# 210.https://stackoverflow.com/questions/72346899/how-to-mint-3d-model-glb-file-with-metadata

**T:**How to mint 3d model (.glb file) with metadata

**Q:**How can i mint 3d model in blockchain with metadata.Model is minted successfully and its showing in my wallet.for generating metadata i am using NFT.storage.Code is working fine when i mint image but having trouble whenever i upload .glb fie  
  
Error: property image must be a Blob or File object  
  
WARN: THIS PARAGRAPH CONTAINS TAG: [CODE]   
  
my contract code:  
  
//SPDX-License-Identifier: MITpragma solidity ^0.8.0;import "@openzeppelin/contracts/token/ERC721/ERC721.sol";import "@openzeppelin/contracts/utils/Counters.sol";contract Minty is ERC721 { using Counters for Counters.Counter; Counters.Counter private \_tokenIds; constructor(string memory tokenName, string memory symbol) ERC721(tokenName, symbol) { \_setBaseURI("ipfs://"); } function mintToken(address owner, string memory metadataURI) public returns (uint256) { \_tokenIds.increment(); uint256 id = \_tokenIds.current(); \_safeMint(owner, id); \_setTokenURI(id, metadataURI); return id; }}  
  
WARN: THIS PARAGRAPH CONTAINS TAG: [CODE]

**C1:**The error message seems to be coming from other system than the Solidity contract. Please edit the question and show how you set up the mint offchain.

**C2:**Look like the .glb file wasn't properly encoded into a File object, but there's no way to know for sure without seeing the code using nft.storage API.

0 **Answer**