### Ottawa Welcomes The World / Ottawa accueille le monde



https://vimeo.com/209216056?autoplay=1&loop=0&autopause=0



# Safe Software released FME Desktop in 2015, with Minecraft transformers





# The new tools allowed us to transform GIS data into Minecraft worlds





© mojang.com

### geoOttaWOW – Where are we now?





© mojang.com

### geoOttaWOW – The Experiment continues.

 Continued to *experiment*, on my own time, with FME 2016, by building a Tablet sized Minecraft world of Ottawa.



© 2016 The Chronicle of Higher Education



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### Still using youth input to modify Minecraft worlds





### **geoOttaWOW** Beta released to Open Data 24-Dec-2015. Version 1.0 released 4-Oct-2016 <u>http://data.ottawa.ca/dataset/geo-ottawa-minecraft</u>

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Datasets Organizations Groups Ab	oout						
<u>Home</u> → <u>Organizations</u> → <u>Infrastructure Servic</u>	<u>Home</u> → <u>Organizations</u> → <u>Infrastructure Services</u> → <u>geoOttaWOW: A Minecraft world</u>						
geoOttaWOW: A Minecraft worl 1.0 Dataset Groups Showcase	d of the City o	f Ottawa release version					
Resources Resource	Format	Link					
geoOttawaWOW	ZIP	Go to resource					
geoOttaWOW image	PNG	Go to resource					
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Description This is release 1.0 of geoOttaWOW, a Minecraft world based on data sets used in geoOttawa. This version was created with Minecraft 1.7.10, using software that supports version 1.7\*, with NBT version 19133. This smaller, improved version of the original beta release requires around 560Mb of disk space, so it will run on most common devices where Minecraft has been installed. The zip file is a folder that you will need to un-zip in your saves directory.



#### Media sees geoOttaWOW Beta in Open Data 8-Jan-2016. Over 7000 hits later we knew we had something.



#### Minecraft players given free rein to build up, tear down Ottawa

#### 'We're one of the first in Canada to do this'

CBC News Posted: Jan 08, 2016 5:52 PM ET | Last Updated: Jan 08, 2016 6:31 PM ET



There aren't any castles in Ottawa, but there is Parliament Hill - and that building and many others are now available for Minecraft players to explore and interact with, says Coun. Rick Chiarelli. (Courtesy Liam O'Donnell)





#### the Canadian Tire Centre ice way out in Kanata. In Minecraft Ottawa, none of that's set in stone.

605 shares f Facebook Twitter 🤠 Reddit

8+ Google

.

#### The recently-unveiled GeoOttaWow lets Minecraft players explore and refashion Ottawa's streets, houses, train tracks, as well as major buildings like Parliament Hill and City Hall.

"I think we're one of the first in Canada to do this, so that's a good thing." said Coun. Rick Chiarelli, chair of the city's information technology sub-committee, on CBC Ottawa's All In a Day Friday afternoon.

For those unfamiliar with how the game works, Minecraft lets players dig (mine) and build (craft) nearly anything they want using Lego-like blocks and bricks

#### Latest Ottawa News Headlines



- Canadian-sponsored Sudanese refugees in Jordan say it's 'very dangerous to go out'
- · Food prices to remain high amid weak dollar, weather-related supply issues 🖵 o
- Wind chill making it feel like 31 in Ottawa this morning 🖵 1
- . Sens win over Sharks overshadowed by Hoffman injury 🖵 1 🖷

Latest Audio and Video



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© CBC.ca

#### Connections Established.

#### Game teaches 'principles of civil planning'

"Now you have kids who are experimenting with basic principles of municipal planning. So if they think, for instance, that an outdoor stadium should be somewhere, they can build one — and then they can look at what impact it would have on that area, and what the concerns would be," said Duffett.

"They may discover they're learning some principles of civil planning."

Other places in the real world have made themselves available on Minecraft, perhaps most notably the **entire country of Denmark**, which can be torn down and built back up according to players' whims and desires.

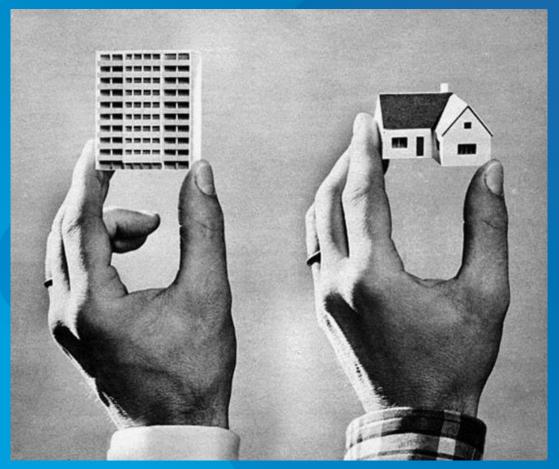


Ottawa is one of the first cities in Canada to be made available on Minecraft, said Coun. Rick Chiarelli, chair of the information technology sub-committee. (CBC)



© CBC.ca

#### So How Did We Build it?



© http://blogos-haha.blogspot.ca/



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#### No it's not Rocket Science.



Posted on Reddit .com Minecraft by XxSlainMagicxX



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#### FME transforms GIS data into Minecraft worlds

 Uses Digital Elevation Model data, with our existing GIS Enterprise Services, which has been dropped to the floor. Minimum Elevation is zero.

 Creates basic Minecraft world in about 3 hours or less.

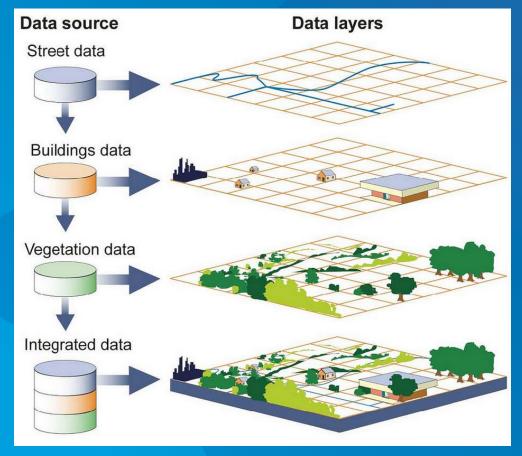


#### City of Ottawa GIS Enterprise Services used in GeoOttaWOW

- GISADM.PL\_ES\_Topography\_DEM
- GISADM.SAM\_REGIONAL\_railways
- GISADM.SAM\_teranet\_parcels
- GISADM.PR\_Park\_Paths
- GISADM.SAM\_URBAN\_driveways
- GISADM.SAM\_URBAN\_runways
- GISADM.SAM\_URBAN\_roadways
- GISADM.LIO\_OHN\_Waterbody
- GISADM.SAM\_CITYWIDE\_rivers
- GISADM.PL\_NESSVegetaion
- Ottawa-major3dbuildingd-2011.dgn



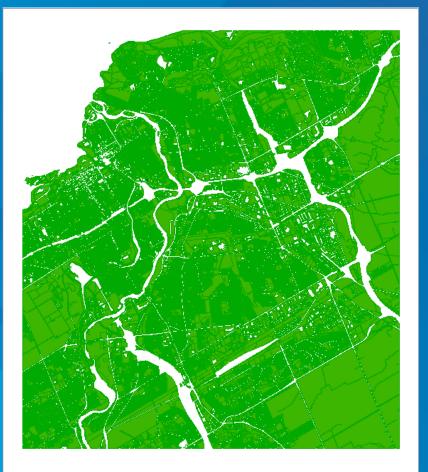
#### Layering is important, you must decide what goes on top of what and clip your data, where required, according to that plan.



© City of Jasper Indiana http://www.jasperindiana.gov



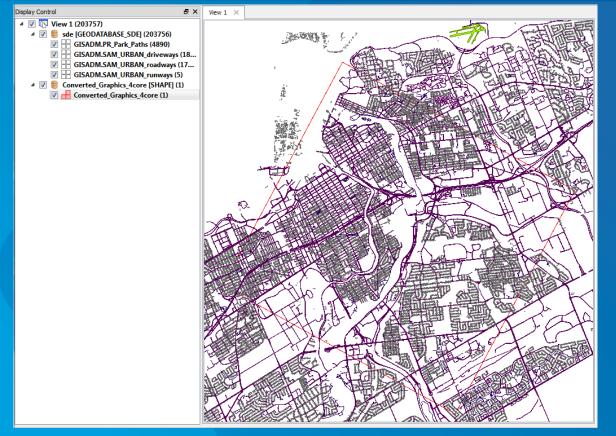
#### Parcel Service Data used in GeoOttawa became Grass Blocks





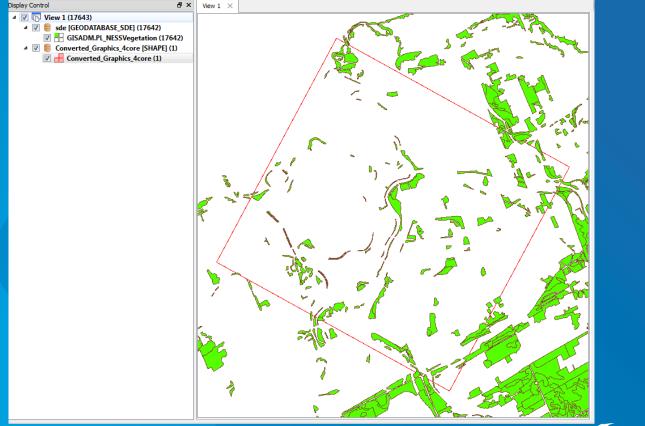
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# Roads, Driveways, and pathways were buffered and would clip the Grass and Podzol layer.





# Vegetation is clipped by the roads and in turn used to clip and replace the Grass Blocks





### Vegetation in Minecraft, close enough is good enough

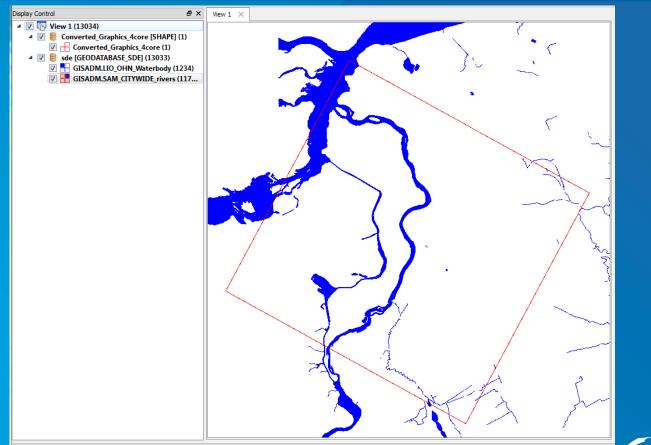
1	early successional deciduous forest
2	late successional deciduous forest
3	early successional mixed forest
4	late successional mixed forest
5	early successional coniferous forest
6	late successional coniferous forest
2 3 4 5 6 7 8	scrub/thicket
	rreadow (old field)
9	rock/sand barren (outcrop)
10	hedgerow
11	deciduous - successional stage unknown
12	thicket swamp
13	deciduous swamp forest
14	coniferous - successional stage unknown
15	mixed swamp forest
16	mixed - successional stage unknown
17	coniferous swamp forest
18	N/A
19	marsh
20	wetland (non-typed)
21	open water
22	deciduous (planted)
23	mixed (planted)
24	coniferous(planted)
25	coniferous - species unknown
26	hardwood - species unknown
27	treed bog
28	bog
29	fen



Lily Pads Spruce Saplings Shrub Oak Sapling Double Tallgrass Bedrock



#### Rivers, Streams, and Lakes clip everything.

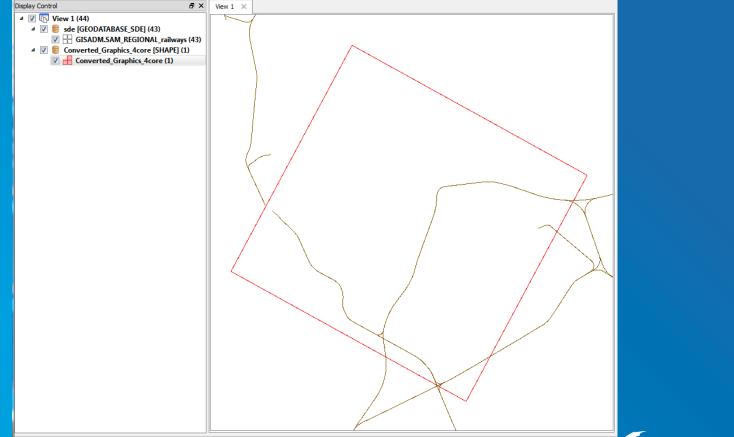




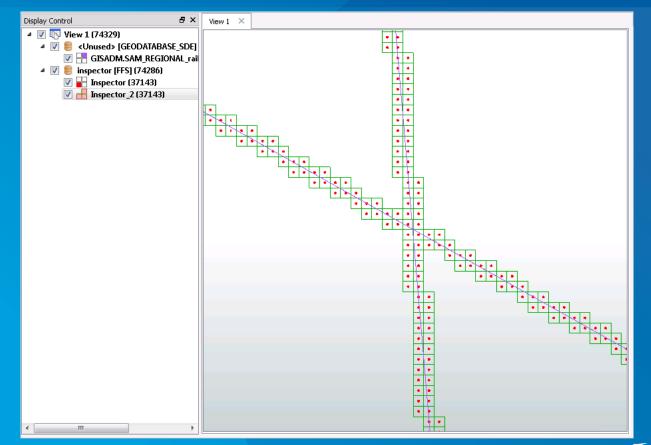
#### Rivers, Streams, and Lakes clip everything.

- If you do not allow Rivers and Streams to clip everything, you will end up with Rivers dammed by Roads.
- Rivers dammed by roads are essentially Lakes, and we did not want that to occur.
- User will have to build bridges over the water.



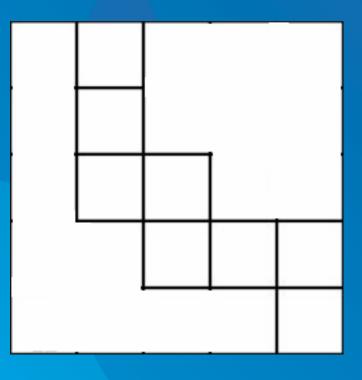








• Your goal is to get your raster grid to handle directional changes the same as it would in the game.

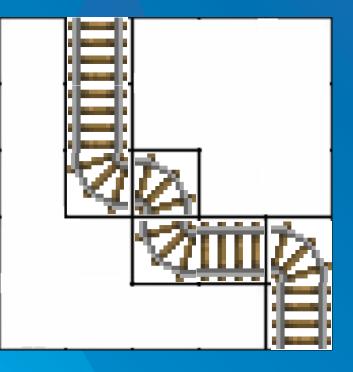


© minecraft.gamepedia.com



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### • That way your Railway tracks connect and function well.

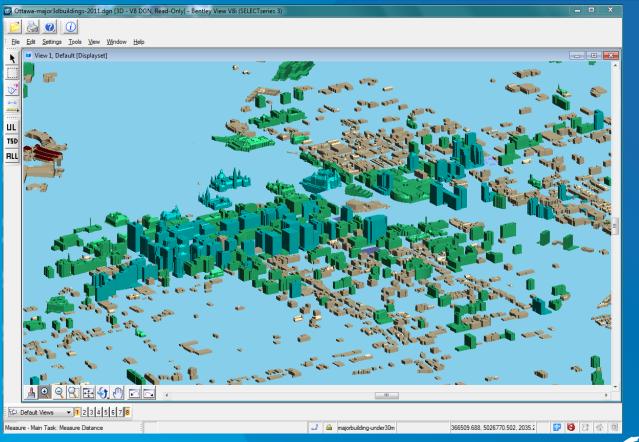




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#### Major Buildings created using TIN data from a MicroStation dgn





#### Major Buildings created using TIN data from a MicroStation dgn

- Using TIN data means you get extruded like forms for your buildings.
- Height of each building had to be calculated using the maximum Z value over each building foot print. That value was then converted to the nearest integer value.
- Since Minecraft uses 1m x 1m x 1m blocks the resulting buildings are block like in appearance.



#### Remember the First Pre-Beta Results.









- The Minecraft world geoOttaWOW Version 1.0, is now down to about 500 Mb, and the clouds are in the sky.
- FME supports Minecraft version 1.7.\*, with NBT version 19133.
- Minecraft world created in FME works best in version 1.7.10. Loading it onto a Minecraft server allows you to save it in more recent versions.
- Version 1.7.10 still uses some old 1.6 specifications with respect to appearance of features on levels.



- This version of Minecraft still has a data range of 0-255 for your layers. So you have to drop your DEM data to the floor and translate it up or down.
- Then you have to keep in mind that clouds will always appear at the 128 – 132 level. So to keep them above your head in the game, you have to scale your Z values to fit below 128.
- I go even further and scale the data to fit below level 64. So the maximum Z value will be 64.
- Mine shafts always appear at or around level 20.



### Testing with DEM + 10 m





### DEM + 15 m





### DEM + 20 m buildings adjusted by factor of 0.30





- Decided to use a +20 m offset on DEM
- Clouds will be way over head
- Mineshafts will be buried
- Buildings will not be in Haze
- Leaves room to adjust building sizes



#### Spin Offs - Latest Good News Story.

- 27-May-2016 released beta version of Ray Friel Recreation Complex/Complexe récréatif Ray Friel and surrounding area for a Minecraft Camp that summer.
- Same group requested a build of Petrie Island.
- In September 2016, Ottawa Public Health uses geoOttaWOW and builds of the Palladium or the Canadian Tire Centre, Ben Franklin and Stittsville Libraries as part of their Mine-Power project.

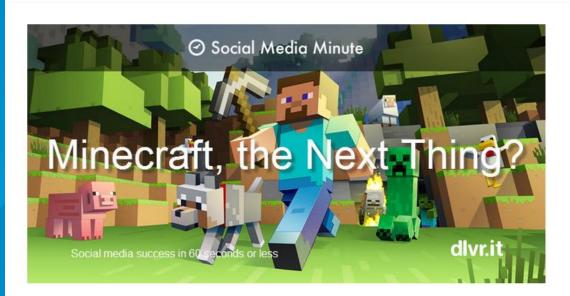




- Mine-Power project.
- During the program, youth participants were challenged to imagine Ottawa and surrounding communities and create an online version of the city with a healthier lifestyle for everyone.
- The youth participants were given the opportunity to experiment with the basic principles of municipal planning in a fun and creative platform.
- Huge waiting list of people.



## Minecraft is used like Facebook – Using the tools in FME to create a Minecraft world with your data gives you access to Social Media



#### How Minecraft will Shake Up the Future of Social Media



LAST UPDATED:8 MONTHS AGO BY DEBRA GARBER



## Minecraft is used like Facebook – How Big is the Opportunity according to Microsoft? Access to over 100,000,000 people.

#### MINECRAFT HAS SOLD MORE THAN 106,859,714 COPIES TO DATE

If each person that bought a copy formed a nation, it would be the 12th most populous in the world, behind Russia, Japan and Mexico.

1. China	1,382,323,332	5. Brazil	209,567,920	9. Russia	143,439,832	
2. India	1,326,801,576	6. Pakistan	192,826,502	10. Mexico	128,632,004	
3. U.S.	324,118,787	7. Nigeria	186,987,563	11. Japan	126,323,715	
4. Indonesia	260,581,100	8. Bangladesh	162,910,864	12. Minecraft	106,859,714	

## SINCE THE BEGINNING OF 2016, MINECRAFT HAS AVERAGED OVER 53,000 COPIES SOLD PER DAY

The **Minecraft community** includes folks from every country and territory on the planet. There have even been 4 copies sold to crafters in **Antarctica**. We hope they enjoy the **polar bears** we're adding to the next PC / Mac update! (Yeah, we know they're from different poles.)

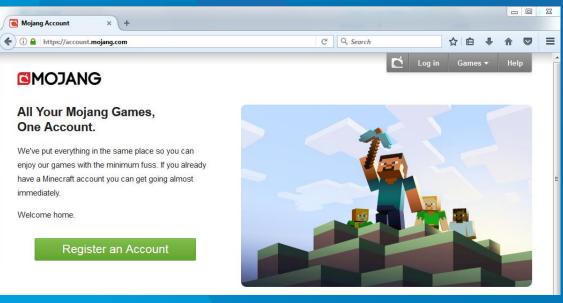




We're welcoming more players to the world of Minecraft now than ever before – **over 40 million people** every month spend time adventuring, exploring and building wondrous things. If everyone who played **Minecraft** on an average month were to join hands, they would be able to circle the **entire Earth** over one and a half times. But then they wouldn't have any hands free to play Minecraft. Nightmare!

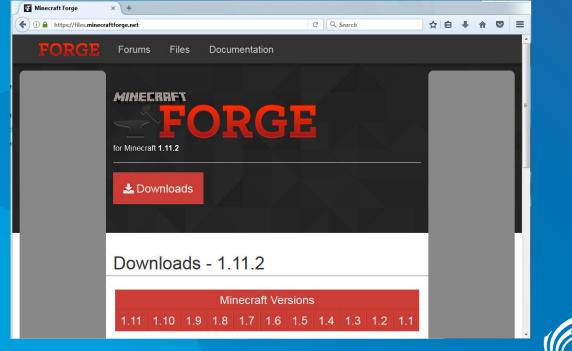


- Data is provided by our Enterprise GIS services
- Tools are provided by Safe Software Inc.
- Requires a Free account with MOJANG



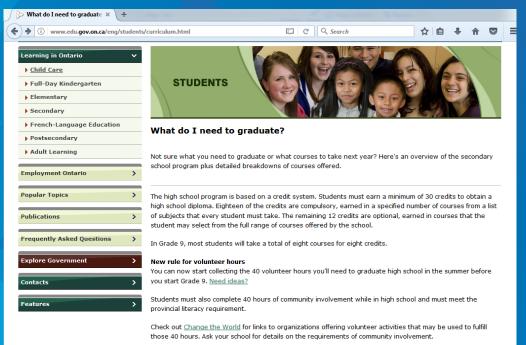


 Minecraft can be downloaded and run for free in "Creative" mode which allows you to edit the Minecraft world.



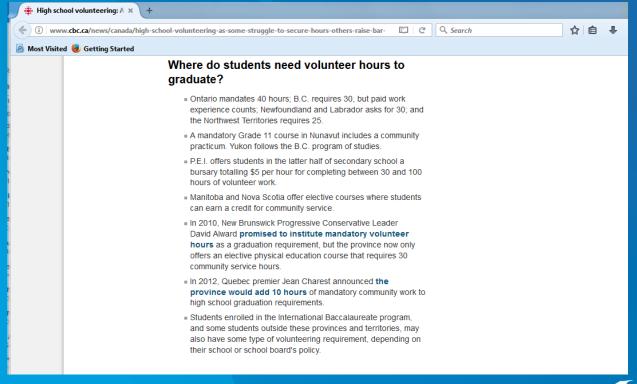


#### Edits can be done manually using Students as part of there required 40 hours of volunteering, in Ontario.





#### National requirements for Student volunteer hours.





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## Minecraft

- Try using it in public consultations to get more people involved.
- For planning use it to find out what the kids want in a park.
- For public events use it to draw in and attract youth.
  Disney focused on youth to draw in dollars from parents.
- For Social issues use it to better demonstrate life issues.
- For Education use it to develop math, programming, and construction skills.





We tell our kids to use their words when they are trying to get a message across.

I say to you "Use your Minecraft".



## Questions? – contact me.

#### Thank You.



### Eric Storie gisteam@ottawa.ca



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## Suggested Links

- https://blog.dlvrit.com/2015/05/minecraft-and-future-of-social-media/
- http://www.space.ca/show/innerspace/clip/ocad-gradex/1119700/1027/
- http://www.ocadu.ca/
- https://www1.ocadu.ca/student-work/index2.html?program=Digital%20Futures
- <u>http://data.ottawa.ca/dataset/geo-ottawa-minecraft</u>
- http://www.minecraft101.net/superflat\_legacy/
- <u>https://knowledge.safe.com/articles/1064/how-to-make-minecraft-worlds.html</u>
- http://minecraft.gamepedia.com/Minecraft\_Wiki
- https://www.safe.com/how-it-works/?

