



# Minecraft Ore Lamp/Nightlight/Party Light



aTm\_wRECr

[VIEW IN BROWSER](#)

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## Summary

My take on a Minecraft ore lamp. Simple version.

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Tags: [lamp](#) [minecraft](#) [ore](#) [nightlight](#) [minecraftore](#)  
[partylight](#) [orelamp](#)

My take on a Minecraft ore lamp. The lamp is about 8" cubed (200mm). I took inspiration from [this lamp by mkoistinen](#), but designed it from scratch with a different snap together method that closes all of the seams, and a much simpler style. I also printed individual windows with a gyroid infill to add to the lighting effect and save filament. I experimented with infill methods and sizes as well as eliminating the bottom layer. They all have pros and cons and your taste will dictate how you'll want to print them. I printed with a transparent filament, but white should work just fine. If you just want a simple night light, a puck lamp may be used with colored windows. I glued the windows in, though they can be made tight enough to friction fit .

I don't have time these days to fiddle with coding nor a desire to spend a small fortune on RPi, so for simplicity, (I'm also not an I-guy, so Siri has no residence in my world) I used a [party lamp](#) with a remote as a base. The light uses batteries or a micro usb cable. As the cube sits on the base, the

switch and usb cable can be used. There is also a 12v barrel connector that is half covered. Without the disco ball dome, the cube has a mostly uniform color. Leave the dome on, and the colors have a swirling effect. I'm also experimenting with [this lamp](#) and will only have to change the bottom collar.

Everything prints without supports. It took about 3 days to print it all out, between work and life, once I got it the way I wanted it. The main portion uses about 3/4 of a spool.

None of the amazon links are affiliate links, I'm not that trendy.

## Model files

**small-window.stl**

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**2x2-window.stl**

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**ore-bottom-v230403.stl**

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**1x1-window.stl**

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**ore-top-v230403.stl**

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**med-window.stl**

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**ore-bottom-v230408.stl**

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**1x2-window.stl**

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**ore-side-v230403.stl**

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**lrg-window.stl**

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