

PIXEL PERFECTION FIDELITY

PIXEL PERFECTION FIDELITY CHANGELOG:

Pixel Perfection Fidelity vB-0.2-34.75

by souralien on Dec 10, 2025

Introducing the first BETA build

- Updated to 1.21.11
- Changed some textures
- Added new textures for blocks and items i.e: signs, chests, boats, bundles, glazed terracotta, happy ghast harness (entity too) and many more..
- Added some GUI sprites from PPL Alternative GUI.
- Added more pixeled entity shadow
- Added random textures for: red mushroom block (*original credits to Vanilla Tweaks*), crimson & warped nylium, grass block, stone, ores (*deepslate ores coming soon*)
- Fixed concrete colors
- Fixed some broken models and blockstates
- Added original PP textures for some entities
- Added extra features for some blocks (*requires Optifine or Continuity*)
- Removed sound files due to loudness
- Added original PP random flowers textures for grass block
- Added custom unlit campfire (*see-through*) texture
- Added 3D models for iron & copper chains (*original credits to Vanilla Tweaks*)
- Fixed textures for armor sets and added copper and netherite armor entity textures

Pixel Perfection Fidelity vB-0.3-34.75

by souralien on Dec 23, 2025

- Added: shelves, sculk blocks, spears, crafter, respawn anchor, conduit, heart of the sea, resin clump (*block*), wind charge, recovery compass, dried ghast, nautili armor (*items*), decorated pot patterns, copper chests, PP red nether bricks, candles, bedds, vaults and spawners (*normal & ominous*)
- Retextured: gravel, copper doors & trapdoors, blue & purple glazed terracotta, melon, campfires, ender pearl, eye of ender, wooden & stone pickaxe, TNT & TNT minecart, stone, golden & ironn sword, smooth normal and red sandstone, suspicious sand and gravel, jungle door & trapdoor, flowering azalea, smooth stone, chiseled stone bricks, ice, cooked rabbit, wither rose, crimson & warped trapdoors, bamboo stalk, red sand blocks, amethyst, nether bricks, enderman, pig, squids, mooshrooms and mangrove planks.
- Added new 3D models for: copper bars, trident, spyglass, flower pot, red & brown mushrooms, crimson & warped fungi
- Added custom PP textures for all fences and fence gates
- Fixed some textures and models
- Added 2D textures for some items
- Added connected textures for: grass, sand, red sand, crimson & warped nylium and gravel (*requires Continuity*)
- Small changes in some textures
- Added some mob variants
- Added random deepslate and nether ores
- Added new panorama in title screen
- Added missing 3D models for hanging lanterns (*original credits to Vanilla Tweaks*)
- Added 3D models for hanging signs chains (*requires [EMF] Entity Model Features - original credits to Vanilla Tweaks*)
- Added animated textures for crimson & warped stems
- Added missing textures for creaking heart
- Fixed sun & moon rendering
- Fixed campfire fire
- Fixed bell block texture
- Updated happy ghast harness
- Added animated items for lanterns
- Fixed quartz blocks
- Added emissive textures (*requires Optifine, [EMF] Entity Model Features, Continuity or dedicated shaders*) for: glow squid, creeper, iron golem, ghast, zombies, silverfish, blaze, resin clump, open eyeblossom, glow lichen and elytra.
- Removed slime block random textures
- Removed handles from most doors and trapdoors

- Fixed item frame back texture
- Fixed banner patterns rendering
- Changed dirt random textures
- Updated grass random textures
- Changed golden boots name to "Golden Poleyns"

Pixel Perfection Fidelity vB-0.4-64.75

by souralien on Jan 22, 2026

- **Added**: hanging mangrove propagule, camel & camel husk, bees, copper golems, wolf variants, fox, allay, armadillo, snow golem, disc fragment, nautilus UI
- **Fixed**: crimson nylium connected textures colors, some emissive textures, double chests, some bed item colors, light blue bed, dried ghast, blast furnace bottom, cold pig color, blackstone top, mangrove leaves, heavy core, spore blossom item, bamboo door, mossy cobblestone wall rendering, powder snow rendering
- **Retextured**: bamboo trap door, turtle & armadillo scutes, netherite scrap, ancient debris, deepslate tiles (cracked too), polished deepslate, tuff bricks, basalt, polished basalt, calcite, polished granite & diorite, mangrove log, eye of ender, target block, glass, cobbled deepslate, soul soil, leaf litter, kelp, diamond, emerald, turtle shell
- Added emissive textures for (*requires Optifine or Continuity*): sculk blocks, reinforced deepslate, creaking heart, amethyst blocks, ancient debris, crying obsidian, some light sources, respawn anchor, magmaa block, gilded blackstone, chorus flower, enchanting table, end portal frame, beacon, some redstone components, torch flower, sweet berries, red mushroom (block too)
- Added random textures for: stone bricks, nether bricks, mossy cobblestone, mossy stone bricks, cobbled deepslate, cherry leaves, mud bricks, tuff bricks
- Added animated items for: ender pearl, sea grass, glow berries, music disc 5
- Small changing to some textures
- Changed birch leaves color to yellowish
- Added textures for most particles
- Added emissive ores (*requires Optifine or Continuity*)
- Added connected textures for sculk (*requires Continuity*)
- Added new music discs
- Changed elytra color to amber
- Added new models for sniffer and turtle eggs
- Updated diamond and netherite armor
- Changed golden boots name back to its original name
- Changed golden boots texture (*item too*)
- Updated some emissive textures
- Added custom side texture for sticky piston (*only shows while it's NOT extended*)
- Changed moss color in moss blocks

- Added some effects textures from PPL Alternative GUI and added new ones
- Reduced carved pumpkin blur effect when worn
- Changed carved pumpkin face
- Updated flower pot item
- Changed observer face
- Changed hunger sprites to golden apples
- Updated spyglass scope texture
- Changed crosshair
- Changed panorama in title screen
- Updated chest texture
- Added 2D item for dragon egg
- Changed minimum version support (MVS) to 1.21.7

Pixel Perfection Fidelity vB-0.5-64.75

by souralien on Feb 20, 2026

- Added: warden, turtle, turtle shell, bat, piglin, zombified piglin, piglin brute, hoglin, zoglin, axolotls, parrots, wolf armor, golden dandelion, strider, magma cuba, camel saddle, wind charge projectile, wandering trader, dolphin, breeze, horse variants, cat variants, creaking, charged creeper armor (electric force field), ender dragon, frogs, goat, nautilus saddle, skeleton horse, panda, bogged, drowned, parched, sniffer, tadpole and phantom.
- Retextured: nether ores, cobbled deepslate, polished basalt, deepslate bricks, polished blackstone bricks, phantom membrane, chiseled tuff bricks, chiseled polished blackstone, ice, blue ice, copper grates, purpur block, cut sandstone (red too), turtle egg, polished blackstone, cooked porkchop, short dry grass, dead bush, chiseled red sandstone, chiseled tuff, carrots, potatoes and beets crops, deepslate, netherite block, ancient debris, calcite, deepslate ores, tuff, blackstone, gilded blackstone, light gray, yellow and lime glazed terracotta, inks sac and glow ink sac, echo shard, firefly bush, spectral arrow, pale oak planks, crimson planks, warped planks, bamboo and copper trapdoors.
- Fixed: flower pot model resolution, creative inventory, bamboo stalk, TNT, bat, sheep texture, buckets of.., woods wolf variant, snowy grass, lit copper bulbs brightness, turtle eggs hatching stages, bee with pollen legs, some stripped logs, tuff bricks random textures, some signs colors, salmon eyes, melon and pumpkin stems, some bundle and glazed terracotta colors.
- Updated: firefly bush item, red terracotta, cauldron, block of quartz, polished tuff, pink glazed terracotta, granite, andesite, turtle egg models, potions, chiseled sandstone, peony color, pumpkin, golden carrot, lava bucket, reinforced deepslate, chicken variants, some effects textures, cherry leaves, loom, chiseled bookshelf, ender chest, bamboo blocks, suspicious gravel, coarse dirt, red and brown mushroom items, basalt, zombie and husk, respawn anchor, crimson and warped nylium.
- Added more particles

- Added animated item for firefly bush
- Added emissive texture layer for firefly bush
- Added random textures for cracked stone bricks, endstone bricks and deepslate tiles
- Added more random textures for stone and bricks
- Added powder snow outline
- Changed crosshair
- Retextured netherrack
- Removed emissive ores (*they were moved to an upcoming addon pack*)
- Switched some glazed terracotta textures
- Added connected textures for moss block and pale moss block (*requires Optifine or Continuity*)
- Added custom textures for each axolotl variant in a bucket (*original credits to Vanilla Tweaks*)
- Updated Pixel Perfection Font format (*you can download the separate font here*)
- Added extended latin support for Pixel Perfection Font (accented characters)
- Added support for Cyrillic and Greek scripts in Pixel Perfection Font
- Added font support for SGA (Standard Galactic Alphabet)
- Removed random textures for fern
- Added custom textures for each oxidation stage of most copper blocks
- Small changes in some textures

Pixel Perfection Fidelity v1.0-84

by souralien on Apr 9, 2026

Introducing the first full release!! From now on updates should be more stable...

- Added: llamas, llama carpets, pillager, evoker, illusioner, ravager, vindicator, vex, horse armor, nautilus, zombie nautilus, donkey, mule, skeleton horse, zombie horse, villager types and professions, zombie villagers, test blocks, structure blocks, jigsaw block, trident riptide particle, attack indicator, fishing hook, breath of the nautilus effect and trims.
- Retextured: netherite scrap, leaf litter, chiseled nether bricks, deepslate tiles, cracked deepslate tiles, copper golems, goat, prismarine shard, polished tuff, polished granite, polished blackstone, chiseled polished blackstone, chiseled tuff bricks, chiseled tuff, cherry log, cherry leaves, raw iron block, raw gold block, mud, smooth basalt, cherry door and trapdoor, mangrove door and trapdoor, bamboo door, mangrove leaves, kelp, ender dragon, bee nest, crimson and warped stems, crimson and warped nylium, barrel, moss and pale moss blocks, allay, witch, ancient debris, polished deepslate, basalt, sheep, emerald, golden boots, jungle door item, cactus flower, item frame, iron door, polished blackstone bricks, deepslate, pufferfish, mooshrooms, guardian, elder guardian, zombie, hoglin, zoglin, tears music disc, rooted dirt, goat horn and ominous trial key.
- Updated: azure bluet, pottery sherds, mangrove roots, firefly bush item, beehive, pufferfish item, lanterns items, calcite color, mangrove planks color, packed mud, lapis lazuli block, emerald block, enchanting table, eye of ender, blackstone, cherry leaves item, warped fungus

model, mangrove leaves item, allium, pale hanging moss, stone cutter, wandering trader, chorus plant, endermite, chorus fruit, moss and pale moss connected textures, dirt path, iron block, glow item frame, pink terracotta, carved pumpkin and jack o' lantern.

- Fixed: diamond armor, horse leather armor item, zombie villagers, hanging signs chains, mangrove log, pale oak stripped log, mangrove boat, glass panes, mushrooms and fungi models resolution, cave vines, horse textures, snow golem face, deepslate coal ore visibility, carved pumpkin blur effect, villagers, pale moss carpet, smooth sandstone, smooth red sandstone, acacia door and trapdoor, magenta terracotta, purple terracotta, spyglass overlay, potted mangrove propagule model, powder snow overlay, banner base and beacon UI.
- Removed: sculk emissive textures, cherry leaves random textures, grass block random flower overlays, custom side texture for sticky piston, blast furnace and smoker emissives, amethyst and budding amethyst emissives.
- Added 3D models for: torches, pointed dripstone, mace *(original credits to Volery's Mace but 3D*, all doors and trapdoors *(these are simple, fast rendering models that shouldn't cause lag)*.
- Added map and map icons
- Added custom saddles for some mounts
- Slightly recolored dark oak and pale oak blocks and items
- Changed sniffer egg model and texture
- Mirrored ingots
- Recolored cherry wood set
- Changed hunger sprites color to green
- Added textures for all new baby mobs models
- Added custom models for lanterns
- Added 2D items for: anvil, big and small dripleaf, azalea and flowering azalea.
- Added custom golden enchantment glint *(original credits to Vanilla Tweaks)*
- Added spawn eggs for all mobs
- Replaced mob heads items with their 3D models *(except player head)*
- Added original Pixel Perfection paintings *(including two easter eggs..)*
- Added some of William Blake's works as pixeled paintings
- Updated rabbit texture
- Some changes in GUI sprites
- Added custom 2D model for cactus flower
- Added new panorama in title screen
- Added animated textures for lit smoker and blast furnace
- Added random textures for moss and pale moss carpets
- Added rotating textures for coarse dirt, smooth sandstone and smooth red sandstone
- Retextured shelves
- Added custom model for scaffolding
- Added custom "pebble-like" model for stone button
- Changed 3D models for copper chains *(items too)*

- Changed spider eyes color to red
- Reverted deepslate bricks texture to how it was before version B-0.5-64.75
- Changed hotbar color
- Changed boss bars to original PP textures
- Disabled grass block connected textures because they stopped working in Vanilla as of 26.1
- Changed conduit power effect
- Updated gallery
- Updated project picture
- Removed support for older versions of Minecraft due to big changes in resource pack formatting in 26.1
- Added a README file explaining all project licenses

Pixel Perfection Fidelity vBP-1.0-1-1

by souralien on Apr 10, 2026

This is a backport version that supports 1.6.1-1.8.9. These will be a separate set of backport releases I'm planning to support in the future..

NOTE: *this version supports features such as custom sky and enhanced textures that require Optifine. Some features, such as models, blockstates, random/rotating textures and custom items are not supported in this backport.*

- Backported the pack to 1.6.1-1.8.9
- Changed panorama image in title screen
- Added original PP magma cube, stone slab and ender chest
- Added old 2D items for mob heads
- Added spawn egg generic texture
- Added custom texture for trapped chest

Pixel Perfection Fidelity vB-FFBP-0.0-1.5-1.8

by souralien on Apr 11, 2026

This standalone backport only supports 1.5, 1.5.1 and 1.5.2. Most textures have been replaced with the classical style of Pixel Perfection before 1.6. This version is separate and substantialy different from the main releases. This is a Beta build.

All credits to XSSheep

- Added original PP font.

Pixel Perfection Fidelity v1.1H-84

by souralien on Apr 12, 2026

HOTFIX1a

- Retextured warm chicken, dead bush, furnace, beacon emissive texture, book, book and quill, enchanted book, apple, golden apple, glowstone dust, nuggets, short dry grass, beehive and paper.
- Updated zombie villagers, iron door, furnace emissive texture, chiseled nether bricks and buckets with mobs.
- Added carpet to baby trader llama
- Fixed beds
- Fixed missing textures in repeater model
- Fixed comparator model
- Added custom "mincecraft" sprite
- Added sprites for unknown pack and unknown server
- Some changes in spawn eggs
- Added Minecraft realms UI
- Retextured statistics sprites
- Retextured oozing effect
- Removed custom model for stone button
- Added connected textures for glass *(requires Optifine or Continuity)*

Pixel Perfection Fidelity vBP-1.0-1.5-1

by souralien on Apr 13, 2026

This backport only supprts 1.5, 1.5.1 and 1.5.2. This version is based on the content of the main releases. This is not a continuation of B-FFBP-0.0-1.5-1.8.

- Added rose
- Changed panorama in title screen

Pixel Perfection Fidelity vBP-1.0-2-1a

by souralien on Apr 13, 2026

This backport supports 1.9-1.10.2.

- Changed panorama image on title screen.
- Changed Options background.

Pixel Perfection Fidelity vBP-1.0-3-1b

by souralien on Apr 13, 2026

This backport supports 1.11-1.12.2.

- Changed panorama image on title screen.
- Changed Options background.

Pixel Perfection Fidelity vBP-1.0-69.75-1a

by souralien on Apr 22, 2026

This backport is compatible with 1.21.9-1.21.11. 1.21.x backports will be kept updated in the near future.

- Changed panorama image in title screen
- Re-enabled grass block connected textures since they work fine before 26.1

Pixel Perfection Fidelity vBP-1.0-64-1a

by souralien on Apr 22, 2026

This backport is compatible with 1.21.7-1.21.8.

- Changed panorama image in title screen
- Re-enabled grass block connected textures

Pixel Perfection Fidelity vBP-1.0-63-1b

by souralien on Apr 22, 2026

This backport is compatible with 1.21.6

- Fixed custom Mojang sprite on loading screen
- Changed panorama image on title screen

Pixel Perfection Fidelity vBP-1.0-55-1b

by souralien on Apr 22, 2026

This backport is compatible with 1.21.5

- Fixed custom Mojang sprite on loading screen
- Changed panorama image on title screen

Pixel Perfection Fidelity vBP-1.0-46-1c

by souralien on Apr 24, 2026

This backport is compatible with 1.21.4.

- Removed custom axolotl buckets
- Removed wood open trapdoor models due to version code conflict
- Added generic spawn egg texture
- Added original PP custom 2D items for mob heads *(including new piglin texture)*
- Changed panorama image on title screen

Pixel Perfection Fidelity vBP-1.0-42-1c

by souralien on Apr 24, 2026

This backport is compatible with 1.21.2 and 1.21.3.

- Changed panorama image on title screen

Pixel Perfection Fidelity vBP-1.0-34-1d

by souralien on Apr 24, 2026

This backport is compatible with 1.21 and 1.21.1.

- Changed panorama image on title screen

Pixel Perfection Fidelity vBP-1.0-32-1a

by souralien on Apr 25, 2026

This backport is compatible with 1.20.5 and 1.20.6.

- Added original PP magma cube texture
- Changed panorama img on title screen
- Changed options background

Pixel Perfection Fidelity vBP-1.0-22-1a

by souralien on Apr 25, 2026

This backport is compatible with 1.20.3 and 1.20.4.

- Changed panorama img on title screen
- Changed options background

Pixel Perfection Fidelity vBP-1.0-18-1a

by souralien on Apr 25, 2026

This backport is compatible only with 1.20.2.

Pixel Perfection Fidelity vBP-1.0-15-1b

by souralien on Apr 25, 2026

This backport is compatible with 1.20 and 1.20.1.

- Changed panorama img on title screen
- Changed options background

Pixel Perfection Fidelity vBP-1.0-13-1a

by souralien on May 31, 2026

This backport is compatible with 1.19.4.

- Changed panorama img on title screen
- Changed options background

Pixel Perfection Fidelity vBP-1.0-12-1a

by souralien on May 31, 2026

This backport is compatible with 1.19.3.

- Changed panorama img on title screen
- Changed options background

Pixel Perfection Fidelity vBP-1.0-9-1b

by souralien on May 31, 2026

This backport is compatible with 1.19-1.19.2.

- Changed panorama img on title screen
- Changed options background

Pixel Perfection Fidelity vBP-1.0-8-1

by souralien on Jun 1, 2026

This backport is compatible with 1.18-1.18.2.

- Changed panorama img on title screen
- Changed options background

Pixel Perfection Fidelity vBP-1.0-7-1

by souralien on Jun 1, 2026

This backport is compatible with 1.17-1.17.1.

- Changed panorama img on title screen
- Changed options background

Pixel Perfection Fidelity v1.2-84.88

by souralien on Jun 20, 2026

- Updated to 26.2
- Added: sulfur blocks, cinnabar blocks, sulfur cube, bucket of sulfur cube, sulfur cube spawn egg, sulfur spikes, bounce music disc, noxious gas particles and geyser particles.
- Retextured: nether wart, warped roots, nether sprouts, cherry door, resin clump, composter, ominous bottle, firework rocket, twisting vines, deepslate tiles, glow berries and raw iron & gold blocks.
- Updated: custom "Minecraft" sprite on title screen, advancements background sprites, text field sprite, knowledge book, written book, furnace UI, chicken textures, sandstone, deepslate tiles random textures and deepslate.
- Fixed: Mojang custom loading screen, potted crimson fungus model resolution, cherry trapdoor model, UI tabs, white horse texture, Java edition sprite on title screen, some shelves' lighting, some wolf variants' eye colors, white bed item color, ghastling texture, beacon emissive texture, anvil, baby cold pig and stripped jungle log.
- Recolored: fow armor trim, all warped blocks, bamboo wood set, kelp, chorus plant, chorus flower, chorus fruit, popped chorus fruit, all deepslate blocks and dark oak leaves.
- Some changes in spawn eggs
- Changed ambient status effect UI background
- Changed conduit power effect
- Added custom models for loom and enchanting table
- Changed tooltip
- Added toast sprite for "now playing"
- Added new UI sprites related to the friends list
- Updated all signs
- Updated all beds
- Changed panorama on title screen

Pixel Perfection Fidelity vBP-1.0-6-1a

by souralien on Jun 21, 2026

This backport is compatible with 1.16.2-1.16.5.

- Changed panorama img on title screen
- Changed options background

Pixel Perfection Fidelity vBP-1.0-5-1a

by souralien on Jun 21, 2026

This backport is compatible with 1.15-1.16.1.

- Changed panorama img on title screen
- Changed options background

Pixel Perfection Fidelity vBP-1.0-4-1

by souralien on Jun 21, 2026

This backport is compatible with 1.13-1.14.4.

- Changed panorama img on title screen
- Changed options background

Pixel Perfection Fidelity vR1.2.1-88

by souralien on Jun 30, 2026

- Updated format version name *(added an "R" on the main releases to separate them from backports)*
- Recolored: birch leaves, birch sapling, wild flowers, azalea leaves, flowering azalea leaves and jungle leaves
- Updated colormap for birch biomes grass tint
- Updated sulfur bricks and diamond armor
- Fixed Z-fighting on flower pot model
- Fixed quartz and purpur pillars' side textures
- Fixed copper lantern texture
- Added 3D models for carrot, potato and beet crops
- Retextured some glazed terracotta
- Retextured goat horn
- Some changes and fixes in GUI

Pixel Perfection Fidelity vR2.0-88.97

by souralien on Sep 18, 2026

- Introducing a new GUI style based on existing Pixel Perfection UI sprites! Most of the old style is now available as a reinvented resource pack “Pixect GUI”. Download the new GUI as a standalone pack “Fidelity GUI”. You can also download a separate and unsupported build with the old PPF 1.0 GUI here.
- Added a .CHANGELOG.pdf file containing a full changelog of the project
- Added a .CREDITS.pdf file
- Changed LICENCES file to pdf format
- Updated to 26.3
- Added: poplar wood set, poplar leaves particles, shelf mushroom, cushions, straw bed, red shrub, explorer maps
- Retextured: camel and camel husk, conduit power effect, diamond armor, twisting vines, pale oak planks, bamboo item, stripped pale oak log, nether bricks, red nether bricks, copper golems, froglights, vaults, heart of the sea, bamboo shoot, chiseled sulfur, chiseled resin bricks, trial keys, cinnabar bricks, crimson and warped doors, potent sulfur, rooted dirt, chiseled polished blackstone, polished blackstone, polished basalt, polished deepslate, red mushroom
- Fixed: torch particles, sulfur cube top texture, “now playing” music toast, white cat color, pig saddle, enchanting table UI, dried kelp item, Persian cat variant, dried ghast, double chest texture, bamboo door item color, dry grass color
- Updated: crimson and warped hyphae, warped trapdoor, azalea bushes items, spruce leaves, taiga biomes tint, poimtes dripstone and sulfur spikes items, breeze rod, pitcher plant, ominous bottle, crimson and warped doors items, firefly bush, recipe book icon, warped wart block, sulfur, oak-cherry and pale oak leaves items, red mushroom model, soul torch model, diamond chestplate and helmet items
- Recolored: pale oak wood set, mangrove wood set, corn flower, ancient debris, skeleton horse, copper doors items, sea grass, speed effect texture, dripstone and pointed dripstone, nether bricks, chiseled nether bricks, cracked nether bricks, nether brick item, glow squid, redstone block
- Reverted goat horn texture to how it was before version R1.2.1-88
- Temporarily removed custom trim colors
- Added animated items for all torches
- Updated colormap for grass and leaves
- Fixed fences not rendering the right texture in inventory
- Added custom models for all fences, fence gates, vault and ominous vault
- Retextured all shelves
- Fixed rabbits’ ears
- Updated rabbits’ eyes
- Changed panorama on title screen

- Updated project picture
- Added new compatibilities from PP Compat Pack, including: Mod Menu, Axiom, Shulkerbox Tooltip and Trinkets
- Fixed compatibility issue with Polytone
- Recolored all netherite blocks, items and armor
- Fixed potted bamboo leaves misalignment
- Fixed missing breaking particles in turtle eggs models
- Updated sand and red sand connected textures to overlap with grass blocks
- Updated some connected textures to overlap with rooted dirt
- Added background sprite on friend list UI
- GUI changes and fixes
- Removed custom background on player inventory (this feature was moved to PPF Add-On Pack)
- Removed custom saddles (this feature was moved to PPF Add-On Pack)
- Fixed and updated a variety of wooden blocks
- Updated hanging signs UI
- Fixed warped nylium connected textures color
- Fixed social interactions screen
- Fixed text sprite on anvil UI
- Fixed colors in potted azalea bushes
- Removed misplaced pixels on skeleton horse's tail
- Recolored copper flame
- Fixed deepslate bricks palette
- Fixed extra pixels on advancements screen
- Fixed Z-fighting in double chest
- Added 2D items for grindstone and new poplar leaves
- Removed Java Edition sprite on title screen
- Updated map sprites
- Removed outdated "backup" and (armor) "models" folders
- Updated and retextured some glazed terracotta textures
- Updated froglights emissive textures
- Added slim texture for Alex skin
- Added random textures for cinnabar bricks
- Fixed jungle door and trapdoor models
- Updated models for bamboo, crimson, spruce and warped doors
- Updated torch models