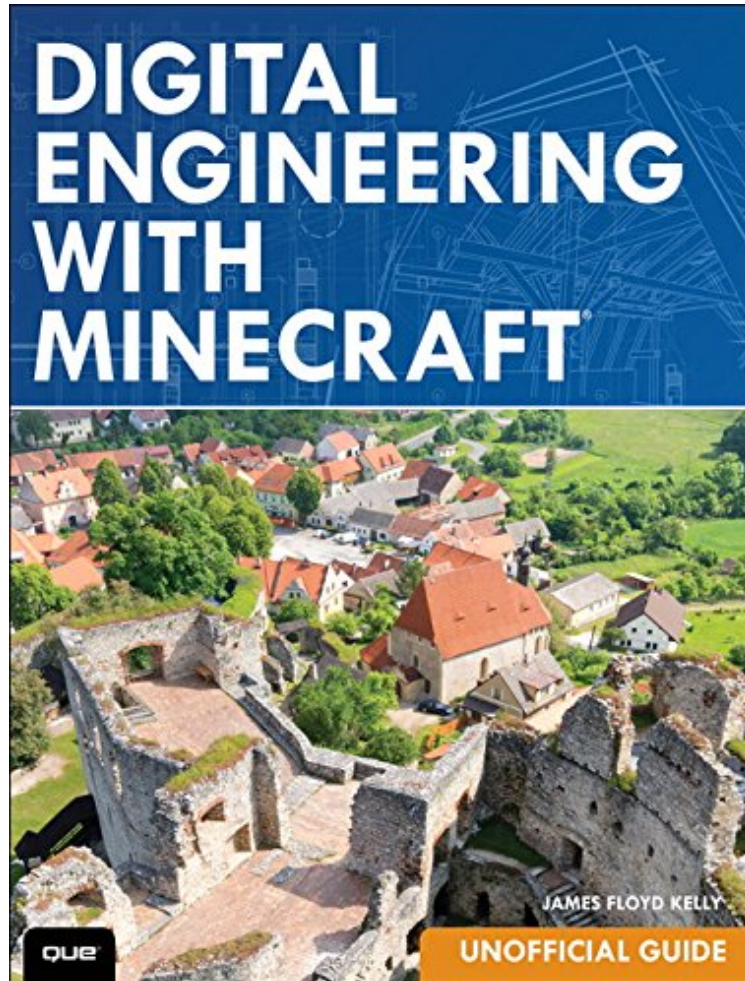


[Free read ebook] Digital Engineering with Minecraft

## Digital Engineering with Minecraft

*James Floyd Kelly*

*ePub | \*DOC | audiobook | ebooks | Download PDF*



 [Download](#)

 [Read Online](#)

#1690252 in Books 2015-10-11 Original language: English PDF # 1 9.00 x .60 x 7.00l, .0 #File Name: 0789755475368 pages | File size: 69.Mb

**James Floyd Kelly : Digital Engineering with Minecraft** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Digital Engineering with Minecraft:

0 of 0 people found the following review helpful. Nice BookBy R. ThomasGood for provoking thoughts on how Minecraft might be used for education beyond the coding aspect.0 of 0 people found the following review helpful. Great book !By Jkeadle2My son loves MineCraft but I am not much of a video game person.Im more on the tech side so this gave me a great way to have a genuine interest in the game.Now we mod and play MineCraft together.

Digital Engineering with Minecraft Create amazing objects for Minecraftand learn valuable real-world 3D design skills! Transform yourself into a Minecraft engineer! Discover how to create great Minecraft objects and structures fast, and push your creative skills to the max. Youll have a blast, but thats not all! Youll learn how to use powerful 3D digital design and CAD toolsthe same kinds of tools professionals use to earn big money in the real world! Best-

selling tech author James Floyd Kelly covers all you'll need to know, starting nearly every chapter with an amazing project. Kelly guides you through each step of designing your objects outside Minecraft, and then importing them to your game, where they can come to life! You'll master powerful techniques using Tinkercad, 123D Creature, 123D Catch, 123D Sculpt, MCEdit, i-funbox, Online-Convert, and more. Think you can't create incredible Minecraft stuff like this? Using Digital Engineering with Minecraft's crystal-clear, step-by-step instructions and full-color photos, you can! Find great 3D objects on Thingiverse and import them to Minecraft with MCEdit. Create hidden secret entrances with maze makers and Online-Convert. Master key Tinkercad skills, including shape creation, rotation, resizing, and grouping. Create and export monsters with 123D Creature. Put yourself in the game with 123D Catch: stitch your selfies into a complete 3D model. Generate rollercoasters and other landscapes in 123D Sculpt without slow block-by-block in-game editing. Create hollow wireframe domes to transform any terrain into a battle arena. View your Minecraft worlds in 3D using a simple technique. James Floyd Kelly is an avid maker, tinkerer, CAD expert and teacher. He excels at taking complex technology and finding a way to demystify it for non-technical readers. Kelly has written more than 25 guides to a wide variety of technical subjects, including Open Source software, LEGO robotics, 3D printing, and game programming. His recent books include Ultimate iPad and 3D Printing. He has degrees in both industrial engineering and English. Minecraft is a trademark of Mojang Synergies / Notch Development AB. This book is not affiliated with or sponsored by Mojang Synergies / Notch Development AB.

**About the Author** James Floyd Kelly is a writer from Atlanta, Georgia. He has degrees in industrial engineering and English and has written technology books on a number of subjects, including CNC machines, 3D printing, open source software, LEGO robotics, and electronics.