



## 28 Editors - Asset Browser

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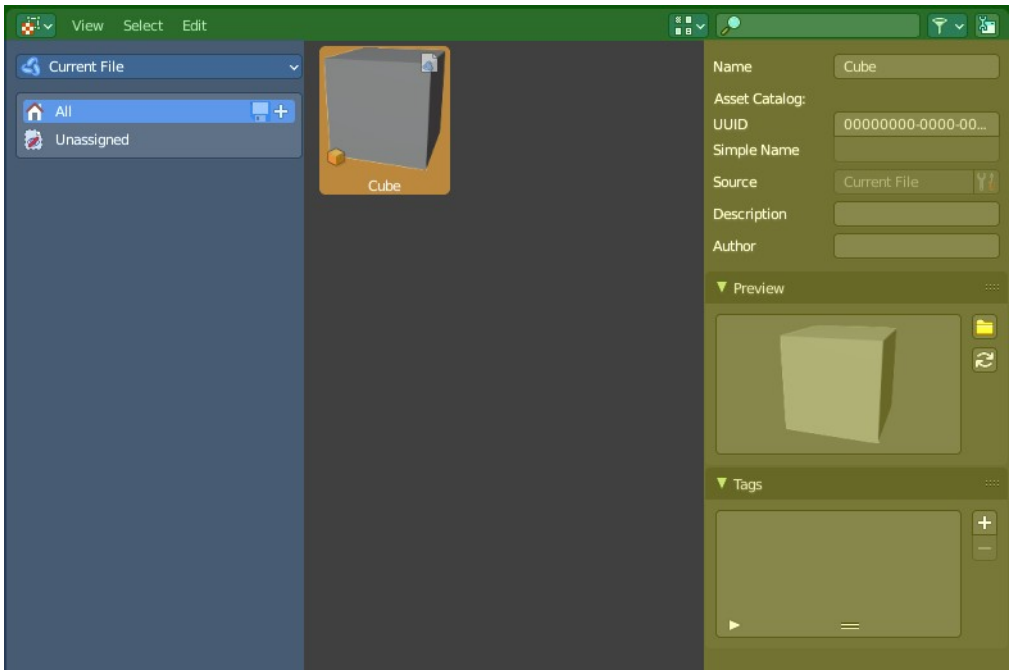
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# Asset Browser

The Asset browser is an explorer dialog that allows you to store assets, and reuse them at a later point. Assets can be everything. Objects, scenes, grease pencil strokes and so on.



The asset browser interface is divided into several areas.

Header (green)

Categories (blue)

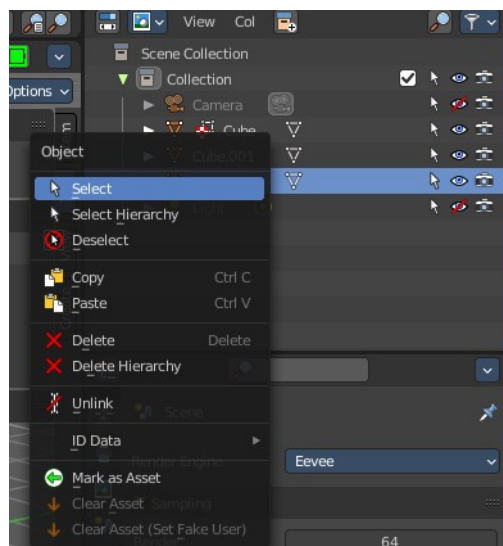
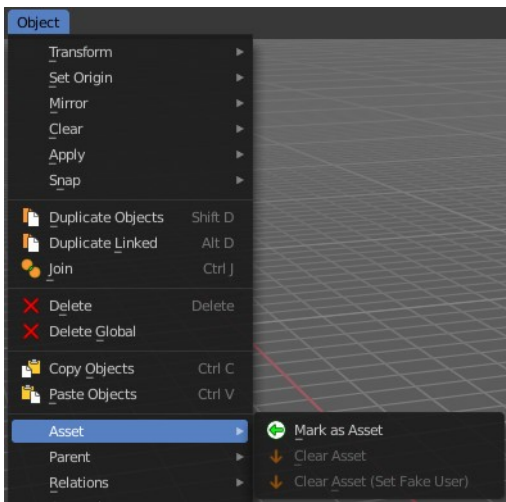
Sidebar (yellow)

Content area ( no color)

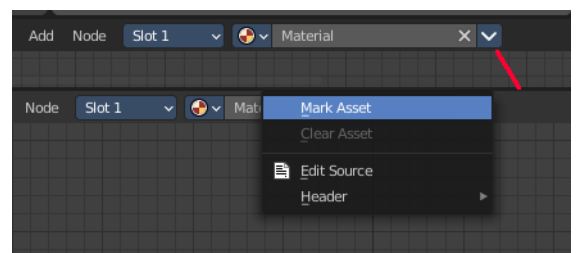
# How to

## Asset handling

To insert or remove an asset you can use the right click menu in the outliner. Or the object menu in the 3d viewport. Mark Asset and Clear Asset.



When it is something like a material or a texture, then you can also right click at the menu in the data prop. This will also reveal a menu where you can add or remove the asset.

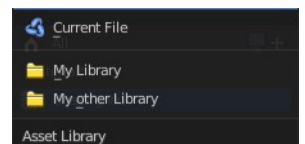


Dragging items into the browser is currently not supported. The other direction works though. You can drag assets from the browser into the 3d view.

Poses can be inserted in pose mode. But how is currently not documented.

## Asset Library

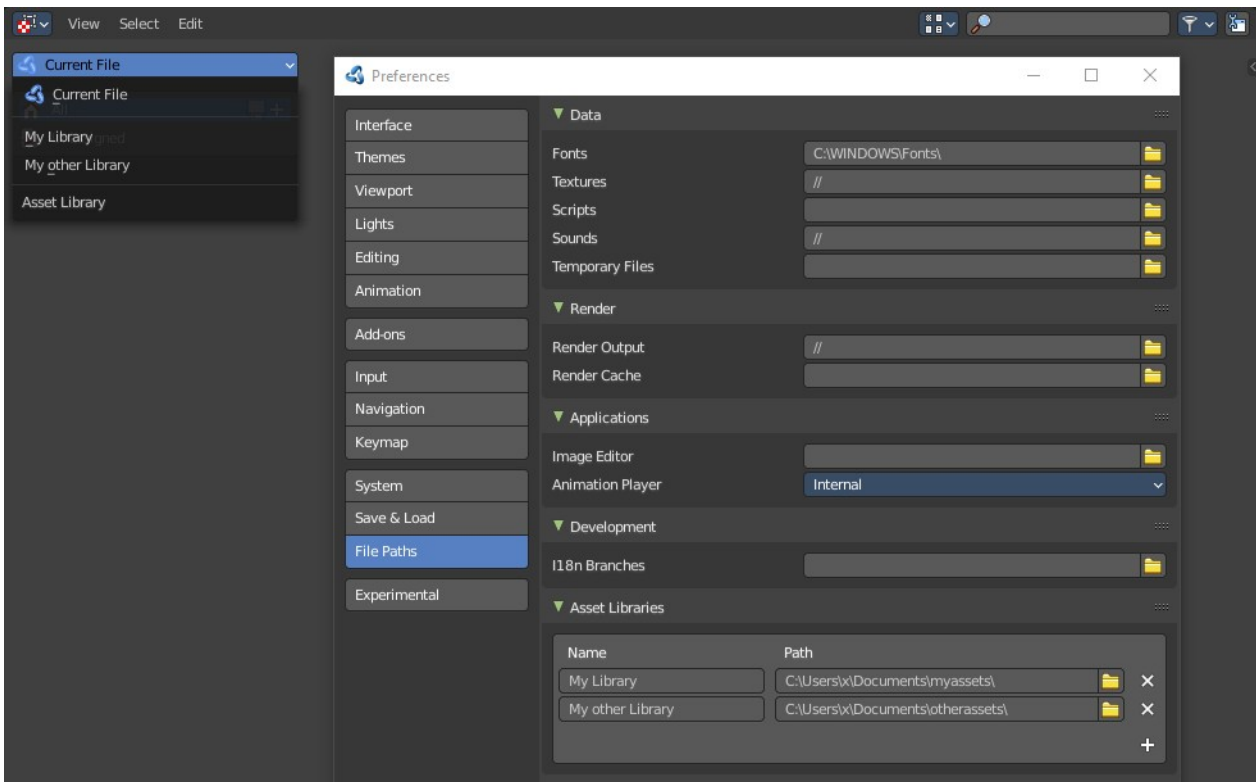
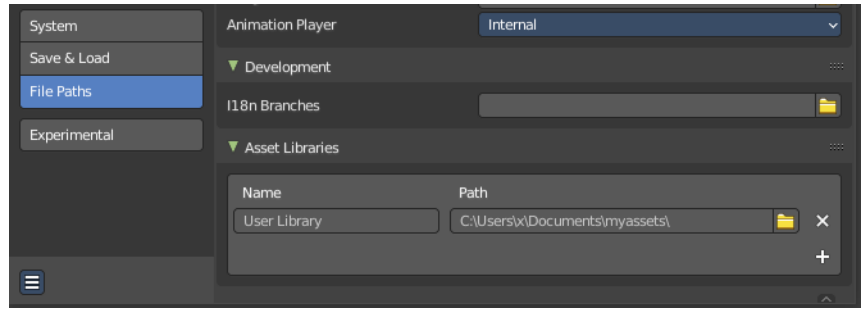
There are two ways to deal with assets. You can either store them in the current blend file. This is the Current file method.



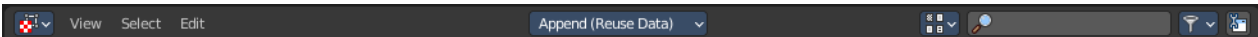
Or you switch to User Library, and create an external library in a fixed path.

Go to Preferences > File Paths > Asset Libraries to add this path to your asset libraries then

You can add more than one asset library in the preferences. But you can't load more than one at once.



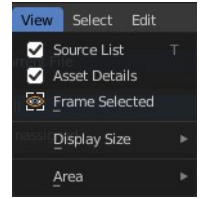
# Header



There are several tools in the header to find. Menus, and a few options.

# Header - View menu

The view menu contains view related functionality.



## Source List

Shows or hides the tool shelf at the left side.

## File Path

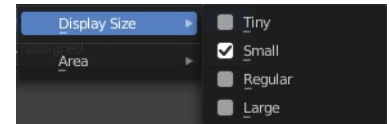
Please ignore. This entry is a bug. The asset browser shares the code with the file browser.

## Frame Selected

Scrolls the selection into view.

## Display Size

The display size for the assets.

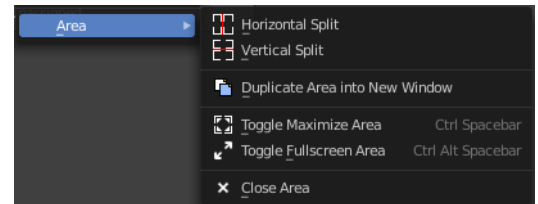


## Area Menu

Area is a menu with window related settings.

## Horizontal Split

Splits the editor horizontally into two editors.



## Vertical Split

Splits the editor vertically into two editors.

## Duplicate Area into new Window

Creates a floating window out of the current editor.

## Toggle Maximize Area

Displays the editor maximized with menus.

To return to split view press hotkey Ctrl Up Arrow, or reuse the menu item in the View menu.

## Toggle Fullscreen Area

Displays the editor maximized without menus.

To return from the full screen view press hotkey Alt F10, or use the little button that appears up right when you move the mouse in this corner.

## Close Area

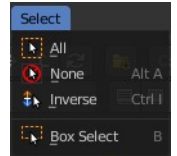
Closes the editor.

# Header - Select menu

Select functionality.

## Box Select

Allows you to box select files. Note that this is an old obsolete operator. You don't need to press the hotkey anymore for box select.



## Inverse

Inverts the selection.

## None

Select none.

## All

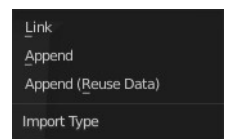
Select all.

# Header - Tools and Options

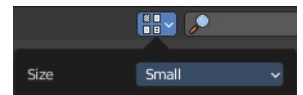


## Import Type

Just with a user library. Allows you to define how to import the assets.

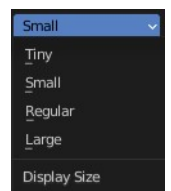


## Display Mode



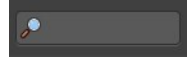
## Size

The displays size of the assets. Note that you cannot turn to list display here. Just big icons.



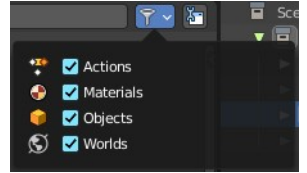
## Search

Name Filter. Allows you to search for specific files and folders.



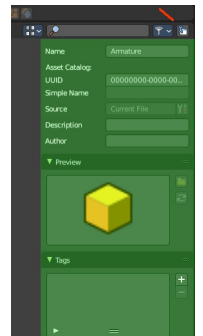
## Filter

Allows you to filter the assets library in various ways. The menu items should be self explaining.



## Toggle Region

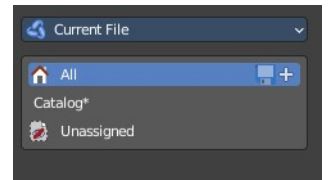
Toggles the sidebar at the right. The sidebar contains various im- and export settings for the single file types.



## Tool shelf

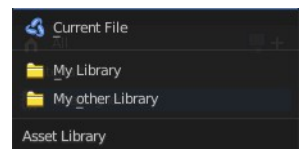
The toolshelf shows the different catalogs that you can use to store your assets.

These catalogs are currently disfunctional. You can just add or remove the categories. But not insert assets to it.



## Asset Library chooser

Here you can choose what asset library to use.

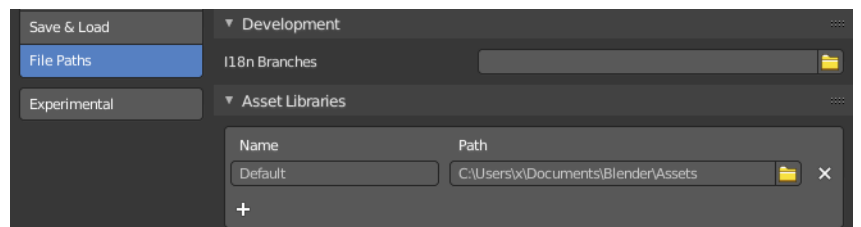


## Current File

Uses the current Blend file as the asset library. All assets are stored into the current blend file. And this means that when you remove objects from the scene, then the assets in the assets library will also vanish.

## User Library

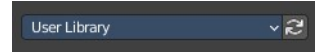
Uses the blend file in the path that is defined in the user preferences as the asset library.





Working with more than one blend file is currently not supported.

## Refresh

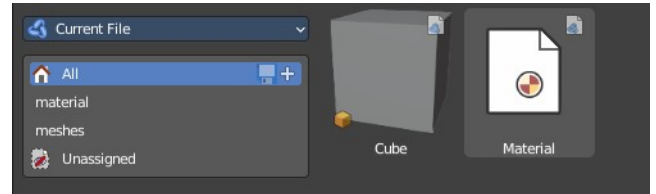


With a user library you will get a refresh button besides the asset library chooser. Refreshes the content.

## Asset Catalogs

Asset catalogs allows you to organize your assets.

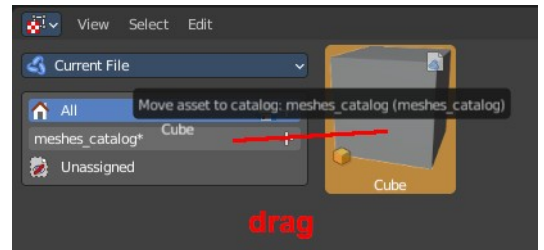
Note that asset catalogs does not work with the external asset libraries. Just with the asset library in the current file.



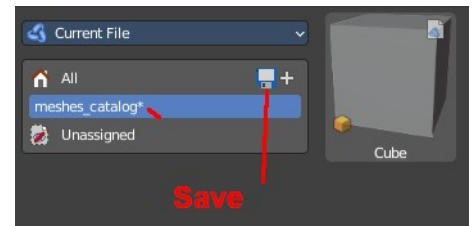
First save your file. The method does not work at a blend file that is not saved yet.

Then create your catalog, and name them.

Then select one of your assets. And drag it onto the catalog that you want to add it to.



Finally, save the asset.



## Save Asset Catalogs

Saves the current asset catalog to file and make the changes permanent.

## New Asset Catalog

Creates a new asset catalog. Asset catalogs can be nested too.

## Unassigned

The assets that are currently not in a catalog.

## Asset catalog right click menus

Note that the Edit Source button is a developer feature.

## Right clicking at the All item

### **Mark as asset**

Marks the object as an asset. Dysfunctional in this context.



### **Clear Asset**

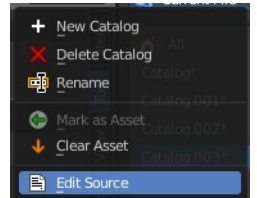
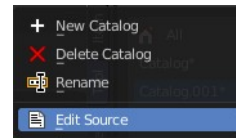
Removes all assets.

## Right clicking at one of the catalog items

Content depends if you have an asset selected or not.

### **New Catalog**

Creates a new nested catalog inside of the current catalog.



### **Delete catalog**

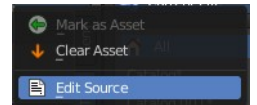
Deletes the catalog and all of its childs.

### **Rename**

Rename the current catalog.

### **Mark as asset**

Marks the object as an asset. Dysfunctional in this context.



### **Clear Asset**

Removes all assets.

# Sidebar

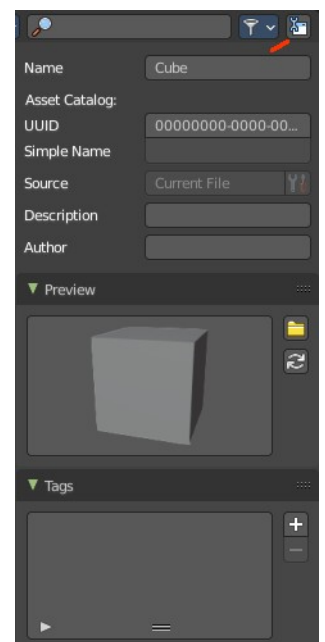
At the right side you will find the Sidebar. It is usually hidden. But can be revealed by a click at the litte triangle button, or with a click at the Toggle Region button in the header at the right.

## Name

The name of the asset. Here you can also rename the asset. Note that the name of the asset in the view does not refresh immediately at the moment. You can force a refresh of it in the Preview panel by clicking at the Generate Preview button

## Asset Catalog

Further informations about the aasset catalog that is used for this asset.



## UUID

A UUID for the Blender developers.

## Simple Name

A simple name that can't be edited for the Blender developers.

## Source

A source that can't be edited for the Blender developers.

## Description

Add a description for the asset.

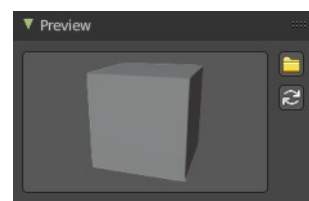
## Author

Add the name of the author of the asset.

---

## Preview Panel

A preview of the asset. By default the same image that you see in the view when you create the asset.



## Load Custom Preview

Opens a file browser where you can choose a custom icon for this asset.

## Generate Preview

Generates a preview icon from the content. Note that this will reset the custom icon.

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## Tags Panel

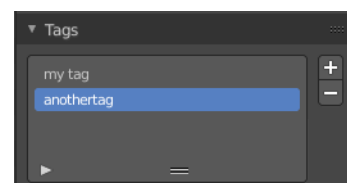
Enter custom tags for this asset. This tags allows you to sort your assets by tag.

## Tags List

The list of the current tags.

## Drag handler

Allows you to resize the list.



## Search

Search the list. This search can be expanded by clicking at the little triangle button down left.



## Add Asset Tag

Adds a tag to the tag list. This tag can be renamed in the list.

## Remove Asset Tag

Removes the selected tag from the tag list.

# Assets context menu

When you right click into the view then a Asset context menu opens.

## Refresh Asset Library

Refresh the file list.

## Clear Asset

Removes the asset from the asset library.

## Clear Asset ( Set Fake User)

Removes the asset from the asset library. But sets it to fake user, so that it remains in the scene.

## Open Blend File

Opens the path for the blend file that contains the active asset. Just active with User Library.

## Display Size

Set the display size of the file browser to four predefined sizes.

