



## 28.1 Asset Browser – Default Asset Library

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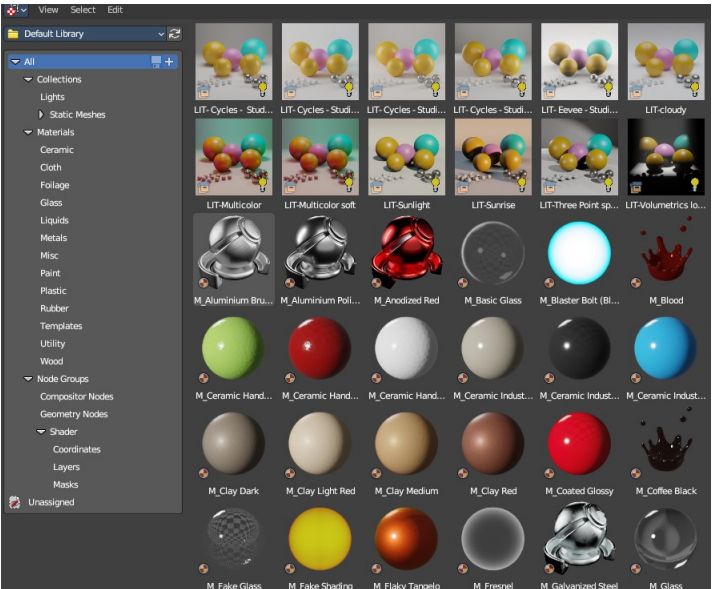
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## Default Asset Library

Bforartists comes with a default asset library – installed via addon. This is enabled by default. With this asset library you can find numerous default assets to get you up and running with your art quickly and efficiently.

### The Asset Browser

The Asset Browser is an editor in the Asset Workspace that gives you some standard lighting settings for the Cycles and Eevee renderer, objects in collections, node groups, materials and more. It contains for example the classical three-point setup. But also some basic volumetrics examples – or a shader ball or color checker reference stand.



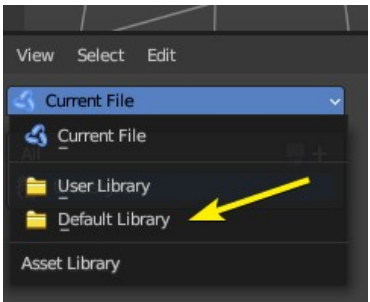
The default library addon can be turned off in the User Preferences.

*Note that the Eevee light setup is rudimentary. Eevee is a realtime render engine. To achieve more realistic results you may want to use Light probes, and bake the lights and shadows. This cannot be done by the addon though. Light probes requires a scene, light and object specific setup.*

### Library Contents

To select the Default Library, choose it from drop-down box that contains the libraries that comes with Bforartists. Here you can select what asset you want to load.

The assets are grouped by categories.



## Categories

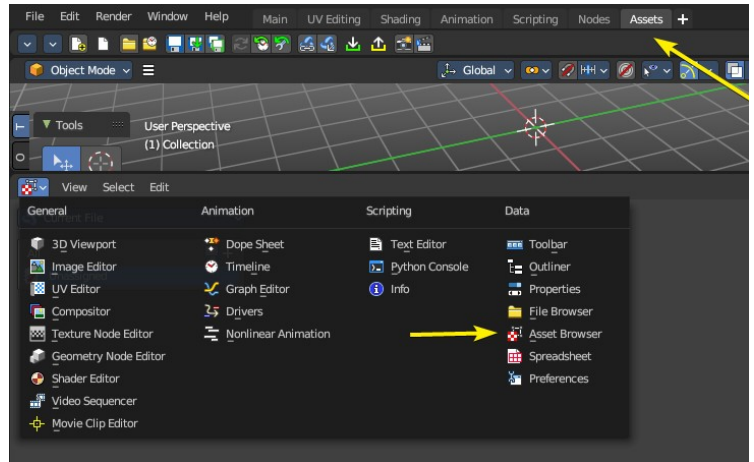
- Collections
  - Lights
  - Static Meshes
    - Backgrounds
    - Utility
- Materials
  - Ceramic
  - Cloth
  - Foilage
  - Glass
  - Liquids
  - Metals
  - Misc
  - Paint
  - Plastic
  - Rubber
  - Templates
  - Utility
  - Wood
- Node groups
  - Compositor Nodes
  - Geometry Nodes
  - Shader
    - Coordinates
    - Layers
    - Masks

## Simple Usage

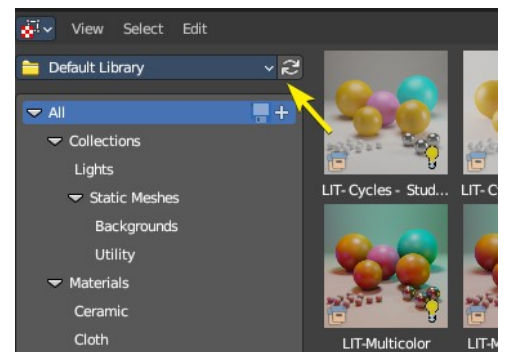
### Preparation

Select the Assets Workspace or alternatively change and editor by toggling the Hide Editor Type and changing it to the Asset Browser.

Once you have an asset browser open, select the Default Library from the drop down to the top left of the editor.



If you don't see any assets, press the refresh icon.

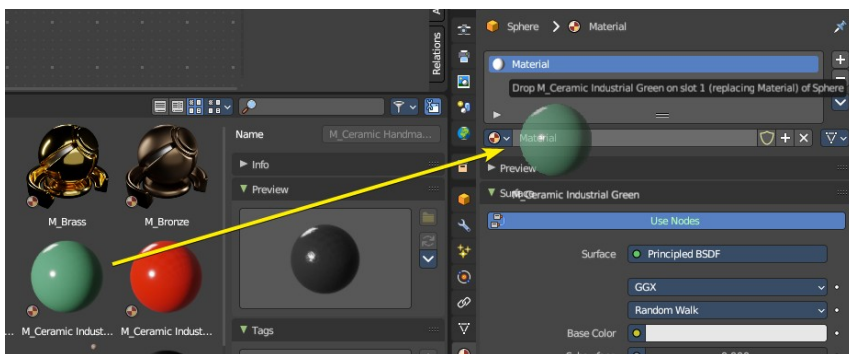
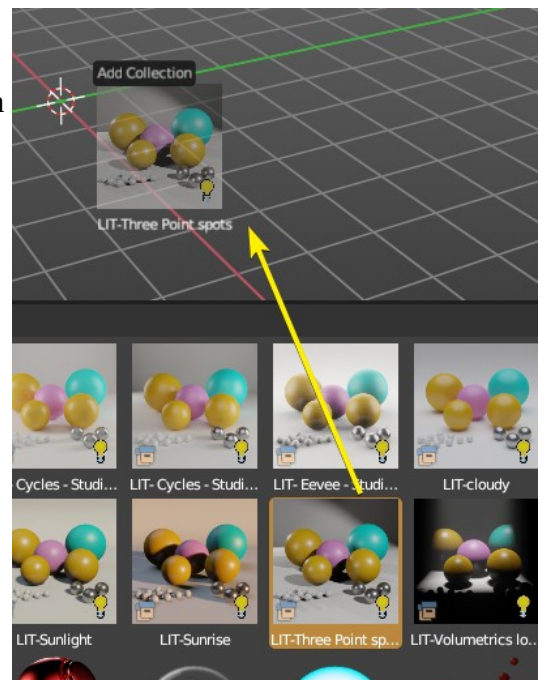


### Loading Assets

Click on any categories in the left sidebar, then click and drag on an item to then add it into either the Node editors or the 3D View.

The asset and editor context may influence where you can drag and drop. Example: A collection can only be added to the 3D Viewport, but a Node Group can only be added to the Node Editor in the correct mode (Shader, Geometry Nodes, etc)

You can also drag and drop the assets onto data slots.



## The available light set-ups

Here you can get an overview how the result looks like for the different lighting set-ups. Note that just the Cycles results are showing here.

Be careful with the volumetrics examples. Especially the Musgrave example can render eons.

