Neo Gothic House (Mister_Jingles)

67 x 71 footprint / 34 layers / Java 1.20.1 / 14581 occupied cells

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

MATERIALS / INVENTORY ITEMS

Grass Block	3690
Stone Bricks	2170
Sandstone	1718
Stone Brick Stairs	1012
Oak Planks	652
Oak Slab	602
Dark Oak Planks	542
Dirt	481
Dark Oak Stairs	432
Stone Slab	357
Stone Brick Slab	342
Oak Leaves	332
Cobblestone Wall	310
Spruce Leaves	223
Iron Bars	186
Cobblestone	142
White Stained Glass Pane	120
Birch Leaves	111

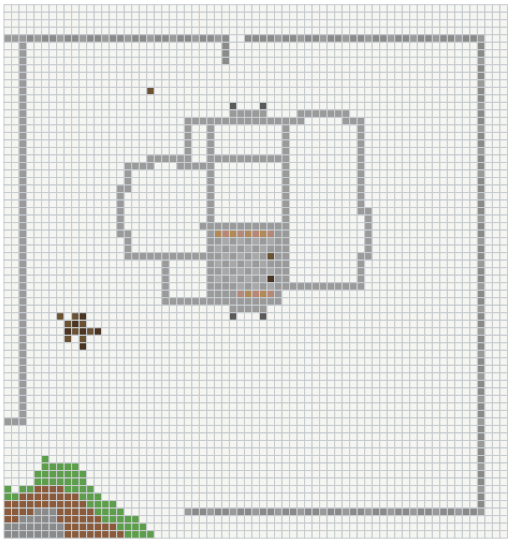


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

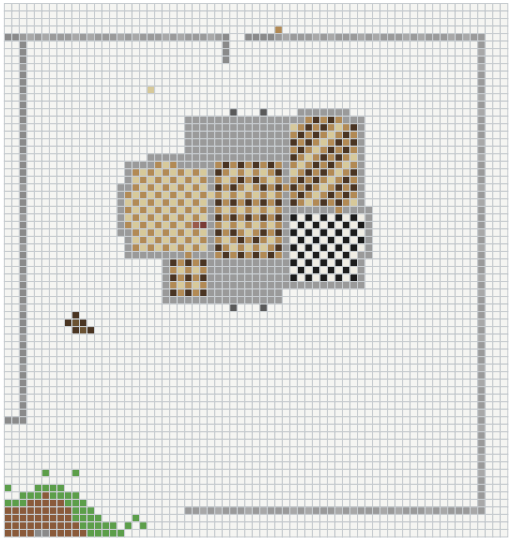
Layer 1 / Y=0 / +Z downward



Layer 2 / Y=1 / +Z downward



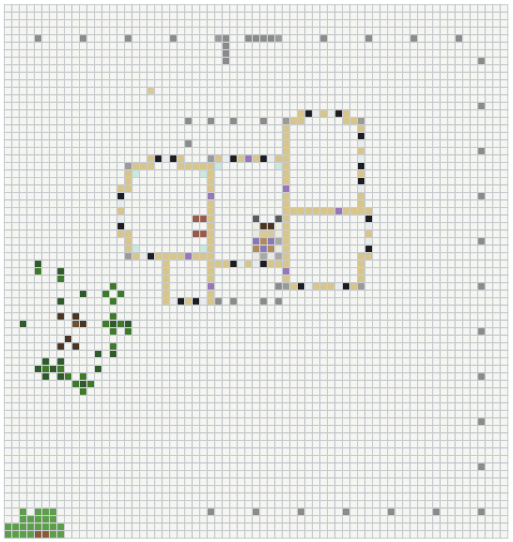
Layer 3 / Y=2 / +Z downward



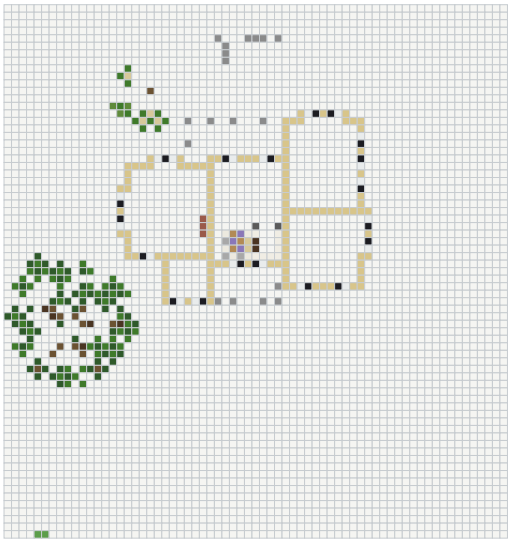
Layer 4 / Y=3 / +Z downward



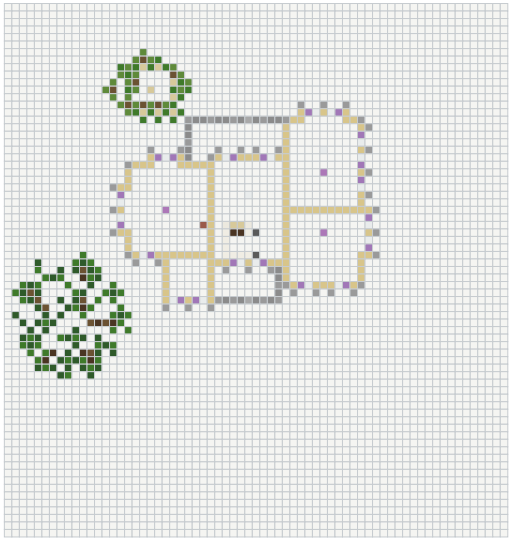
Layer 5 / Y=4 / +Z downward



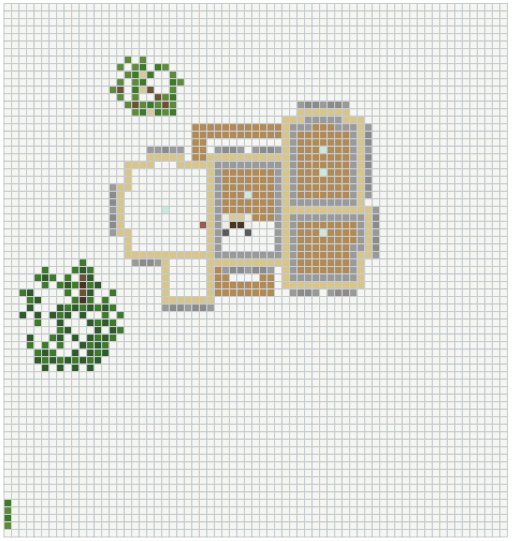
Layer 6 / Y=5 / +Z downward



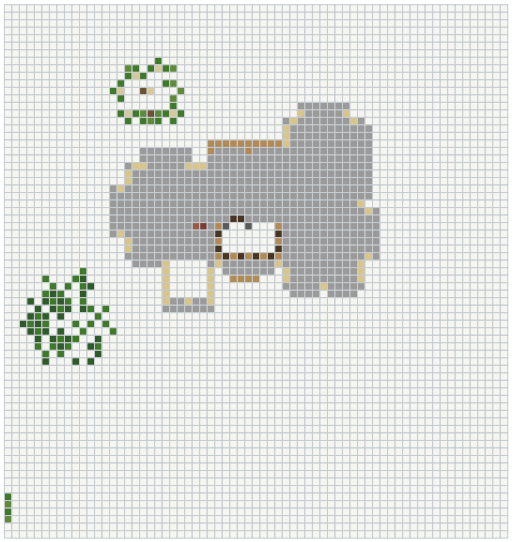
Layer 7 / Y=6 / +Z downward



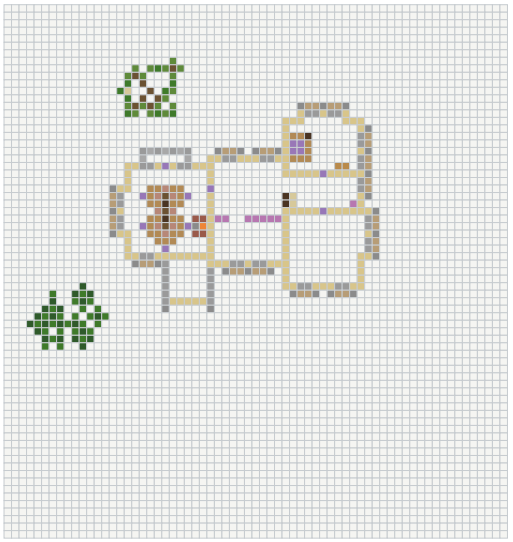
Layer 8 / Y=7 / +Z downward



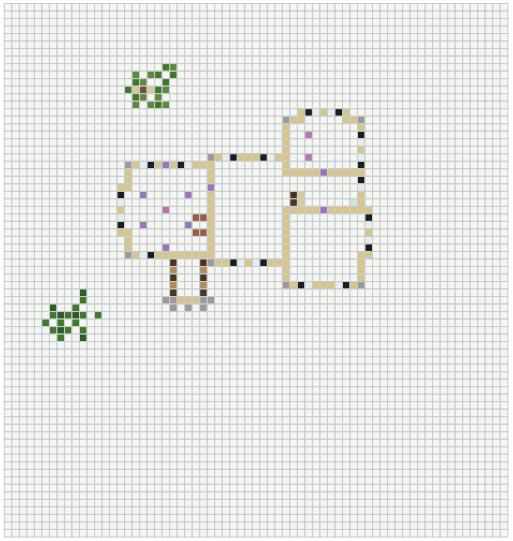
Layer 9 / Y=8 / +Z downward



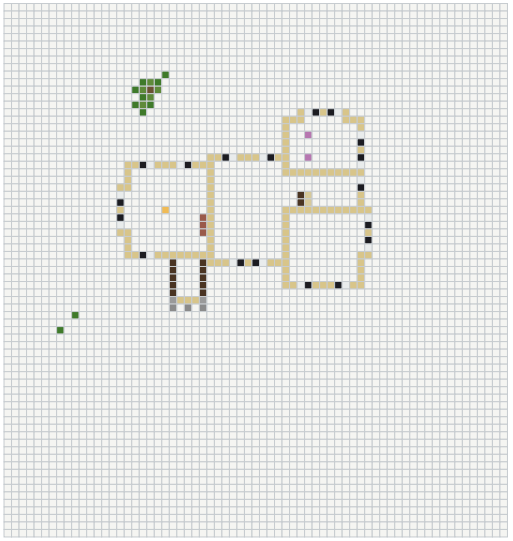
Layer 10 / Y=9 / +Z downward



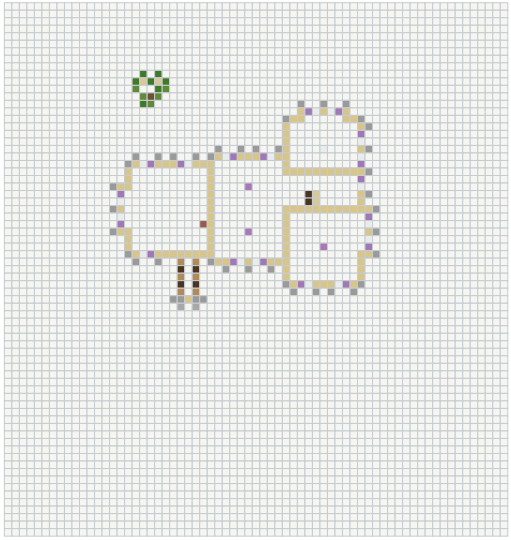
Layer 11 / Y=10 / +Z downward



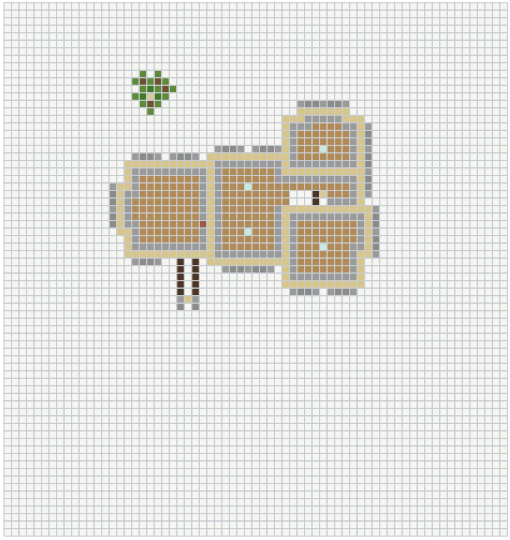
Layer 12 / Y=11 / +Z downward



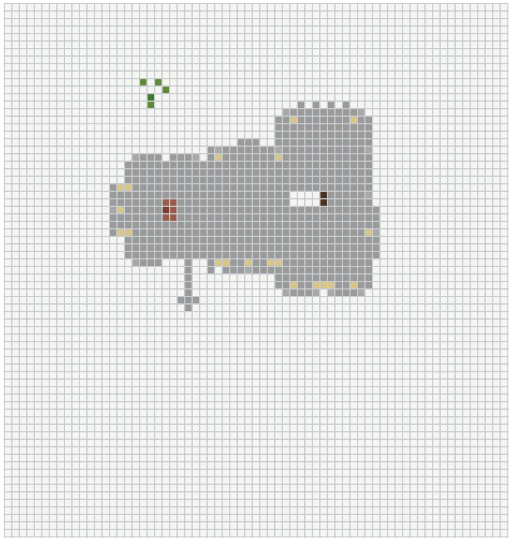
Layer 13 / Y=12 / +Z downward



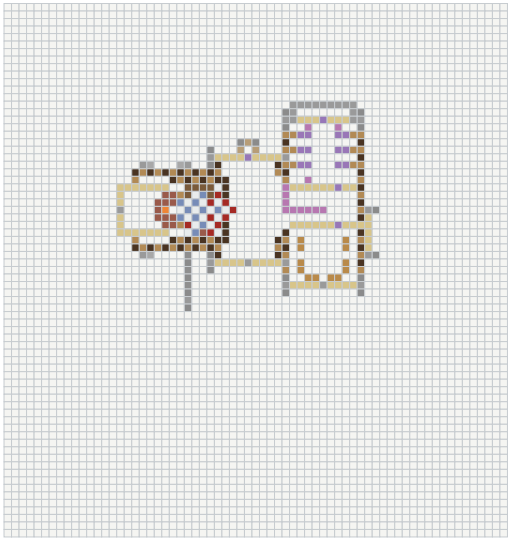
Layer 14 / Y=13 / +Z downward



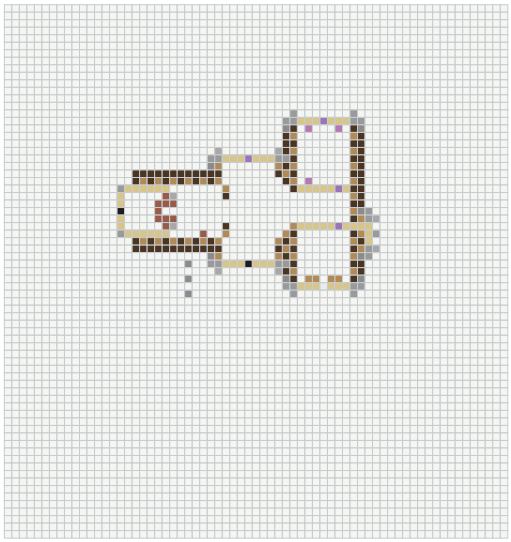
Layer 15 / Y=14 / +Z downward



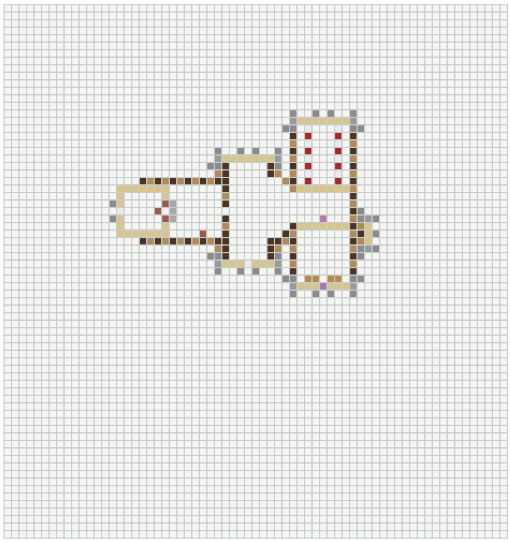
Layer 16 / Y=15 / +Z downward



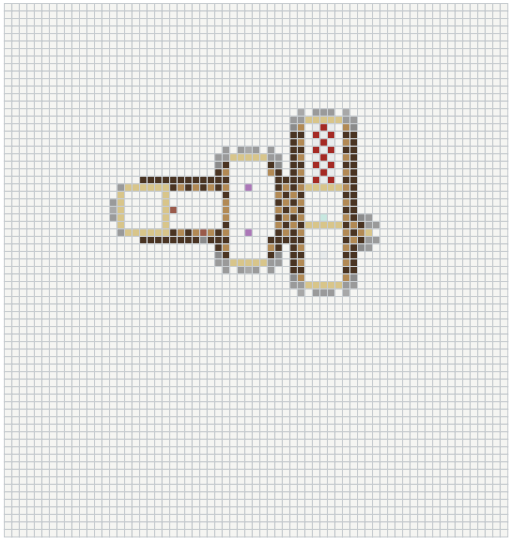
Layer 17 / Y=16 / +Z downward



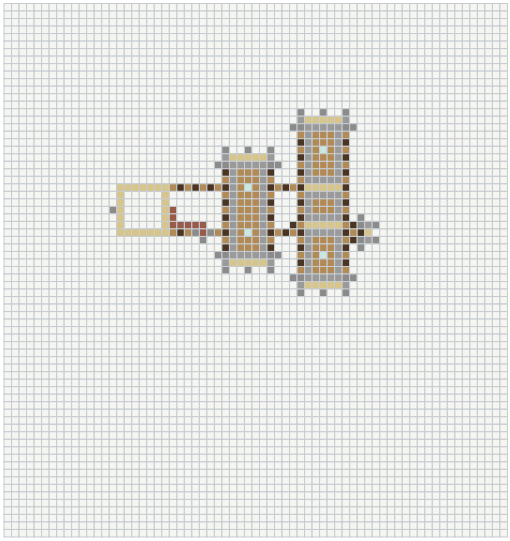
Layer 18 / Y=17 / +Z downward



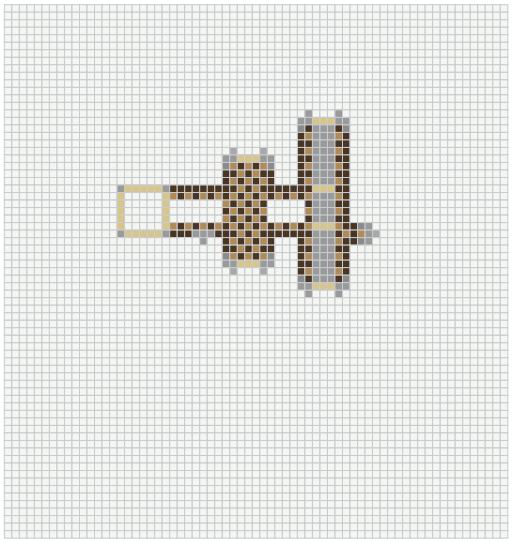
Layer 19 / Y=18 / +Z downward



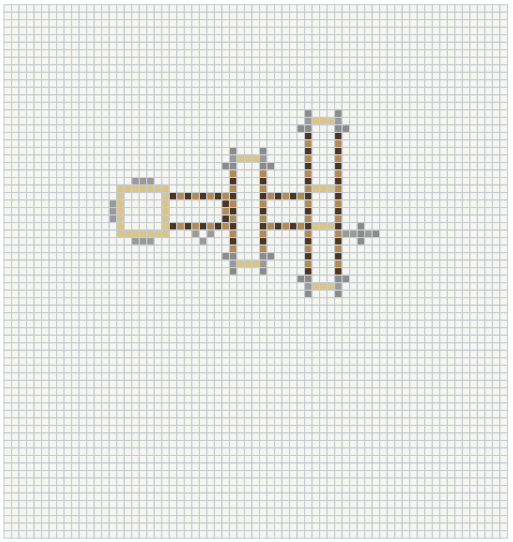
Layer 20 / Y=19 / +Z downward



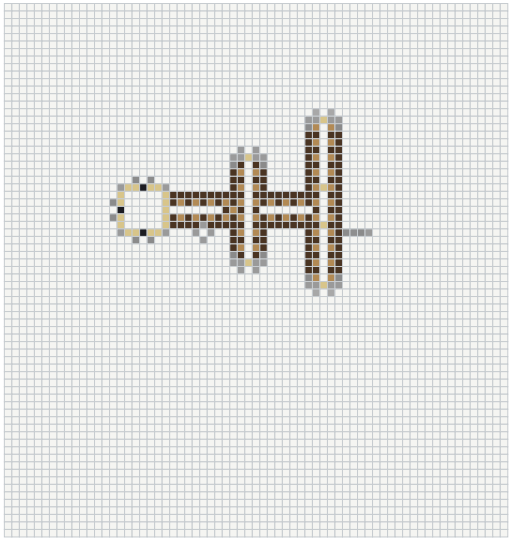
Layer 21 / Y=20 / +Z downward



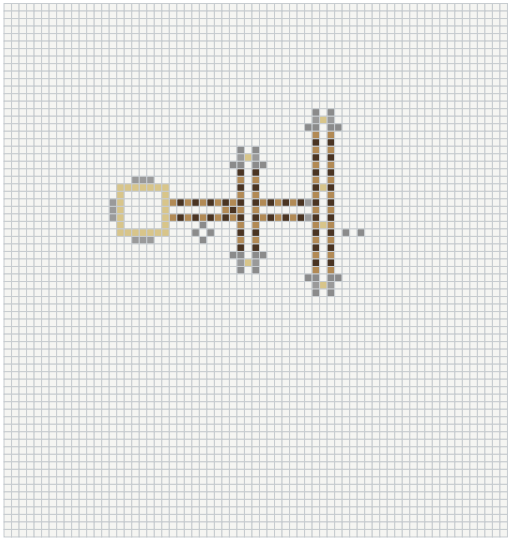
Layer 22 / Y=21 / +Z downward



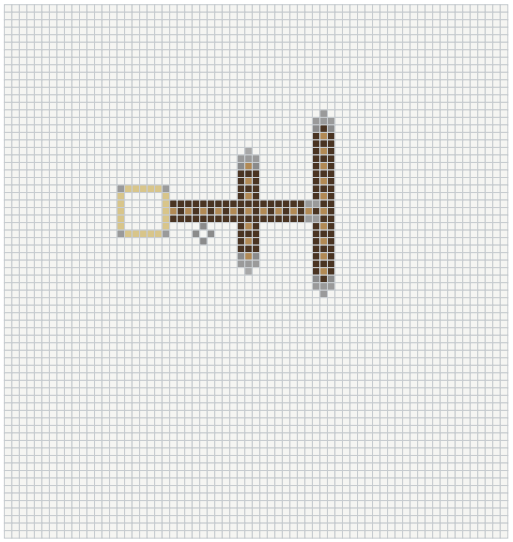
Layer 23 / Y=22 / +Z downward



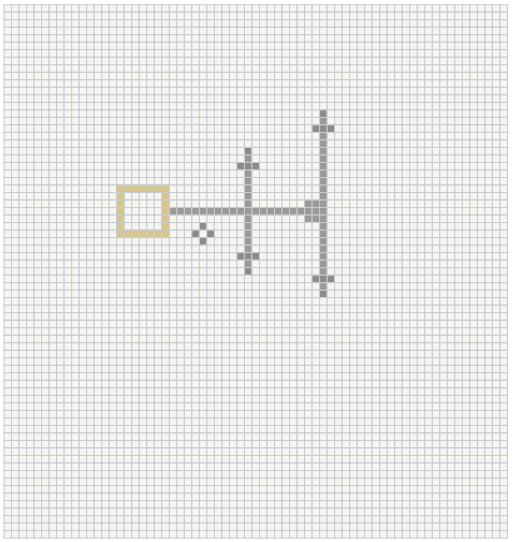
Layer 24 / Y=23 / +Z downward



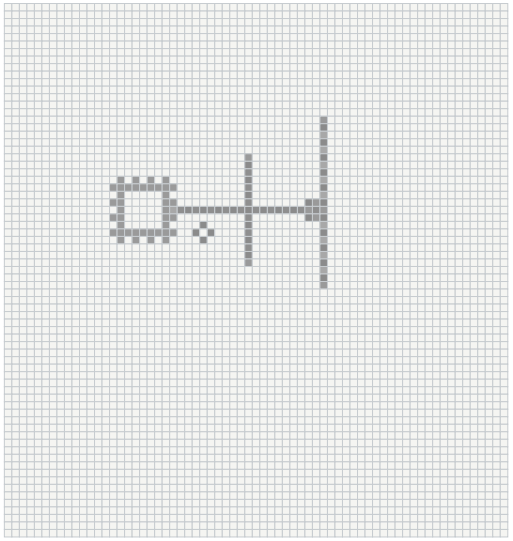
Layer 25 / Y=24 / +Z downward



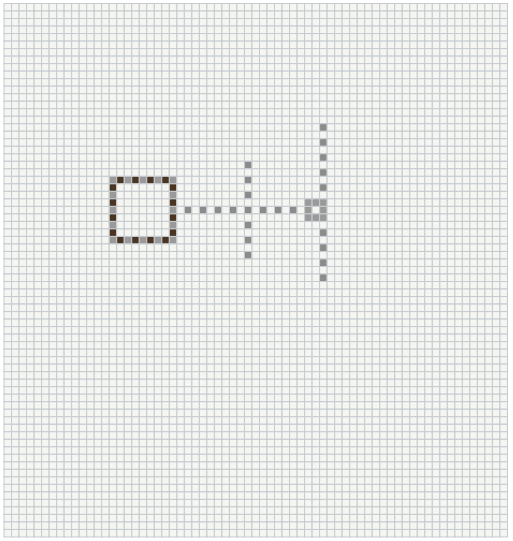
Layer 26 / Y=25 / +Z downward



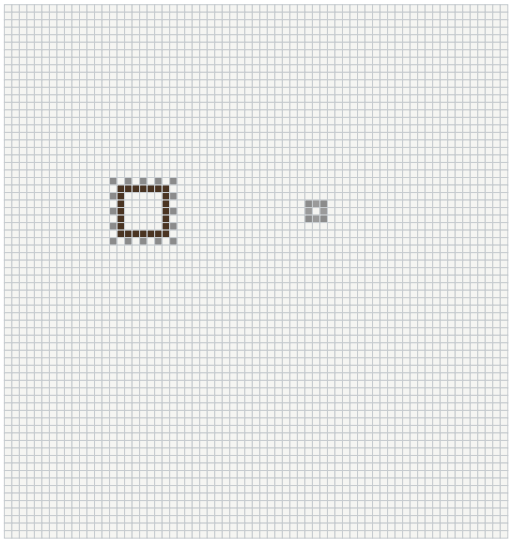
Layer 27 / Y=26 / +Z downward



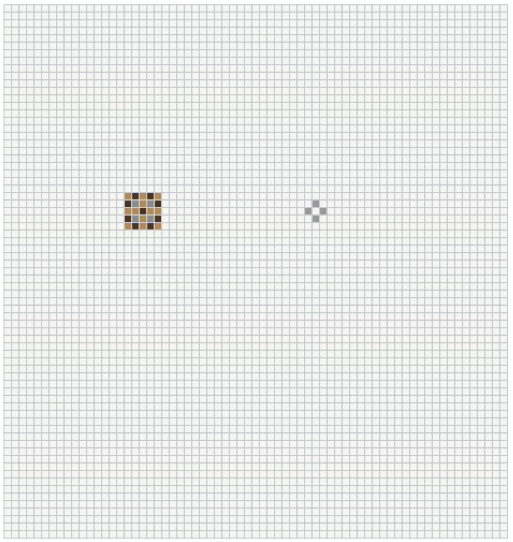
Layer 28 / Y=27 / +Z downward



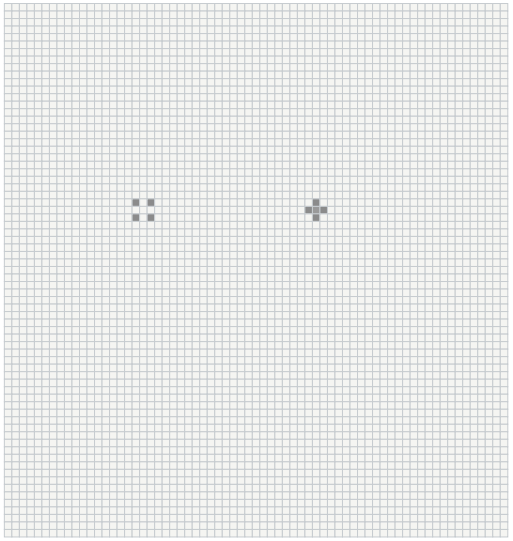
Layer 29 / Y=28 / +Z downward



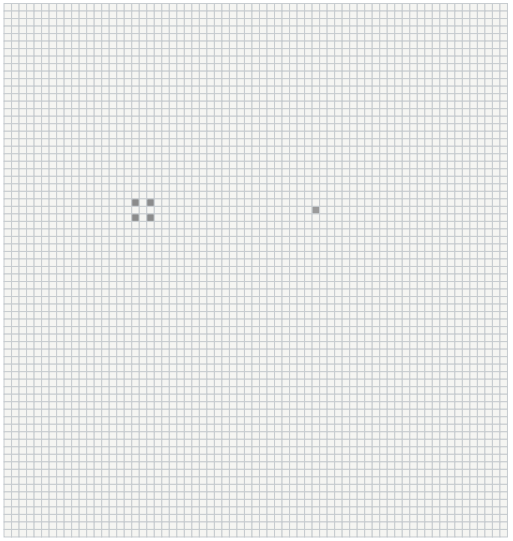
Layer 30 / Y=29 / +Z downward



Layer 31 / Y=30 / +Z downward



Layer 32 / Y=31 / +Z downward



Layer 33 / Y=32 / +Z downward

Layer 34 / Y=33 / +Z downward