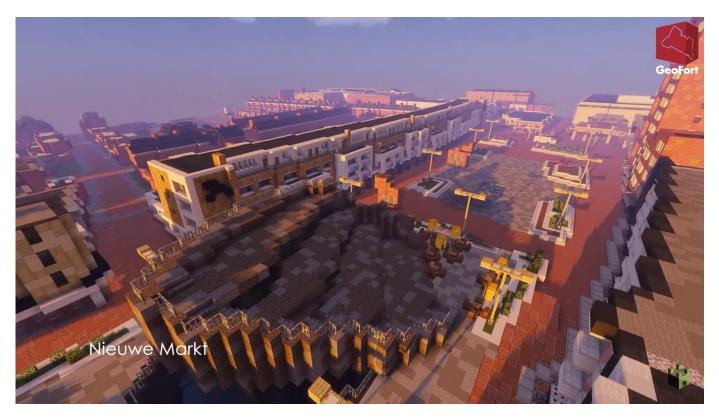# 2IMV10 Assignment: block world editor

Make an editor to build a 3D world consisting of stacked blocks in a WYSIWYG manner. This effectively means that you are walking around in the world while building it. The editor should be such that relatively complex worlds can be efficiently build. Additional challenges may be chosen, for example and in no paricular order:

1. fast rendering allowing for large worlds,
2. advanced rendering with a myriad of features, e.g. shadows, fog, wheather effects, ...
3. efficient and effective interaction both for editing and for walk throughs
4. fly-through camera

Some minecraft block worlds for inspiration:

These screenshots are taken from:

- Roosendaal in minecraft: https://www.youtube.com/watch?v=CNdB8OdmRz8