

Voxel based technology found its footing in the digital space through its popularity in game engines and visual design. This popularity led to a demand for more voxel based games causing more and more people to contribute to the technology. Today many contributions to voxel technology, be it for use in video games or in other environments, are open source, meaning anyone can contribute and further push the development of the technology forward. Allowing voxel technology to be developed in an open source environment allowed for voxel technology to be used in more complex scenarios, such as 3d modeling, printing, and scanning, along with applications in the medical field that are still being developed today. Our team worked within this open source environment to contribute art and code to an open source voxel project “Veloren” and decided to discuss some of the applications of this technology we found fascinating.