

# Progress report #6 - 14.05.2020

## Main purpose / focus

Finish Voxelizer Desktop application.

## Planned activities

- File drop for loading 3D models
  - STL
  - glTF
  - OBJ
- GUI controls options
  - Shell or solid
  - Coloring
  - Clipping
- Exporting support for the exporters provided by the Voxelizer engine.
- Logo
- Build and publish the application.

## Completed work

All the planned activities are completed, except clipping. The application is packaged and uploaded to GitHub. Installation files for both Windows, Linux and macOS can be found at <https://github.com/andstor/voxelizer-desktop/releases/latest>