



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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