

## Milestone 2

After doing some research I found that I can accomplish my project through the use of the THREE.js library. THREE.js will allow me to load obj.files into an HTML document. So, going from that i'm going to start by creating the portfolio site itself. The site i will keep simple overall i'm thinking i may go back to using the materialize framework just because I'm familiar with it and I won't have to focus too much on the css for the page and focus more on the functionality of the gallery section itself. I do have one primary concern and that is in regards to the implementation of the database, I'm conflicted about how i'm going to store the actual models as well as their textures and materials. I originally thought they should be stored in a database however, now that we've pretty much wrapped up the Zombie Thoughts project I've come to learn that storing media, whatever that may be can sometimes prove to be a headache. So I guess the number one question I have moving forward is, would it be good to store my models on a database or is there a better way to go about this? If storing them on a database isn't the best solution or rather, a solution at all then what should I populate my database with?