Schematic to Model

Introduction

Schematic to Model is a program that performs a batch conversion on `.schematic` or `.schem` files which is outputted into a neatly packaged resource pack, ready to be merged into an existing pack or act as a base for a new one.

Step-by-Step — Using Schematic to Model

Prerequisites:

- You are using `.schematic` or `.schem` files generated in 1.14+
- Your schematic must be exactly 16x16x16
- The model must be created using the Colour Palette RP

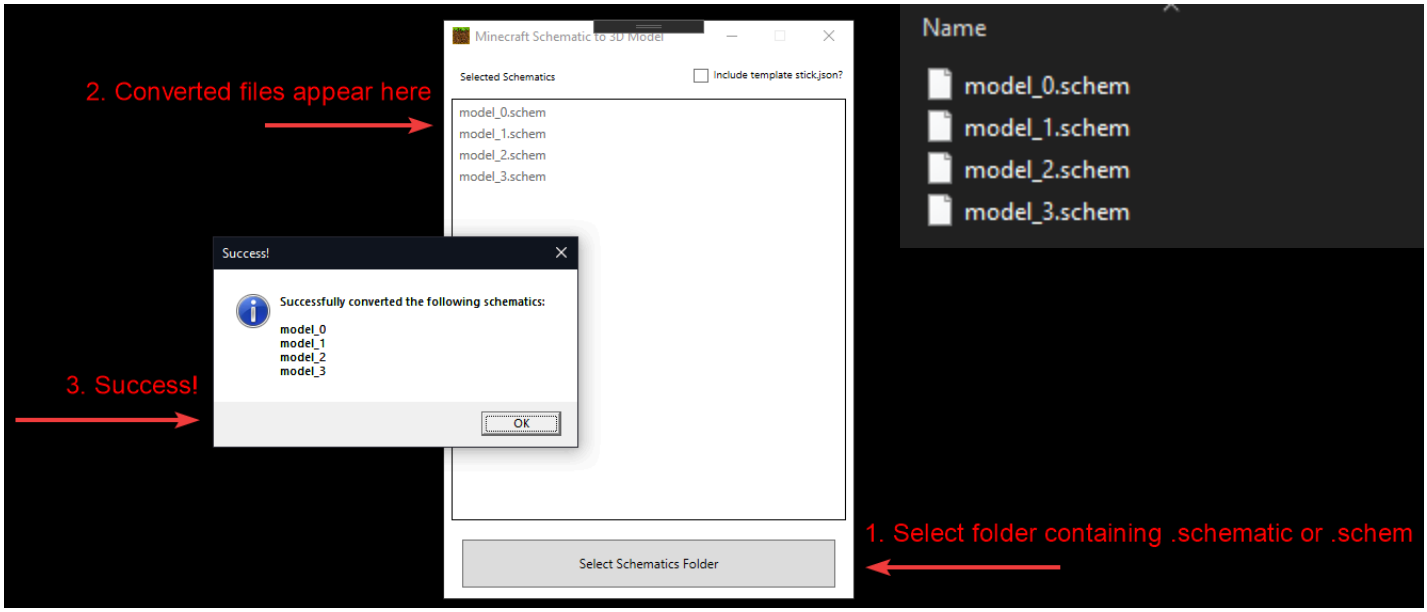
The process will be separated into **3 sections**:

1. Schematic to Model Conversion
2. Model Optimisation and Correction
3. Displaying in-game



Part 1 — Schematic to Model Conversion

⚠️ Schematic to Model comes equipped with an `example_schematics` folder, if you need it.

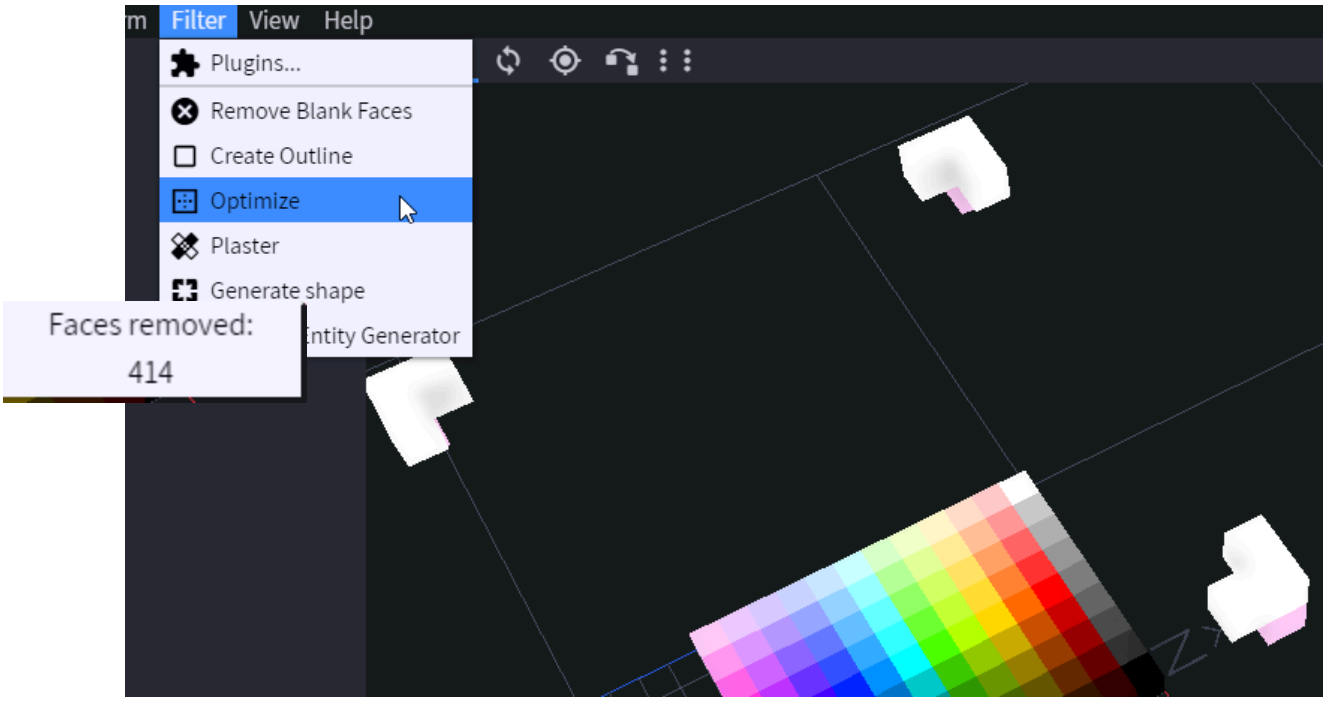


Upon clicking OK, the folder containing your base Resource Pack will open. You must copy this to your `resourcepacks` folder.
Including the `template stick.json` will give you a base JSON file, which is used to set up your `CustomModelData` for in-game render. More info in **Section 3**

Part 2 — Model Optimisation and Correction

To maintain client-side performance and keep the user-experience consistent, the model must be taken to a 3rd-party program to be optimised and corrected.

Open BlockBench. **Filter → Optimise.** Rotate the model to be facing NORTH. Export the model, and do for each one.



Part 3 — Displaying in-game

If you used the **`example_schematics`** folder and checked **'Use template stick.json?',** then you can load the resource pack, and run the following command:

```
/summon item_frame ~ ~ ~
{Invulnerable:1b,Invisible:1b,Fixed:1b,Item:{id:"minecraft:stick",Count:1b,tag:
{CustomModelData:0}},Facing:2b}
```

`CustomModelData` is set and linked inside **`stick.json`** [*virtually infinite*]
`Facing` allows you to rotate the model [*0b - 5b*]

Open `models/item/stick.json` *to see how the generated models are linked.*

