

PIXEL PERFECTION FIDELITY

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This resource pack was originally created by XSSheep, and most textures were done by them. They stopped updating the project around 1.11. I took on the project in 2025 and have been updating it ever since. I tend to create textures from other Pixel Perfection files.

Some features were adapted from the Resource Pack Picker from Vanilla Tweaks.

Some block and item models were borrowed from NovaWostra's Pixel Perfection Legacy.

The mace model belongs to Volery's Mace but 3D.

Most paintings are pixeled versions of works by British artist William Blake.

-Thank you all.