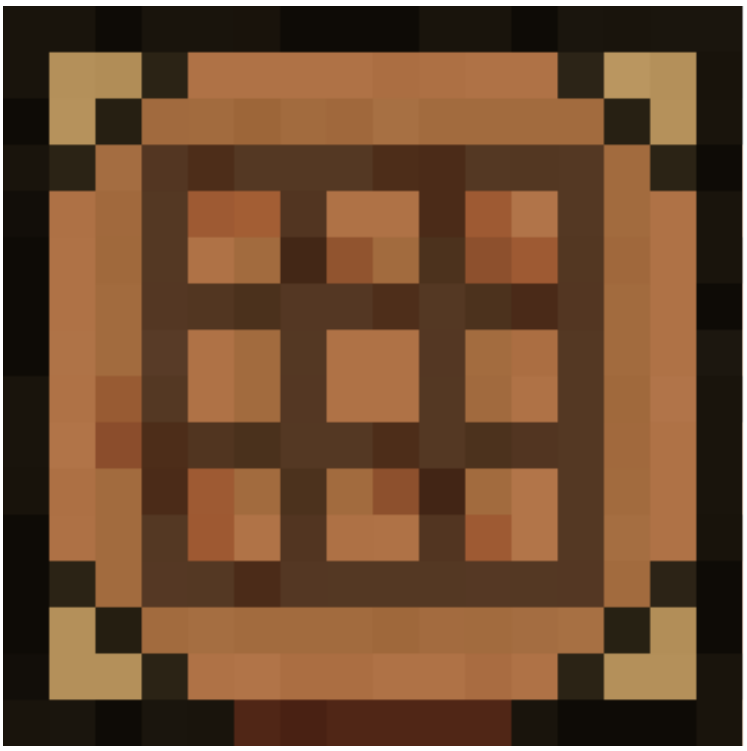
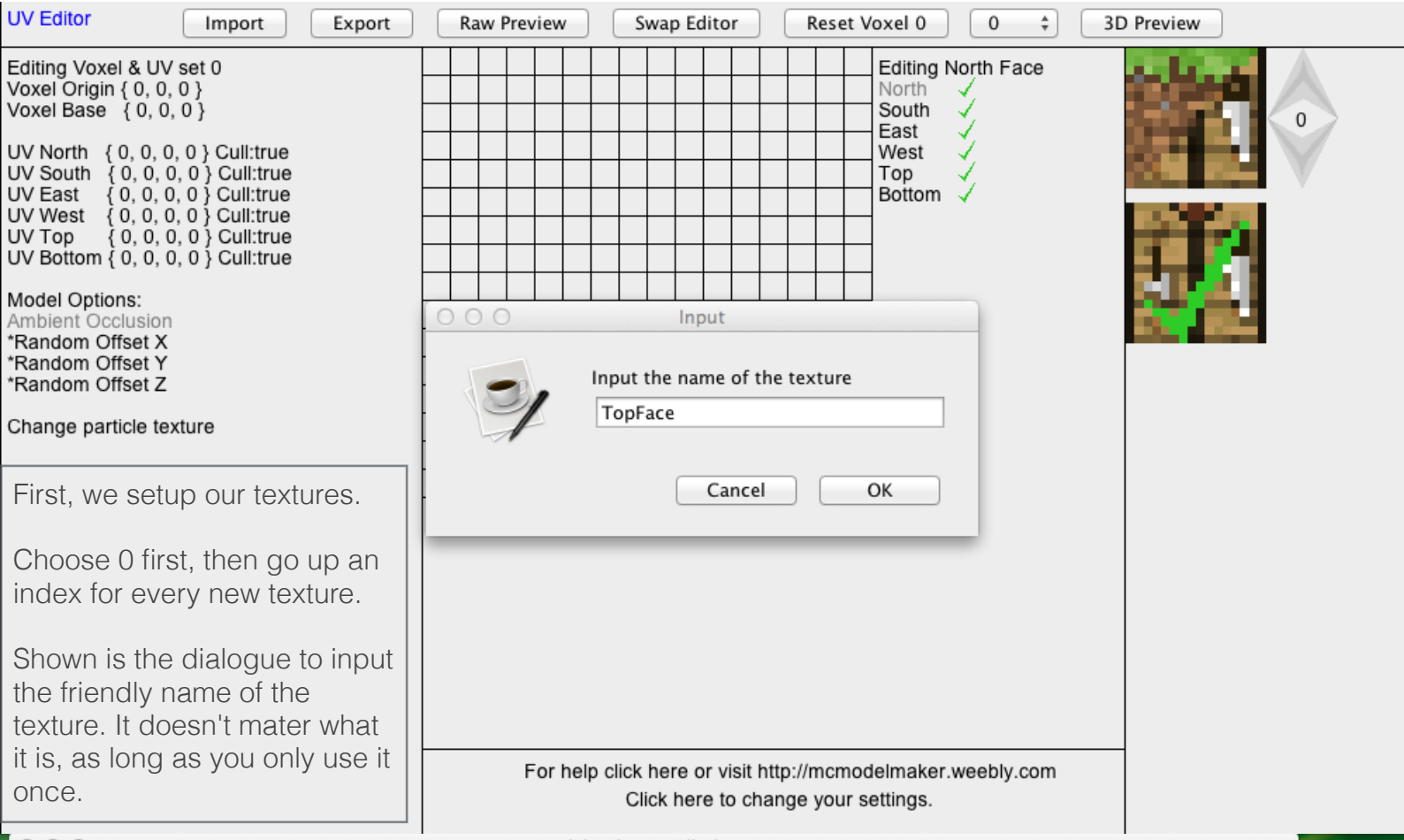


MC Model Maker

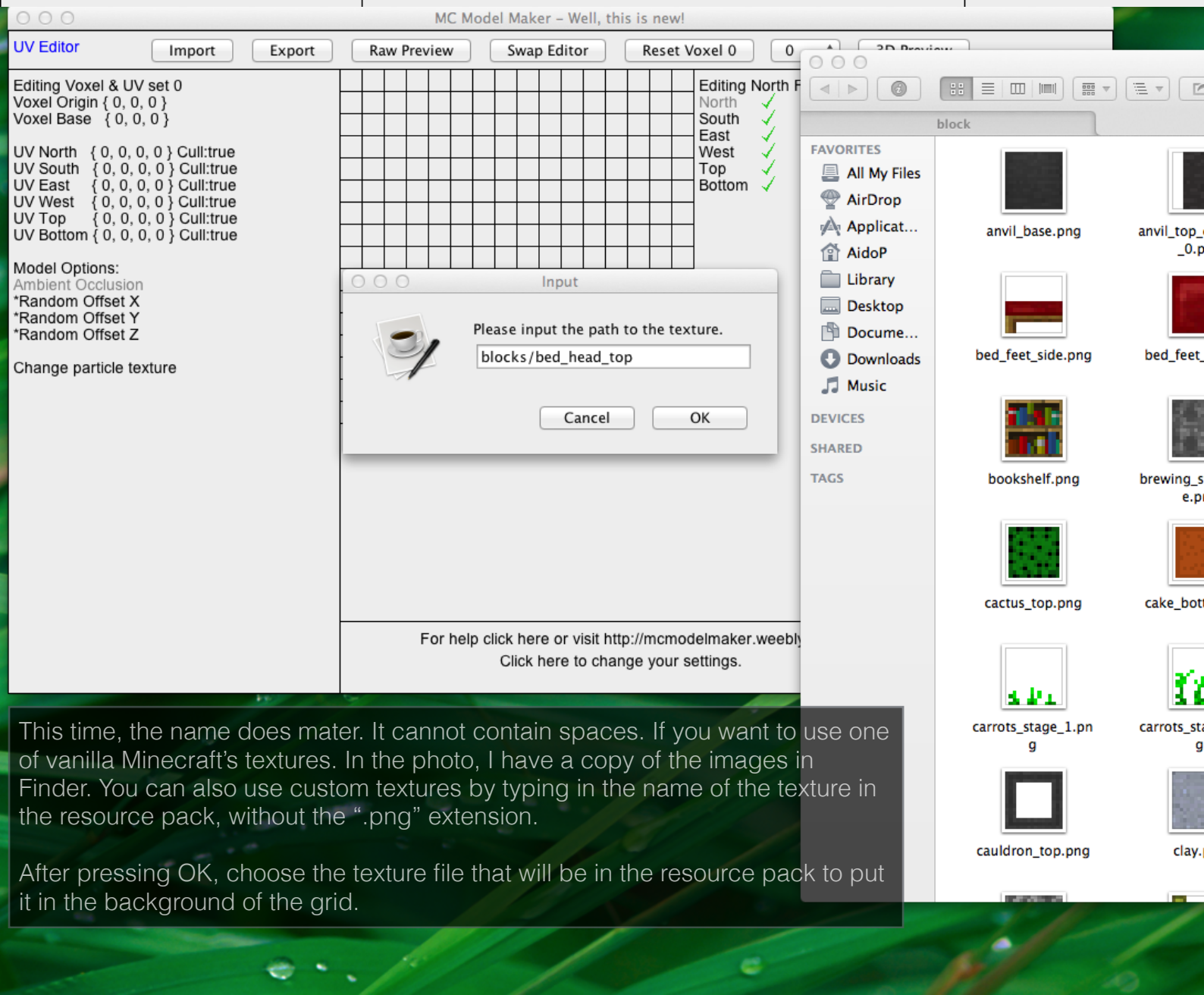
Tutorial



First, we setup our textures.

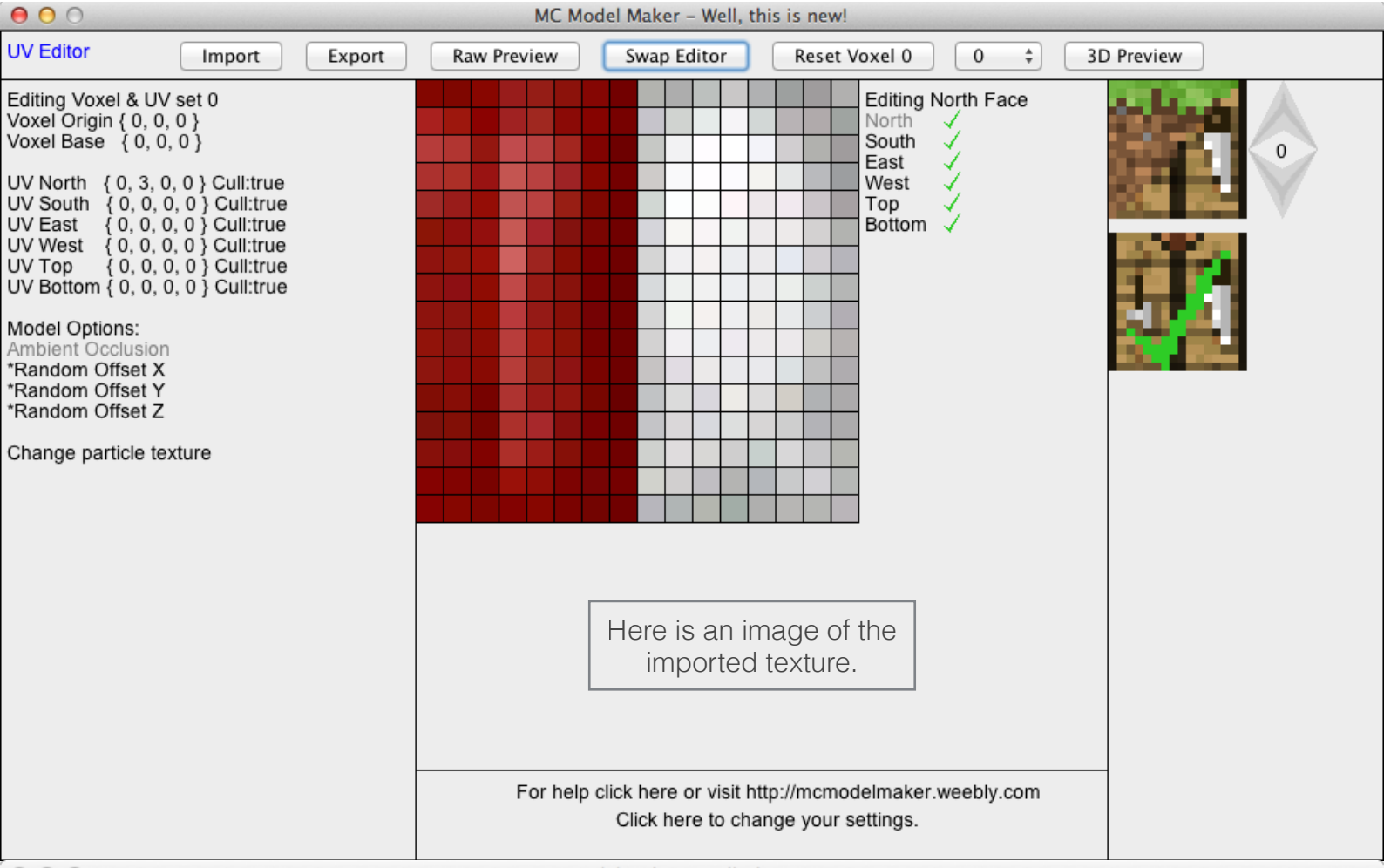
Choose 0 first, then go up an index for every new texture.

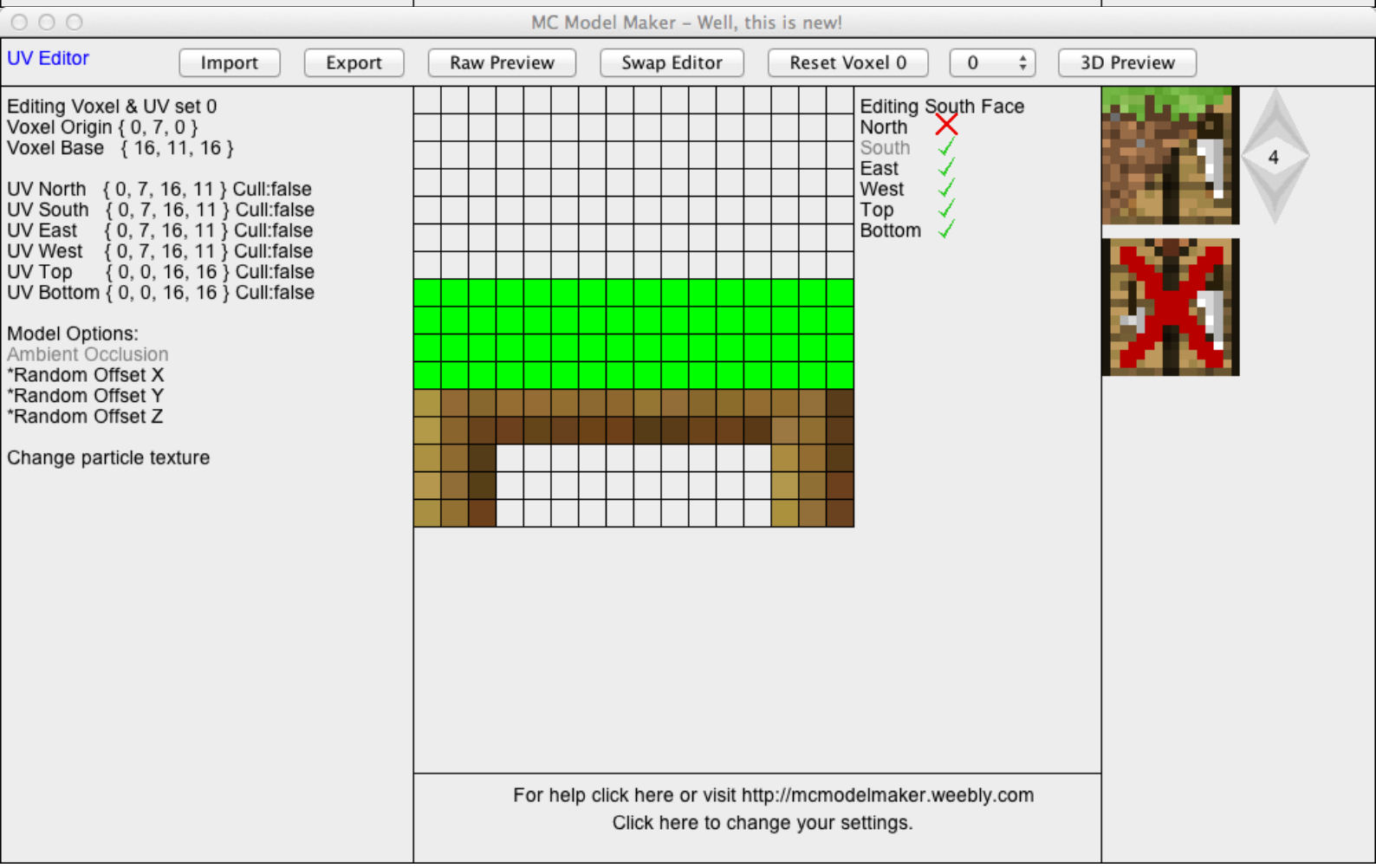
Shown is the dialogue to input the friendly name of the texture. It doesn't mater what it is, as long as you only use it once.



This time, the name does mater. It cannot contain spaces. If you want to use one of vanilla Minecraft's textures. In the photo, I have a copy of the images in Finder. You can also use custom textures by typing in the name of the texture in the resource pack, without the ".png" extension.

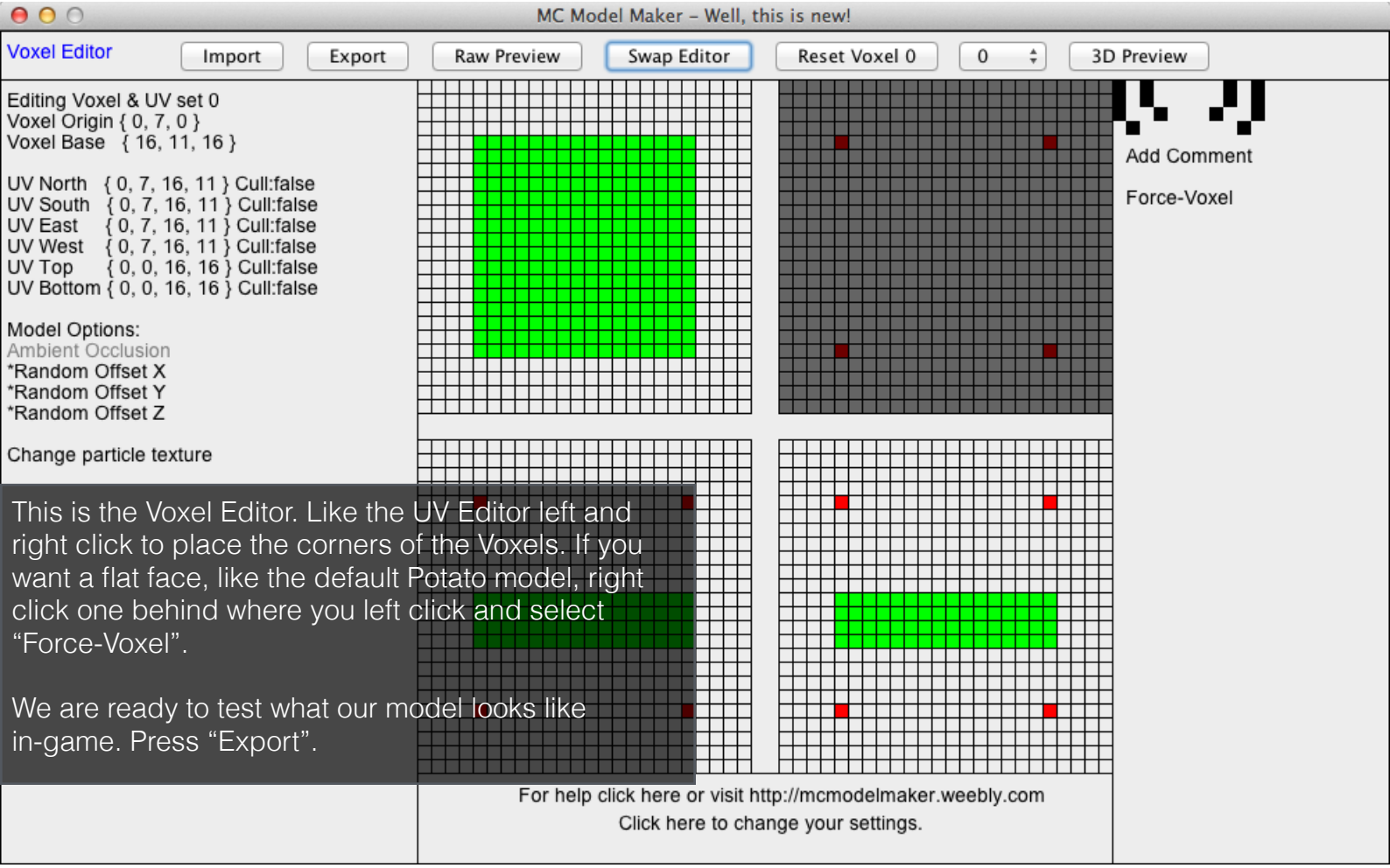
After pressing OK, choose the texture file that will be in the resource pack to put it in the background of the grid.



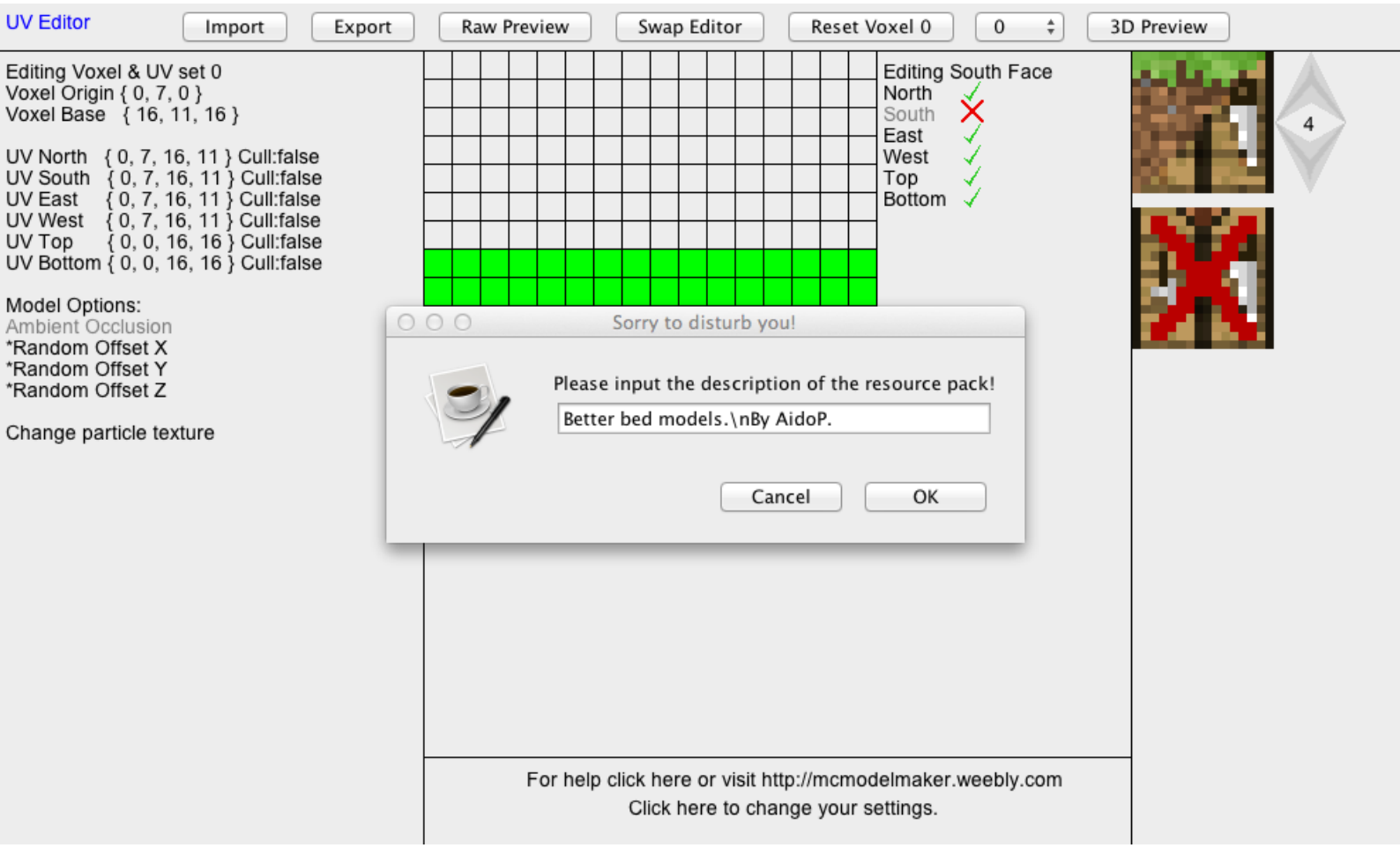


First you can start the UV Mapping. It can help to do it like this so that you can visualise where the Voxels should be easier. Left click where the top left corner of the blocks texture is and right click where the bottom right should be. A green square will cover the selected part of the texture.

Notice that the clicker is on 4 and that the north face has a cross. The cross stops the north face from rendering, this is useful with the bed as it is covered by the other half.
The red cross on the crafting table represents that culling for that face is disabled.



First select one of the options. If you already have a Resource Pack, press “JSON File”, otherwise you should select one of the other options depending on if your model is for an item or not. Next find your minecraft/resourcepacks directory, enter the name of you resource pack and click save.



Now enter the description to appear in the pack selection window. The “\n” puts the following text on a new line. Press OK when you are done and enter the name of the block you are editing. Minecraft is very sensitive of these names, and it must not contain a space. My model was saved as “bed_head”.

If you open Minecraft and select your resource pack, the changes to your block should appear. The picture shows the bed head finished.

If your block is looking good right now, you can click the drop down box and select the next Voxel index, otherwise make your changes then continue when you are happy.

That is the basics! If you have further questions visit the Forum Page.

Auf Wiedersehen!

By AidoP 25th July 2014