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Exporting Animated Meshes

Formats

In addition to the ability to export [static meshes](#), the SpeedTree Modeler can also save animation data as point caches to certain formats.

Wind

Currently, wind animation is supported in FBX, Alembic, and Cinema 4D formats. This is done using a point cache, which contains where the vertices are at each frame.

With very complex trees and/or long render times, these files may become quite large. Alembic usually handles this better than other formats.

Timeline (Growth/Forces)

More complex animations involving tree growth, keyframed wind, and animated forces can be set up on the timeline bar in the SpeedTree Modeler. If this has been done and the option selected in the export dialog, the tree will be recomputed each frame to capture the entire animation. This will be a noticeably slower export than just wind, which doesn't require re-computation of the tree.

Note that these types of animation result in a completely changing topology per frame. Currently, this is only supported in the Alembic format.

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