

// if you're doing some type of simulation for animation and you're trying to convert that timeline into multiple piece for swap-mesh-style-animation, this script is a workaround if your simulated mesh keeps breaking or moving from where it is supposed to be. This script will grab the keyframes from the baked timeline and make copies from whatever frames you tell it to. Copy all from below and go into the scripting tab in blender. Paste the script then go to the "text" dropdown and choose "run script"

```
import bpy

# Frames you want to capture
frames = [167, 170, 173, 176, 179, 182, 185,]

obj = bpy.context.active_object

depsgraph = bpy.context.evaluated_depsgraph_get()

for frame in frames:
    bpy.context.scene.frame_set(frame)

    obj_eval = obj.evaluated_get(depsgraph)
    mesh = bpy.data.meshes.new_from_object(obj_eval)

    new_obj = bpy.data.objects.new(f'{obj.name}_{frame:03d}', mesh)

    new_obj.matrix_world = obj.matrix_world.copy()

# Link to current collection
bpy.context.collection.objects.link(new_obj)
```

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