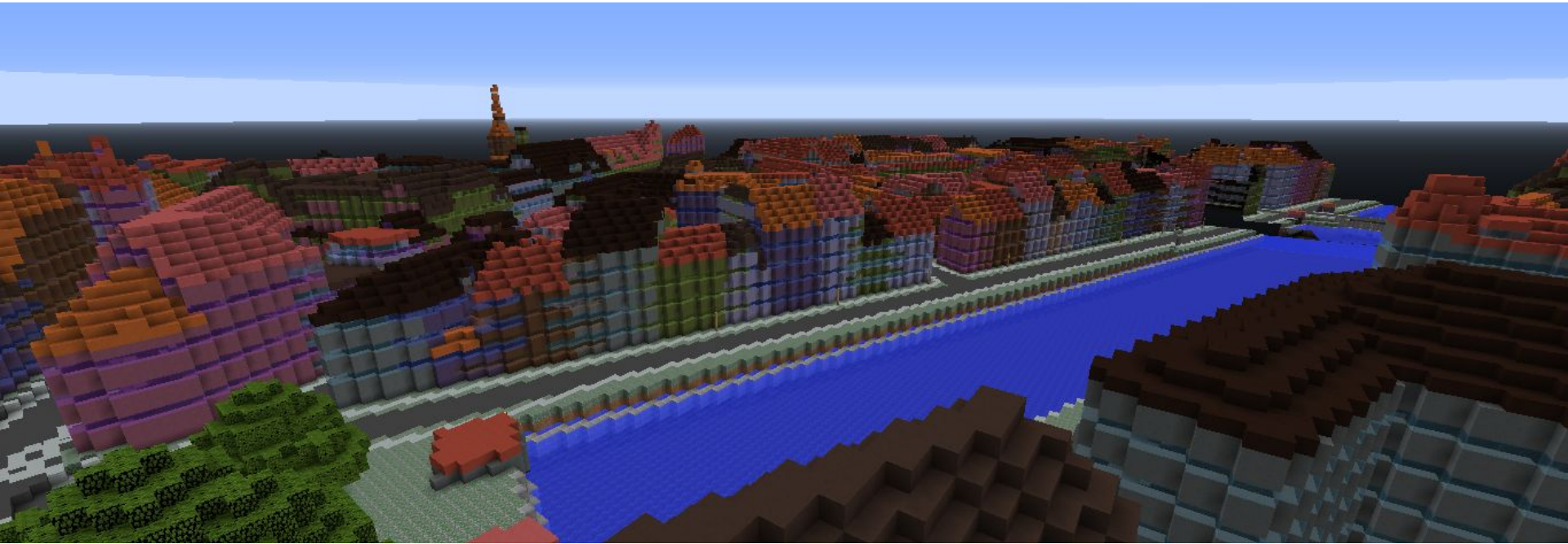


Real-world data in Minecraft



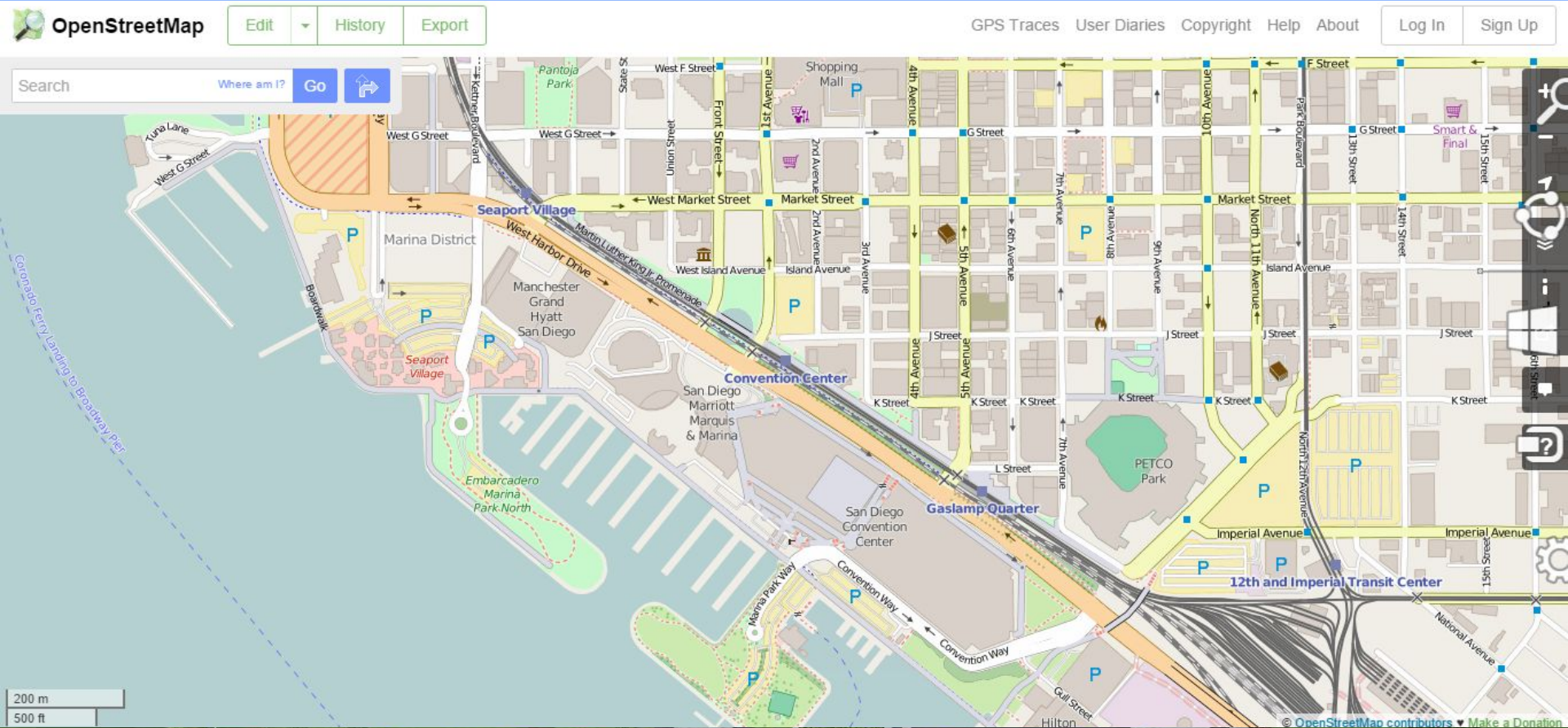
Thorbjørn Kjærshøj Nielsen
Nynne Sole Dalå
Simon Lyngby Kokkendorff
www.geoboxers.com

Denmark in Minecraft

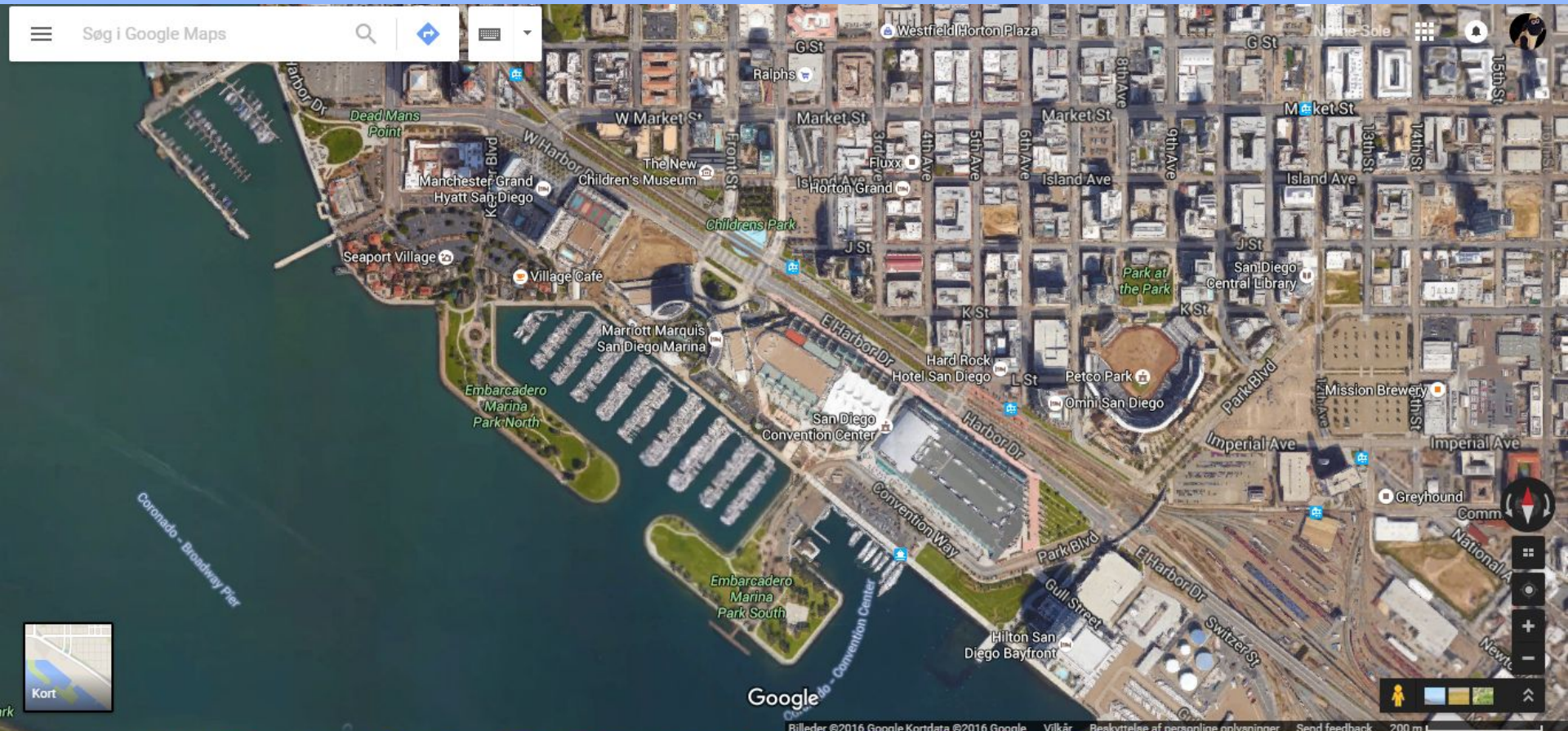




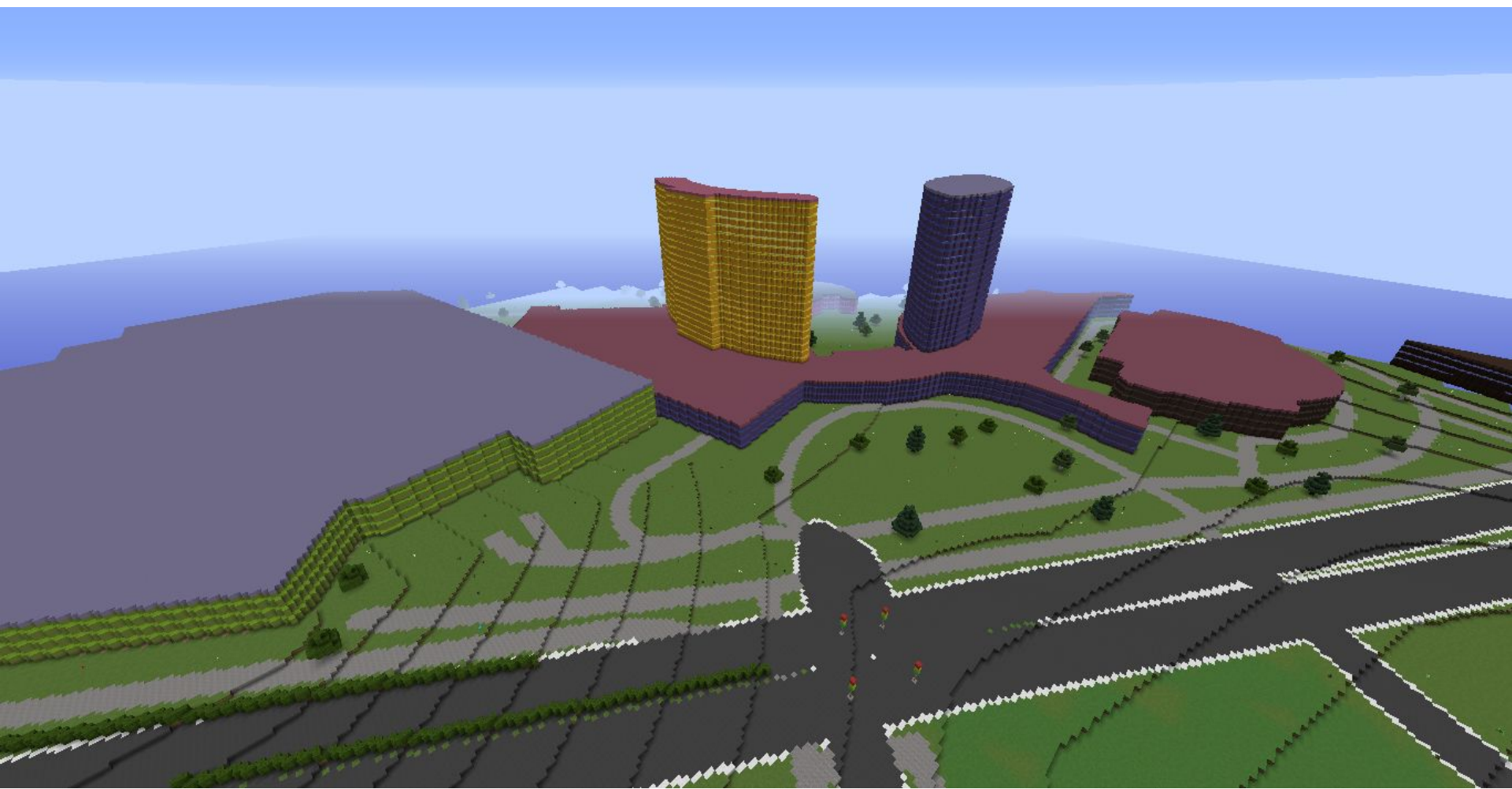
San Diego in Minecraft



San Diego in Minecraft

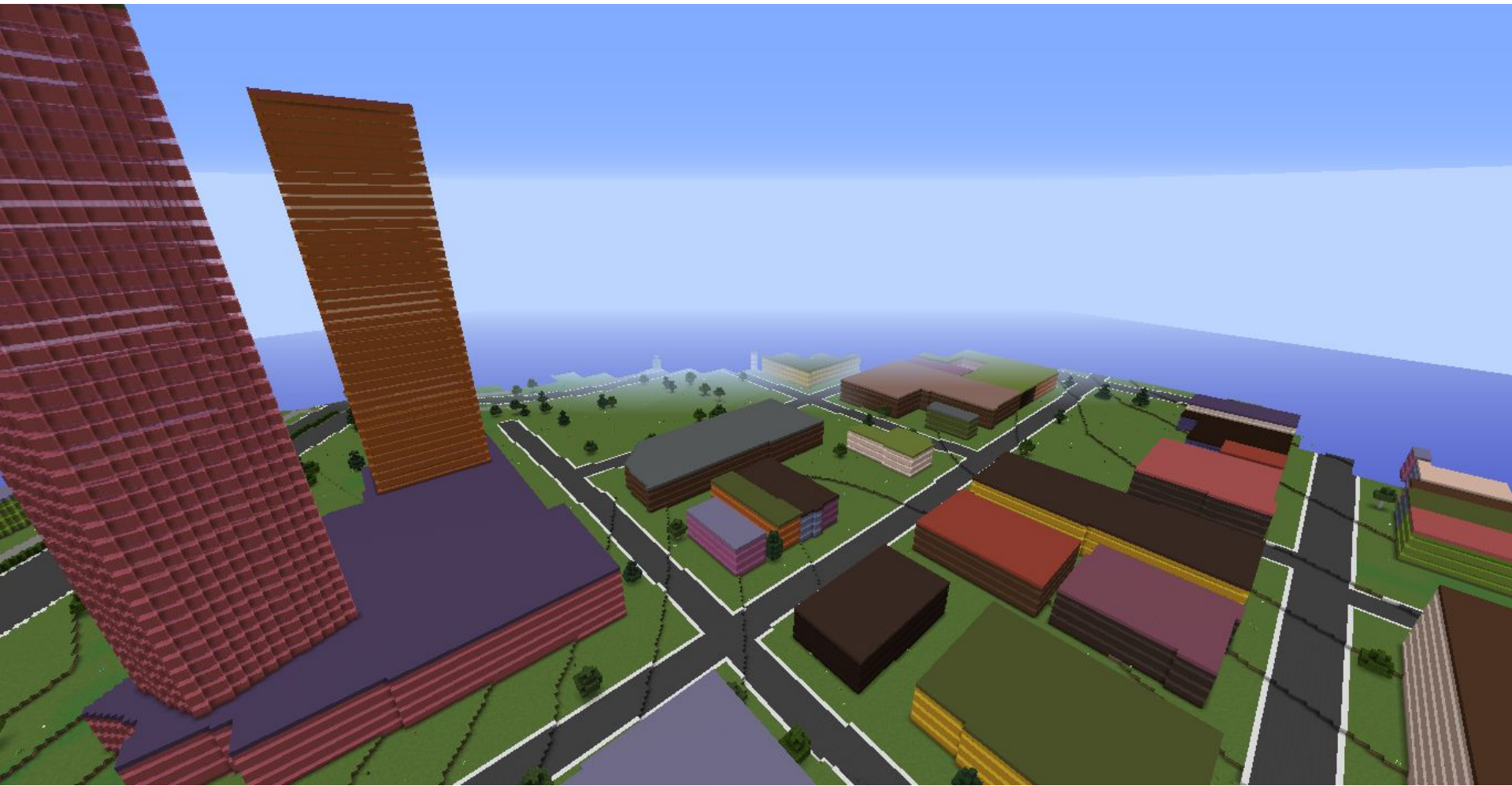


Denmark in Minecraft
San Diego in Minecraft



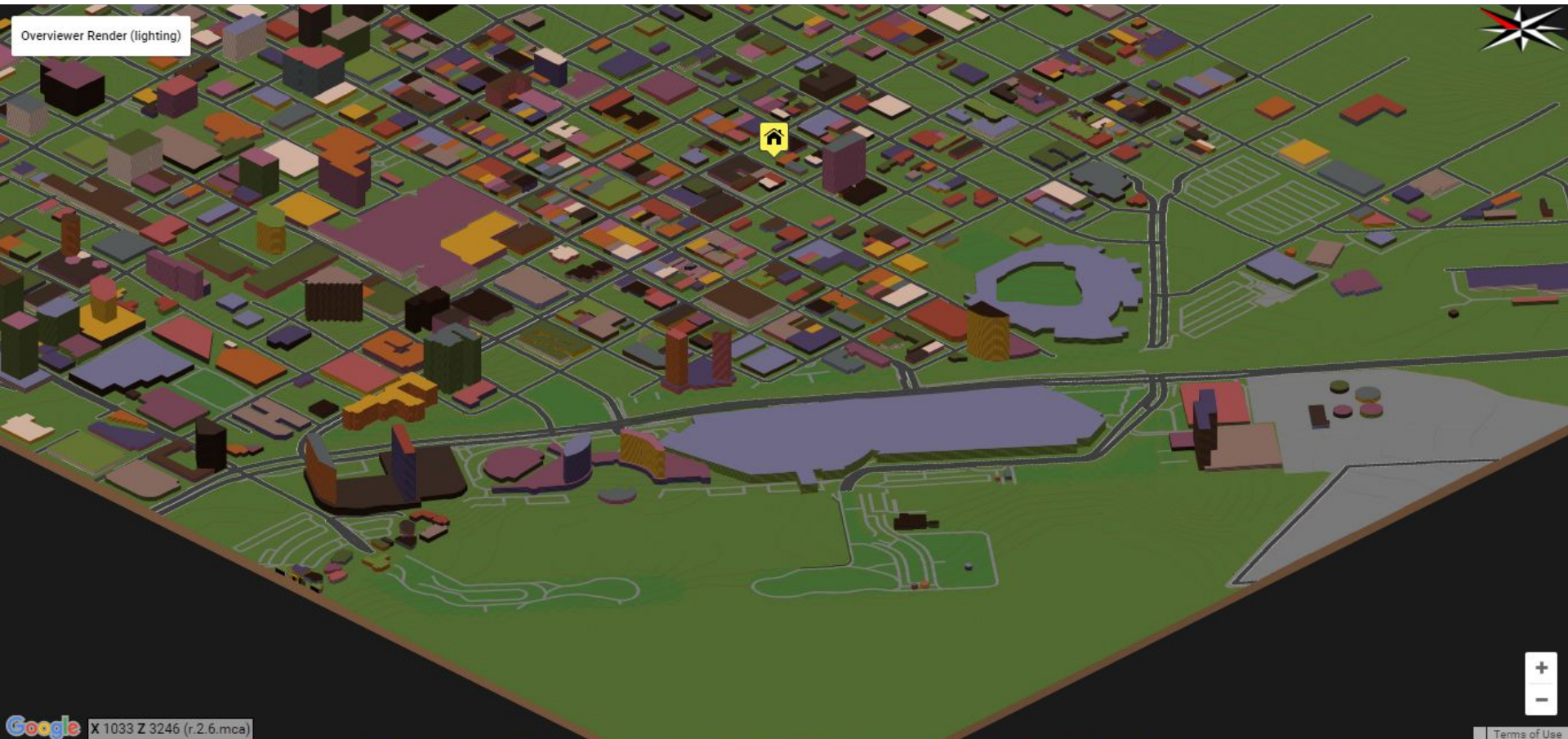
Denmark in Minecraft

San Diego in Minecraft



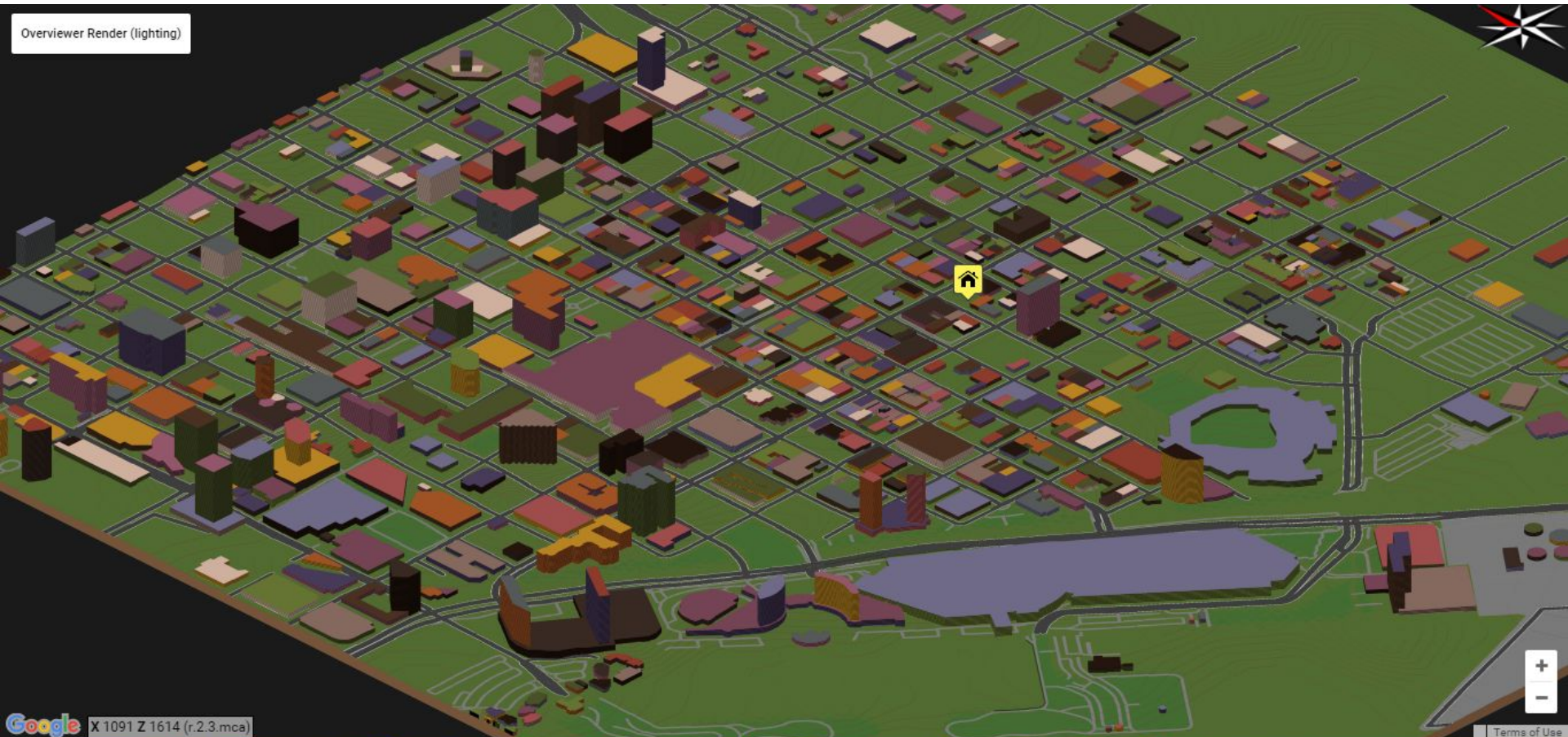
Denmark in Minecraft

San Diego in Minecraft



Denmark in Minecraft

San Diego in Minecraft





[3D overview of Viborg in Minecraft.](#)

[Vibcraft - the municipality of Viborg in Minecraft](#)



Viborg - Vibcraft

Education - citizen involvement - branding - tourism



New residential area - architectural drawings in Minecraft

Web-based map of on-line users

Vibcraft

Om Vibcraft Kom igang Kort Kontakt

Brugere online: 2



Lær at finde rundt inde i Vibcraft ved hjælp af kort og warppoints.

Når du logger ind i Vibcraft, dumper du ned ved Visit Viborg - byens turistbureau.

Her har du to muligheder for at finde vej:

1. Ved hjælp af kommandoen /warp
2. Ved at bruge warp-tavlerne i turistbureauet (klik på dem)

Brug kommandoen /warp

Du kan let komme rundt i Vibcraft ved at bruge warp-kommandoen. Du kan warpe til alle de steder, hvor der er oprettet et warp-point.

Tryk på "t" for at få aktivere kommando-prompten

Skriv /warp <stednavn> og tryk på enter for at warpe

Du kan eksempelvis warpe til Viborg Domkirke ved at skrive /warp Viborg_domkirke.

Se liste over warp-points

Vi har oprettet mere end 100 warp-points i spillet, og selv ikke vi kan huske dem alle. Du kan finde en liste over warp-points ved at skrive:

Tryk på "t" for at få aktivere kommando-prompten

skriv /warp <tal fra 1-8>

Der er ca. 8 sider med warp-points sorteret alfabetisk. Listen viser det præcise navn på warp-pointet, som du skal bruge for at warpe derhen.

Herfra kan du warpe til over 100 forskellige steder i spillet.

vibcraft.dk

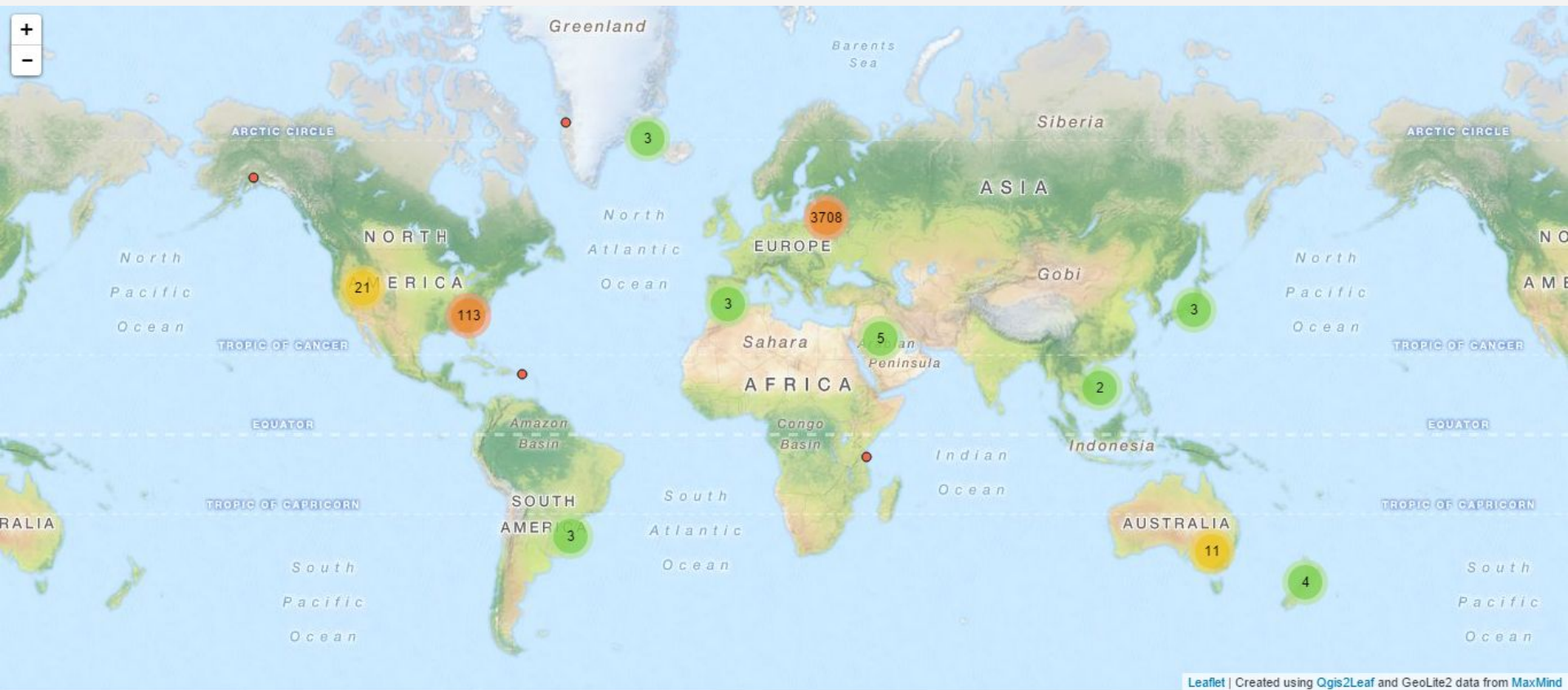
User management system - GIS-based

The screenshot displays the QGIS 2.6.1-Brighton interface with the GeoBoxers World Guard plugin configuration dialog open. The background is a map of Copenhagen, Denmark, showing a red-shaded area labeled 'SLOTSHOLMEN CHRISTIANSBORG slotsholmen'. The dialog box contains the following fields and options:

- URL to server:
- Password:
- check server status:
- Get config - will generate/connect to a QGIS layer:
 -
 -
 -
 -
- Current layer: **regions**
- For performance reasons, consider using cuboid regions (use simplify polygons to simplify to cuboids).
- Work with config:
 - Validate new config:
 - Set all regions owners to default:
 - Default group owners (; separated):
 - Highly recommended:
- Finalise:
 -
 -
 - Include a __global__ region
 - Deny water and lava flow in __global__
 - Protect global region by setting owner to (; separated list):
- Log output:

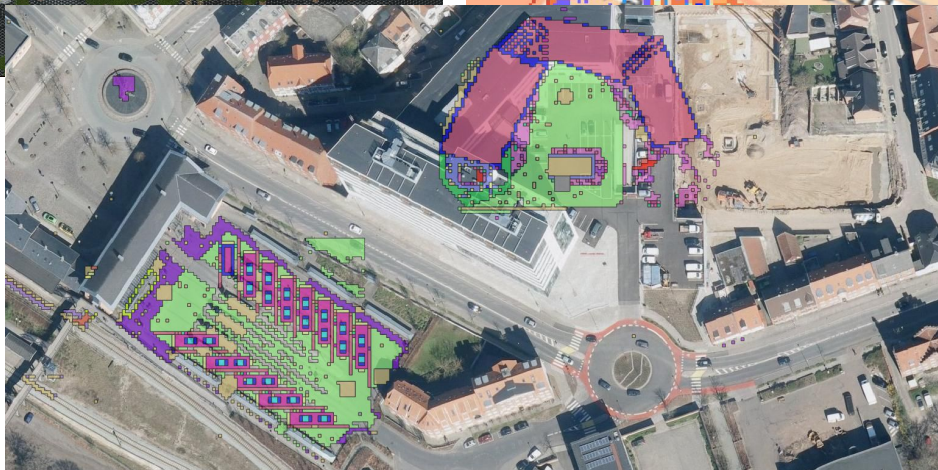
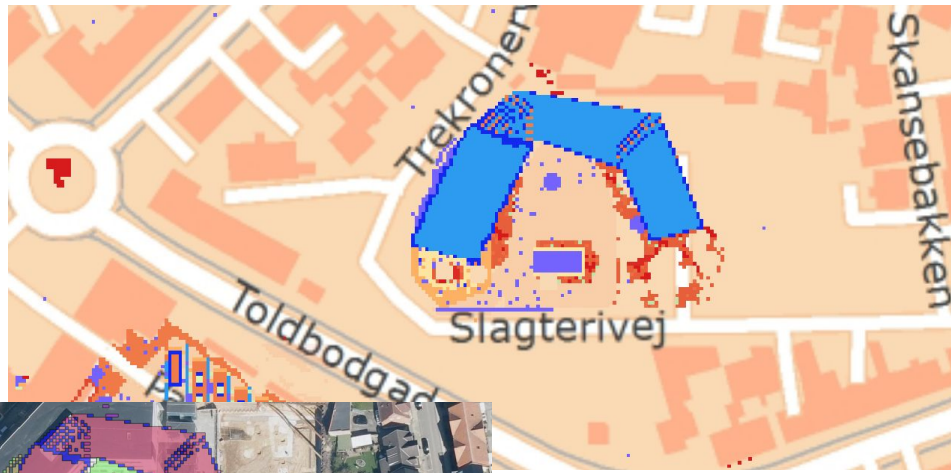
```
GeoBoxers WorldGuard plugin version 1.4
See http://wiki.sk89q.com/wiki/WorldGuard for information on WorldGuard.
Many additional flags and properties can be set in-game.
Due to changes in WorldGuard (UUID-handling) player names as members and owners of regions is currently not supported in this plugin.
Reading http://demo.geoboxers.com/api/status.php?upload...
Server says: all good
Server says: no unhandled upload
Reading http://demo.geoboxers.com/api/get_config.php?regions...
Config had a global region...
Generated 2 region(s).
```
-

The QGIS interface includes a toolbar at the top, a project panel on the left with layers like 'regions', 'hill_diff', and 'dsm_diff', and a status bar at the bottom showing coordinates (727977,6176108) and scale (1:10,100).



Leaflet | Created using Qgis2Leaf and GeoLite2 data from MaxMind

[Users on Vibcraft](#)



[Change detection](#)

Mars in Minecraft



Geospatial data in Minecraft

Georeferenced Minecraft maps - based on (all kinds of) geolocated digital data

Web-based coordinate conversion service

Web-based overview map showing user positions in the Minecraft map (like: http://vibcraft.dk/?page_id=110)

Extraction of user creations to GIS

QGIS based management system for user rights

DATA:

Elevation models

Topographic data (roads, buildings, vegetation, land use, addresses...)

3D city models

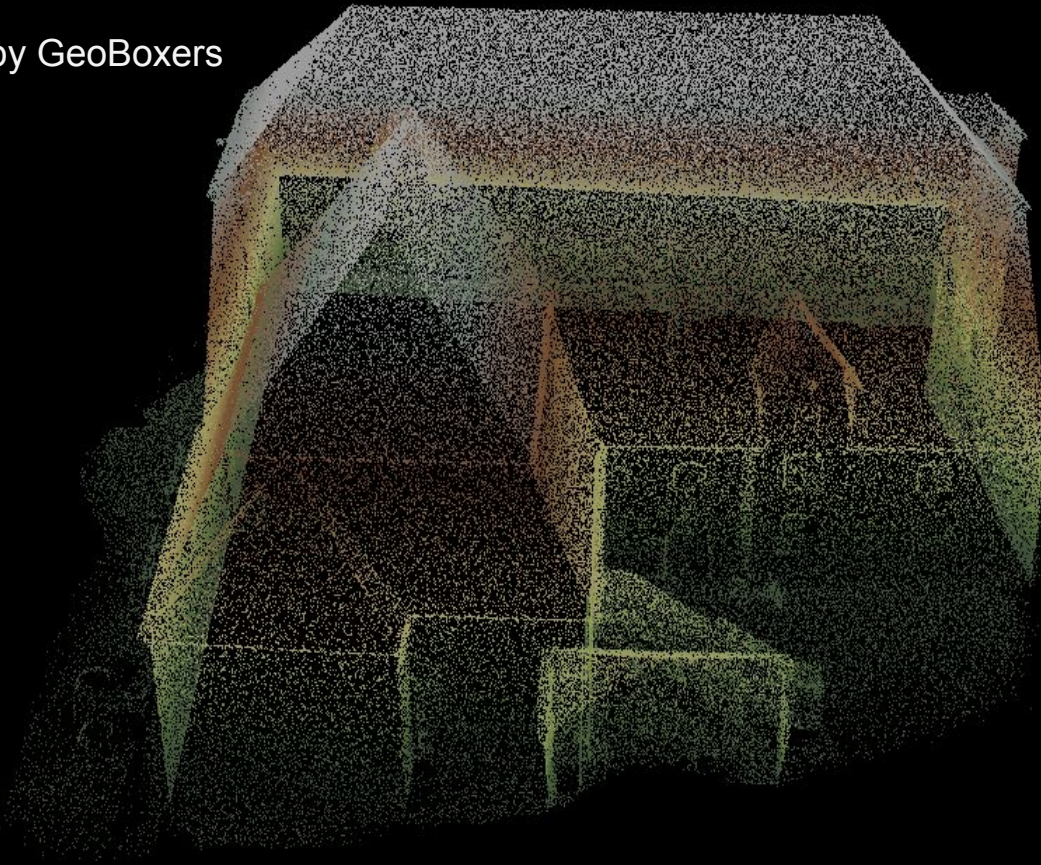
Point clouds from laser scans or photogrammetry

Architectural drawings

<http://www.geoboxers.com/from-point-cloud-to-minecraft/>



Pointcloud from drones by
COWI
Datamodeling by GeoBoxers



30 cm block size

