p5*js
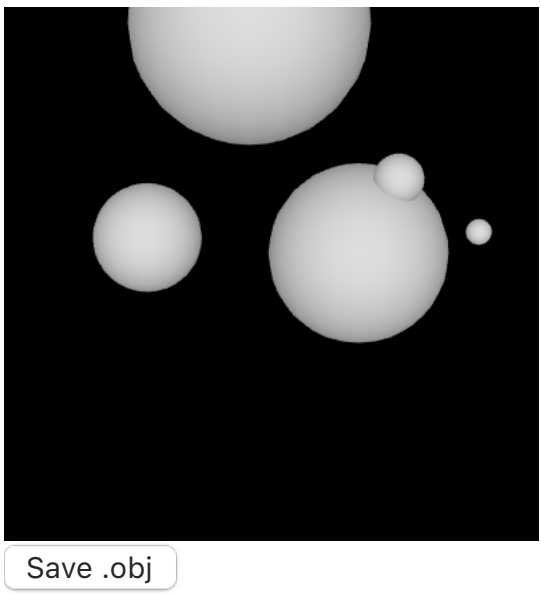
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saveObj()

The `saveObj()` function exports `p5.Geometry` objects as 3D models in the Wavefront .obj 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 .obj file will include the faces and vertices of the `p5.Geometry`, as well as its texture coordinates and normals, if it has them.

Examples

Save .obj

```
let myModel;
let saveBtn;
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();
    }
  });

  saveBtn = createButton('Save .obj');
  saveBtn.mousePressed(() => myModel.saveObj());

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

function draw() {
  background(0);
  noStroke();
  lights();
  rotateX(millis() * 0.001);
  rotateY(millis() * 0.002);
  model(myModel);
}
```

Syntax

```
saveObj([fileName])
```

Parameters

fileName   String: The name of the file to save the model as. If not specified, the default file name will be 'model.obj'.

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.

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