# 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>