Becoming a Builder

Upon first joining the server, you probably noticed you cannot place or remove blocks. This is a safety measure to protect the server from griefing and vandalism. If you would like to be able to build, **you have to earn the Builder rank.**

Earning the rank is easy, just submit images or videos of things you have built either in Single Player or on other servers to this forum. Your submissions will be judged on creativity and overall build quality, and if found sufficient, you will be accepted and given the opportunity to build and help with the continual improvement of TamrielCraft.

You will need to have permission to build on an existing project, join a Build Team, or create an approved project of your own before you will be given your rank.

Once you have earned the rank and are allowed to build, you will have to submit an application for large builds or ask permission from an Tribunal or Ordinator for small builds. In addition, you need to keep a Build Log and keep it up to date. These will be checked periodically and if you aren't contributing, you will have your rank removed.

Live tests may be offered at the discretion of the admins, however ***test builds must be small and unrelated to any previously claimed project unless explicit permission from the original builder is given.***

Two votes from the Tribunal, Ordinators, or Tonal Architects are required in order to earn Builder rank.

These are some basic guidelines for what we are looking for from builder applicants. If your builds do not meet the minimum criteria, your submission will not be accepted. If your application is not accepted, you may submit again after correcting any flaws. The general rule is that you must show proficiency in at least three of the below categories in order to recieve a Tribunal's vote.

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1. Insides count, too. Ceilings should be a minimum of three blocks high, rooms should have enough space to move around in, with divided areas for living, eating, working, sleeping, etc. Interiors should reflect the status of the people who live and work in them. You can find ideas for furnishings in this thread.

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2. Non-rectangular shapes. Curves and diagonal lines in Minecraft are difficult, if you can make them aesthetically pleasing despite these limitations then you are skilled. Learn to effectively use stairs and slabs for smoother lines.

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3. Variation of materials. Builds that are one color are drab and uninteresting. Virtually every block should be considered when designing. Use variants of wood, wool and clay for accents and highlights. Use complimenting and contrasting colors for massive improvements in the way builds look.

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4. Layering and non-flat surfaces. Arrange blocks of different materials or colors in front of and behind each other to give the face of your build definition and depth. This also makes builds appear larger and impressive.

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5. Go big or go home. When your medium is 1-meter cubes, you have to use a lot of them for the finer details. Larger builds will also scale better with the map. Builds that use at least 1000 blocks are sure to impress.

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6. Creativity. The more of this the better. "Uninteresting" is not a word to describe TES, and TES is what we want to see. TES-specific builds of considerable accuracy and quality is the surest way to quick application acceptance.

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