Progress report #1 - 13.02.2020
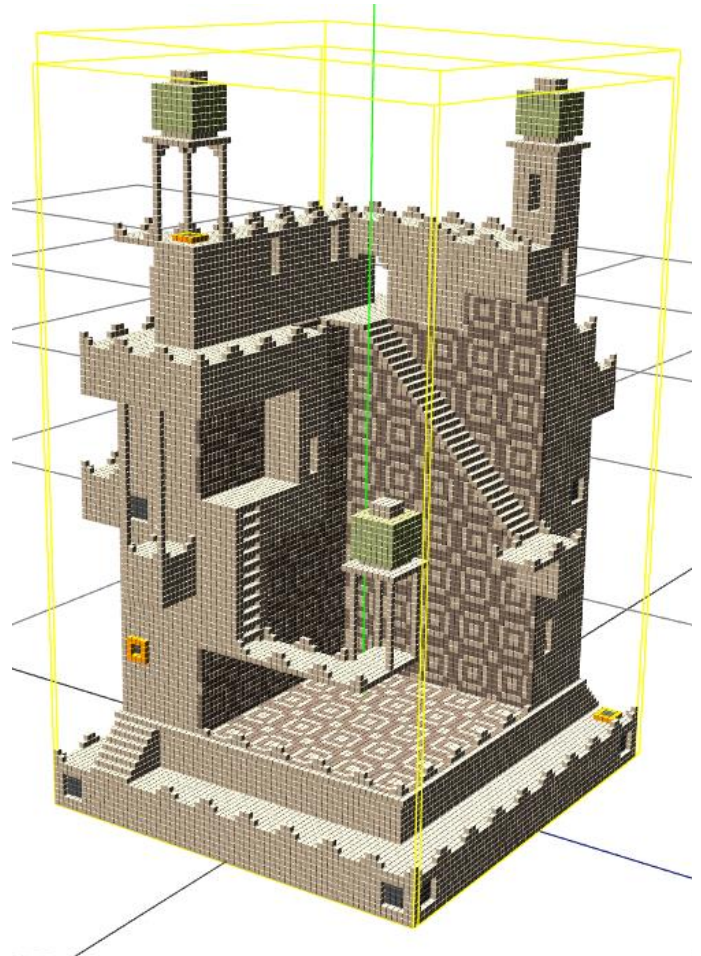
Main purpose / focus

Create a 3D viewer plugin for three.js, in order to visualize voxel data.

Planned activities

1. Generate polygon mesh based on voxel data.
    1. Also read in color of voxels.
2. Implement an octree backed structure.
3. File importing support.
    1. 3D array
    2. VOX (MagicaVoxel editor) file format
    3. XML file format
    4. BINVOX file format
    5. Octree
    6. Minecraft SCHEMATIC file format

Completed work

1. Generate polygon mesh based on voxel data.
    1. Colorizes the voxels.
2. Implement a pointer based sparse octree backed structure.
    1. Added simple Level of Detail (LOD) support.
3. File importing support.
    1. 3D array
    2. VOX (MagicaVoxel editor) file format

VOX file credits:
https://github.com/ephtracy/voxel-model