# ESALA

## Desenvolvimento backend

Guilherme Lima

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#### Minhas redes

guilhermelimadev





Linked in guilherme-lima-developer





```
folder_path = (os.path.dirname(self.filepath))
 viewport_selection = bpy.context.selected_objects
obj_export_list = viewport_selection
if self.use_selection_setting == False:
     obj export list = [i for i in bpy.context.scene.objects]
bpy.ops.object.select_all(action='DESELECT')
       path = os.path.join(folder_path, "{}.obj".format(item.name))
       export_scene.obj(filepath=file_path, use_selection=True,
                                 axis_forward=self.axis_forward_setting,
                                 axis_up=self.axis_up_setting,
                                 use_animation=self.use_animation_setting,
                                 use mesh_modifiers=self.use_mesh_modifiers_setting,
                                 _____th_groups=self.use_smooth_groups_setting,
                                              ___ms_bitflags=self.use_smooth_groups_bitflags_setting,
```

TM

MBAUSP



### **Empresas**

Google, YouTube, Dropbox, Yahoo!, Zope Corporation, Walt Disney Feature Animation, Blender 3D, Pixar, NASA, NSA, Red Hat, Nokia, IBM, Netflix, Yelp, Intel, Spotify

#### Top Companies Using 📀 Python



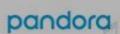
facebook

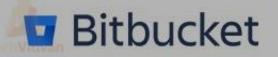
redhat

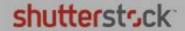


























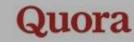


















asana

















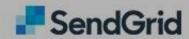














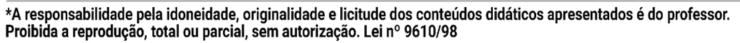






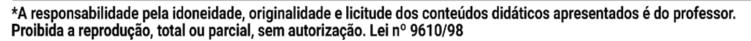
a objetos, funcional, de tipagem dinâmica e forte.



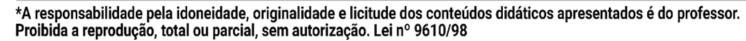








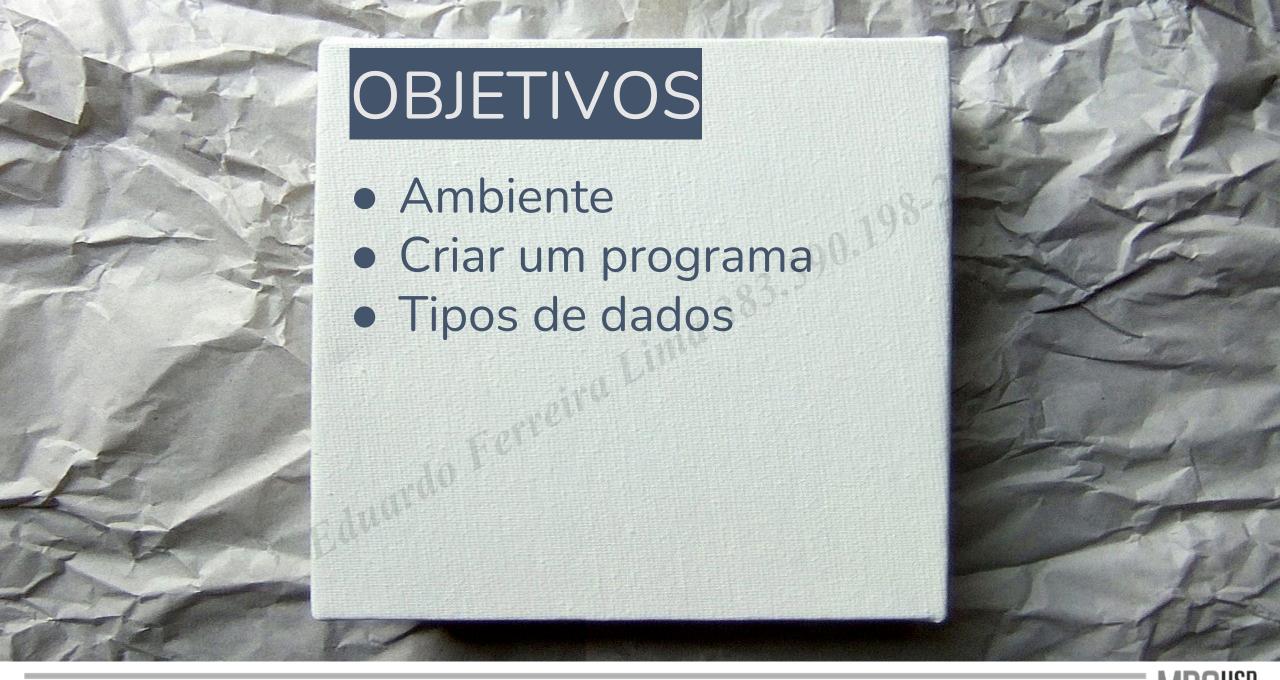




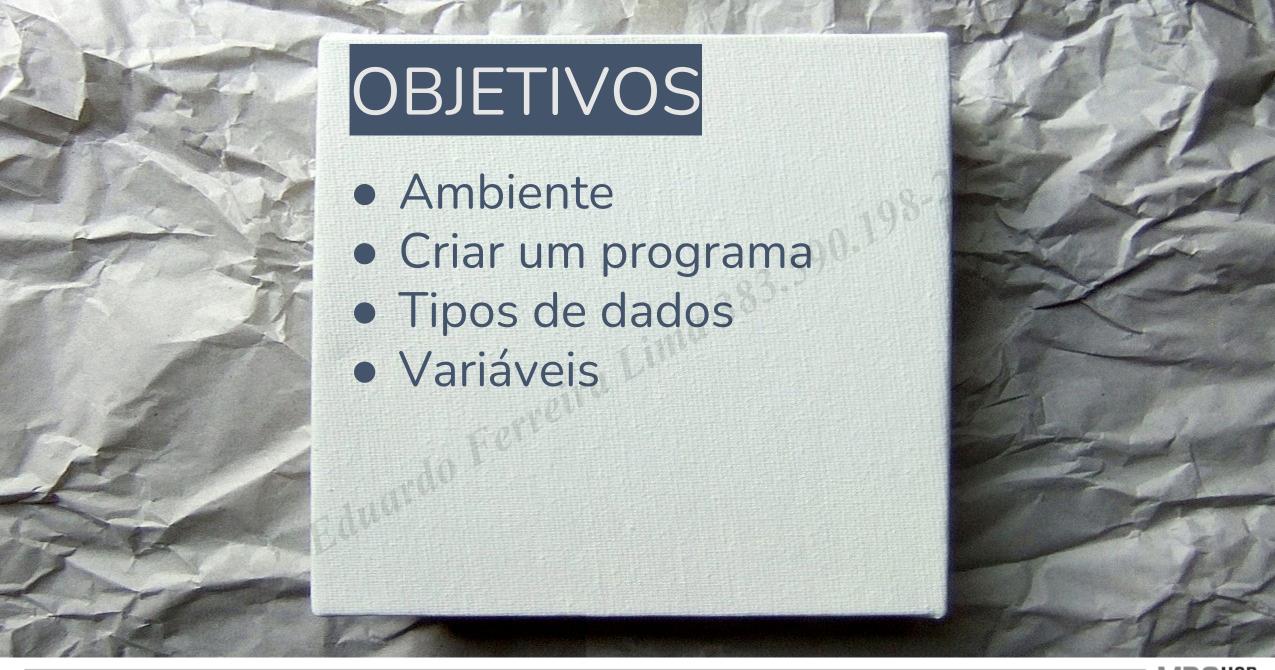




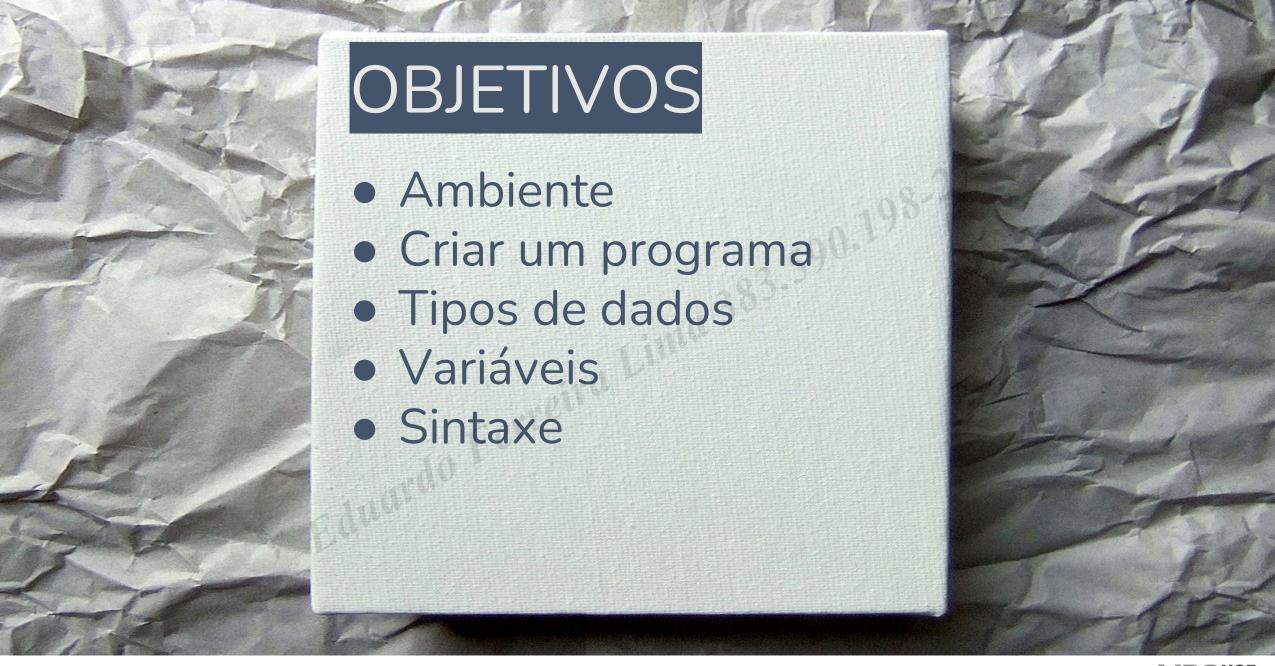




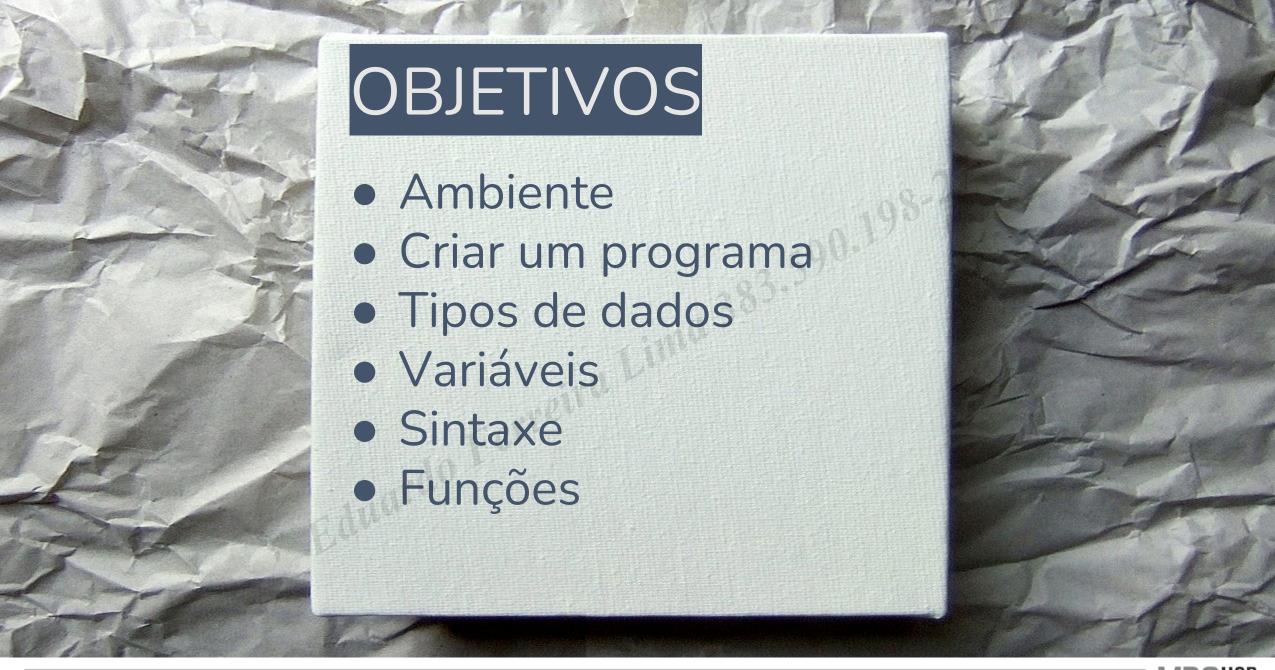




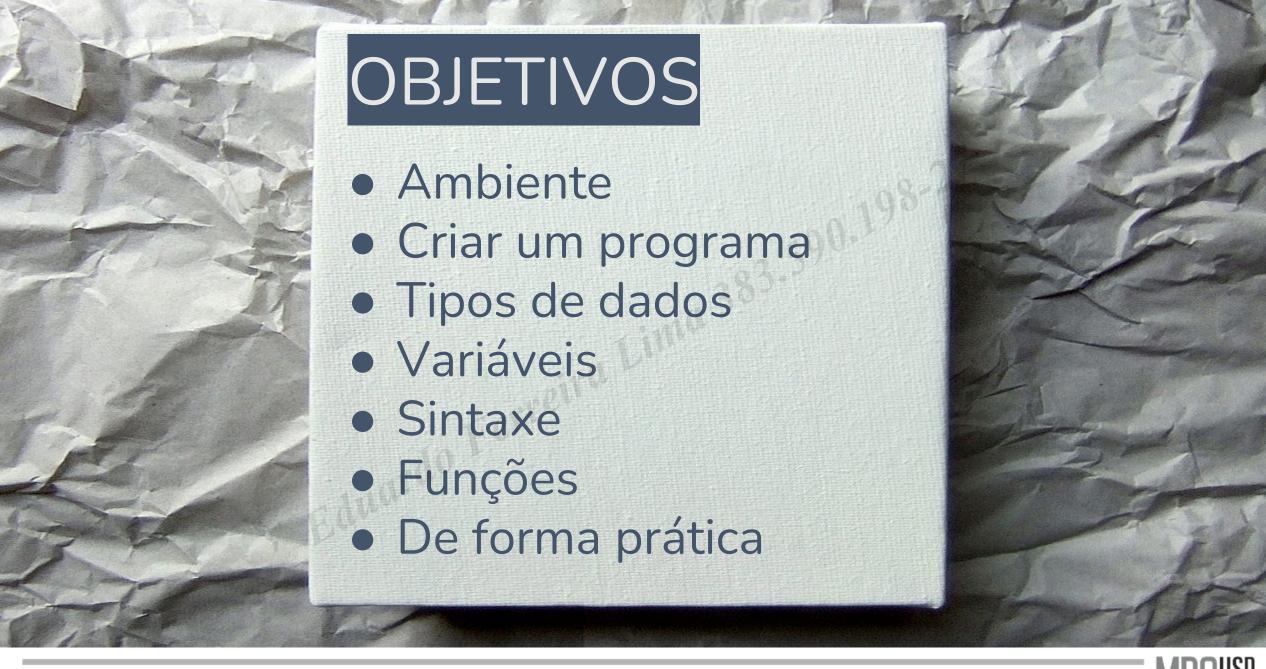














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                                use animation=self.use_animation_setting,
                                use mesh modifiers=self.use_mesh_modifiers_setting,
                                ____edges=self.use_edges_setting,
                                ____th_groups=self.use_smooth_groups_setting,
                                pups_bitflags=self.use_smooth_groups_bitflags_setting,
```



#### **OBRIGADO!**

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