Peace River Minecraft World 3D Print

In 2015, a high-resolution 17 layer 3D geological model was created in Petrel software as part of **Open File Report 2015-07** "Investigation of Odours and Emissions from Heavy Oil and Bitumen in the Peace River Oil Sands Area: 3-D Geological Modelling and Petroleum Geochemistry" (Figure 1).

This Petrel model was converted to a simplified 6 layer Minecraft world in 2017 (Figure 2). The **Peace River Minecraft World** layers were converted to stl-format files so they could be downloaded and printed by others (Figure 3).
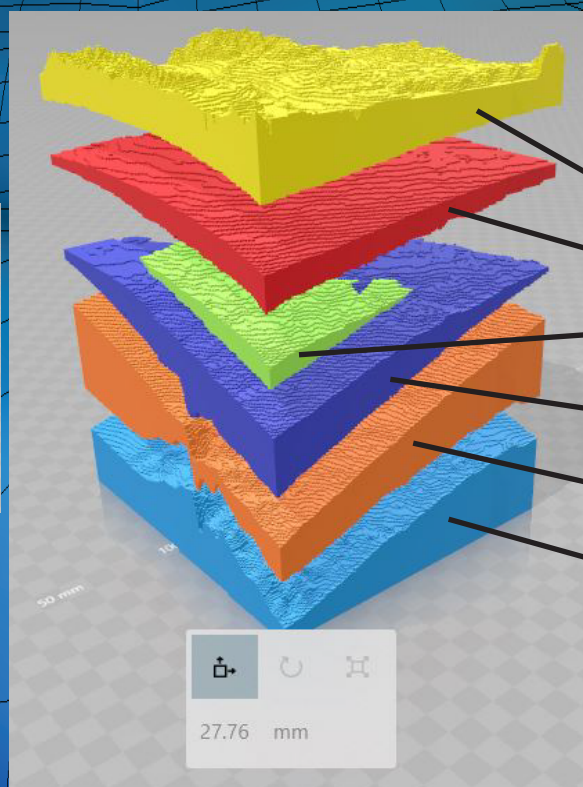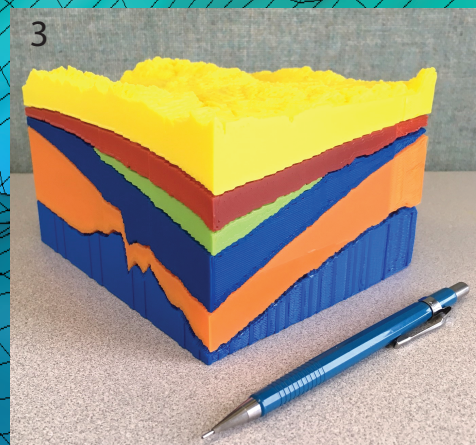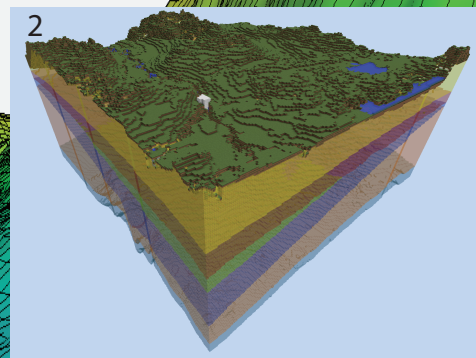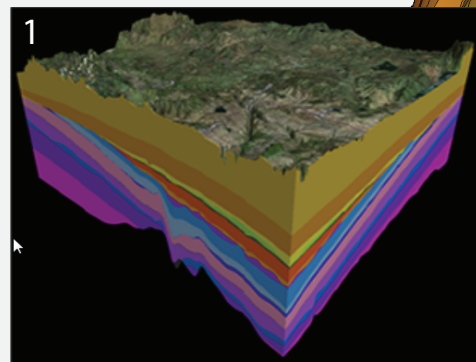
Vertical exaggeration: 50x

Number of layers: 6 (see legend below)

Actual geospatial representation: ~240 km x 270 km x 3 km depth

Size of Print Bed Recommended: X = 320 mm, Y = 210 mm, Z = 250 mm

Amount of Filament required: Layer 1: 35000 mm , Layer 2: 25000 mm , Layer 3: 4600 mm, Layer 4: 25000 mm, Layer 5: 68000 mm, Layer 6: 58000 mm

Layers/Intervals:

1) Quaternary to Upper Cretaceous layer

2) Lower Cretaceous layer

3) Jurassic to Triassic layer

4) Permian to Carboniferous layer

5) Devonian layer

6) Paleoproterozoic layer to arbitrary flat base

27.76 mm

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