

bpy_extras submodule (bpy_extras.anim_utils)

`bpy_extras.anim_utils.bake_action(obj, *, action, frames, bake_options)`

PARAMETERS:

- **obj** (`bpy.types.Object`) – Object to bake.
- **action** (`bpy.types.Action` | `None`) – An action to bake the data into, or `None` for a new action to be created.
- **frames** (*int*) – Frames to bake.
- **bake_options** (`anim_utils.BakeOptions`) – Options for baking.

RETURNS:

Action or `None`.

RETURN TYPE:

`bpy.types.Action` | `None`

`bpy_extras.anim_utils.bake_action_objects(object_action_pairs, *, frames, bake_options)`

A version of `bake_action_objects_iter()` that takes frames and returns the output.

PARAMETERS:

- **frames** (*iterable of int*) – Frames to bake.
- **bake_options** (`anim_utils.BakeOptions`) – Options for baking.

RETURNS:

A sequence of Action or `None` types (aligned with `object_action_pairs`)

RETURN TYPE:

Sequence[`bpy.types.Action`]

`bpy_extras.anim_utils.bake_action_iter(obj, *, action, bake_options)`

An coroutine that bakes action for a single object.

PARAMETERS:

- **obj** (`bpy.types.Object`) – Object to bake.
- **action** (`bpy.types.Action` | `None`) – An action to bake the data into, or `None` for a new action to be created.
- **bake_options** (`anim_utils.BakeOptions`) – Boolean options of what to include into the action bake.

RETURNS:

an action or `None`

RETURN TYPE:

`bpy.types.Action`

`bpy_extras.anim_utils.bake_action_objects_iter(object_action_pairs, bake_options)`

An coroutine that bakes actions for multiple objects.

PARAMETERS:

- **object_action_pairs** (Sequence of (`bpy.types.Object`, `bpy.types.Action`)) – Sequence of object action tuples, action is the destination for the baked data. When `None` a new action will be created.
- **bake_options** (`anim_utils.BakeOptions`) – Options for baking.

class `bpy_extras.anim_utils.BakeOptions`

`BakeOptions`(only_selected: bool, do_pose: bool, do_object: bool, do_visual_keying: bool, do_constraint_clear: bool, do_parents_clear: bool, do_clean: bool, do_location: bool, do_rotation: bool, do_scale: bool, do_bbone: bool, do_custom_props: bool)

