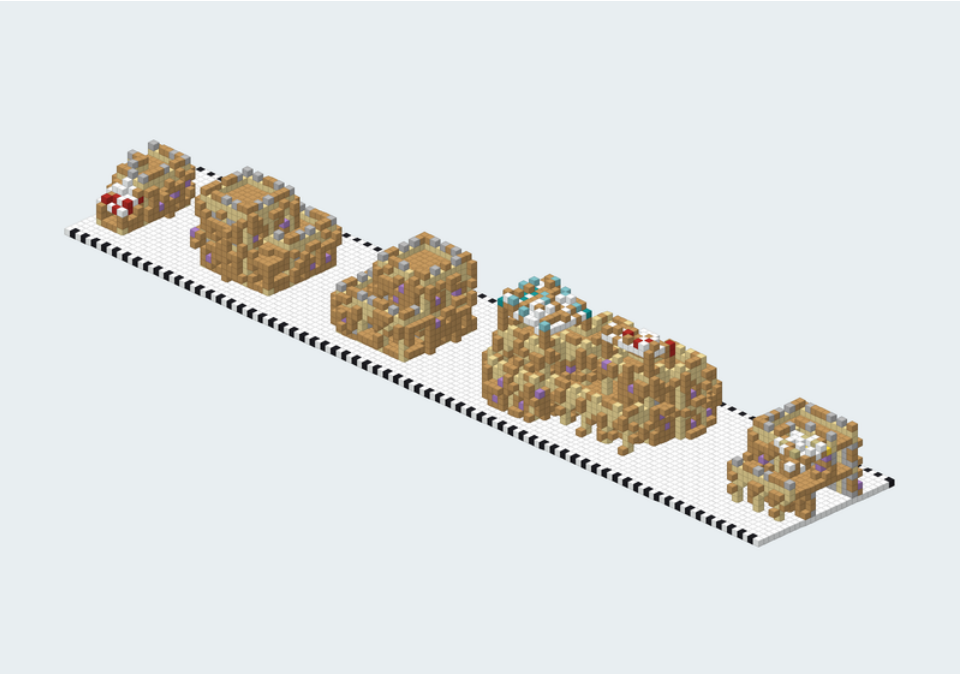
Desert House Pack (patrykss)

393 x 26 footprint / 18 layers / Java 1.20.1 / 25644 occupied cells

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

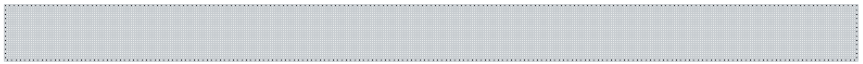
MATERIALS / INVENTORY ITEMS

White Wool	10007
Sandstone	3061
Oak Planks	2801
Smooth Stone Slab	5416
Oak Fence	1339
Oak Slab	1094
Oak Button	947
Oak Wall Sign	874
Sandstone Stairs	798
Oak Trapdoor	479
Black Wool	417
Ladder	299
Flower Pot	254
Stone Slab	182
Sandstone Slab	132
White Carpet	94
Oak Door	38
Red Wool	26

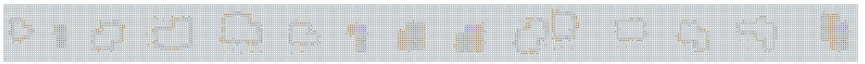


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

Layer 1 / Y=0 / +Z downward



Layer 2 / Y=1 / +Z downward



Layer 3 / Y=2 / +Z downward



Layer 4 / Y=3 / +Z downward



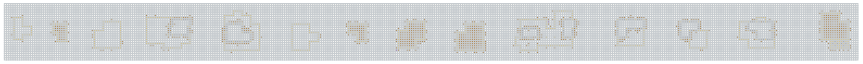
Layer 5 / Y=4 / +Z downward



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

