

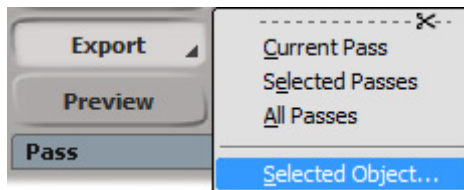
Exporting to file

Exporting assets to .ass archives

The .ass extension stands for Arnold Scene Source.

There are three ways to export assets to .ass files:

1. Select the objects to export, and pick **Export->Selected Object...**



You can export single objects as well as a whole hierarchy made out of multiple objects.



Important note: During export, Arnold will honor its current render settings, for example, whether motion blur is enabled. You should think about whether you will want to use motion blur (and so enable it or not) before you export objects to be used as stand-ins later on.

2. From the script editor, with the command

```
SITOA_ExportScene(frameStart, frameEnd, frameStep, createStandIn,  
selectionOnly, filename)
```

- frameStart: start frame of the sequence to be exported.
- frameEnd: end frame.
- frameStep: frame step.
- createStandIn: if true, the options and camera are not exported, and a .asstoc file is also created, hosting the bounding box information of the exported objects. This is usually the option you want to use if you plan to use the exported ass file a standin later.
- selectionOnly: if true, only the selected objects are exported.
- filename: the output filename.

Filename supports tokens. When exporting a sequence, you can use the [Frame] token in the filename, to have it resolved correctly at each frame.

Example:

```
SITOA_ExportScene(1, 10, 1, false, false, "/usr/tmp/Test.[Frame  
#4].ass");
```

Exports 10 .ass files, named /usr/tmp/Test.0001.ass, /usr/tmp/Test.0002.ass, etc.

3. From the rendering options, using the **Export Frame** or **Export Animation** buttons in the ASS Archives tab.