

Mini Blocks Guide

Mini Blocks allow you to build and decorate with pieces much smaller than a normal Minecraft block. Using the **chisel** and mini blocks found in the **Sculpting creative tab**, you can create detailed sculptures, decorations, and custom builds with much more precision than normal blocks allow.

A single Minecraft block is divided into a **16 × 16 × 16 grid**, giving you plenty of control over the size and shape of your sculptures.

The Chisel

The **Chisel** serves as a tool used to interact with Mini Blocks. It has several different functions designed for placing, removing, shaping, and copying bits.

With a Chisel in your hand, use:

Right Click or **Shift + Right Click** (only while in copy mode) to cycle/select the function you would like to use.

The available functions are:

- **Single Bit** — place and remove individual bits.
 - **Set** — quickly fill or remove a selected area.
 - **Raise** — add another layer to an existing sculpture.
 - **Cube** — create cubes of a specific size.
 - **Copy** — copy and paste existing sculptures.
 - **Paint** — change blocks on an existing sculpture.
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Single Bit

Single Bit is the most basic sculpting function and gives you precise control over individual bits.

First, select **Single Bit** with your Chisel. Then, grab the block bit you would like to build with from the **Sculpting tab**.

Placing & Removing Bits

While holding your selected bit:

Control	Action
Right Click	Places one bit
Left Click	Removes the bit you are looking at
Shift + Left Click	Fully deletes the sculpture block-by-block

Chiseling Normal Blocks

While your Chisel is set to **Single Bit**, **Left Click a normal full block** with the Chisel and it will remove a singular bit from it.

This allows you to begin sculpting directly from an existing full block.

Set

The **Set** function allows you to quickly fill an entire selected area with one type of bit. It works similarly to the WorldEdit `//set`, but is designed specifically for Mini Blocks.

Filling an Area

First, select **Set** with your Chisel and grab the bit you would like to use from the **Sculpting tab**.

1. **Right Click** to select your first position.
2. Your first position should be highlighted **purple**.
3. Move toward the opposite corner of the area you want to fill.
4. A purple selection preview will show the area being selected.
5. **Right Click** again to select your second position.
6. The selected area will automatically fill with the bit you currently have selected.

Deleting an Area

Set can also quickly remove sections of a sculpture, similar to using `//set 0` in WorldEdit.

Instead of Right Clicking your positions:

Left Click your first position → **Left Click** your second position.

The entire selected area will be replaced with air.

Set Limit

“ **Set has a maximum selection size of 16 full blocks.**

This limit helps prevent accidentally creating extremely large sculptures or modifying a much larger area than intended.

Bits placed using Set also **cannot intersect existing full blocks**. If a normal Minecraft block occupies part of the selected area, Mini Blocks should not be placed through it.

Raise

The **Raise** function quickly adds another layer to the top of an existing sculpture.

To use it:

1. Select **Raise** with your Chisel.
2. Grab the bit you would like to use from the **Sculpting tab**.
3. Click the existing sculpture you would like to raise.
4. A new layer will be added using the block bit you currently have selected.

This is especially useful when building shapes that need several identical or similar layers without placing every individual bit manually.

Cube

The **Cube** function allows you to quickly create a perfectly sized cube of bits.

After selecting **Cube**, you will be prompted to enter a number between:

1-16

The number determines the cube's dimensions.

For example:

4 → creates a **4 × 4 × 4** cube.

8 → creates an **8 × 8 × 8** cube.

16 → creates a **16 × 16 × 16** cube, equivalent to the dimensions of one full Minecraft block.

Once you've selected your size, place the cube where you would like it to appear.

Copy

The **Copy** function allows you to copy an existing sculpture and precisely paste another copy somewhere else.

“ **Important:** You must have the **Chisel in your hand** while using Copy.

Copying a Sculpture

1. Select **Copy** with your Chisel.
2. **Left Click** the first corner/position of the sculpture you want to copy.
3. **Right Click** the opposite corner/position.
4. The selected sculpture will automatically be copied to your clipboard.

While selecting an area, a **full-block grid** appears over the sculpture to make selecting the correct positions easier.

Placing Your Copy

After copying the sculpture, a **cyan wireframe** will appear, this wireframe previews exactly where your copied sculpture will be placed. Move around until the wireframe is positioned where you want the sculpture, then:

Right Click → Paste the sculpture.

Rotating a Copy

You can rotate a copied sculpture before placing it: press **ALT** while previewing the copied sculpture to rotate it horizontally, press **Ctrl + ALT** while previewing the copied sculpture to rotate it vertically.

Flipping a Copy

You can flip a copied sculpture on all axes before placing it: **ctrl + x** flips around x axis, **ctrl + y** flips around y axis, **ctrl + z** flips around z axis. You must hold both of these keys at the same time for this function to work.

Moving Function

In order to insist in placement, you can use the arrow keys on your keyboard to adjust the placement of the preview. Left arrow goes left, right arrow goes right, top arrow goes up, bottom arrow goes down.

Previewing & Placing a Copy

Before fully placing a copy, you are able to see a preview by right clicking once. The preview anchors to where you clicked and you're able to move around and inspect it. If the placement is good, you can right click a second time to fully place. If you need to adjust the placement, press **X** to place again.

Copy Limit

“ Copy has a maximum limit of 25,000 bits per selection.

This prevents extremely large selections from being accidentally copied or pasted.

Picking Up Sculptures

Completed sculptures don't have to remain permanently attached to the location where they were created, you can pick up a sculpture and store it directly in your inventory.

Middle Mouse Click a sculpture to pick it up.

The sculpture will be preserved as an item and can then be placed somewhere else.

Placing a Stored Sculpture

There are two different placement methods:

Control	Placement
Right Click	Normal placement
Shift + Right Click	Precise placement

When using **Shift**, a **cyan wireframe** appears before placement. This allows you to preview exactly where the sculpture will go before confirming it. Right clicking *once* will anchor the sculpture so you can inspect placement, right clicking a second time will place the sculpture down.

“ Placing a stored sculpture has all the same functions as Copy

☐☐ Quick Controls

Control	Function
Right Click with Chisel	Select/use Chisel functions
Right Click with Bit	Place individual bit
Left Click with Bit	Remove targeted bit
Shift + Left Click	Delete sculpture block-by-block
Left Click full block with Chisel	Chisel into a normal block
Middle Mouse Click sculpture	Pick up sculpture
Right Click stored sculpture	Normal placement

Control	Function
Shift + Right Click stored sculpture	Precise placement
ALT	Rotate sculpture horizontally
Ctrl + ALT	Rotate sculpture vertically
Ctrl + X	Flips a sculpture around x axis
Ctrl + Y	Flips a sculpture around y axis
Ctrl + Z	Flips a sculpture around z axis

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