

```
# get objects selected in the viewport
viewport_selection = bpy.context.selected_objects

# get export objects
obj_export_list = viewport_selection
if self.use_selection_setting == False:
    obj_export_list = [i for i in bpy.context.scene.objects]

# deselect all objects
bpy.ops.object.select_all(action='DESELECT')

for item in obj_export_list:
    item.select = True
    if item.type == 'MESH':
        file_path = os.path.join(folder_path, "{}.obj".format(item.name))
        bpy.ops.export_scene.obj(filepath=file_path, use_selection=True,
                                axis_forward=self.axis_forward_setting,
                                axis_up=self.axis_up_setting,
                                use_animation=self.use_animation_setting,
                                use_mesh_modifiers=self.use_mesh_modifiers_setting,
                                use_edges=self.use_edges_setting,
                                use_smooth_groups=self.use_smooth_groups_setting,
                                use_smooth_groups_bitflags=self.use_smooth_groups_bitfl
                                use_normals=self.use_normals_setting,
                                use_uv=self.use_uv_setting,
                                materials_setting,
```

Python4physics

This is a six week course
START DATE: JUNE 16, 2025

Python4Physics is a class designed to give students the key tools to write simple code using a programming language called Python. In this class, you will learn some fun concepts in Physics, Math, statistics, and, of course, programming. You will do this by solving problems numerically. You will learn to solve equations, do data analysis, and model various systems. You do not need any background with programming, physics, or calculations. You will need to be familiar with algebra.

FOR MORE INFORMATION

Go to our registration form using the qr code below, or visit: [/physics.berkeley.edu/python4physics](https://physics.berkeley.edu/python4physics)

Registration is free and open to the public.

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