

model()

Draws a p5.Geometry object to the canvas.

The parameter, `model`, is the p5.Geometry object to draw. p5.Geometry objects can be built with `buildGeometry()`, or `beginGeometry()` and `endGeometry()`. They can also be loaded from a file with `loadGeometry()`. They can also be loaded from a file with `loadGeometry()`.

Note: `model()` can only be used in WebGL mode.

Examples



```
// Click and drag the mouse to view the scene from different angles.
```

```
let shape;

function setup() {
  createCanvas(100, 100, WEBGL);

  // Create the p5.Geometry object.
  shape = buildGeometry(createShape);

  describe('A white cone drawn on a gray background.');
}
```

```
function draw() {
  background(200);

  // Enable orbiting with the mouse.
  orbitControl();

  // Draw the p5.Geometry object.
  model(shape);
}

// Create p5.Geometry object from a single cone.
function createShape() {
  cone();
}
```



```
// Click and drag the mouse to view the scene from different angles.
```

```
let shape;

function setup() {
  createCanvas(100, 100, WEBGL);

  // Create the p5.Geometry object.
  shape = buildGeometry(createArrow);

  describe('Two white arrows drawn on a gray background. The arrow on the right rotates slowly.');
}

function draw() {
  background(50);

  // Enable orbiting with the mouse.
  orbitControl();

  // Turn on the lights.
  lights();

  // Style the arrows.
  noStroke();

  // Draw the p5.Geometry object.
  model(shape);

  // Translate and rotate the coordinate system.
  translate(30, 0, 0);
}
```



```
// Click and drag the mouse to view the scene from different angles.
```

```
let shape;

// Load the file and create a p5.Geometry object.
function preload() {
  shape = loadModel('/assets/octahedron.obj');
}
```

```
function setup() {
  createCanvas(100, 100, WEBGL);

  describe('A white octahedron drawn against a gray background.');
}
```

```
function draw() {
  background(200);

  // Enable orbiting with the mouse.
  orbitControl();

  // Draw the shape.
  model(shape);
}
```

Syntax

```
model(model)
```



Parameters

`model` p5.Geometry: 3D shape to be drawn.

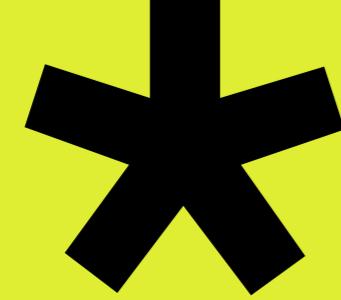
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Related References

`createModel`
Load a 3d model from an OBJ or STL string.

`loadModel`
Loads a 3D model to create a p5.Geometry object.

`model`
Draws a p5.Geometry object to the canvas.



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