ALI3N SYSTEMS

Any addons needed for exporting poses and animations?

For exporting poses and animations you need to download this Blender addon:
developer.valvesoftware.com/wiki/Blender_Source_Tools

NOTE: I highly suggest you don't use the native .fbx exporter in Blender.
Often times poses and animations exported with it are completely broken
and won't play in modeldoc at all.
By using Blender Source Tools and exporting your poses and animations
to .dmx you won't have that problem.

NOTE: If you have the Better Fbx Importer & Exporter, you don't need
Blender Source Tools, but you will have to skip a step in this documentation
to export correctly.

How do I export my poses and animations?

First you will have to bake the pose or animation then you can export it, here's a detailed step by step process on how to do exactly that.

Step 1: After you're done adjusting the keyframes in the action for the control rig, go to Object Mode, deselect the control rig and select Terry's skeleton (named as "Armature").
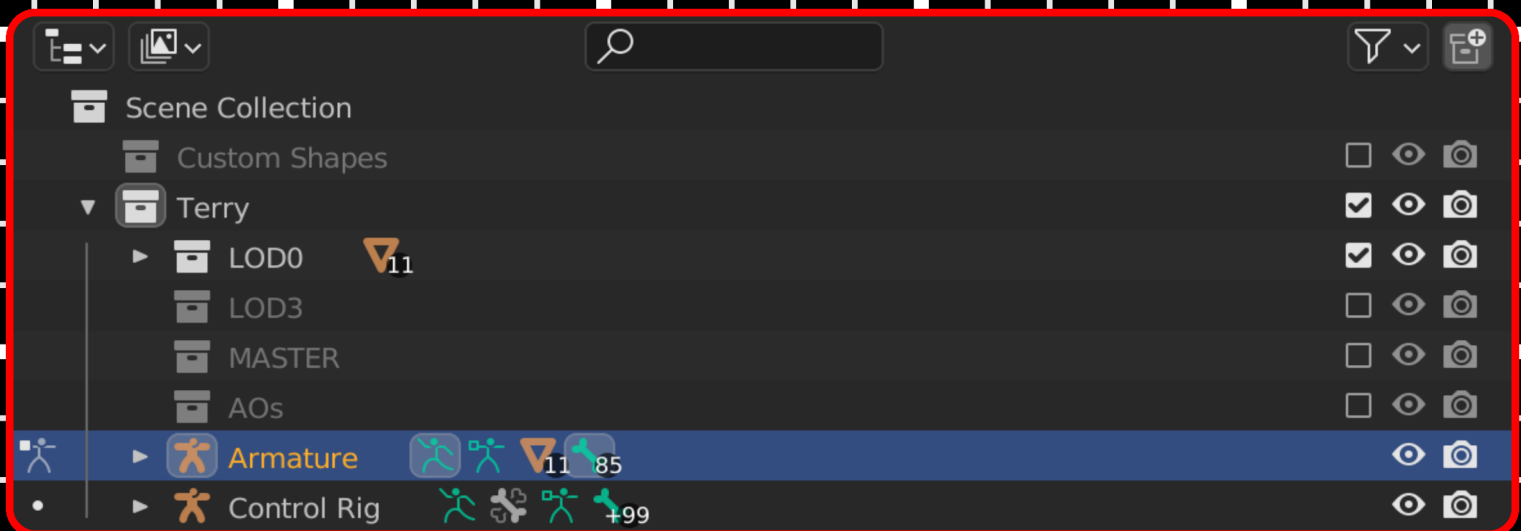

Step 2: Go into Pose Mode with Terry's skeleton. After that select all the dots in the skeleton's layers.

Step 3: Create a new action then with all of the bones selected go to
Pose --> Animation --> Bake Action...
Use these exact settings for baking your action but only disregard
the start frame and end frame. You should modify them accordingly to
how many frames your action has.
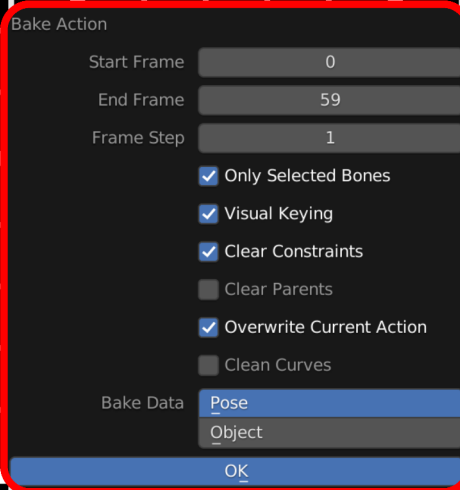
Step 4: After the animation is baked, go back into Object Mode,
select Terry's skeleton and rotate it by 90 degrees on the z axis
(skip this step if you export with the Better Fbx Importer & Exporter addon).
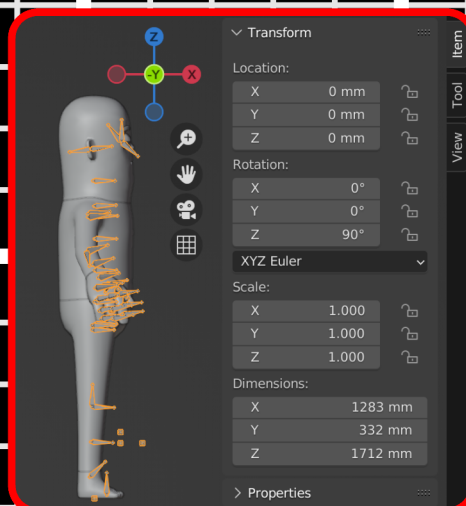
Step 5: You are now ready to export your pose or animation using Blender Source Tools. Use the settings bellow:
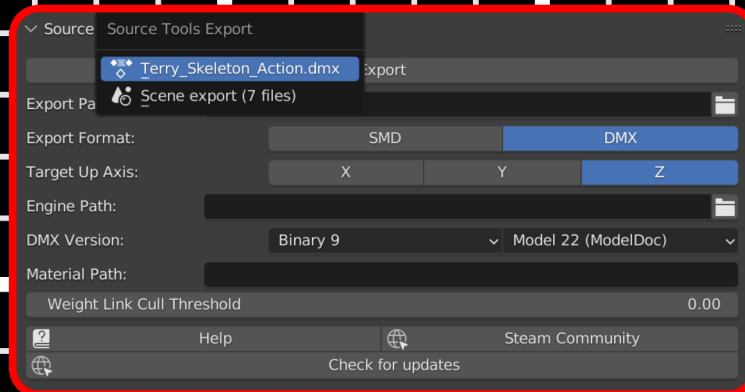
Step 6: Now that your animation is exported, you should undo everything until step 1 when you still had all of the constraints for Terry's skeleton.

NOTE: The only reason we rotate it is because the .dmx format considers the forward axis as a different axis, unlike the .fbx format which considers the forward axis to be the forward axis. If you don't rotate before exporting to .dmx then your poses and animations will not be imported correctly into modeldoc.

NOTE: Unfortunately as of now, I don't have a better method for exporting poses and animations in bulk. You will have to repeat all of the steps mentioned earlier for each pose and animation.