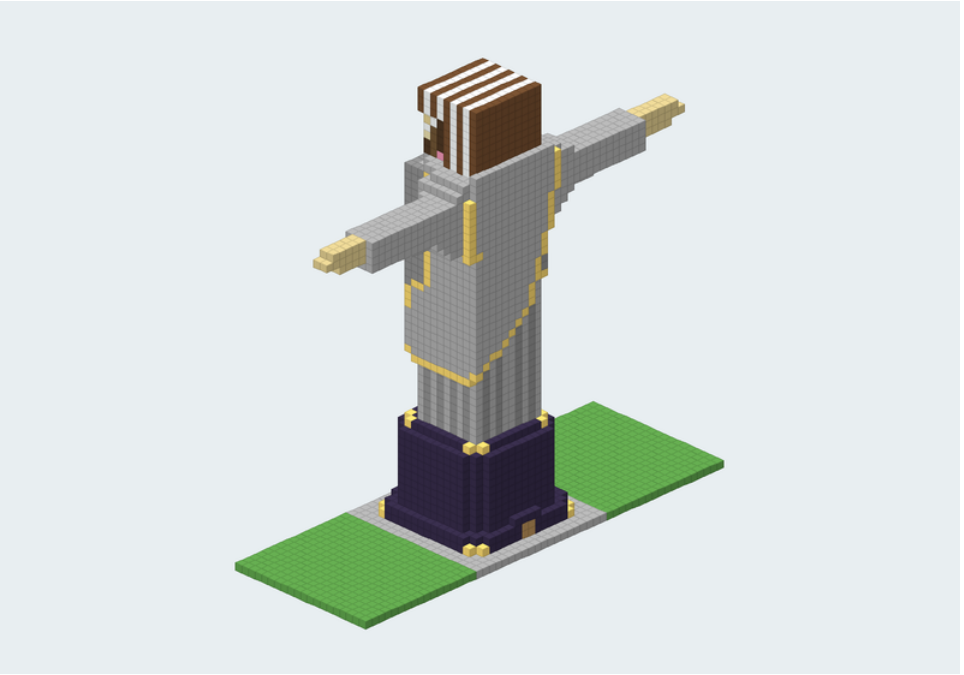
Christ the Redeemer (Nickferd)

20 x 55 footprint / 58 layers / Java 1.20.1 / 6807 occupied cells

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

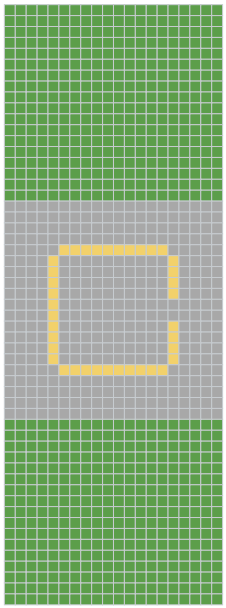
MATERIALS / INVENTORY ITEMS

Smooth Stone Slab	4274
Obsidian	2034
Stone	736
Grass Block	700
Sandstone	330
Glowstone	204
Brown Wool	170
White Wool	117
Stone Slab	108
Bricks	67
Spruce Log	49
Dirt	40
Oak Log	39
Red Wool	20
Sand	15
Pink Wool	13
Oak Planks	12
Oak Door	4

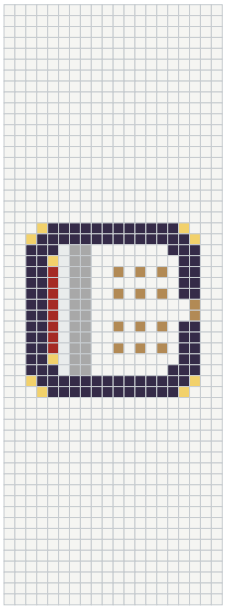


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

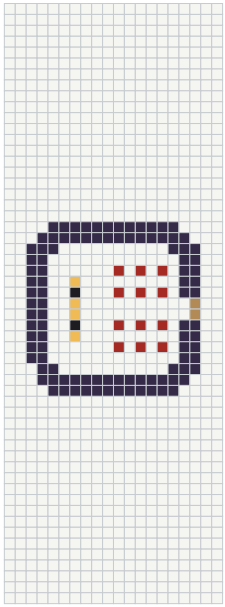
Layer 1 / Y=0 / +Z downward



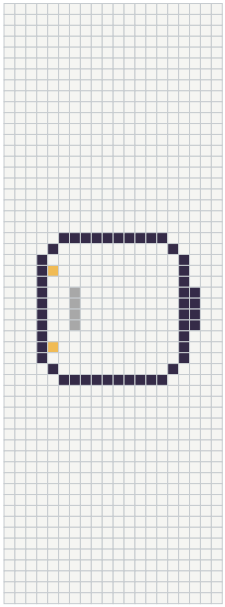
Layer 2 / Y=1 / +Z downward



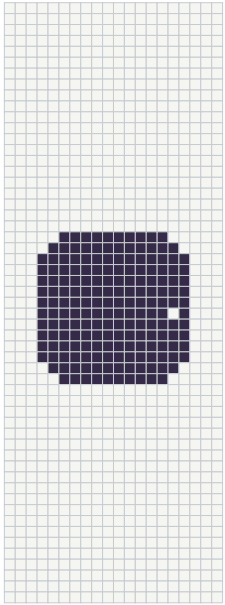
Layer 3 / Y=2 / +Z downward



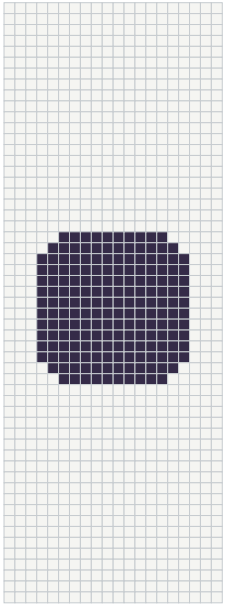
Layer 4 / Y=3 / +Z downward



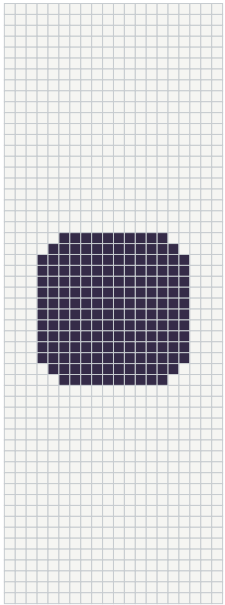
Layer 5 / Y=4 / +Z downward



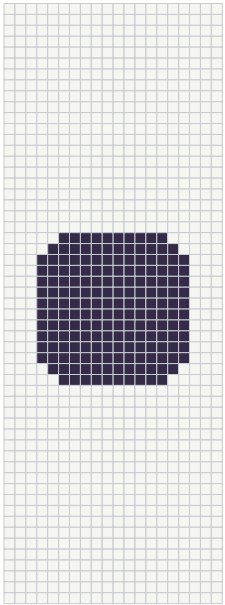
Layer 6 / Y=5 / +Z downward



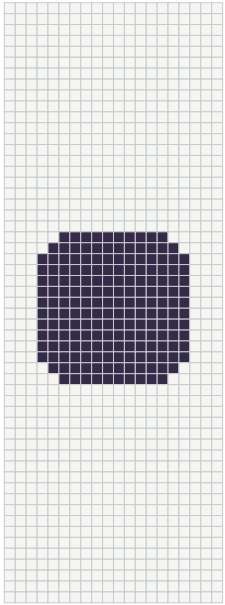
Layer 7 / Y=6 / +Z downward



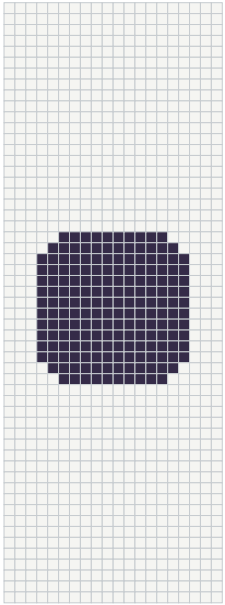
Layer 8 / Y=7 / +Z downward



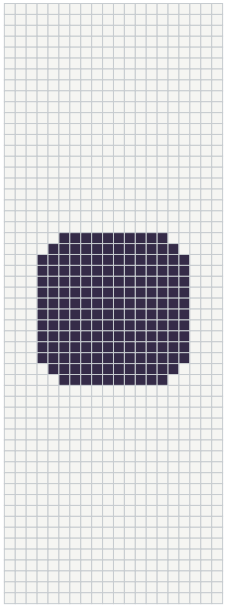
Layer 9 / Y=8 / +Z downward



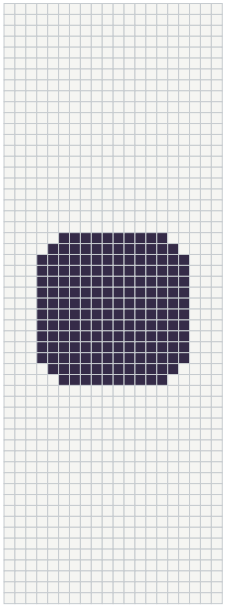
Layer 10 / Y=9 / +Z downward



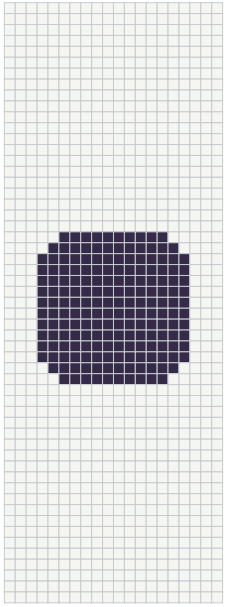
Layer 11 / Y=10 / +Z downward



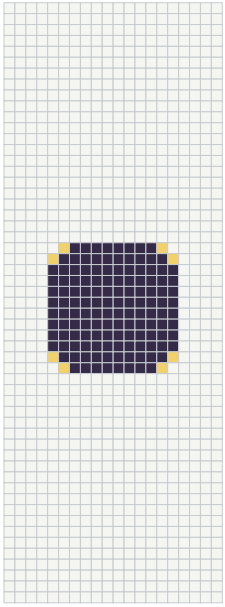
Layer 12 / Y=11 / +Z downward



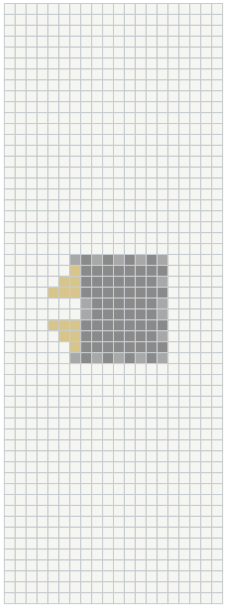
Layer 13 / Y=12 / +Z downward



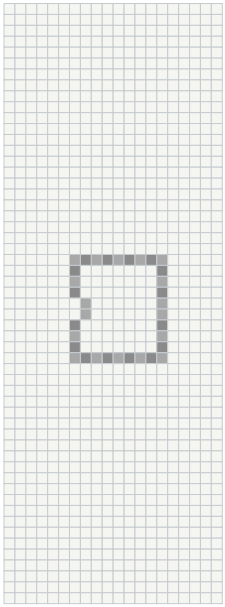
Layer 14 / Y=13 / +Z downward



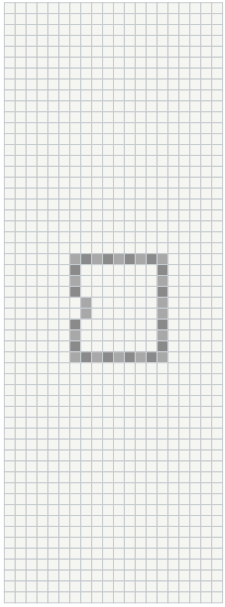
Layer 15 / Y=14 / +Z downward



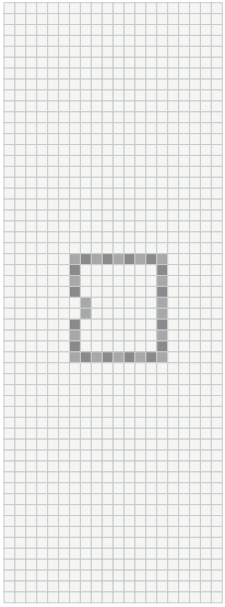
Layer 16 / Y=15 / +Z downward



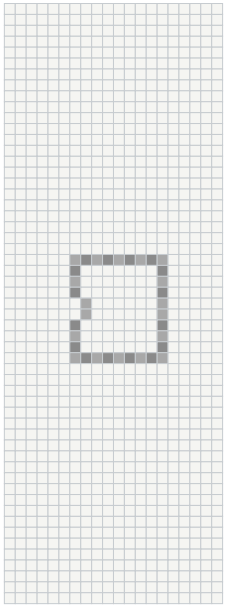
Layer 17 / Y=16 / +Z downward



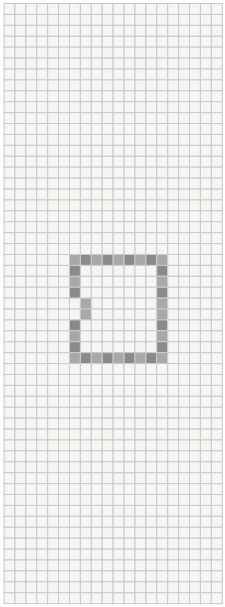
Layer 18 / Y=17 / +Z downward



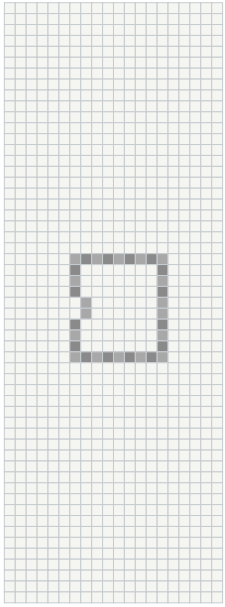
Layer 19 / Y=18 / +Z downward



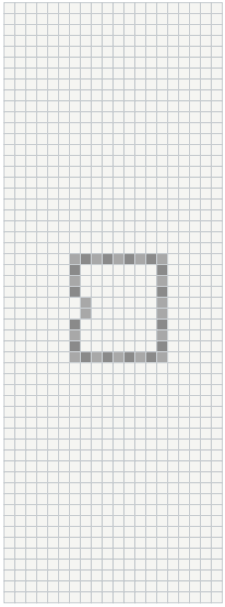
Layer 20 / Y=19 / +Z downward



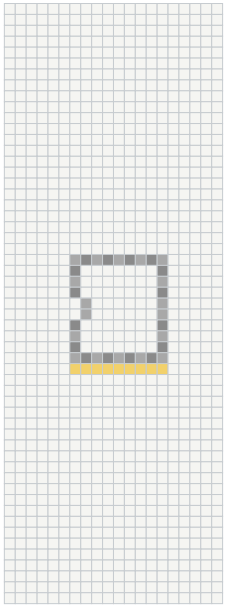
Layer 21 / Y=20 / +Z downward



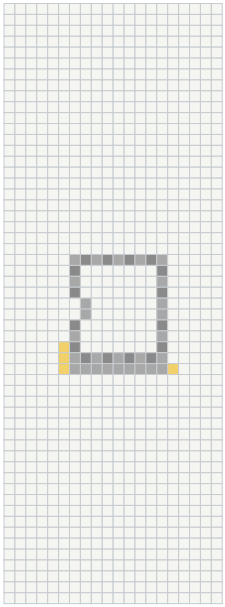
Layer 22 / Y=21 / +Z downward



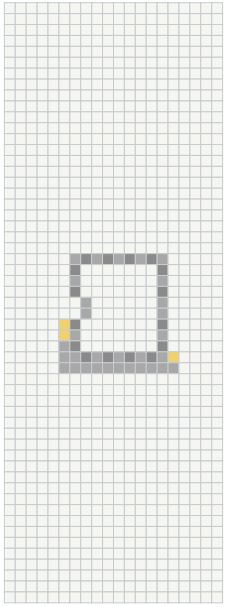
Layer 23 / Y=22 / +Z downward



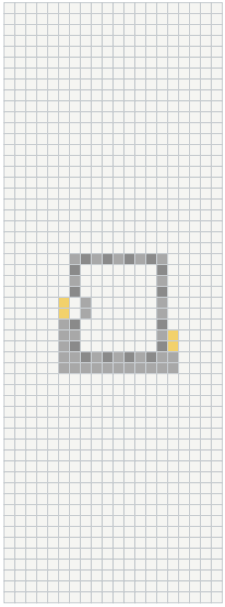
Layer 24 / Y=23 / +Z downward



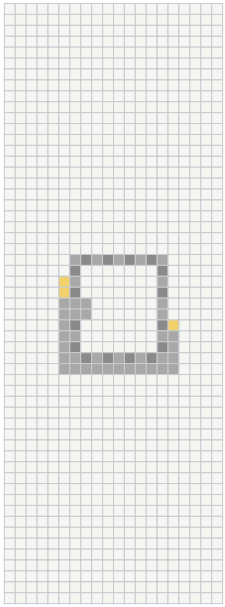
Layer 25 / Y=24 / +Z downward



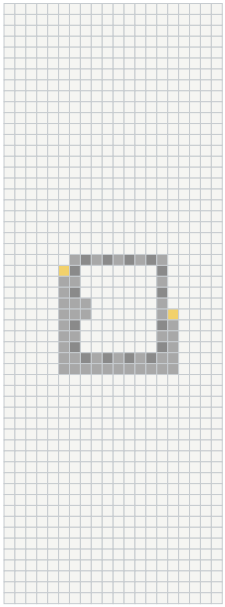
Layer 26 / Y=25 / +Z downward



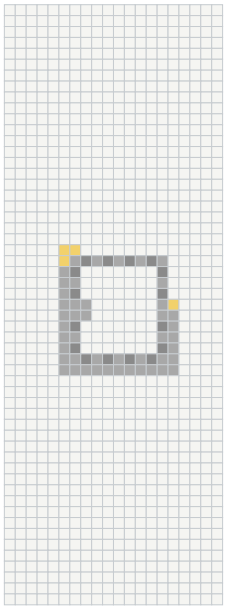
Layer 27 / Y=26 / +Z downward



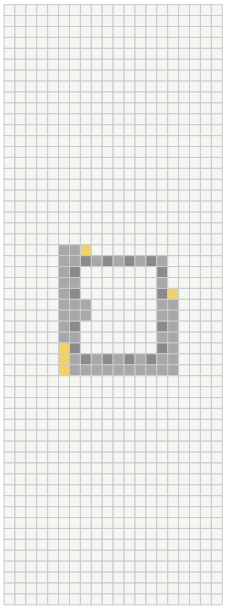
Layer 28 / Y=27 / +Z downward



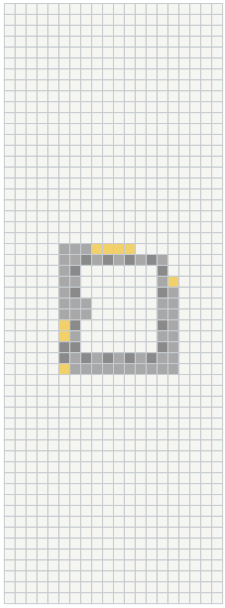
Layer 29 / Y=28 / +Z downward



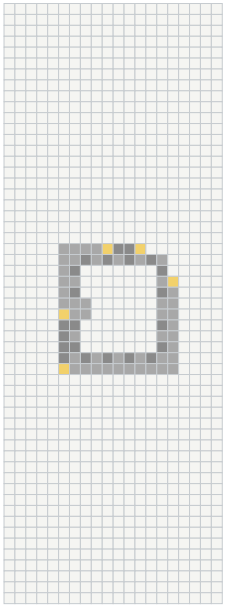
Layer 30 / Y=29 / +Z downward



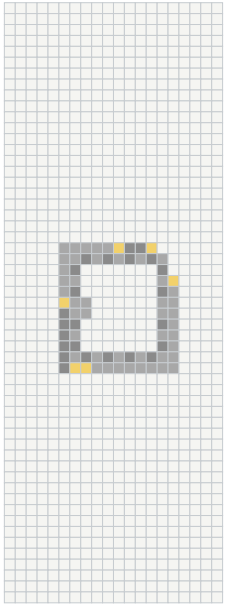
Layer 31 / Y=30 / +Z downward



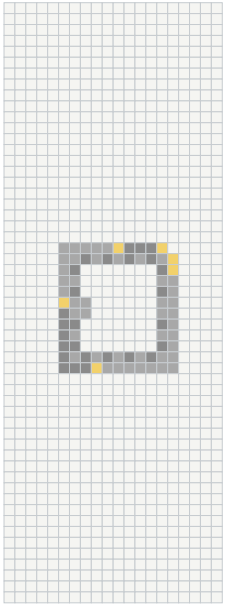
Layer 32 / Y=31 / +Z downward



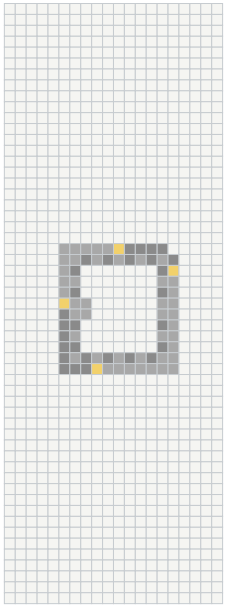
Layer 33 / Y=32 / +Z downward



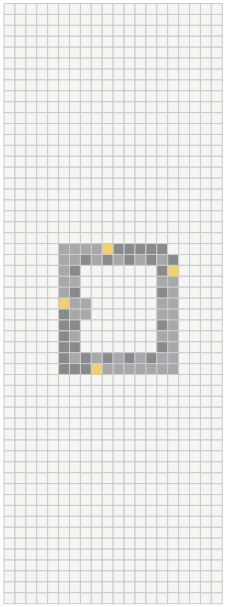
Layer 34 / Y=33 / +Z downward



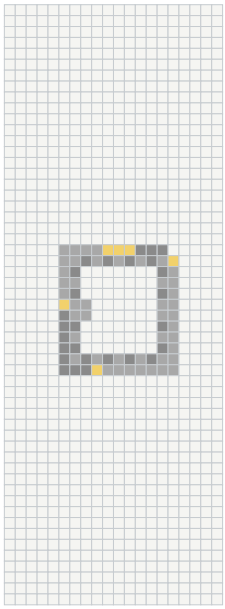
Layer 35 / Y=34 / +Z downward



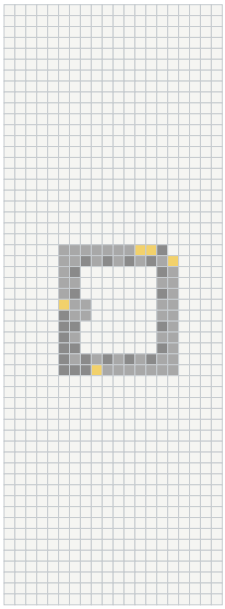
Layer 36 / Y=35 / +Z downward



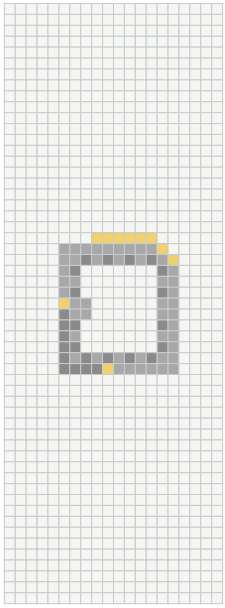
Layer 37 / Y=36 / +Z downward



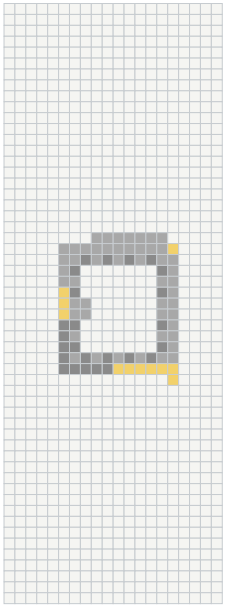
Layer 38 / Y=37 / +Z downward



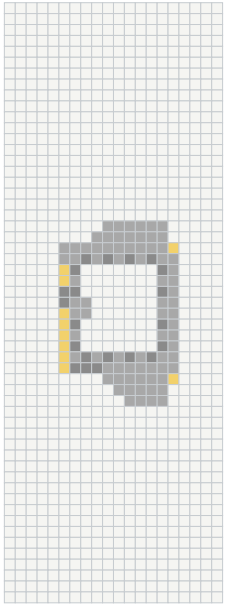
Layer 39 / Y=38 / +Z downward



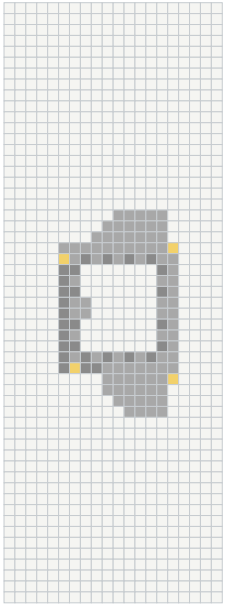
Layer 40 / Y=39 / +Z downward



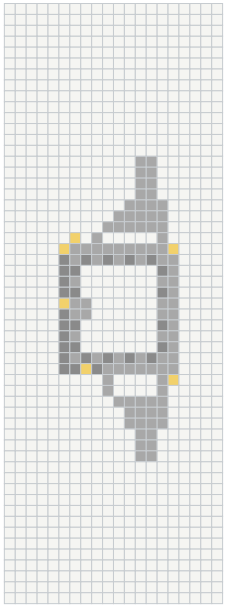
Layer 41 / Y=40 / +Z downward



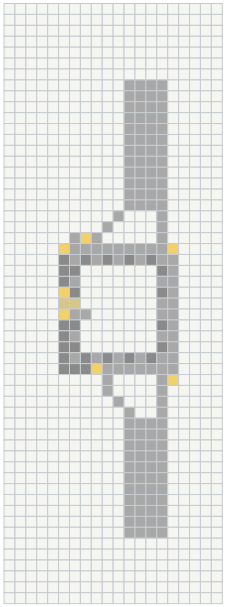
Layer 42 / Y=41 / +Z downward



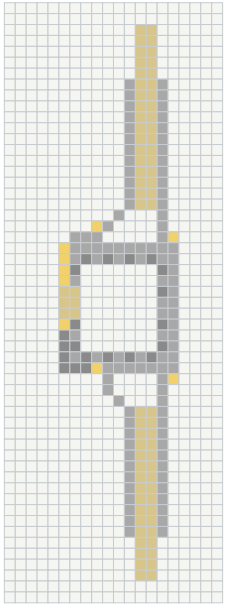
Layer 43 / Y=42 / +Z downward



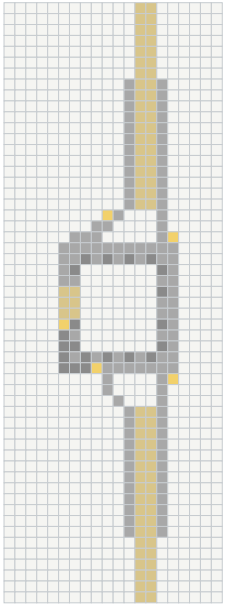
Layer 44 / Y=43 / +Z downward



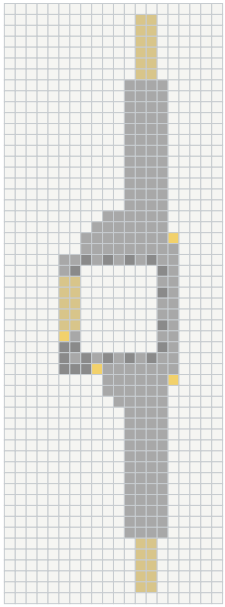
Layer 45 / Y=44 / +Z downward



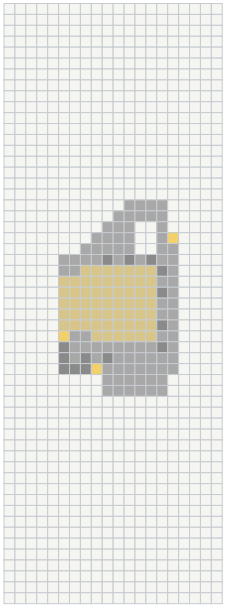
Layer 46 / Y=45 / +Z downward



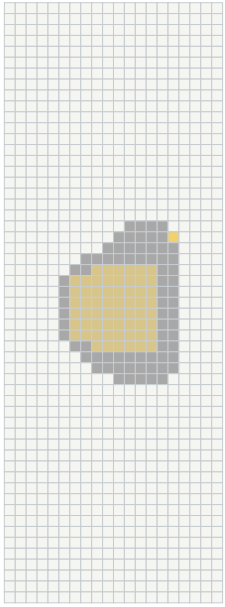
Layer 47 / Y=46 / +Z downward



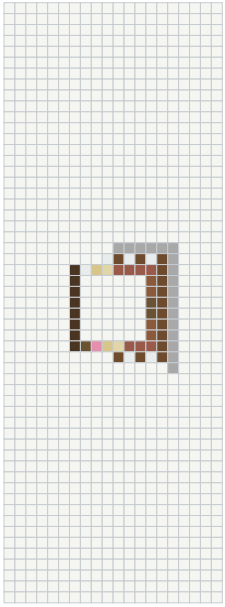
Layer 48 / Y=47 / +Z downward



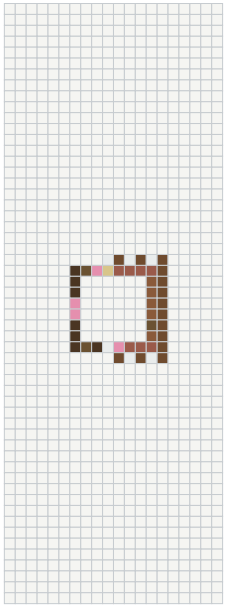
Layer 49 / Y=48 / +Z downward



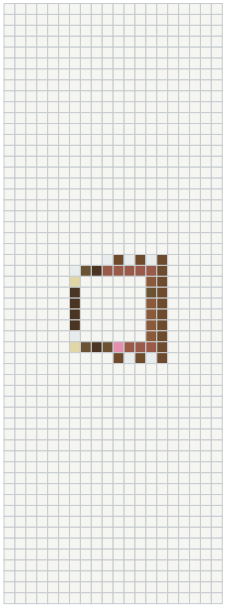
Layer 50 / Y=49 / +Z downward



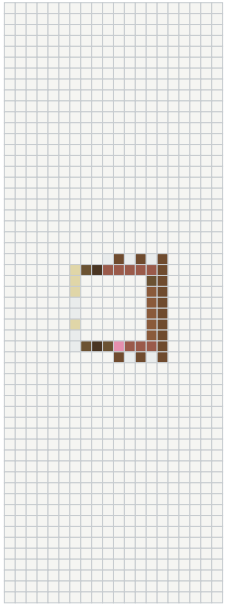
Layer 51 / Y=50 / +Z downward



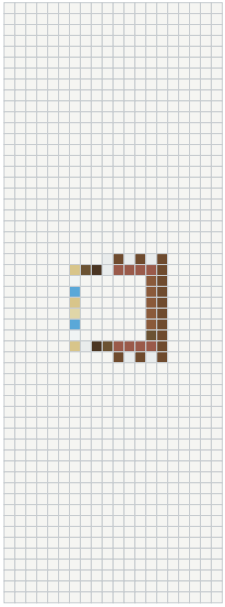
Layer 52 / Y=51 / +Z downward



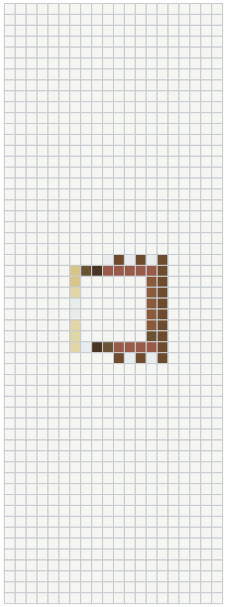
Layer 53 / Y=52 / +Z downward



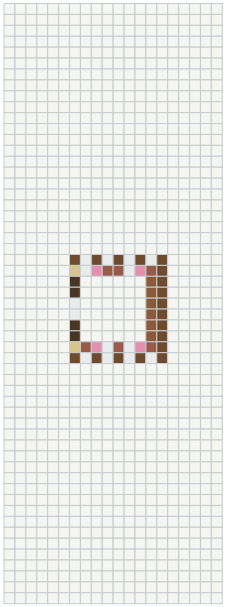
Layer 54 / Y=53 / +Z downward



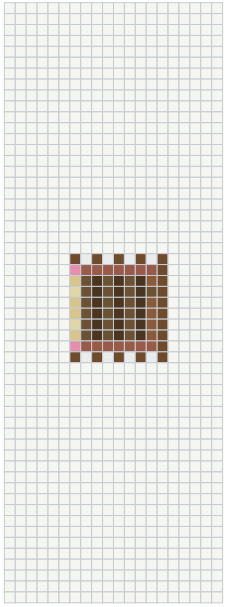
Layer 55 / Y=54 / +Z downward



Layer 56 / Y=55 / +Z downward



Layer 57 / Y=56 / +Z downward



Layer 58 / Y=57 / +Z downward

