

AGS .stl Store

Dinosaur Provincial Park Minecraft World 3D Print

In 2017, a portion of the Southeastern Alberta 3D Geological Model was refined to provide a high-resolution characterization of the near-surface geology of the area around Dinosaur Provincial Park (Figure 1). For this model, particular attention was paid to the topography and outcrop information to ensure the surface geology was portrayed as accurately as possible. The Dinosaur Provincial Park Model was converted to a fully interactive Minecraft model (Figure 2). From there we exported each individual layer as .stl files for 3D printing (Figure 3).

Vertical exaggeration: 10x

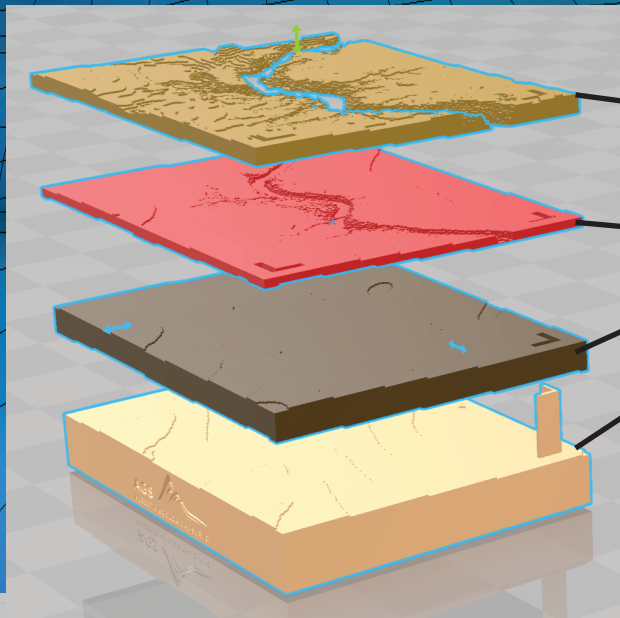
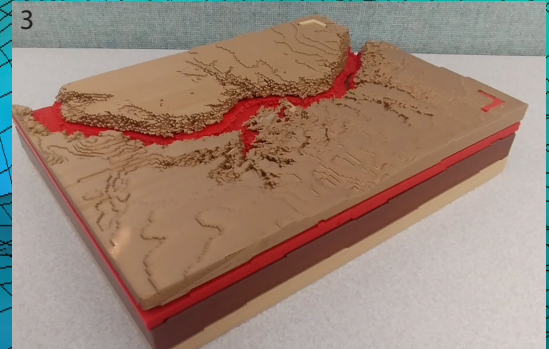
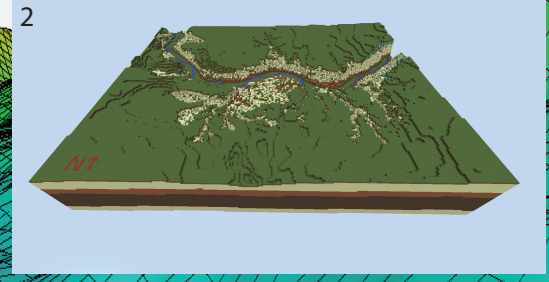
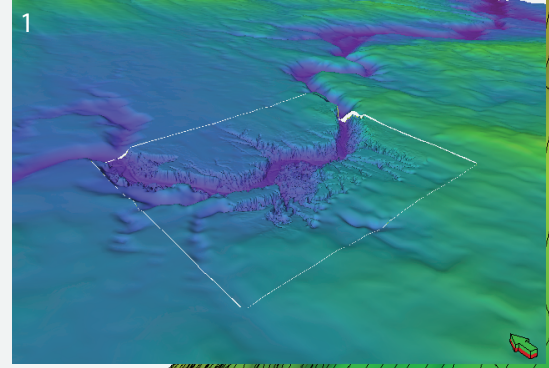
Number of layers: 4

Layer types: multiple geological intervals (see below)

Actual geospatial representation: 20.8 km x 16.4 km x ~500 m depth

Size of print bed recommended: X = 320 mm, Y = 210 mm, Z = 250 mm

Amount of filament required: Layer 1: 23150 mm, Layer 2: 26650 mm, Layer 3: 33500 mm, Layer 4: 45700 mm



Layers/Intervals:

- 1) Quaternary sediments, Bearpaw Formation, and Dinosaur Park Formation
- 2) Oldman Formation
- 3) Foremost Formation
- 4) Lea Park Formation top to arbitrary flat base