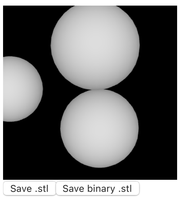
saveStl()

The `saveStl()` function exports `p5.Geometry` objects as 3D models in the STL stereolithography file format. This way, you can use the 3D shapes you create in p5.js in other software for rendering, animation, 3D printing, or more.

The exported .stl file will include the faces, vertices, and normals of the `p5.Geometry`.

By default, this method saves a text-based .stl file. Alternatively, you can save a more compact but less human-readable binary .stl file by passing `{ binary: true }` as a second parameter.

Examples




```
let myModel;
let saveBtn1;
let saveBtn2;
function setup() {
  createCanvas(200, 200, WEBGL);
  myModel = buildGeometry(() => {
    for (let i = 0; i < 5; i++) {
      push();
      translate(
        random(-75, 75),
        random(-75, 75),
        random(-75, 75)
      );
      sphere(random(5, 50));
      pop();
    }
  });

  saveBtn1 = createButton('Save .stl');
  saveBtn1.mousePressed(function() {
    myModel.saveStl();
  });
  saveBtn2 = createButton('Save binary .stl');
  saveBtn2.mousePressed(function() {
    myModel.saveStl('model.stl', { binary: true });
  });

  describe('A few spheres rotating in space');
```

Syntax

```
saveStl([fileName], [options])
```

Parameters

fileName	String: The name of the file to save the model as. If not specified, the default file name will be 'model.stl'.
options	Object: Optional settings. Options can include a boolean `binary` property, which controls whether or not a binary .stl file is saved. It defaults to false.

This page is generated from the comments in src/webgl/p5.Geometry.js . Please feel free to edit it and submit a pull request!

Related References

calculateBoundingBox
Calculates the position and size of the smallest box that contains the geometry.

clearColors
Removes the geometry's internal colors.

computeFaces
Computes the geometry's faces using its vertices.

computeNormals
Calculates the normal vector for each vertex on the geometry.