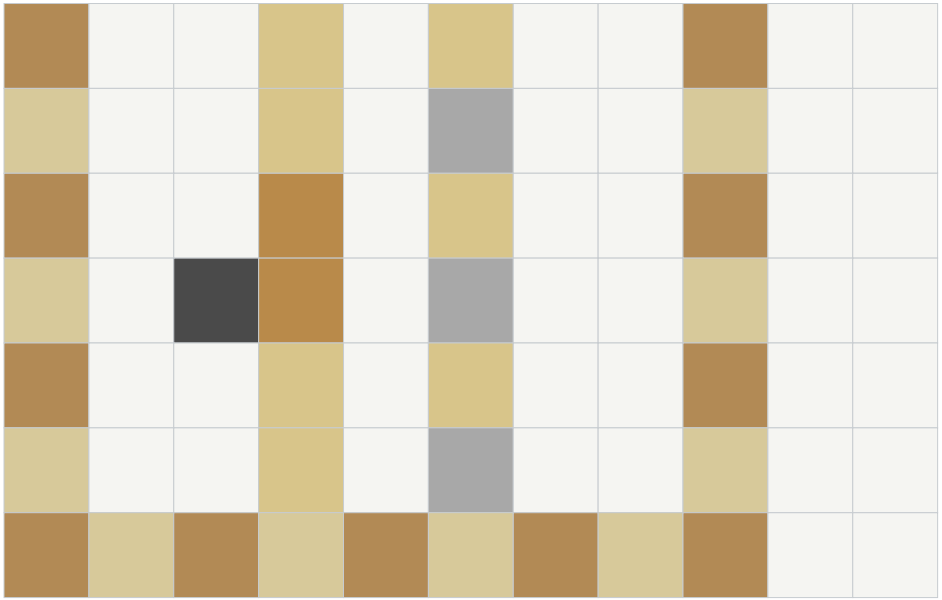
Layer 2 / Y=1 / +Z downward



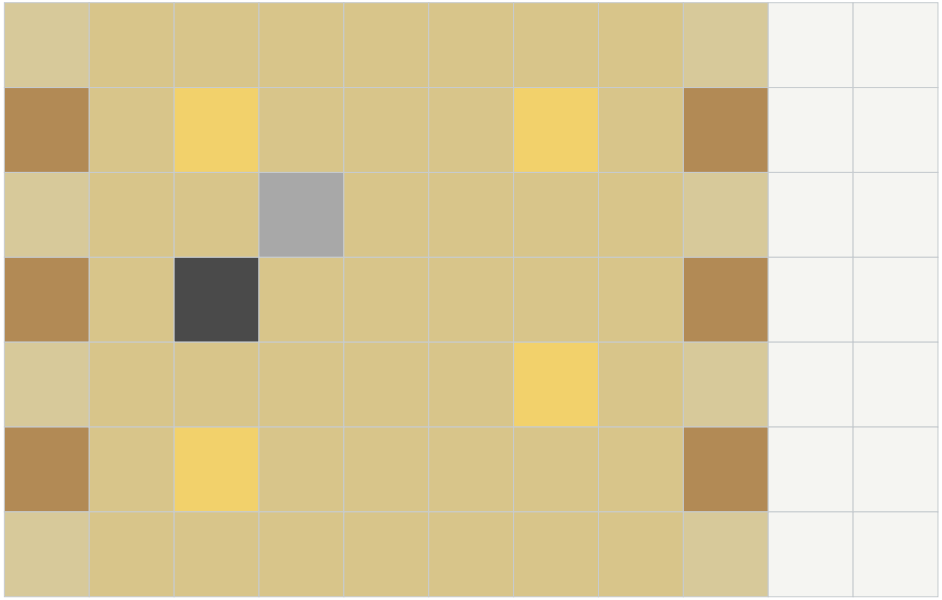
Layer 3 / Y=2 / +Z downward



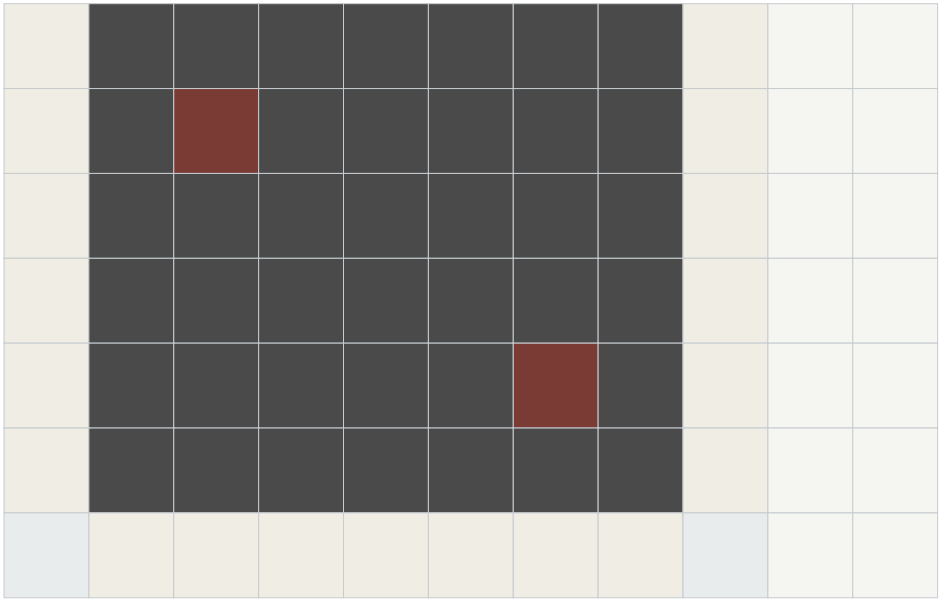
Layer 4 / Y=3 / +Z downward



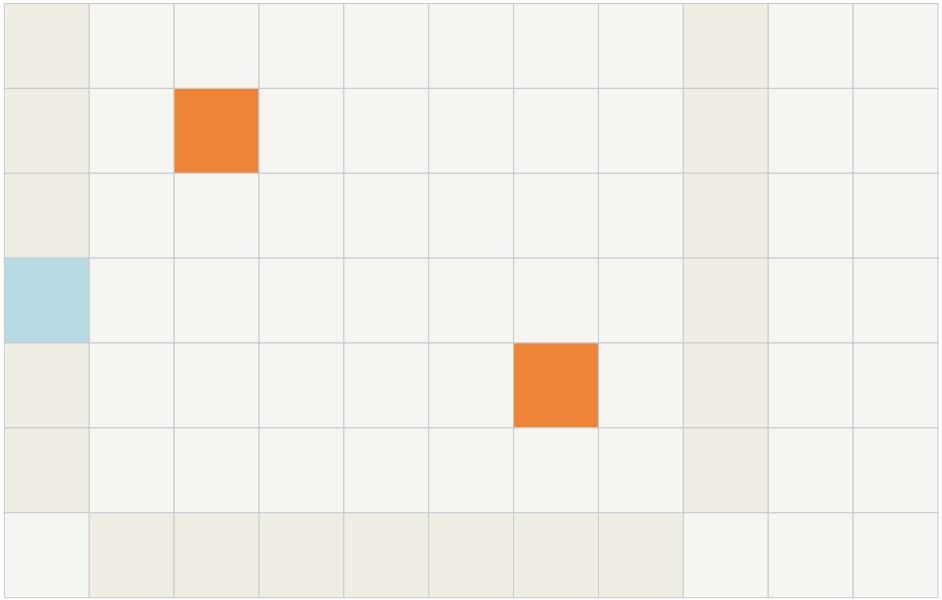
Layer 5 / Y=4 / +Z downward



Layer 6 / Y=5 / +Z downward



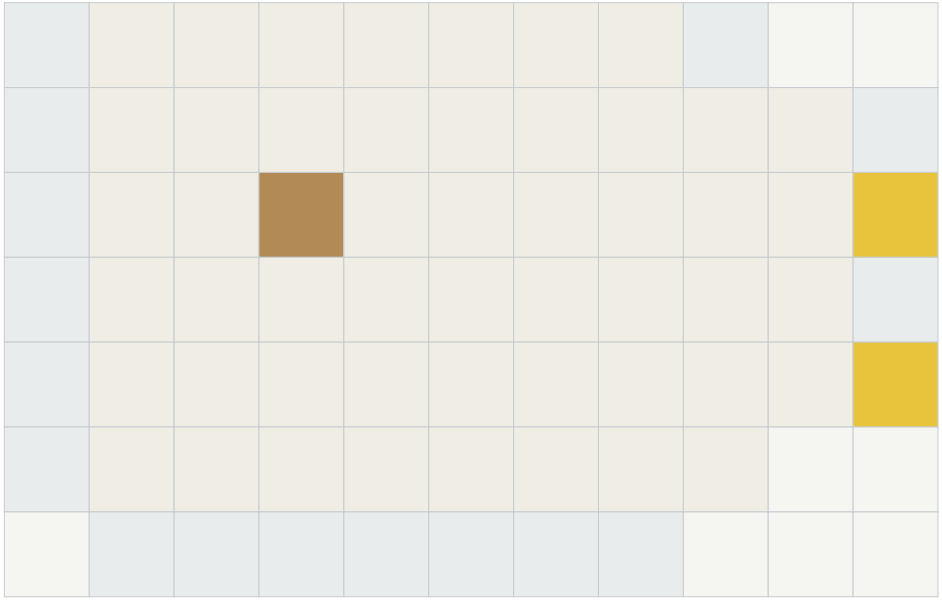
Layer 7 / Y=6 / +Z downward



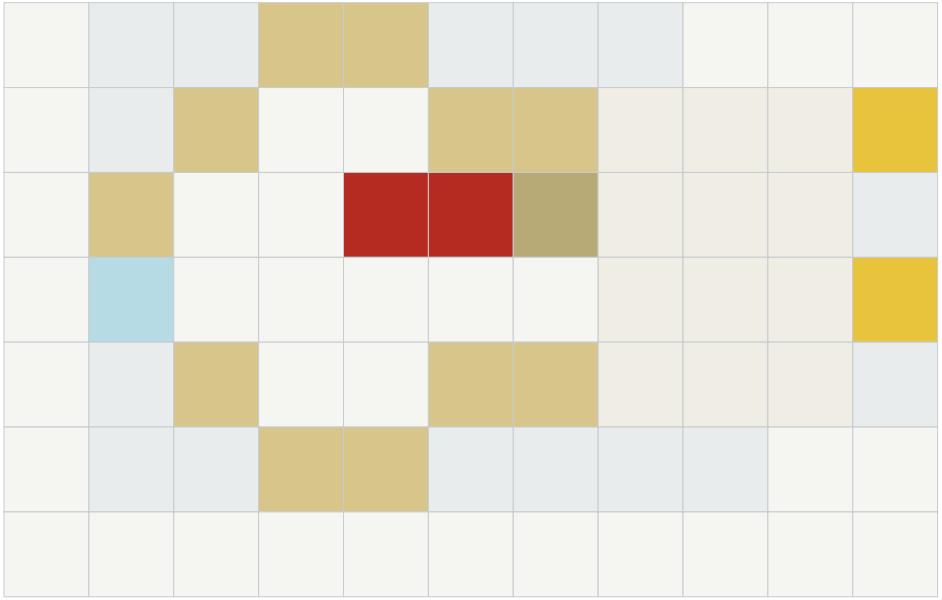
Layer 8 / Y=7 / +Z downward



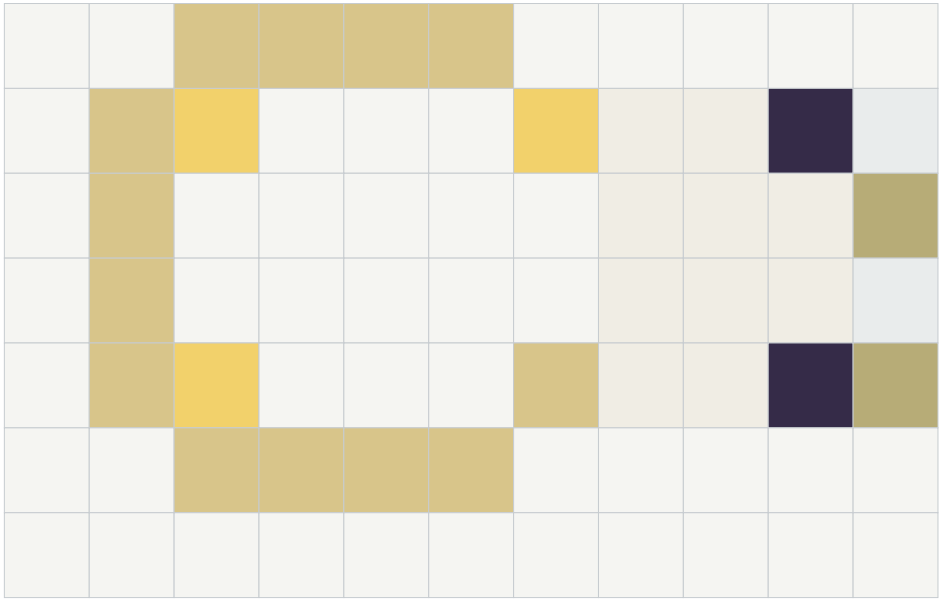
Layer 9 / Y=8 / +Z downward



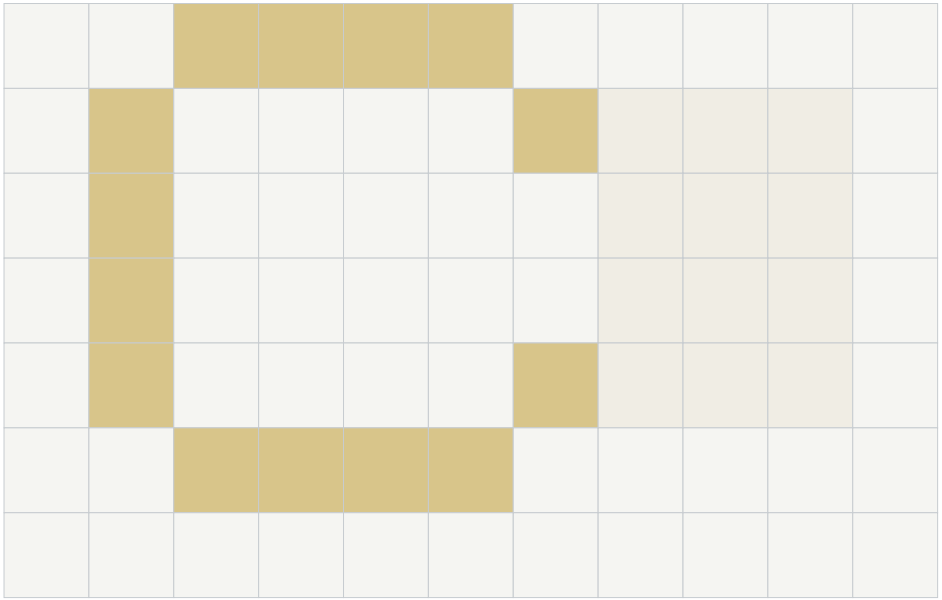
Layer 10 / Y=9 / +Z downward



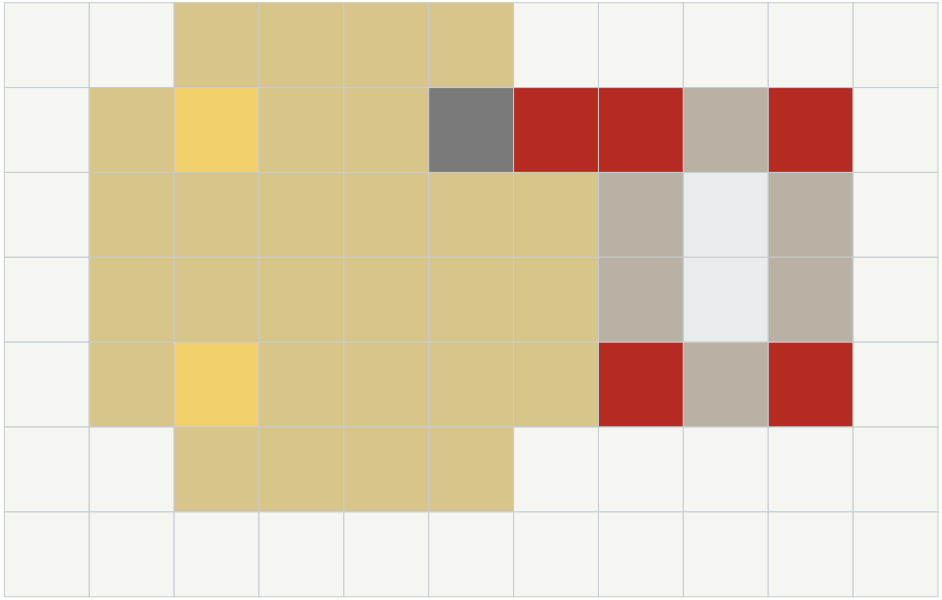
Layer 11 / Y=10 / +Z downward



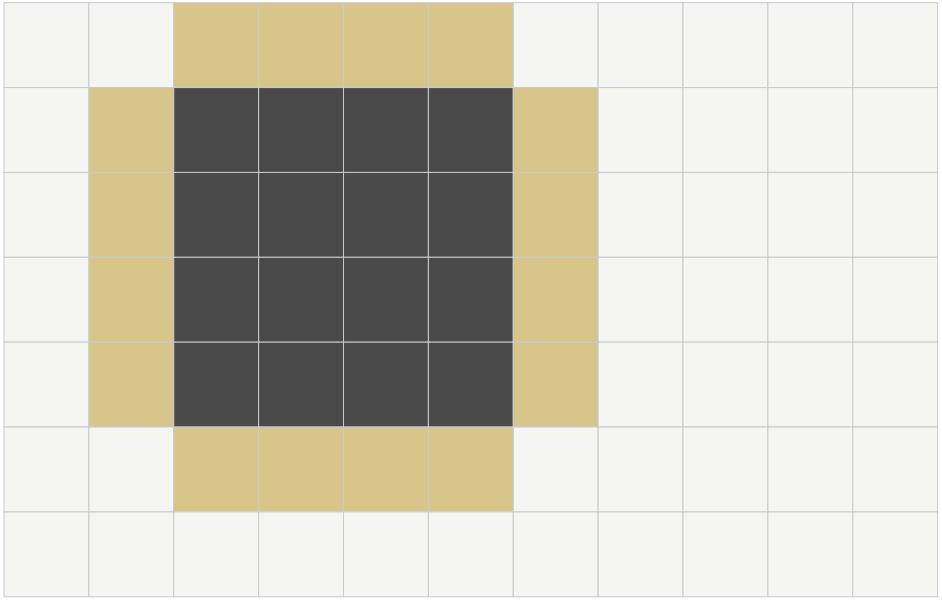
Layer 12 / Y=11 / +Z downward



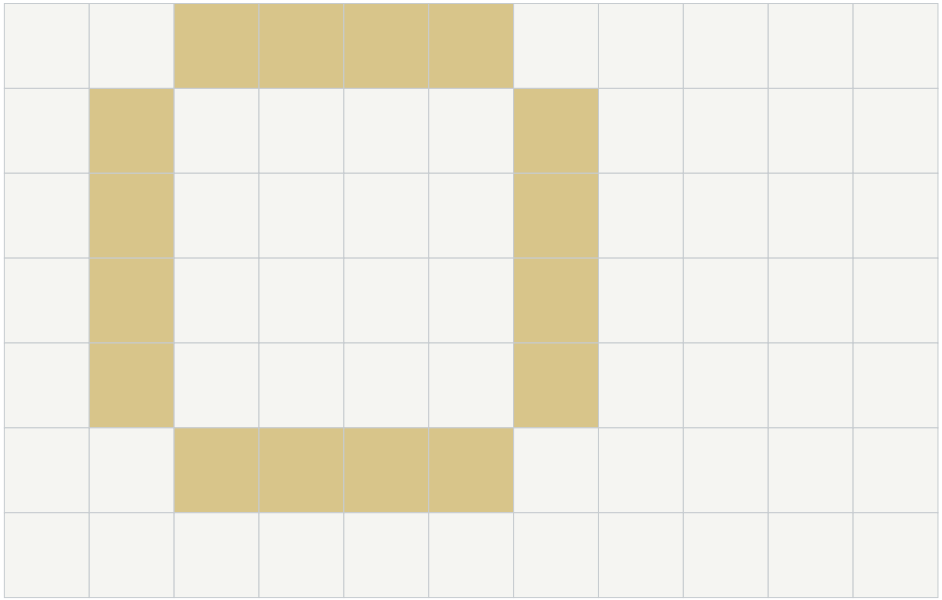
Layer 13 / Y=12 / +Z downward



Layer 14 / Y=13 / +Z downward



Layer 15 / Y=14 / +Z downward



Layer 16 / Y=15 / +Z downward

