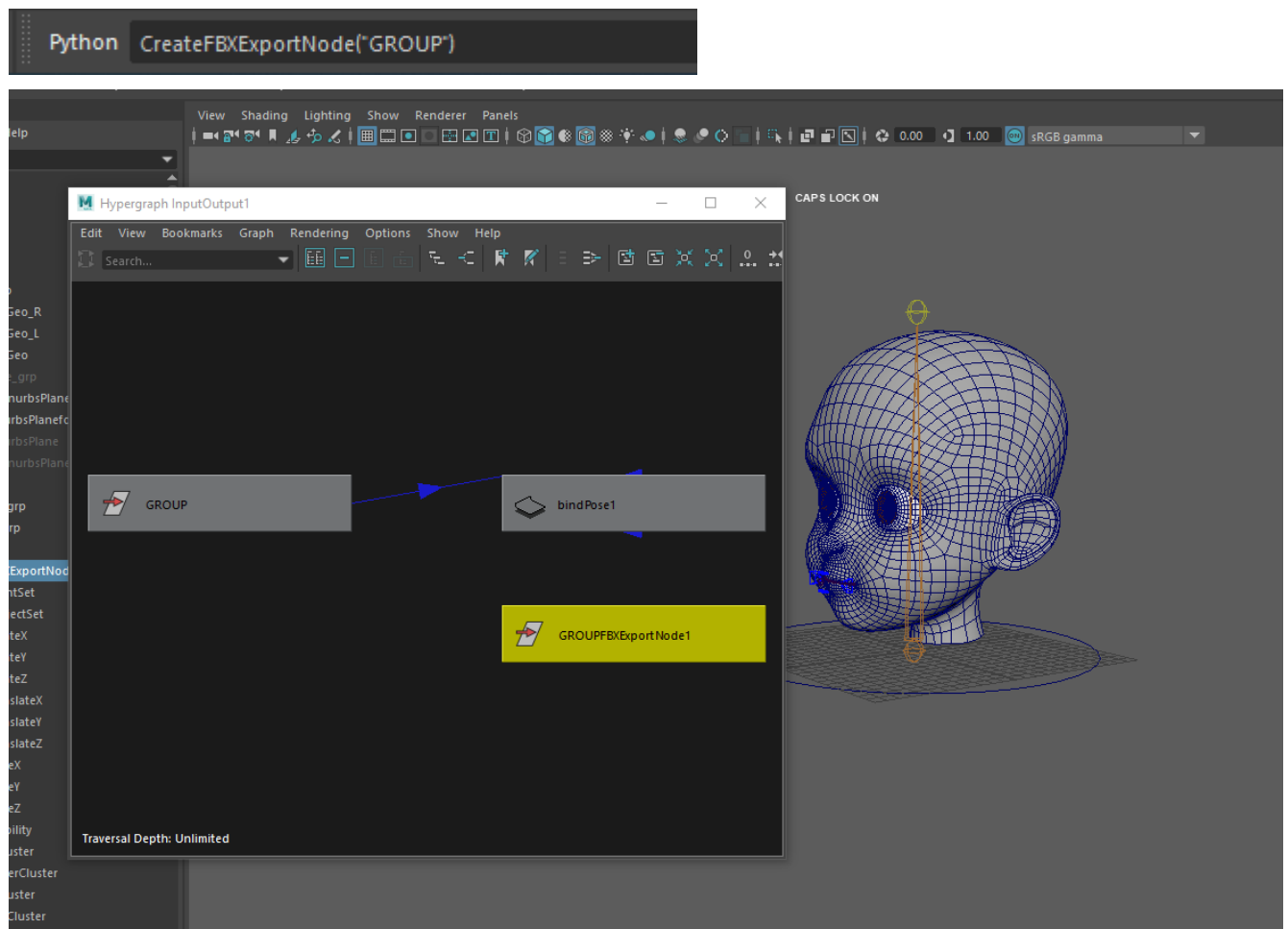
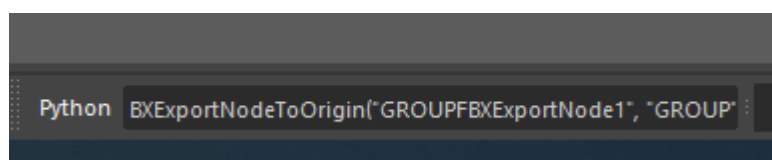


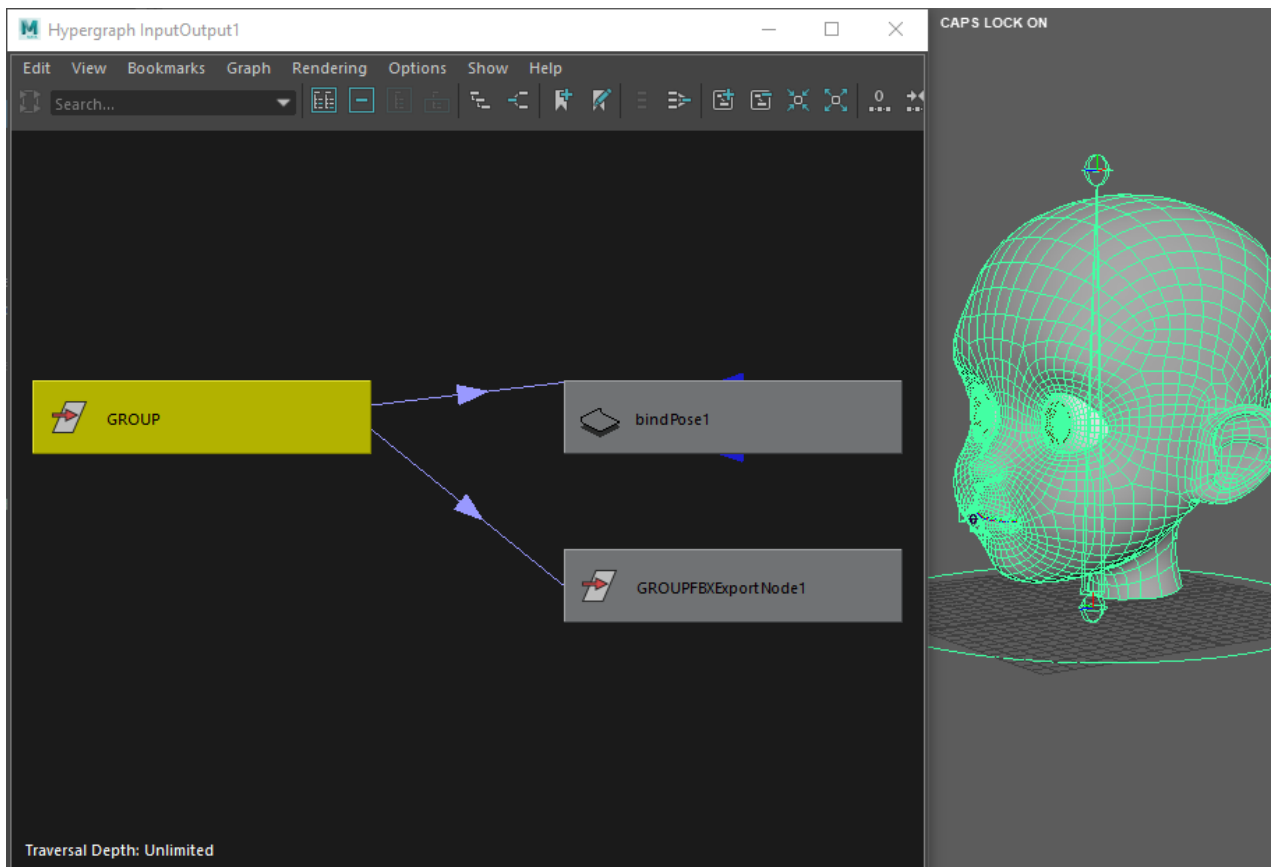
How the scripts work:

Firstly, input the python function name **“CreateFBXExportNode(characterName)”**, to generate an ExportNode as the follow pic shows

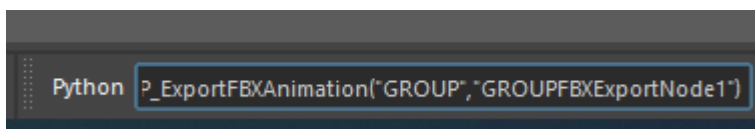


Secondly, input the function name **“ConnectFBXExportNodeToOrigin(exportNode, origin)”**, to connect the export node to the origin.





Finally, set the export settings in the channel box/layer editor =>Extra attributes. Then use the python export functions ” **ExportFBX(exportNode)/**
ExportFBXCharacter(exportNode)/
ExportFBXAnimation(characterName, exportNode)”to export the .fbx files.



Check the file path for export settings, an exported .fbx file should be there.

Improvement in future: An GUI System should be added.