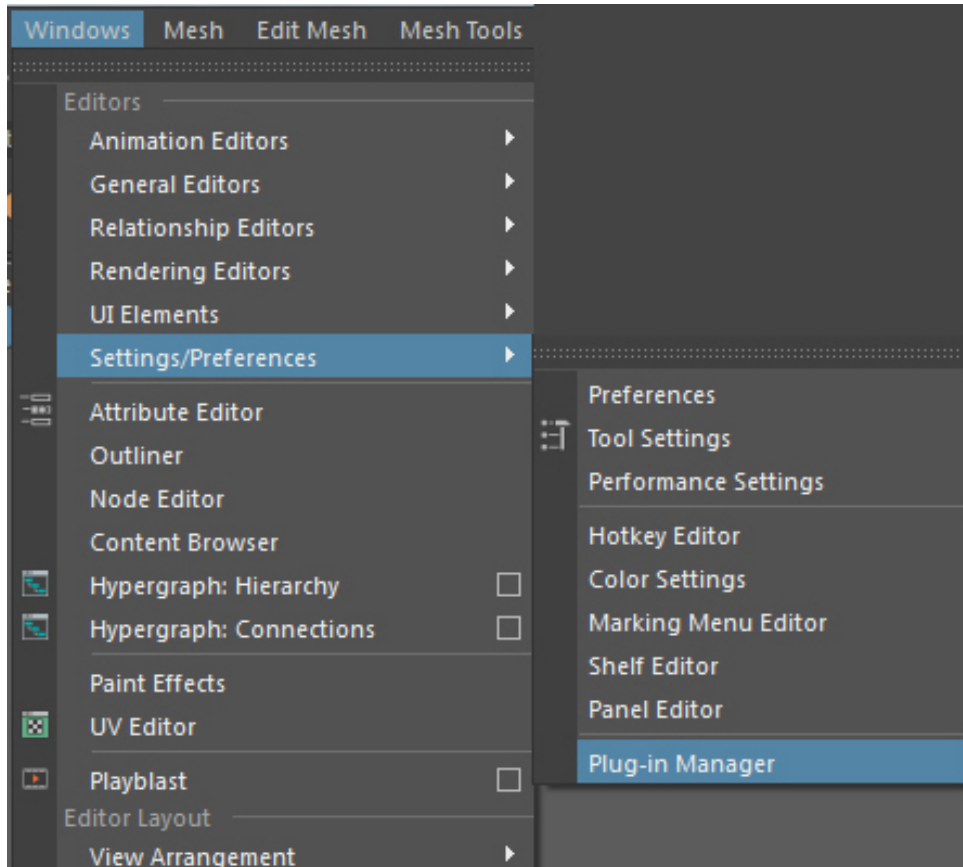## Various ways of exporting Animation
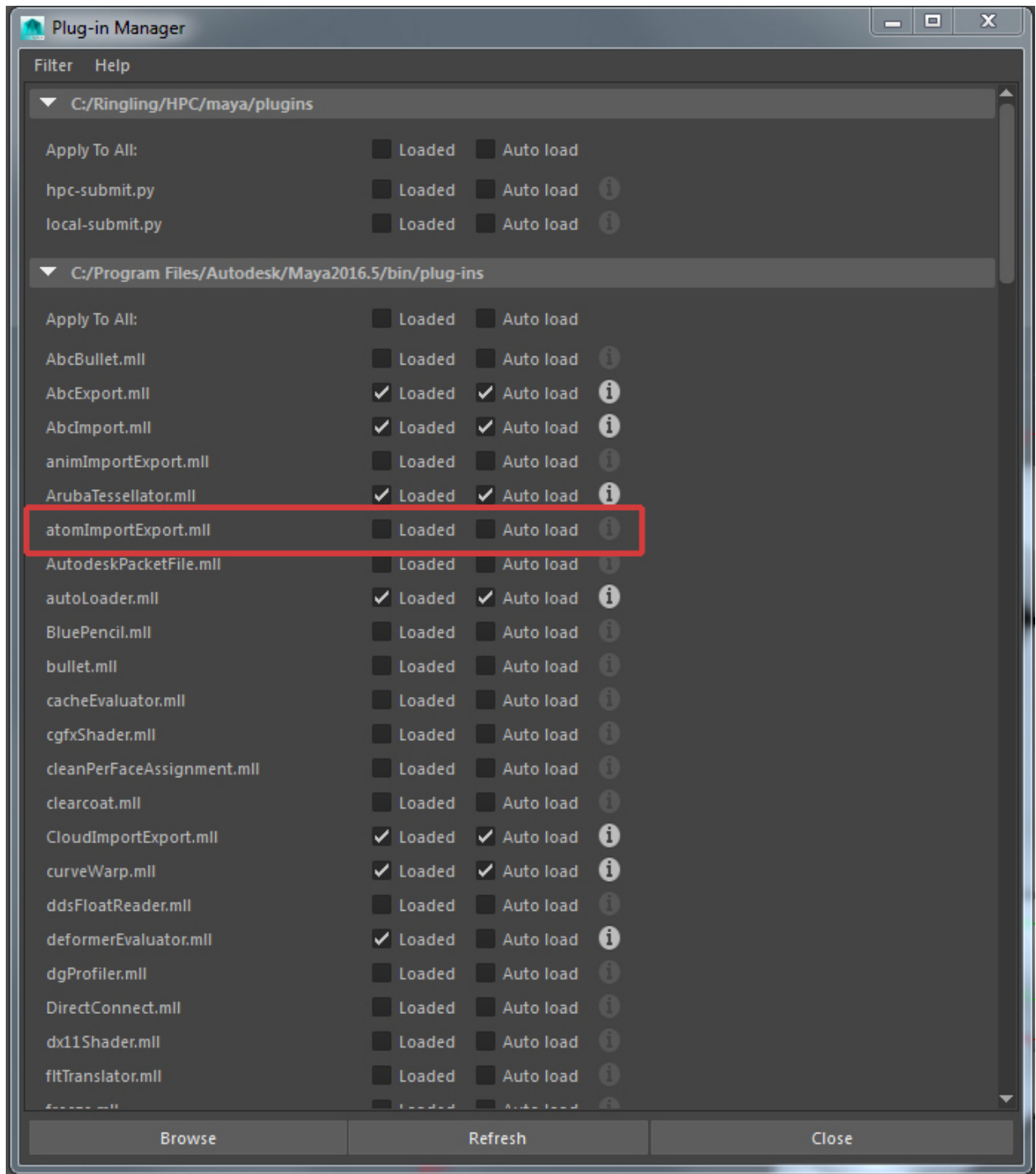
Here are a few ways to export your animation…

Option 1: Atom Export

1) Go to Windows → Settings/Preferences → Plug-in Manager

2) Locate "atomImportExport.mll" and check on "Loaded" and "Auto load"

3) At your time slider, go to Frame 1 and **KEY** your rig's Main Master CTL and the top GRP node of your Facial CTLs. For example, Artie's rig has the Main Master CTL called "Character" and the top GRP node of the Facial CTLs called "GRP_HUD_ConstrainMe" node that groups all the facial controls. Key "Character" and "GRP_HUD_ConstrainMe"node.
4) Select your rig's Main Master CTL and the top GRP node of your Facial CTLs
5) Go to "File" → 'ATOM' → "Export Animation…"
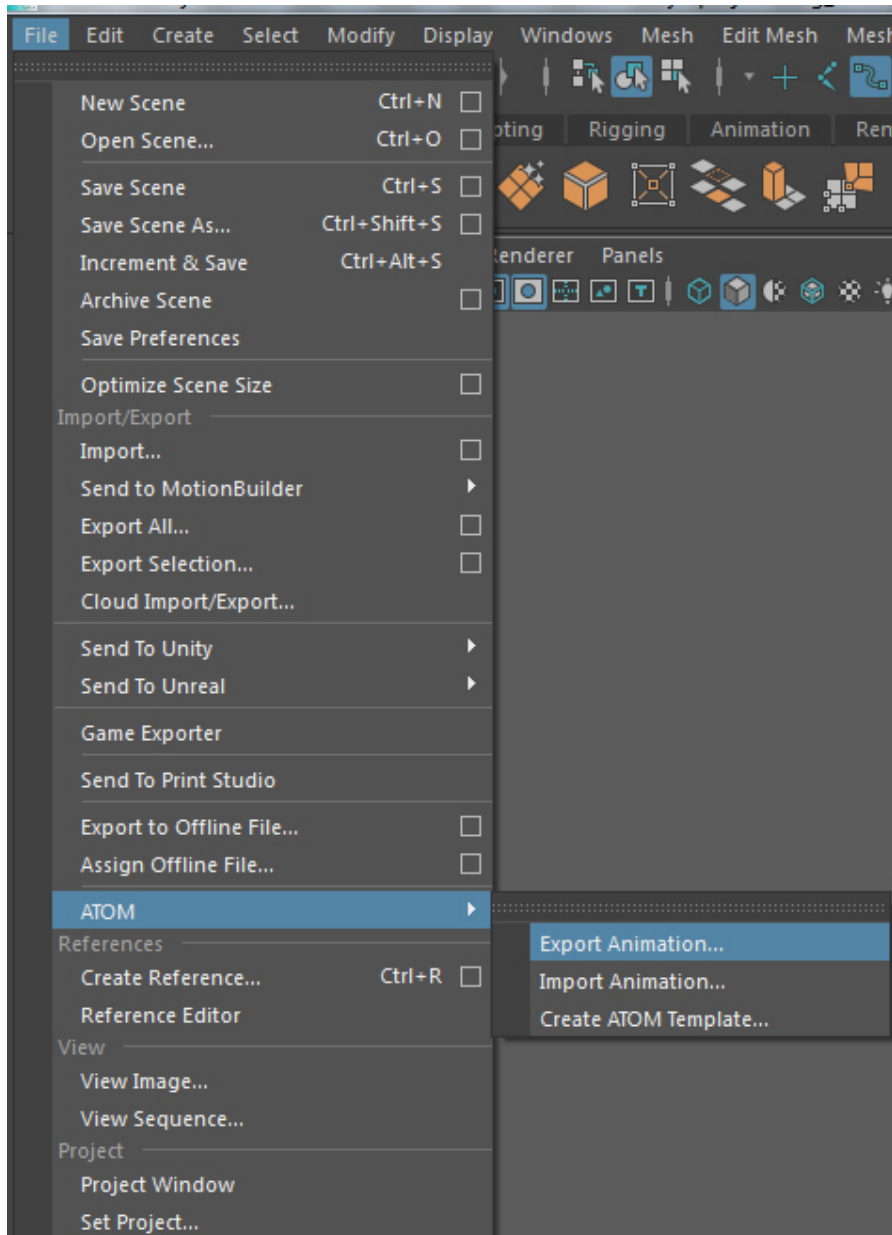
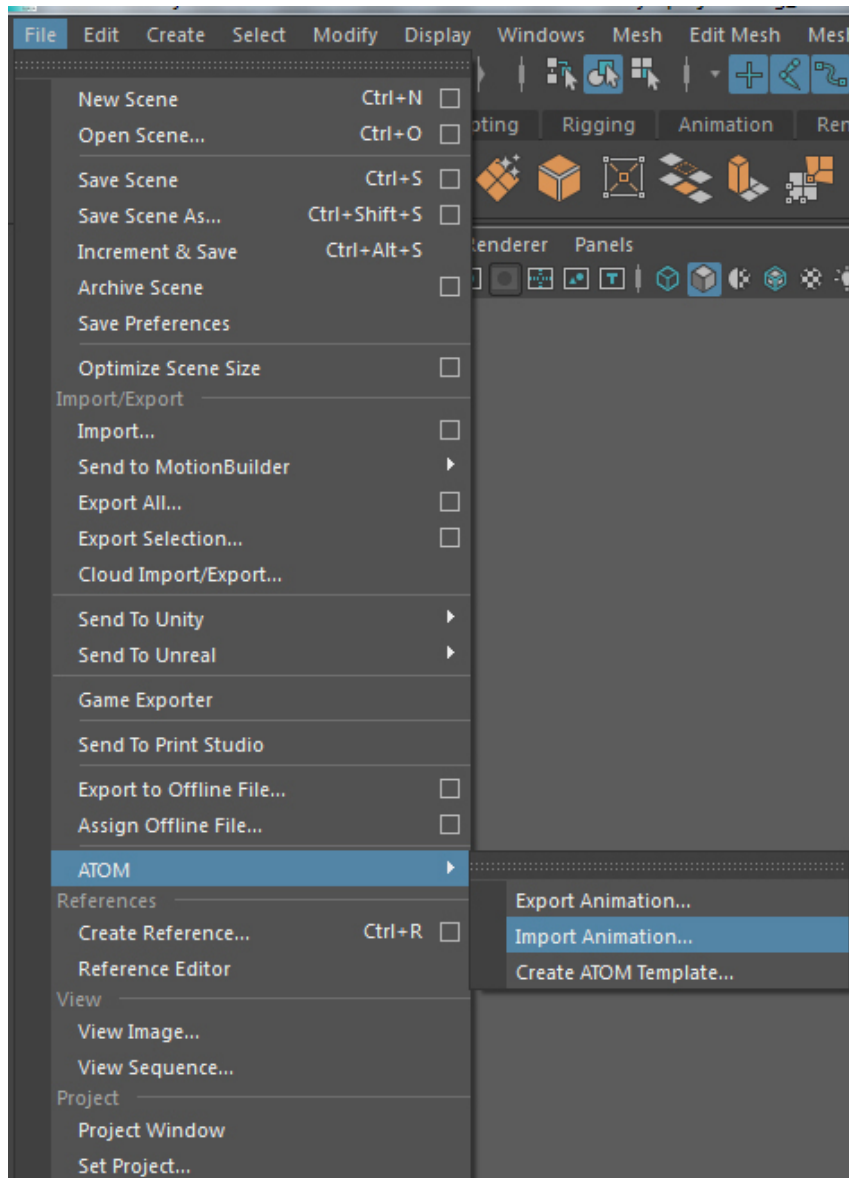6) For the "Atom file:" click on the "folder icon" and give a name to the Atom file". Hit "Save"
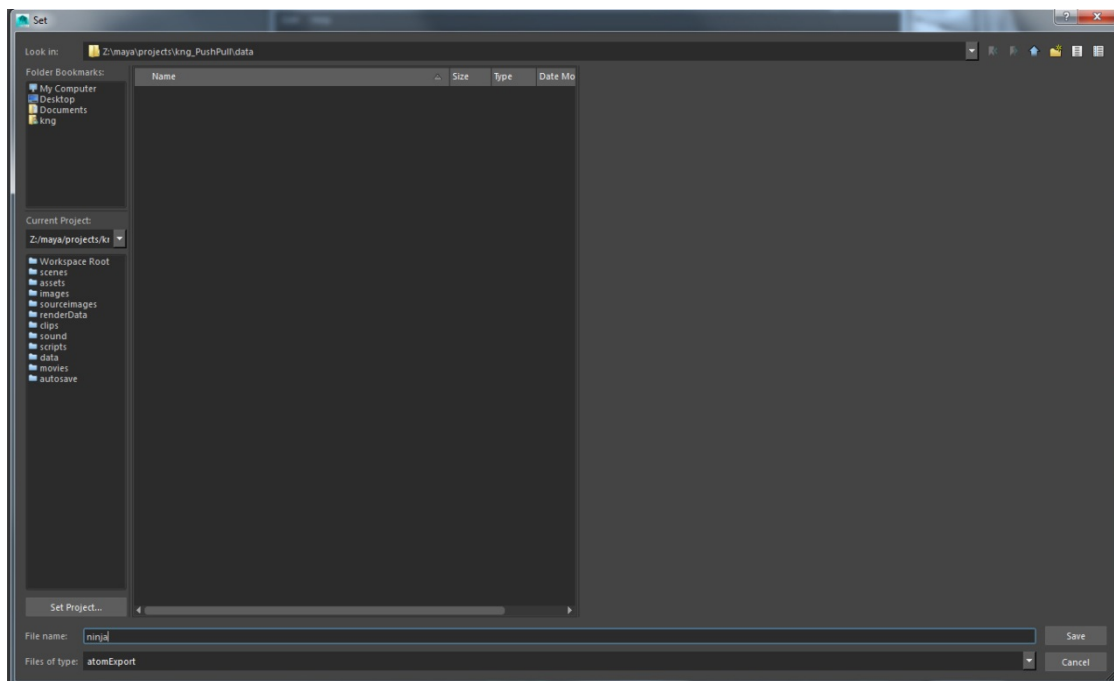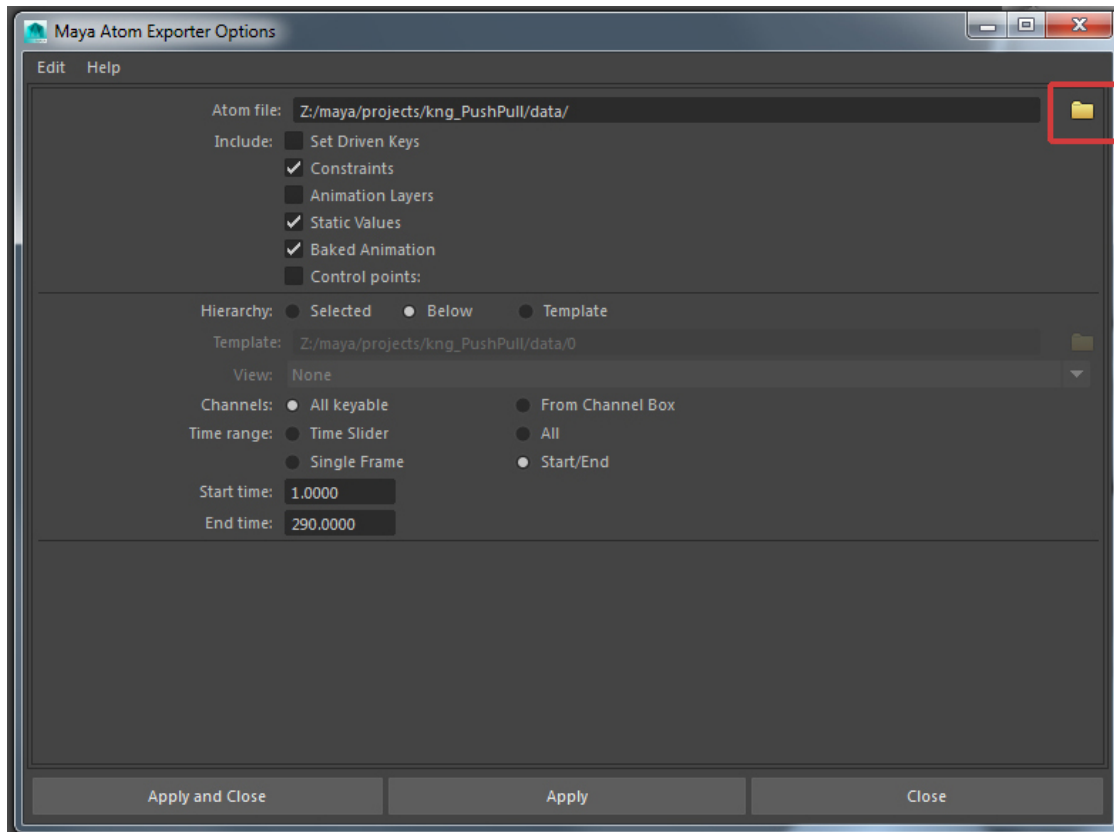
7) For the "Include:" tab, you can check on "Constraints" if you have applied and animate constraints on your characters' CTLs.
8) For the "Hierarchy", select **"Below"**
9) For the "Time range", select "Start/End" and change the "Start time" to your first frame of animation and the "End time" to your last frame of animation.
10) Select " Apply and Close"
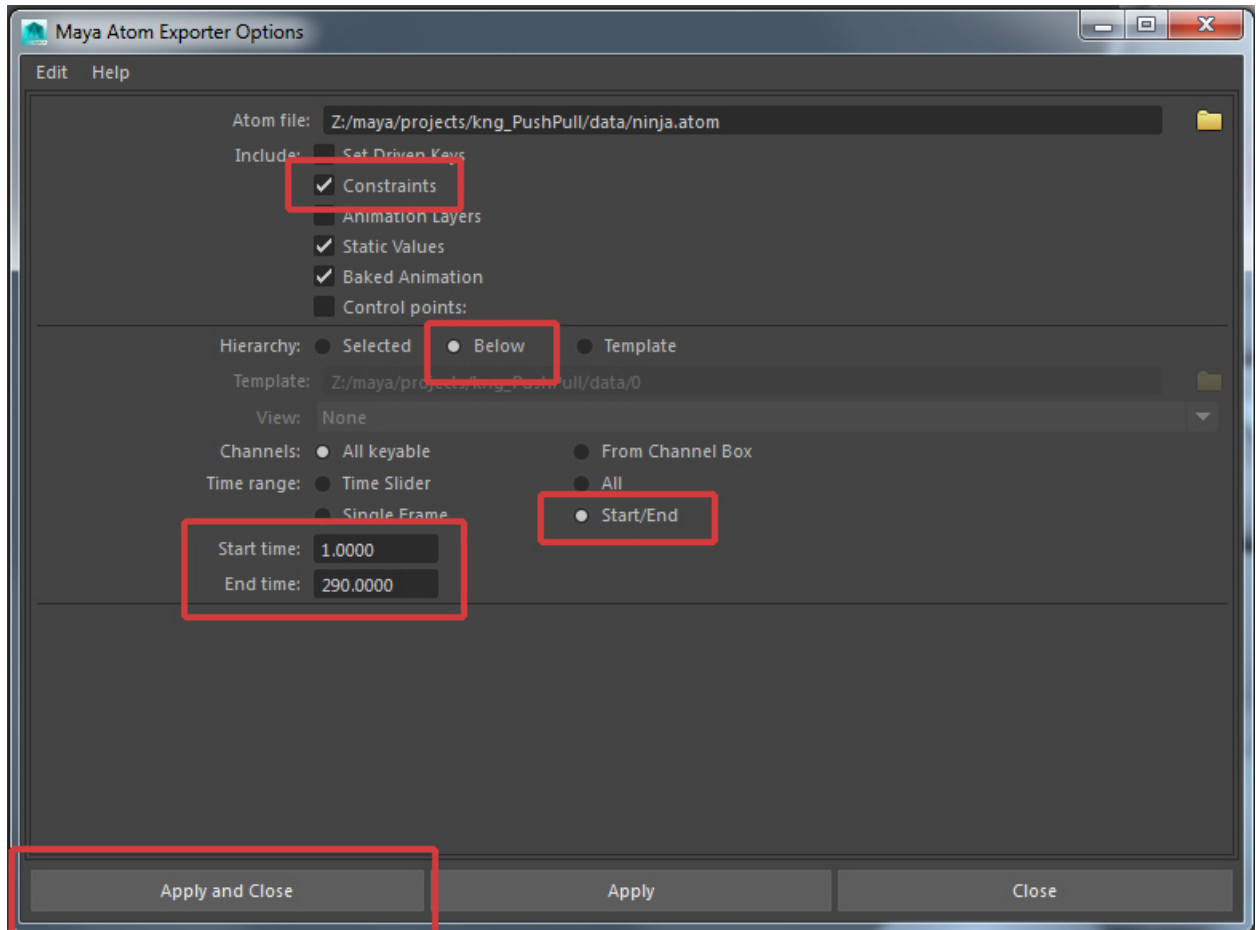
A window will pop up and says "Baking…" – this means that Maya is baking and exporting your animation.

11) Once the "Baking" is 100% completed and closed, go to a new Maya scene, open your character rig, select its Main Master CTL and the top group node of your Facial CTLs
12) Go to "File" → 'ATOM' → "Import Animation…"

13) Click on the "folder icon" and browse for your Atom file.
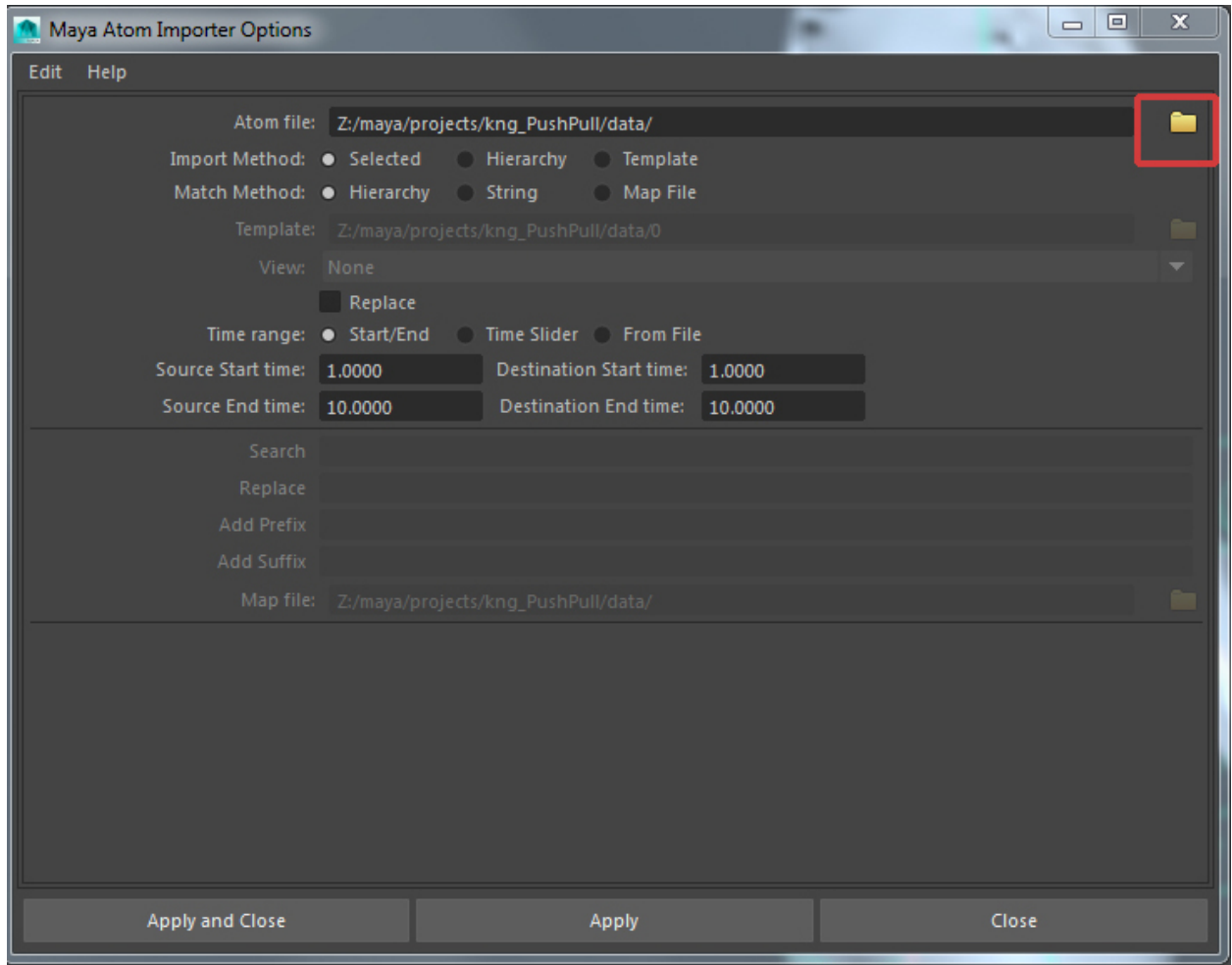
14) When you have browsed the file, the "Source Start time:" and "Source End time:" and "Destination Start time:" and "Destination End time:" should be automatically updated to your first frame and last frame of your animation. If it doesn't, you can change the "Time range" to "From File"

15) Change the "Import Method" to 'Hierarchy"

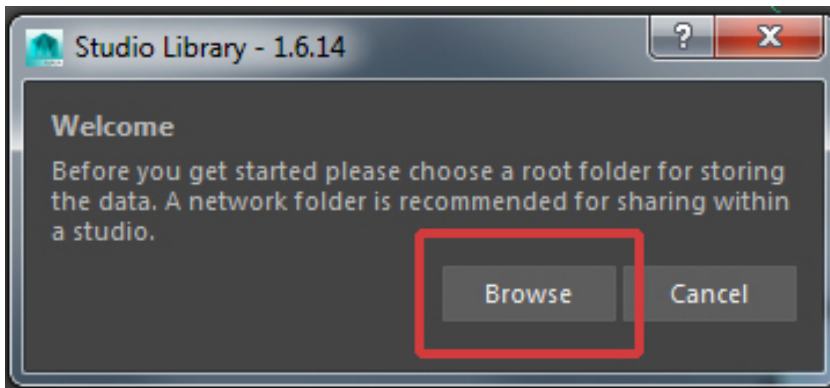16) Select "Apply and Close" and your animation is imported. ☺
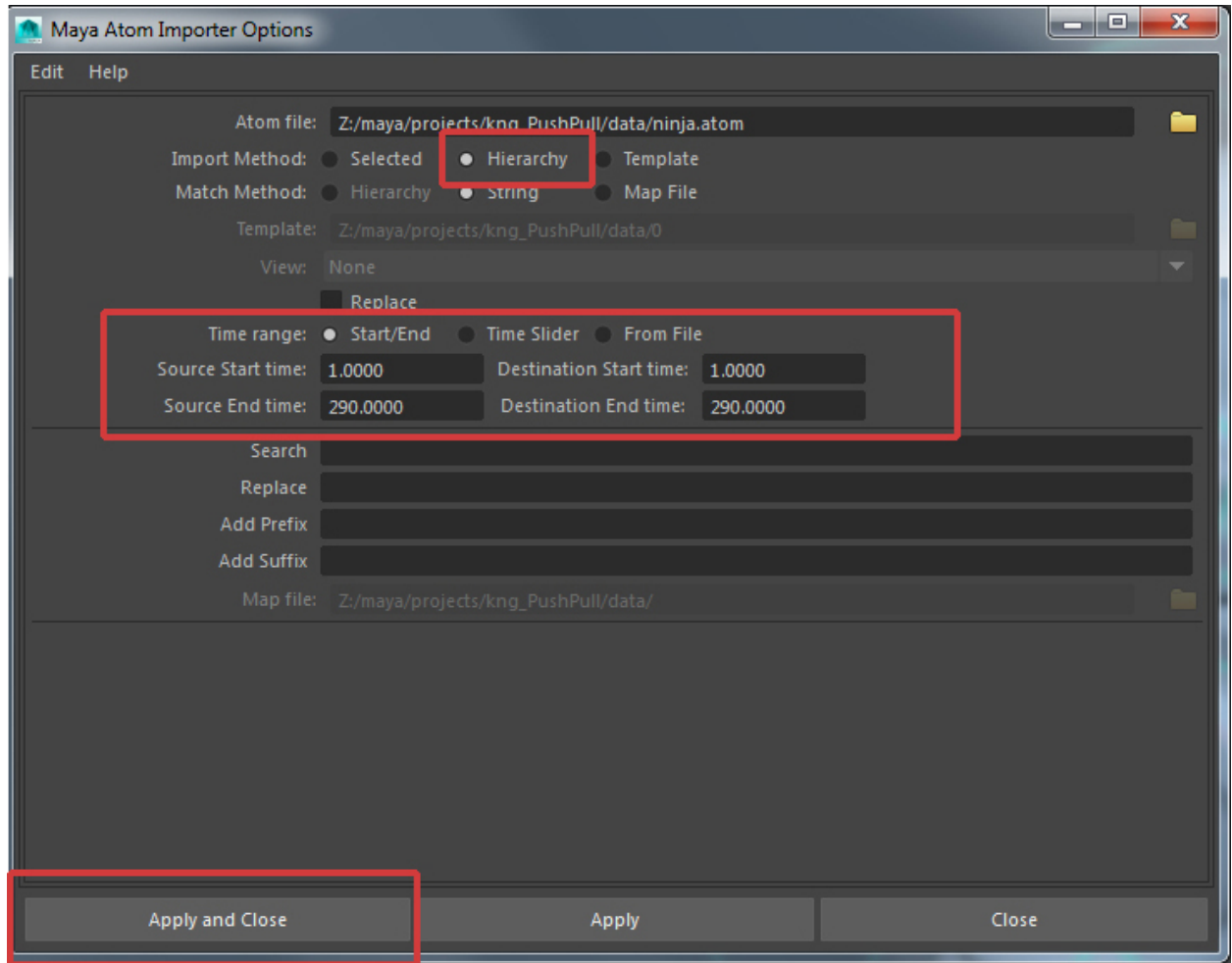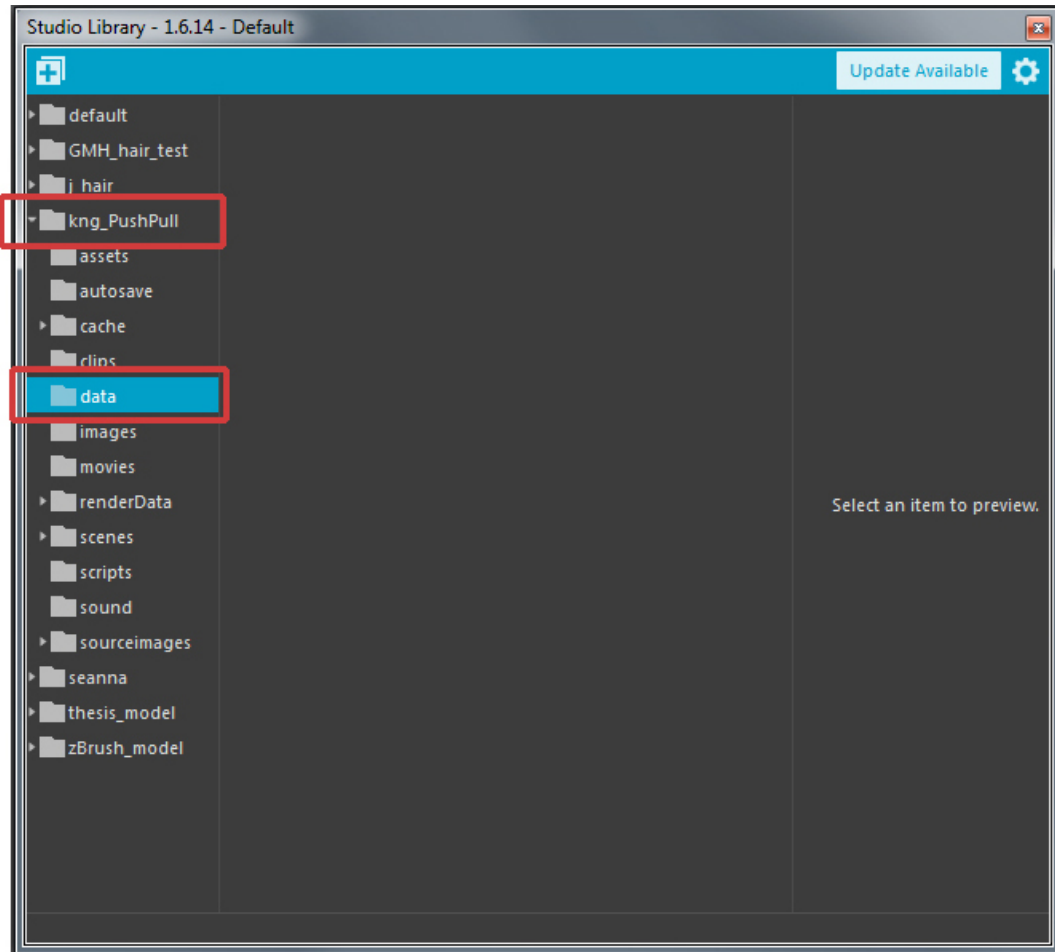
Option 2: Studio Library

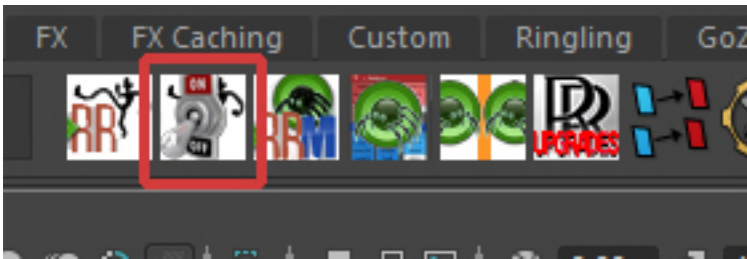1) Go to "Dillotools" → click on the "Studio Library" icon.

2) If this is the first time you use "Studio Library", a window will pop up and ask for root folder to store the data. Click on "Browse" and select your "Z:\maya\projects" folder.
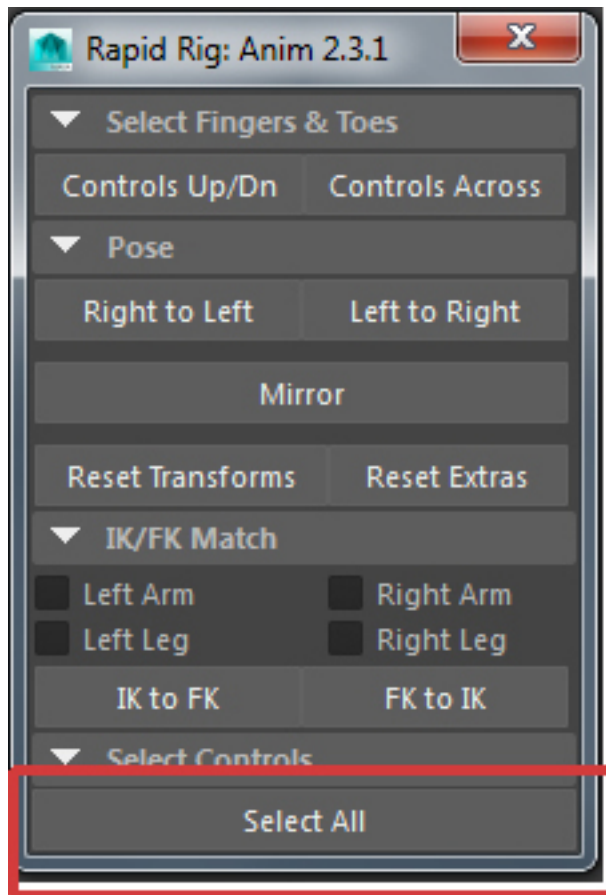
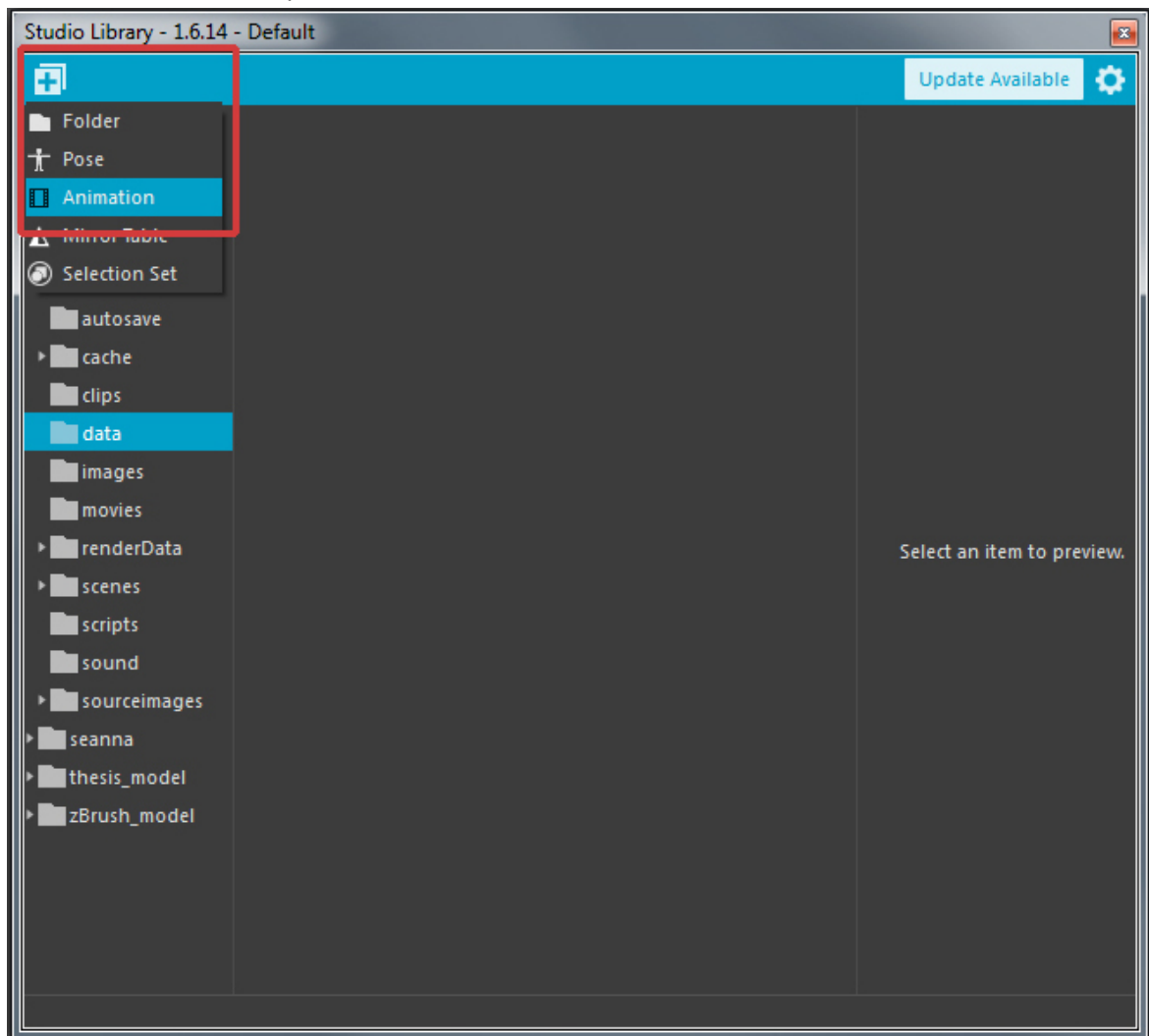3) The Studio Library window will appear. Select a folder where you want the animation data to be stored.

4) Then, select **ALL CTLs** of your rig**.** If you are using rapid rig, click on the "Rapid Rig: Anim 2.3.1" icon. A window will appear.
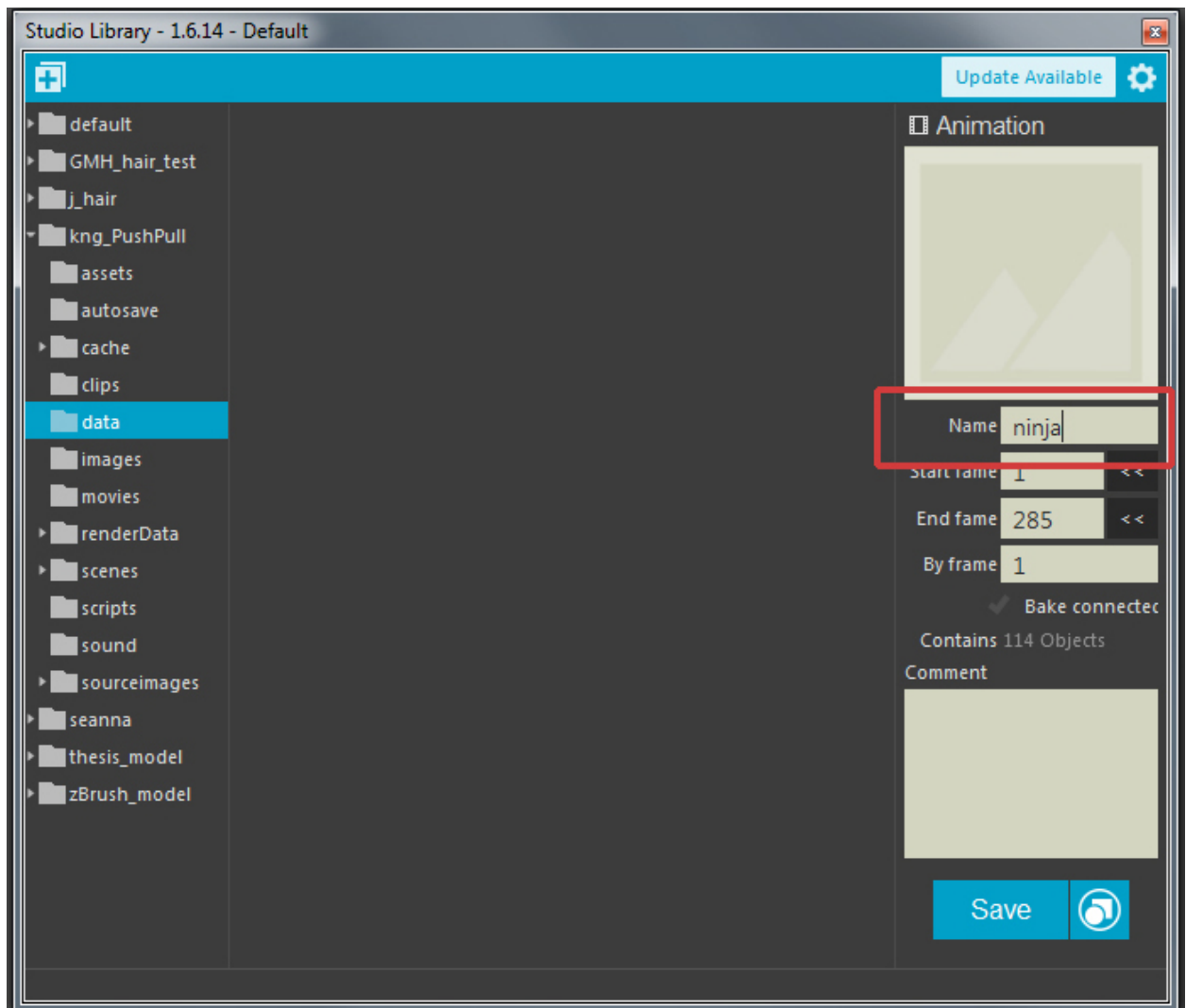

   a. Select your Main master CTL of your rig.
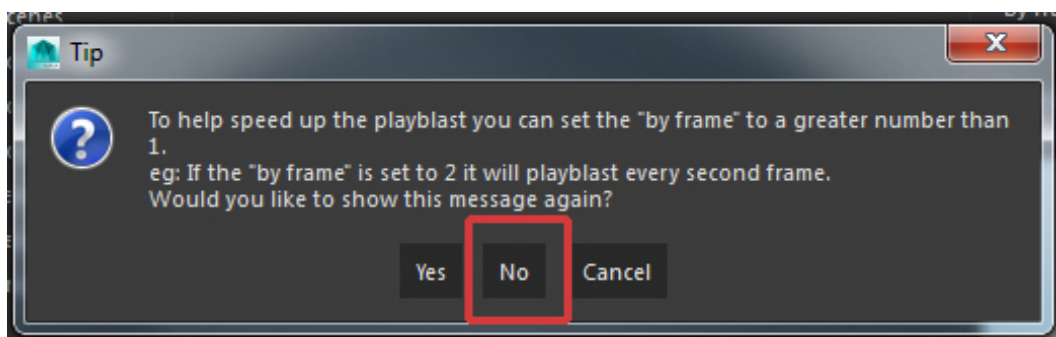   b. Under "Rapid Rig: Anim 2.3.1" window, go to "Select Controls", click "Select All".
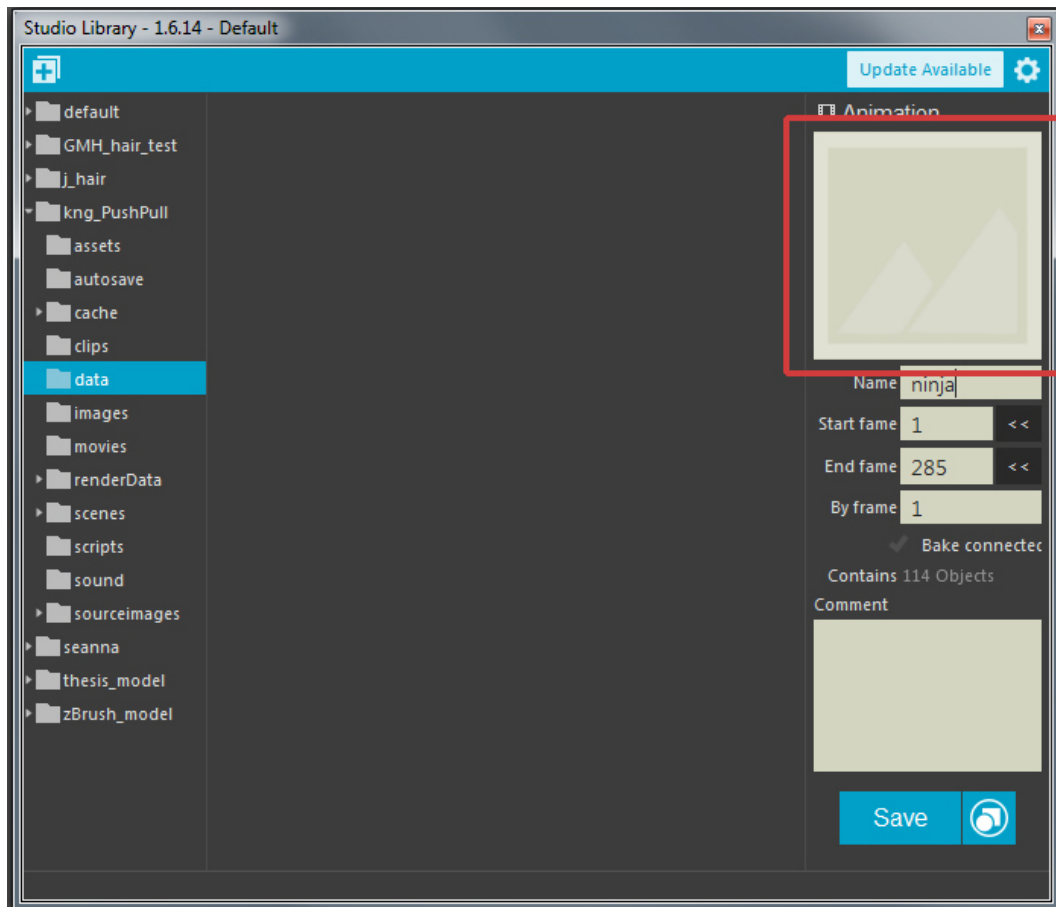
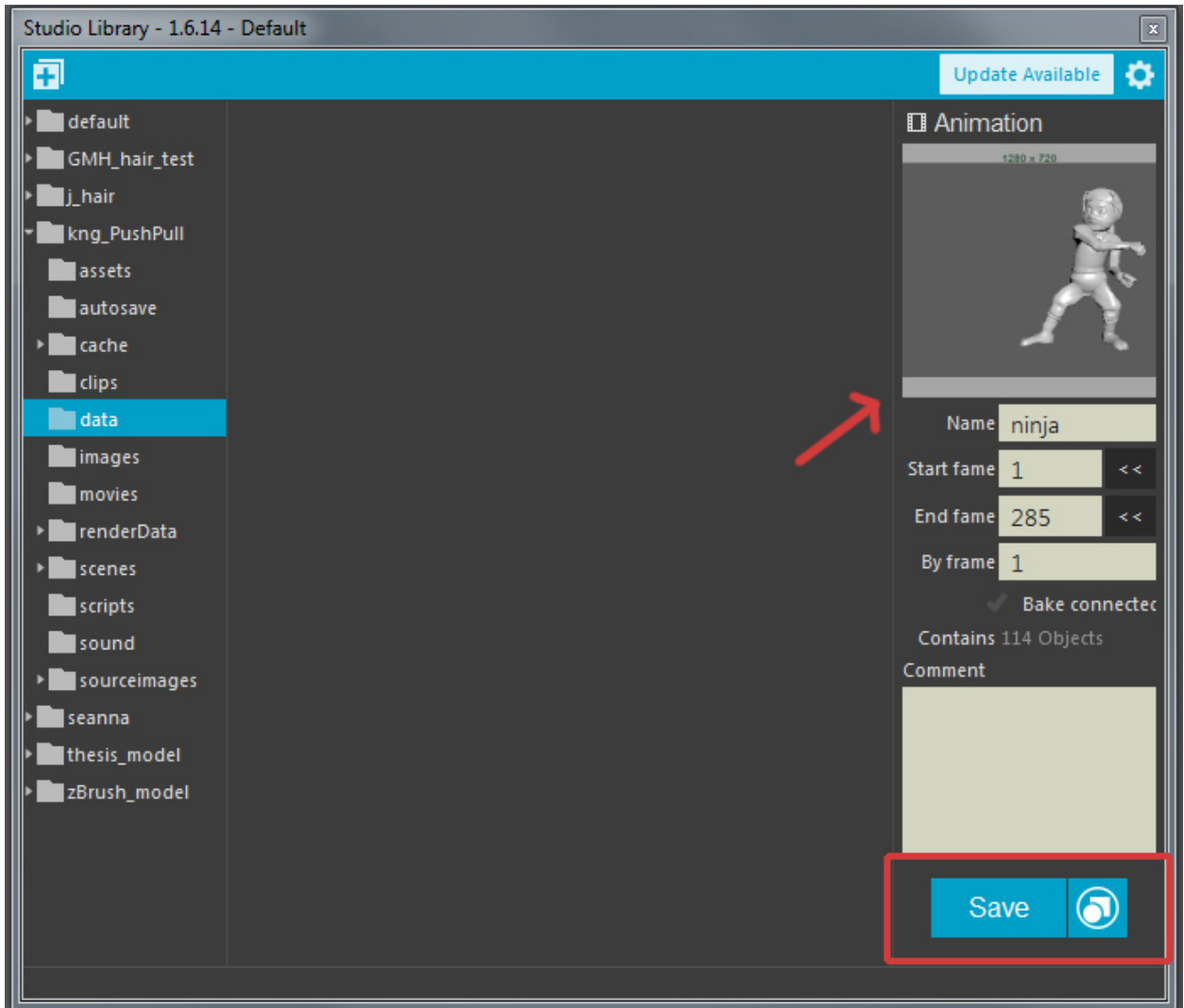5) Go to the "Studio Library" window, click on the "+" icon and select "Animation"

6) Give a name for the data.

7) Click on the "blank square". A message about speeding up the playblast will appear. Select "No".

8) A Snapshot Camera will appear, playing your animation. That shows that the Studio Library is storing your animation. After the animation data is stored, you should see the square area has an image of your animation playblast.

9) Now, hit "Save". And your animation data is stored.

10) While **leaving the "Studio library" window OPEN,** go to a new Maya scene, open your character rig and select **ALL CTLs** of your rig**.** *See step 4 to select all CTLs if you are using Rapid rig.*

11) With all your CTLs selected, go to the "Studio Library" window and select "Apply".
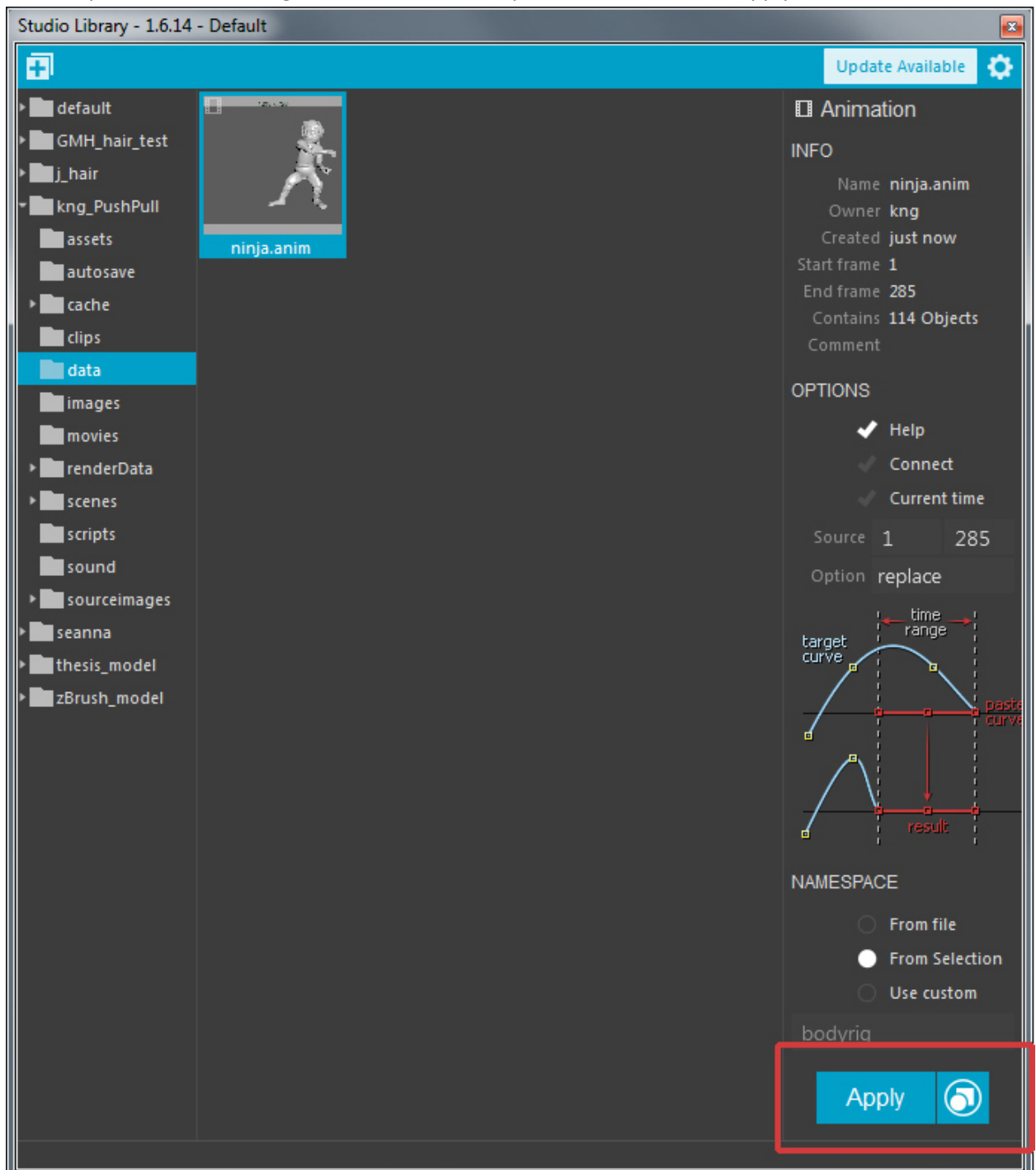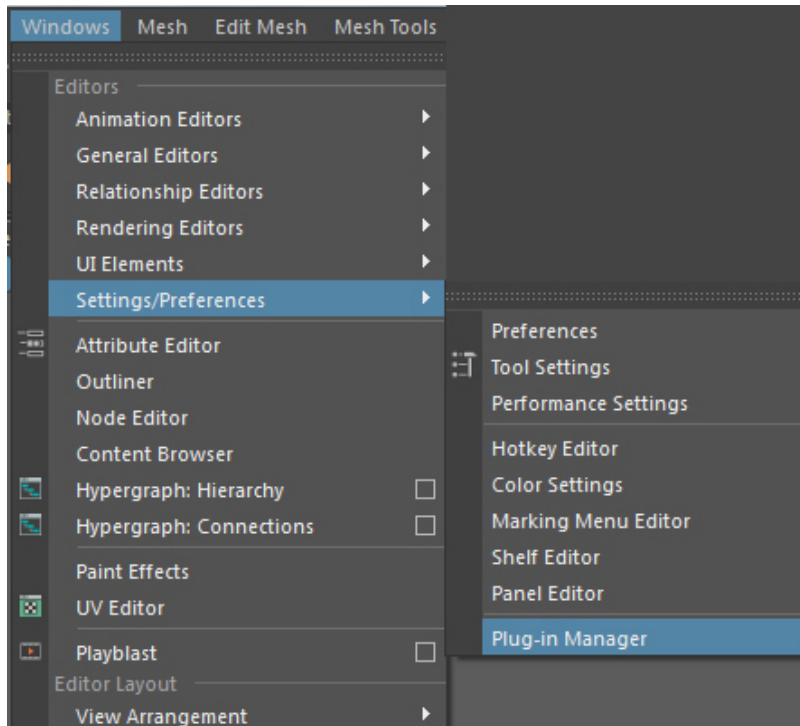

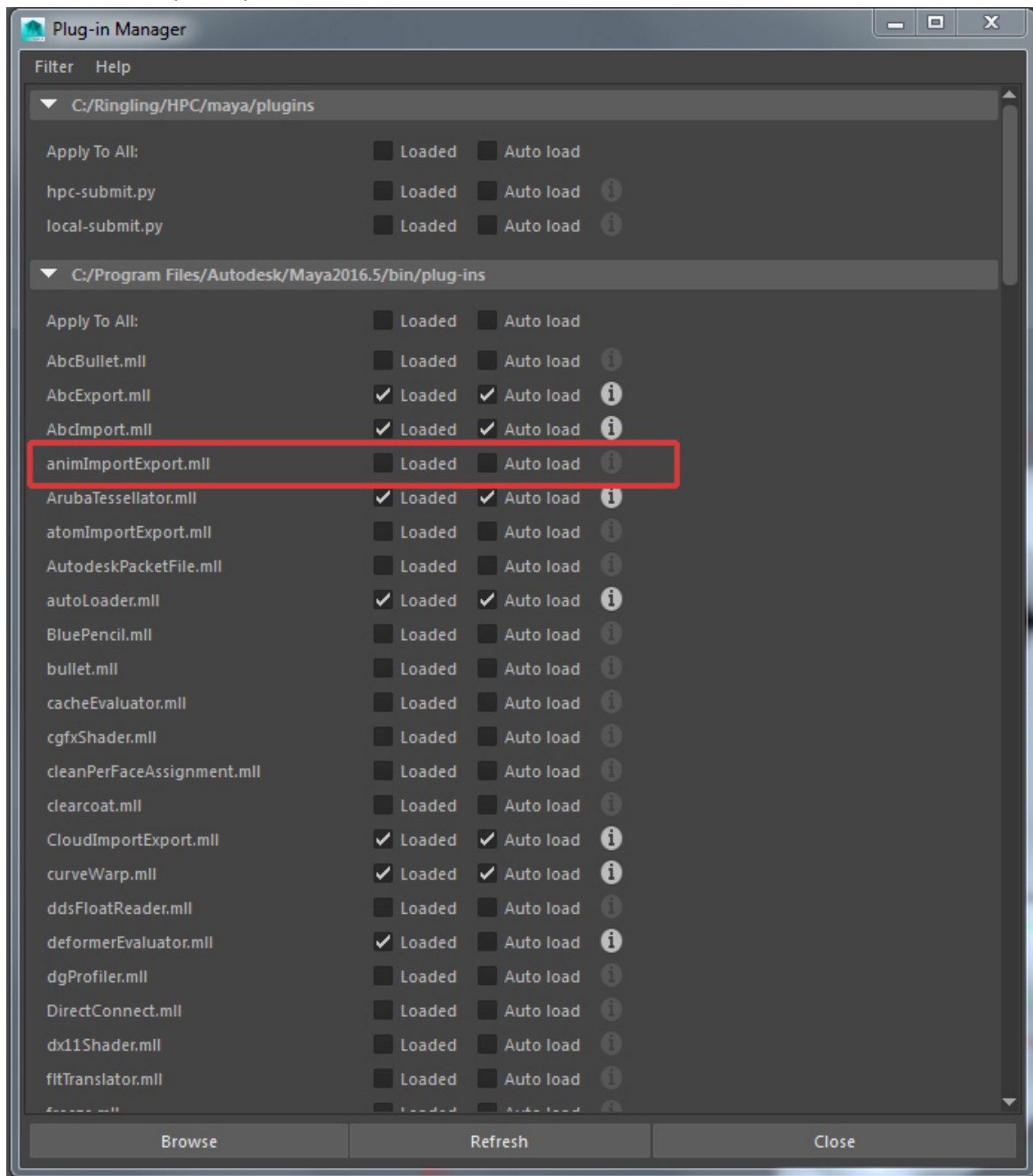12) And your animation is imported. ☺

Option 3: AnimExport *(Note: AnimExport is buggy. Depending on the complexity of your rig, this option may or may not work for you.)*

1) Go to Windows → Settings/Preferences → Plug-in Manager

2) Locate "animImportExport.mll" and check on "Loaded" and "Auto load"

3) At your time slider, go to Frame 1 and **KEY** your rig's Main Master CTL and the top GRP node of your Facial CTLs. For example, Artie's rig has the Main Master CTL called "Character" and the top GRP node of the Facial CTLs called "GRP_HUD_ConstrainMe" node that groups all the facial controls. Key "Character" and "GRP_HUD_ConstrainMe"node.
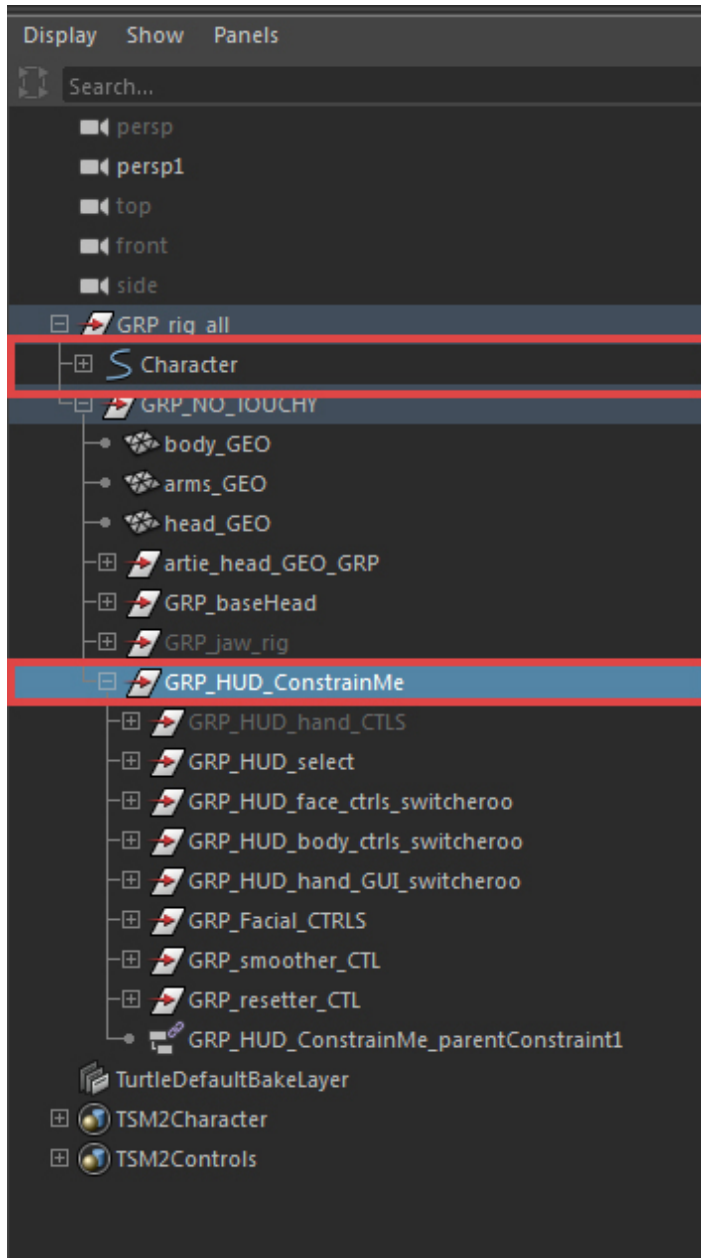
4) Select your rig's Main Master CTL and the top GRP node of your Facial CTLs
5) Go to "File" → "Export Selection's Option Box"
6) Change the "File type:" to "animExport"
7) For the "Hierarchy", select "Below"
8) For the "Time range", select "Start/End" and change the "Start time" to your first frame of animation and the "End time" to your last frame of animation.
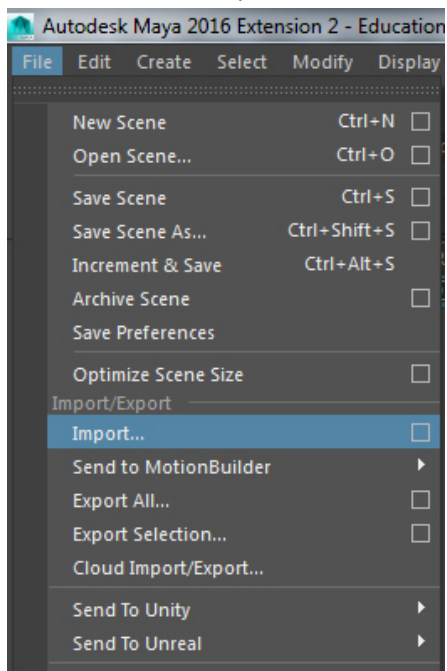9) Select "Export Selection"
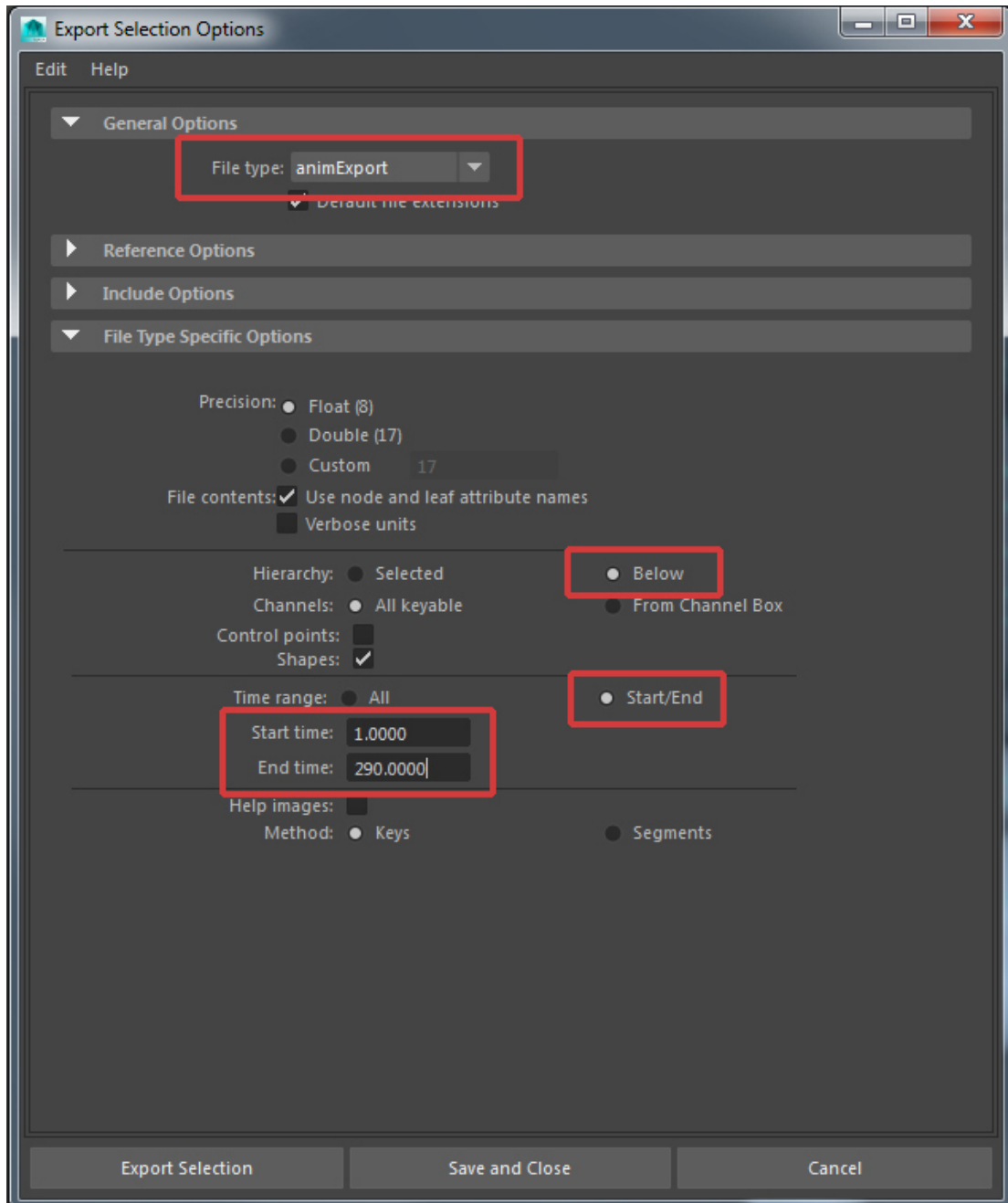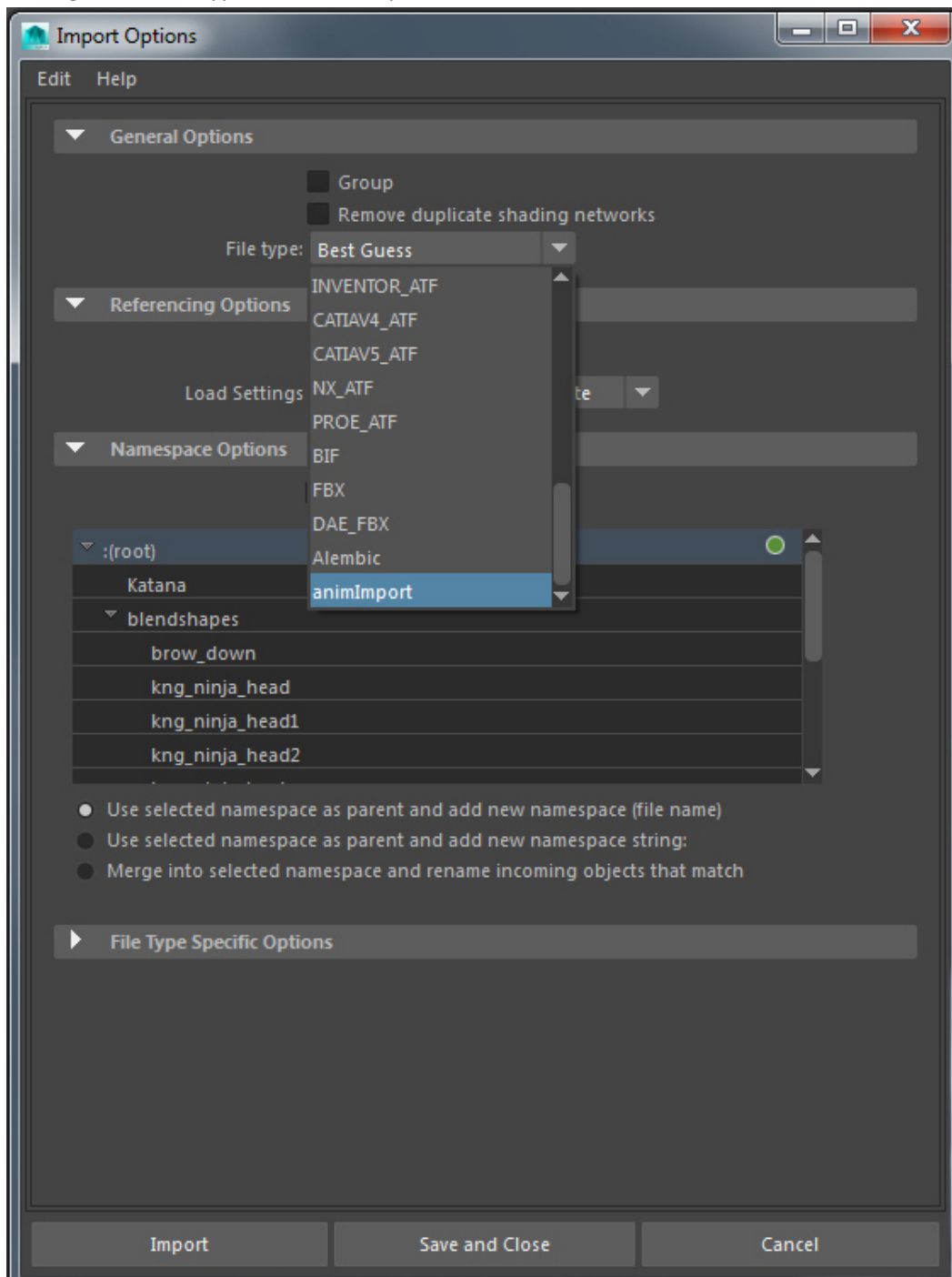
10) Name the "File name" and hit "Export Selection"
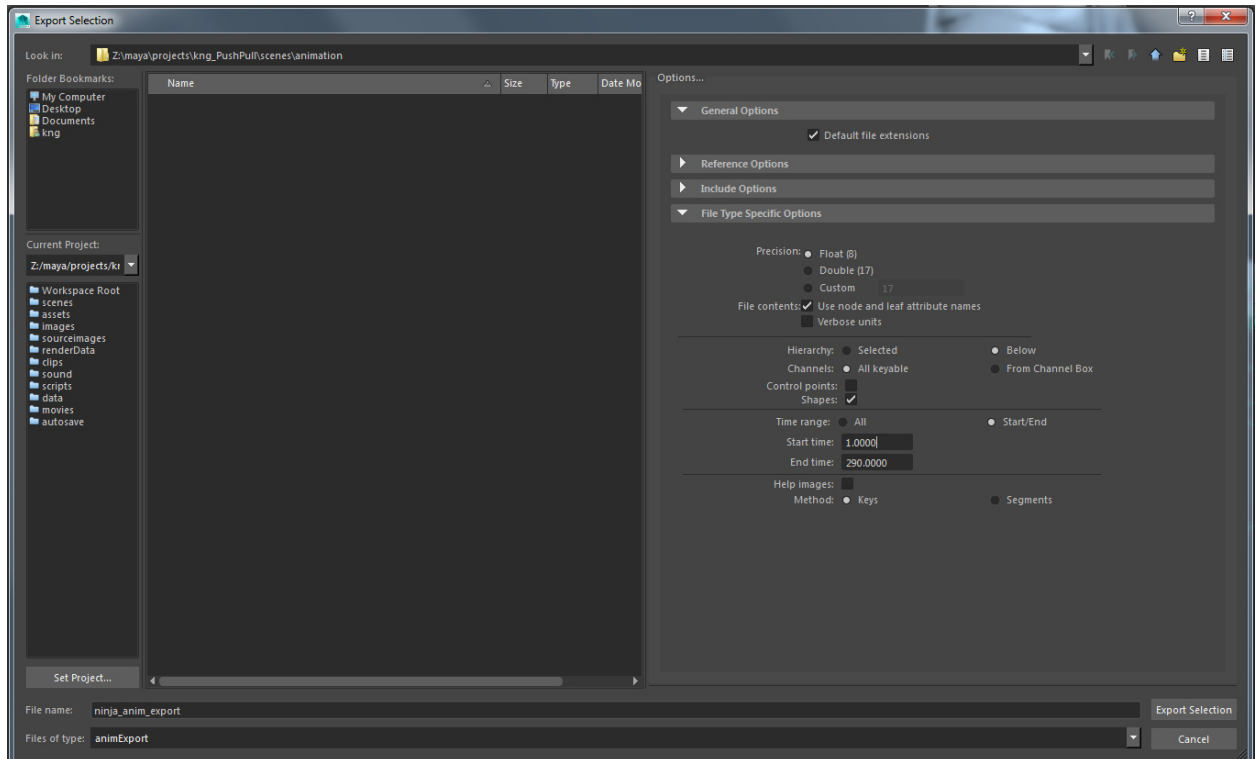
11) Go to a new Maya scene, open your character rig, select its Main Master CTL and the top group node of the Facial CTLs
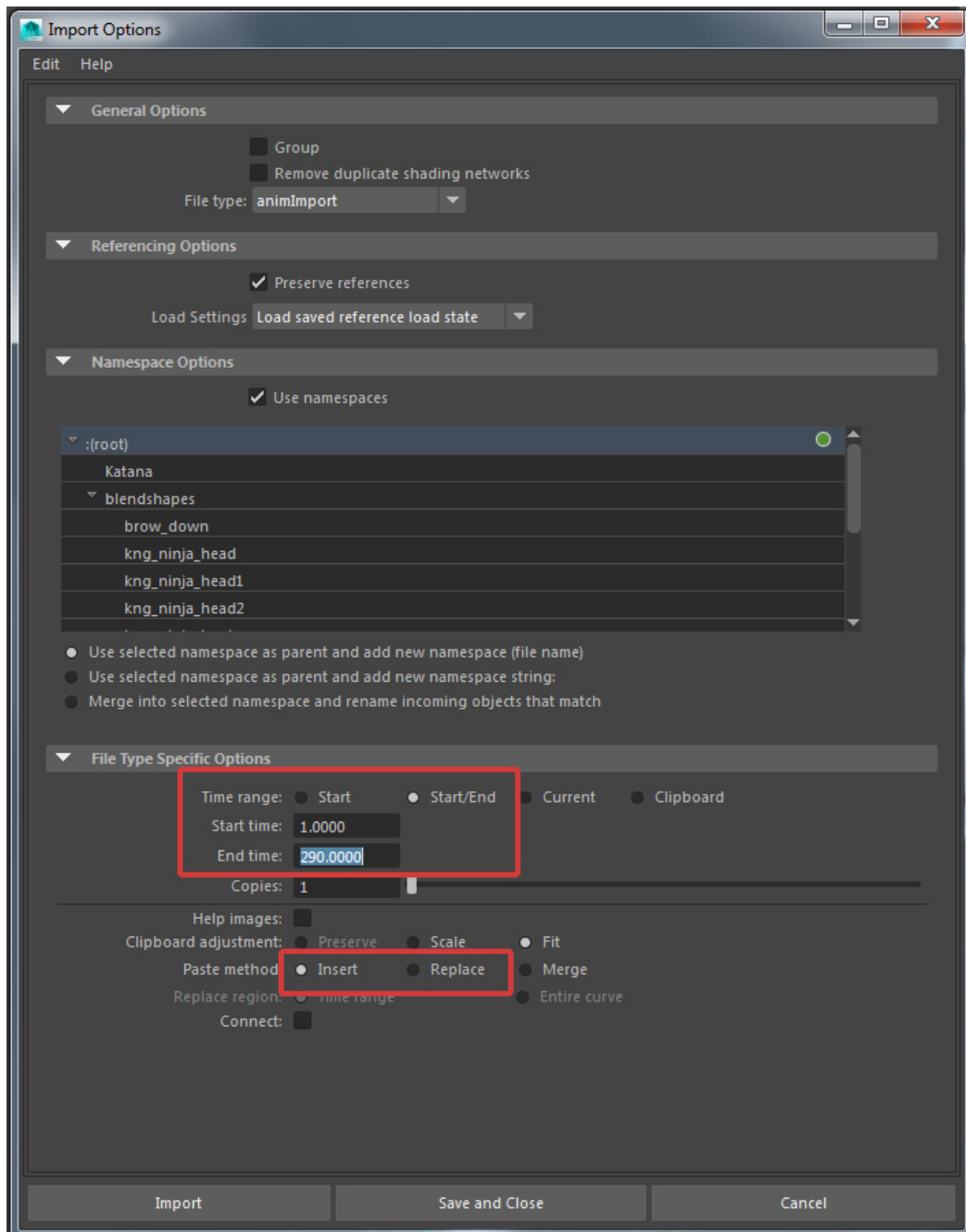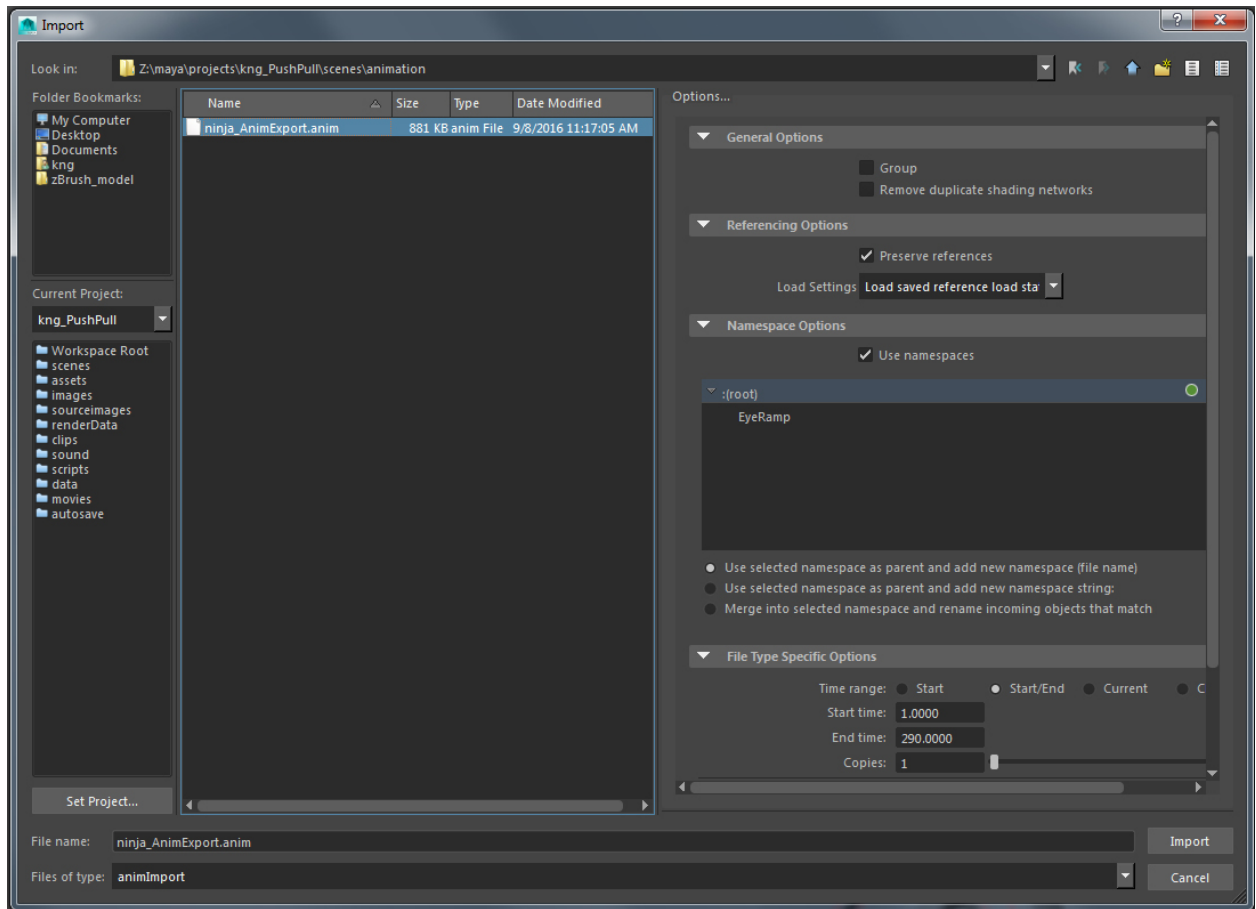
12) Go to "File" → "Import…"

13) Change the "File Type" to "animImport"

14) Under the "File Type Specific Options", change the "Time range" to "Start/End" and change the "Start time" to your first frame of animation and the "End time" to your last frame of animation. Also, change the "Paste method" to "Insert". If the rig has existing key frames, you can change the "Paste method" to "Replace".

15) Finally, click "Import". Browse and select your exported anim file.

16) And your animation is imported. ☺