

Progress report #6 – 30.04.2020

Main purpose / focus

Voxelizer Desktop application.

Planned activities

- Create Desktop application for using the Voxelizer engine.
 - Voxelize models with the Voxelizer engine.
 - File drop for loading 3D models
 - STL
 - glTF
 - OBJ (and MTL)
 - Internationalization (language translation)
 - React integration for GUI
 - GUI controls options
 - Shell or solid
 - Coloring
 - Clipping
 - Exporting support for the exporters provided by the Voxelizer engine.
 - Logo

Completed work

- Electron application core setup
 - React integration
 - Internationalization (language translation)
 - Uses the Voxelizer engine
 - Uses the three-voxel-loader plugin
 - Auto updating
 - File drop for loading 3D model
 - glTF

A lot of time was spent on creating the necessary compilation and development scripts. Security recommendations provided by the [Electron documentation](#) has also been studied.

Due to a bug in the bundling process for the [three-voxel-loader](#) plugin, the module was not able to be imported by the Electron framework. The bundler had to be changed from Webpack to Rollup. This has also been done for the [binvox](#) package. New releases have been published.

Voxelizer Desktop application images

File drop:



Voxelized model result:

