Rapid Modeling for Minecraft(tm): How to Get Your Model Into Minecraft

By Paul J Lee

Createspace, United States, 2015. Paperback. Book Condition: New. 229 x 152 mm. Language: English . Brand New Book ***** Print on Demand *****.Minecraft is the most popular kids gaming platform in the world. Creating new worlds to explore is one of it s most exciting aspects. To help with this challenges, here we show kids how to access popular modeling tools like Tinkercad, SketchUp MCEdit to make building worlds a lot faster and easier. Creating familiar objects like cities, castles, houses or 3D scans of people or animals is all taken care of with the methodology in this book. The first section relates the process of bringing a giant horse model from a 3D database into Minecraft. The second section shows how to create a model of a famous castle: Neuschwanstein, with all its nooks and crannies faithfully recreated with extreme speed and efficiency. This book represents a new departure for Minecraft modeling. The tools for making awesome 3D models are (nearly) as cool as Minecraft itself. Kids in the normal education system get very little opportunity to think about spaces, relationships between spaces and objects, scale and decision making. These are skills that normally require attendance at a degree...

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