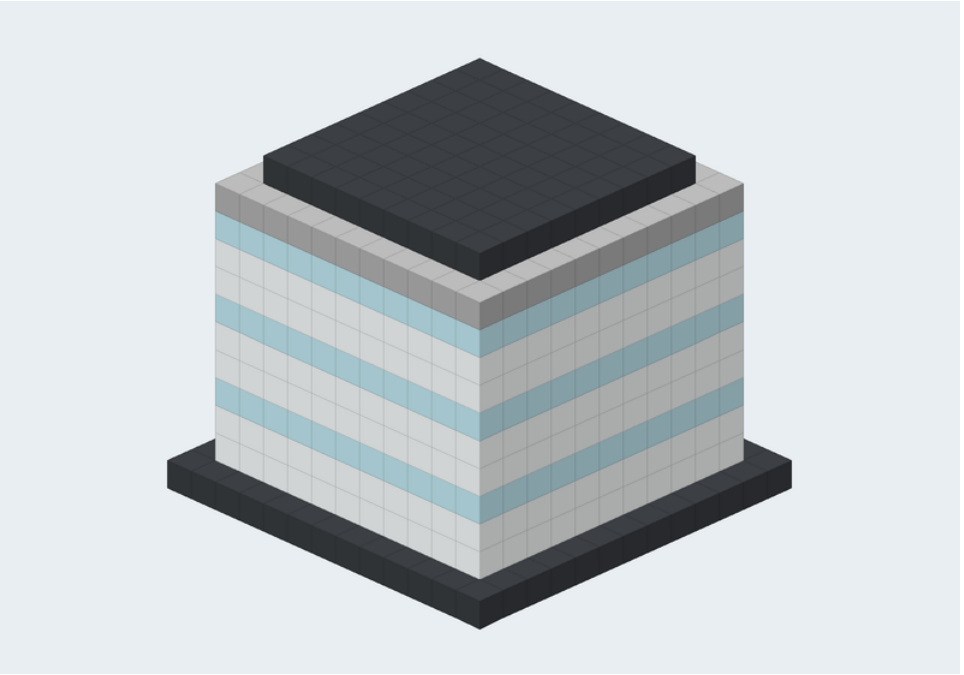
Cube Studio

13 x 13 footprint / 12 layers / Java 1.20.1 / 804 occupied cells

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

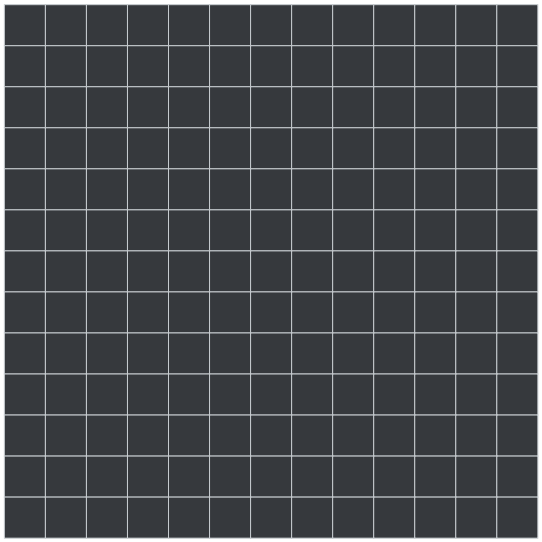
MATERIALS / INVENTORY ITEMS

White Wool	315
Gray Concrete	250
Glass	166
Smooth Stone	72
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

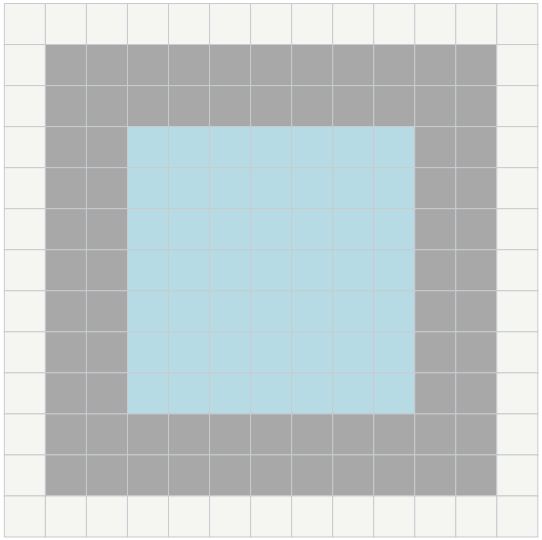
Layer 7 / Y=6 / +Z downward

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

