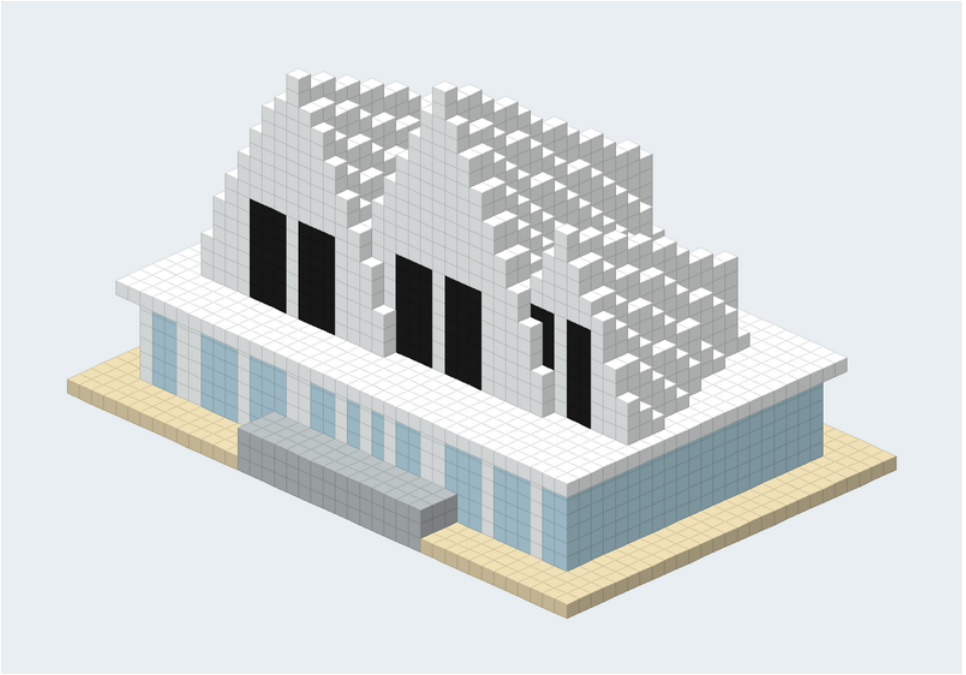
Sydney Opera House

43 x 27 footprint / 28 layers / Java 1.20.1 / 9786 occupied cells

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

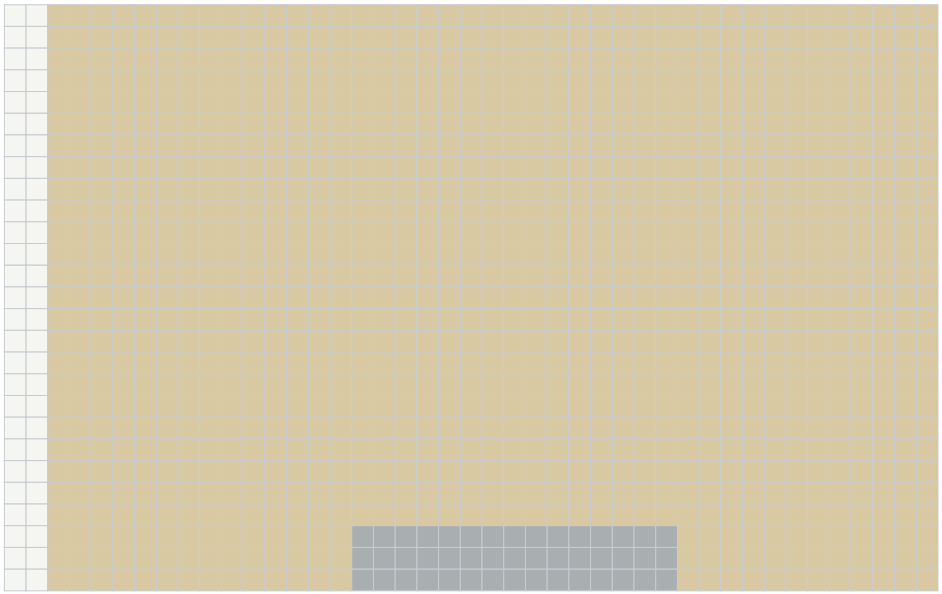
MATERIALS / INVENTORY ITEMS

White Concrete	5225
Glass	3252
Sandstone	1062
Smooth Stone	135
Black Stained Glass	112

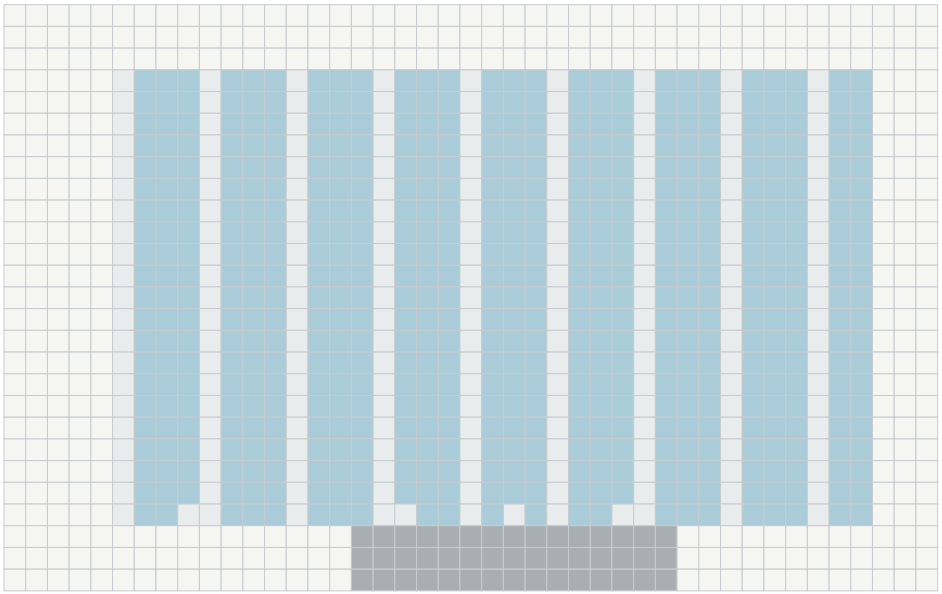


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

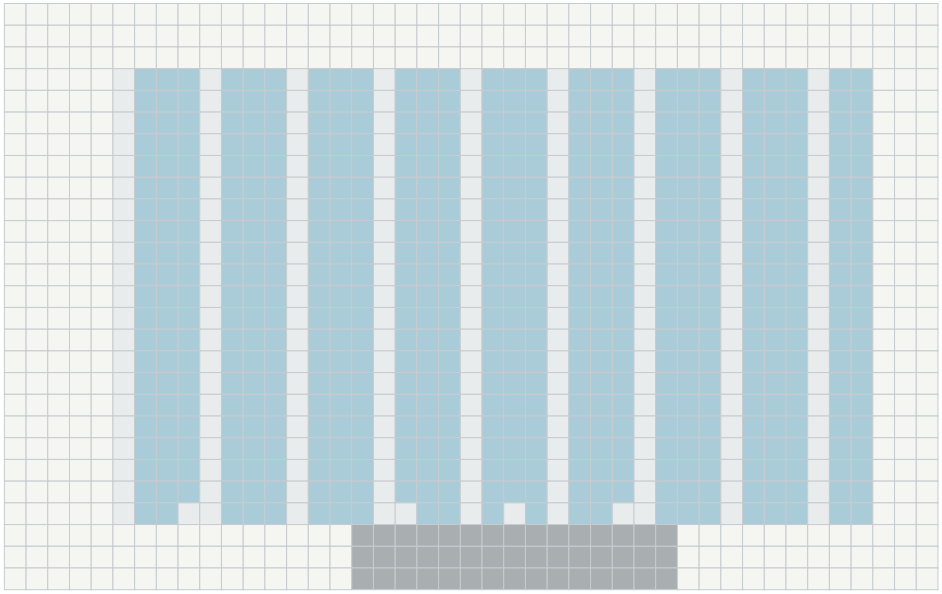
Layer 1 / Y=0 / +Z downward



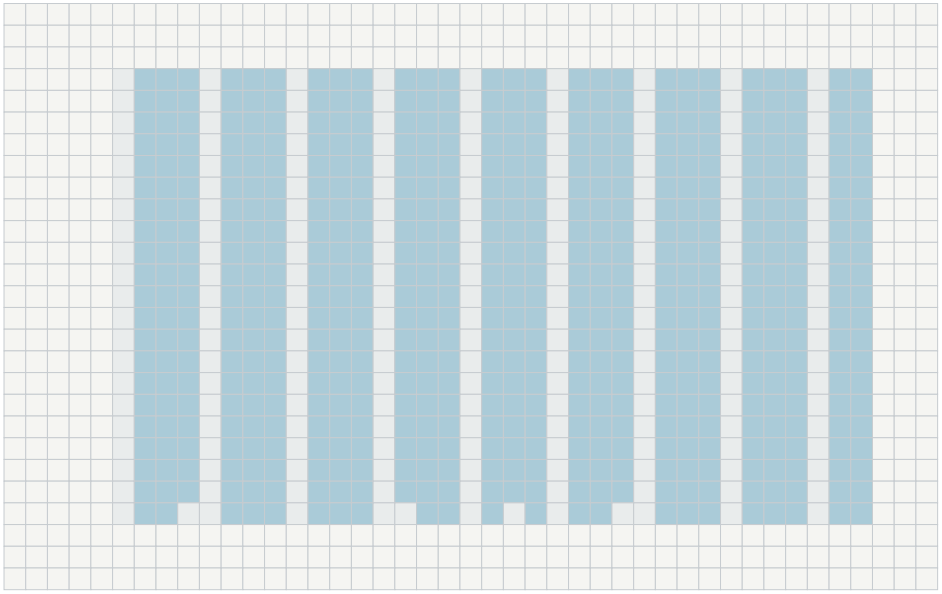
Layer 2 / Y=1 / +Z downward



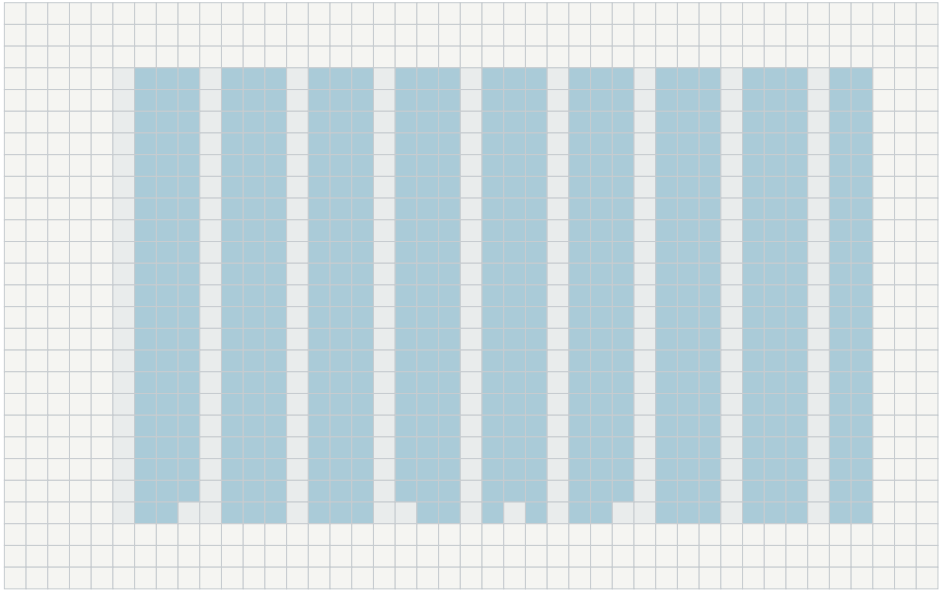
Layer 3 / Y=2 / +Z downward



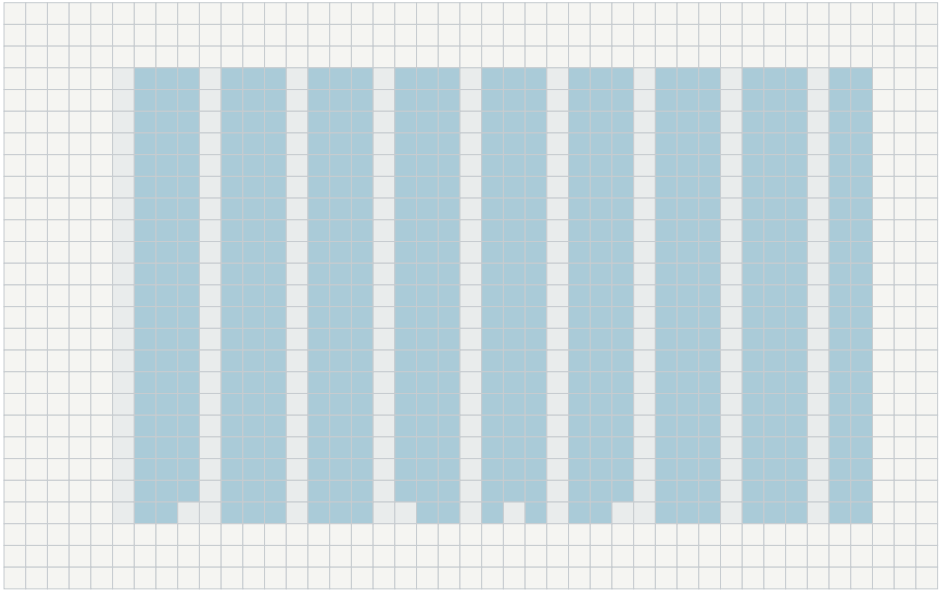
Layer 4 / Y=3 / +Z downward



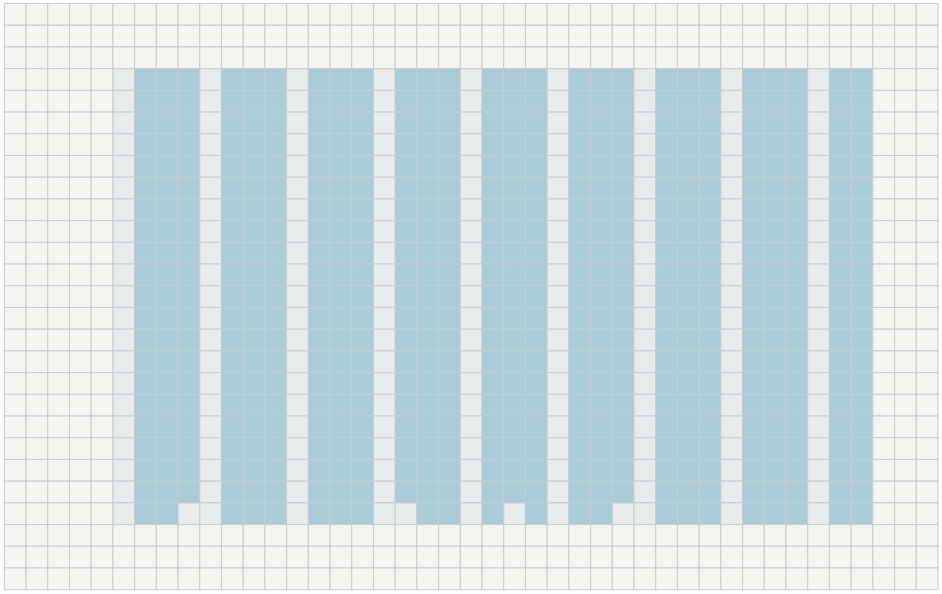
Layer 5 / Y=4 / +Z downward



Layer 6 / Y=5 / +Z downward

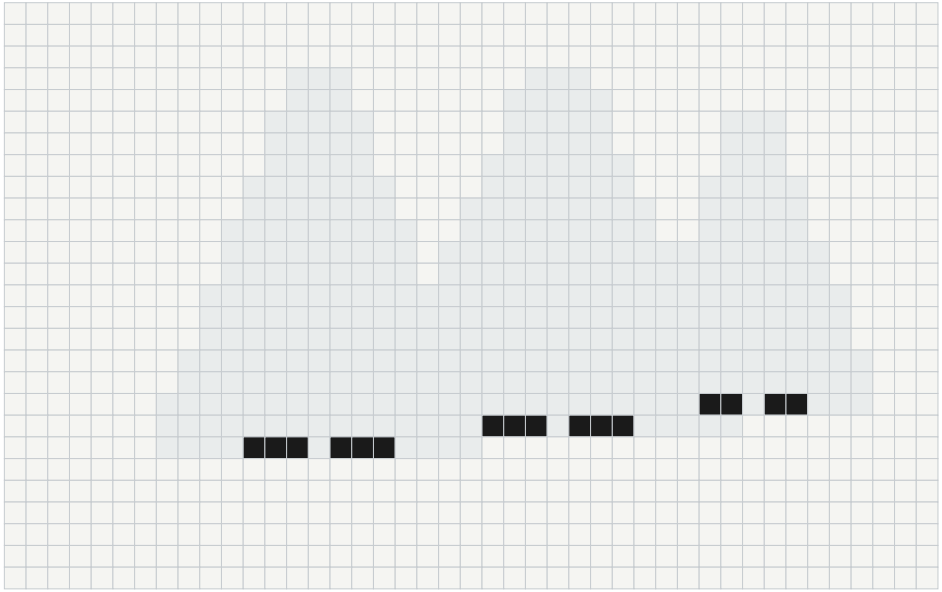


Layer 7 / Y=6 / +Z downward

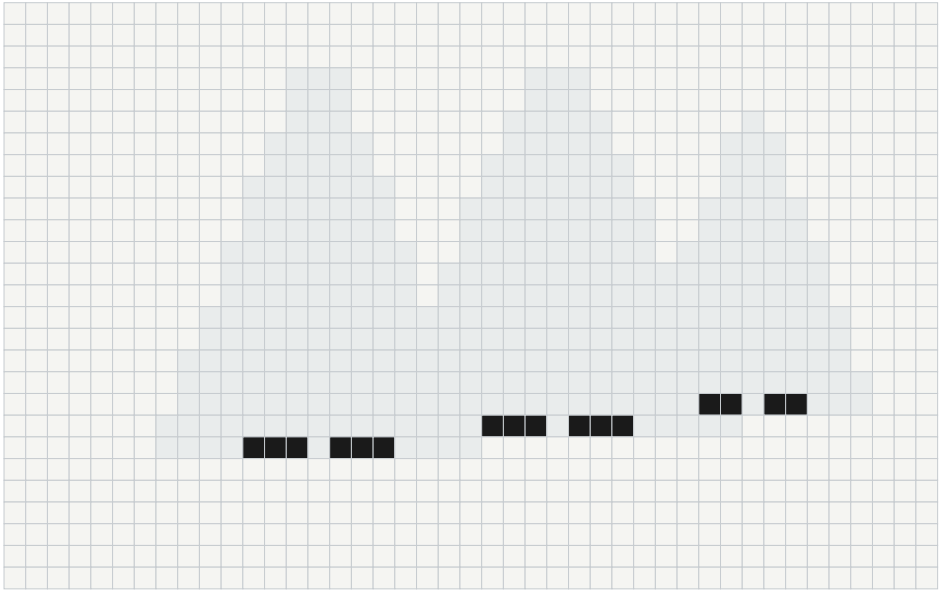


Layer 8 / Y=7 / +Z downward

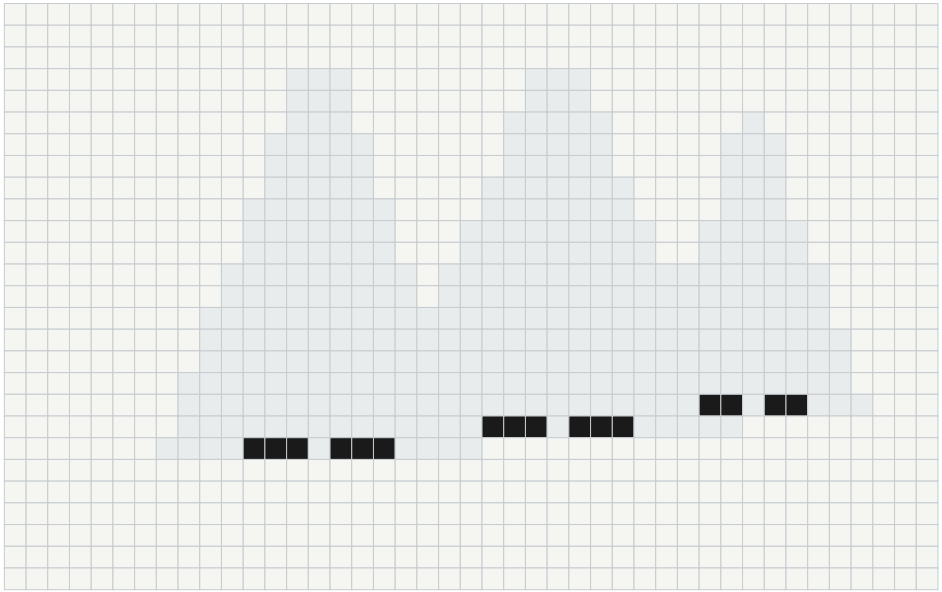
Layer 9 / Y=8 / +Z downward



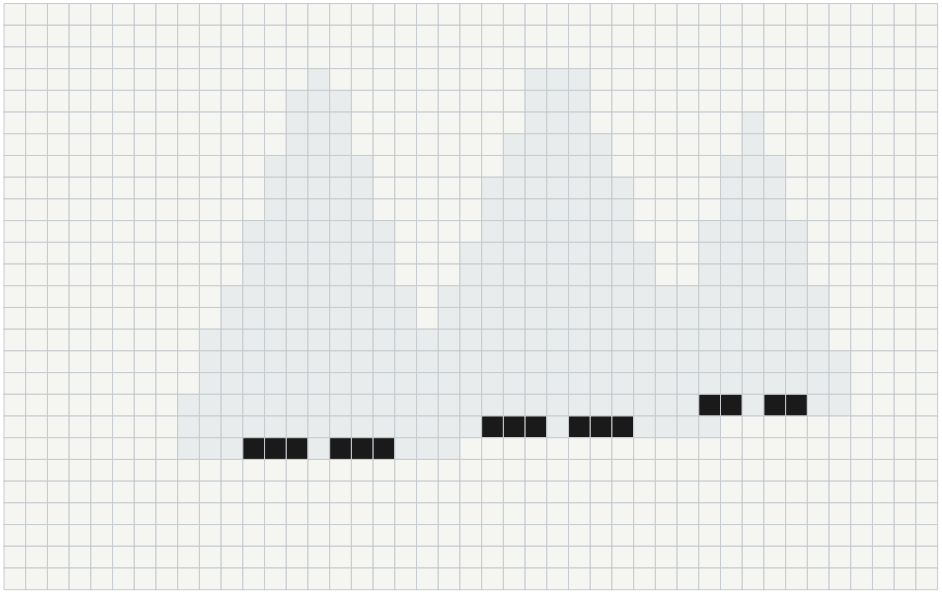
Layer 10 / Y=9 / +Z downward



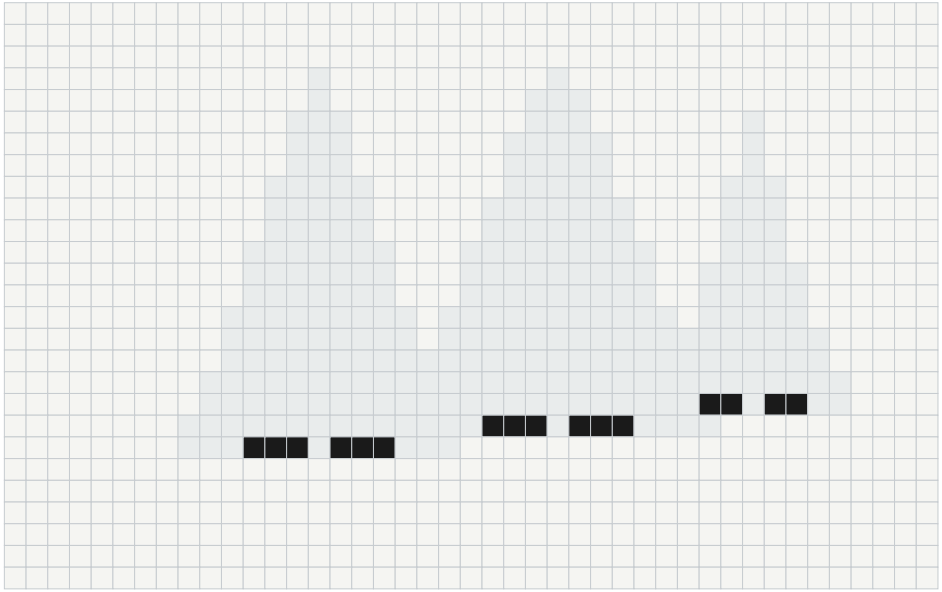
Layer 11 / Y=10 / +Z downward



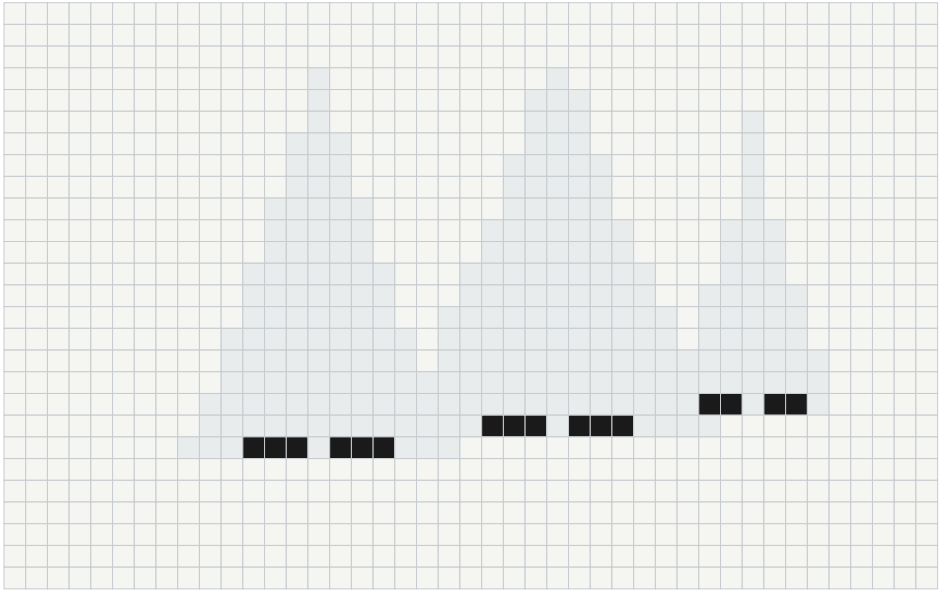
Layer 12 / Y=11 / +Z downward



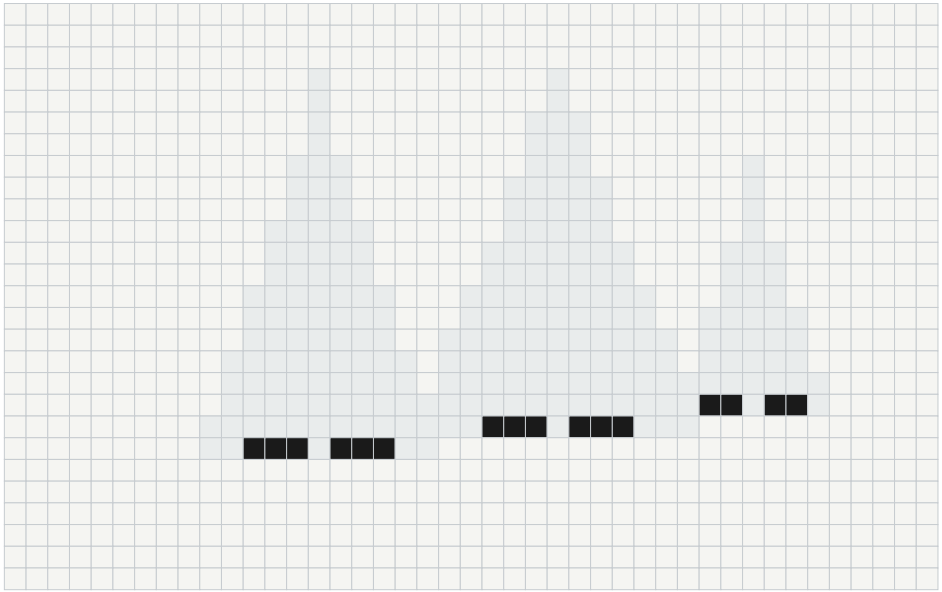
Layer 13 / Y=12 / +Z downward



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