**8 Exporting To Alembic**

1. Create **ROP Alebic Output** Node after copytopoints;
2. Create **Attribute Delete** Node [copytopoints1, rop\_alembic], set Point Attributes = density;
3. Create **Attribute Promote**[attribdelete1, rop\_alembic1], set New Class = Vertex, Original Name = Cd;
4. Select rop\_alembic1, set Valid Frame Range = Render Frame Range, Start/End = 1, 240, Save to Disk;