Bake & Export Documentation

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AUTHORIZED INSTRUCTOR

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Overview

The current script will add a menu item on which you've to select the specific sequencer that you want to bake and export. The script will give you the option to select which folder to export.

Specifications

It will bake all the sequencer assets with the transform track and create a new track for you so that you can delete the bake keys and reanimate the camera on the original track.

How to use.

I.   Copy the Plugins folder in your project directory where your .uproject is located.

Doing this is mandatory or else the script won't work as intended and just bake the sequencer and won't export it.

II.   Copy the AAU_script.uasset file in your content browser.

This is where the script is written, Kindly open it once and compile it.

III.   Right-click on the sequencer you want to bake and export, go to scripted action, and click on **Bake & Export**