

Minecraft Ditches Super Duper Graphics Plan

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Minecraft will be keeping its block-based look for the foreseeable future as plans to update its graphics are cancelled.

Gaming

Mojang, a Minecraft developer, stated that it had stopped development on the Super Duper graphics package for the game.

The pack would have added realistic textures, lighting effects, as well as improved graphics.

The pack was "too technically demanding", so it was scrapped.

'Disappointing'

The E3 2017 games show revealed the plans to make Minecraft look more natural. The ambitious plan was to make a downloadable add-on that all but did away with the basic, blocky look of the massively popular game.

Mojang claimed that it had developed an add-on program for Minecraft on Xbox. It allowed the game to run at a resolution up to 4K on the console.

The Super Duper addon was originally scheduled to debut in autumn 2017. However, the release date was moved to 2018. It was then cancelled entirely in 2019.

It apologized for the technical demands of the update.

It stated: "We realize this is disappointing for some of you – there was a lot enthusiasm for Super Duper inside and outside of the studio - but unfortunately we aren't happy with the pack's performance across devices."

Mojang stated that the work on improving Minecraft's appearance on different gaming

gadgets was not complete and that it would soon share more information.

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