For this sketch, I wanted to import one of my 3d models unto the browser. I wanted to do so in order to further explore the possibilities of webgl, while also expanding on my code knowledge by experimenting with things that closely relate to what I am already interested in. I started within p5 but the API had some problems with importing obj files in it current version (says the community online). I reverted to older versions of p5 but got the same result. I ended up in babylon.js, an API ment specifically for 3d stuff on the web. I had some experience with the program before but I had not imported a 3d file before. I got further within this api but the same problem persisted. Given more time, I would definitely figure out how to import the file into one of the api’s. I would then attempt to create some interactive content with one of my models.