



# Rapid Modelling for Minecraft (Minecraft Modeling)

*Paul J Lee*

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**Minecraft** (TM) is the most popular kids gaming platform in the world. *For this book's author, creating new worlds to explore is one of it's most exciting aspects.* Paul Lee, (an experienced architect, speaker and 3D modelling evangelist) shows kids how to access popular modeling tools including:

- *SketchUp*
- *Tinkercad*
- *MCEdit*

to make building worlds a lot faster and easier than before. Model your own house/ street/ city/ landscape or create shapes and designs that defy definition! Find thousands of objects online and play with them in your virtual world.

- *The first section of the book shows you how to import a giant horse model from a 3D database directly into Minecraft.*
- *The second section shows how to recreate a model of the famous Castle Neuschwanstein*

**Tools for making 3D models are just about as cool as Minecraft itself.** Now kids have incredible opportunities to think about building spaces, relationships between spaces and objects, scale and design decision-making. Paul founded DesignerDojo in 2012 to show kids how to explore modelling technology for free. "*Rapid Modelling for Minecraft*" represents countless hours of research and experience of working with kids to create a compelling learn-through-play experience. The DesignerDojo website\* contains all the companion resources for the book including a detailed step-by-step video guide.

*Paul's first book, "Construction Documents Using SketchUp Pro & LayOut" is a very popular book for builders, technicians, architects and engineers.*

(\*Founded along the principles of CoderDojo, a hugely popular worldwide movement to help kids to learn coding skills.)

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