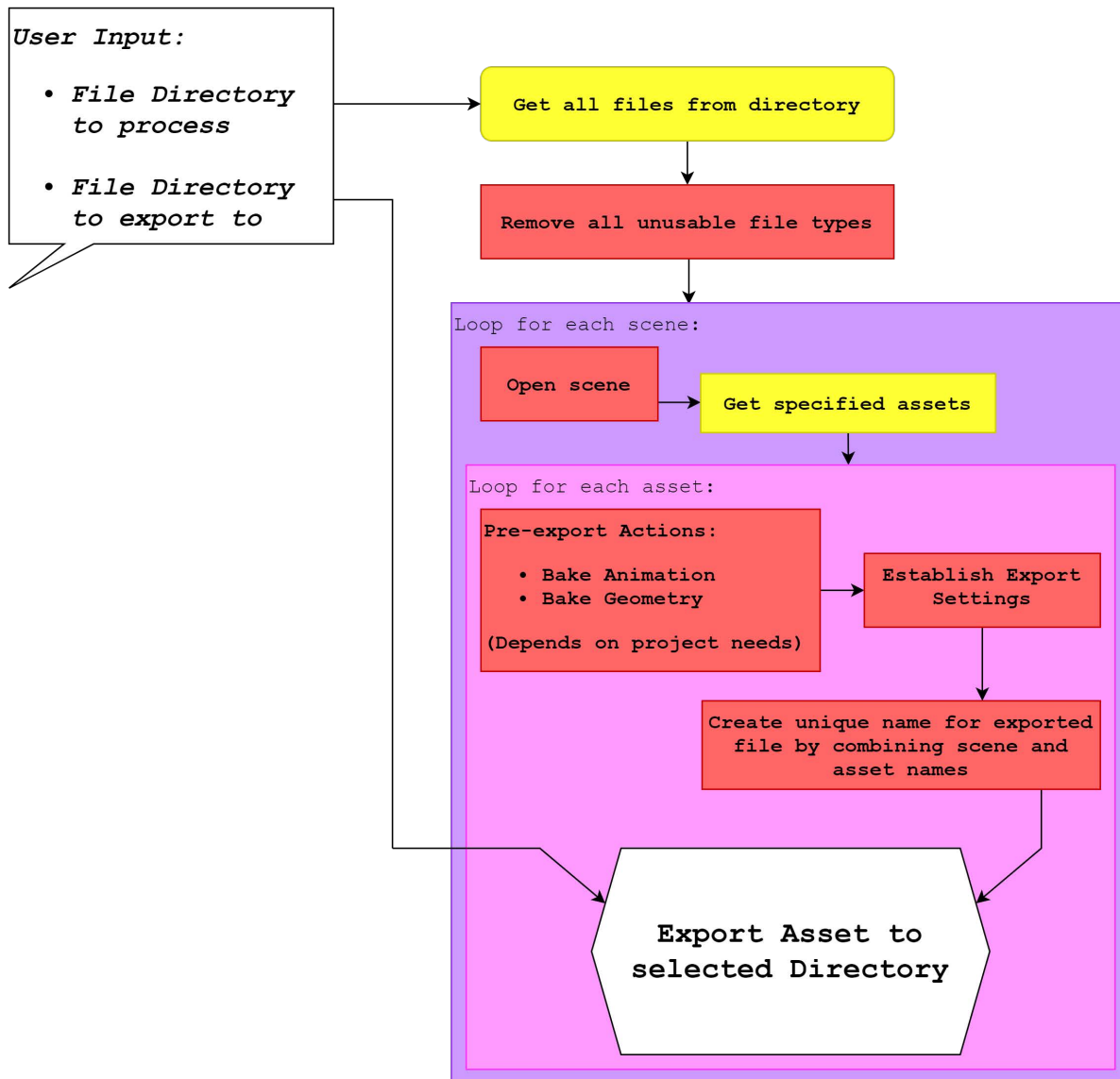# Mass Exporter

Author: Griffin Coleman

Description:

Loop through multiple files searching for and exporting specific assets.

Project specific export options are set within the script to prevent user error and inconsistencies when used by multiple team members.

Pseudo-code:

User Input:

- **File Directory to process**

- **File Directory to export to**

Get all files from directory

Remove all unusable file types

Loop for each scene:

Open scene → Get specified assets

Loop for each asset:

Pre-export Actions:

- Bake Animation
- Bake Geometry

(Depends on project needs)

→ Establish Export Settings

Create unique name for exported file by combining scene and asset names

Export Asset to selected Directory

Student/Education Specific Issue:

When Autodesk Maya displays a created with student version message, the script will pause until the user addresses the pop up.

I don't know how to avoid this within the script and I don't wish to violate Maya's licensing agreement in any way, so I have not really looked into it.

Alembic Export Specifics:

When exporting an Alembic Cache using the PyMel AbcExport() command there are no flags to change export settings, unlike commands for other file types like
pm.file().

A string of the needed flags needs to be set to the single flag jobArg or j for short. These flags follow the Mel syntax NOT Python/PyMel. To manage all of these attributes in the string and allow for easy adjustments, it is recommended to save each attribute as its own variable which can then be combined.

```python
1    # All of the attributes associated with the export
2    export_var_list = []
3    export_var_list.append("-frameRange " + str(ani_start) + " " + str(ani_stop))
4    export_var_list.append(" -stripNamespaces")
5    export_var_list.append(" -uvWrite")
6    export_var_list.append(" -writeVisibility")
7    export_var_list.append(" -dataFormat 'ogawa'")
8    export_var_list.append(" -root " + asset)
9    export_var_list.append(
10       " -file '" + str(save_loc + "/" + "FI6" + "_" + self.your_name.getText() + "_Ani" + (
11          scene_number[-2:]).zfill(2) + ".abc'"))
12
13   combine_command = ""
14   for flag in export_var_list:
15       combine_command += flag
16
17   # Export the Alembic
18   pm.AbcExport(j = combine_command)
```

In this example each Mel flag and the value assigned to it are added to a list. This list is then looped through to combine the strings into one command.