



28.1 Asset Browser – Default Asset Library

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Introduction



Bforartists comes with a default asset library – registered by 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 Library

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.

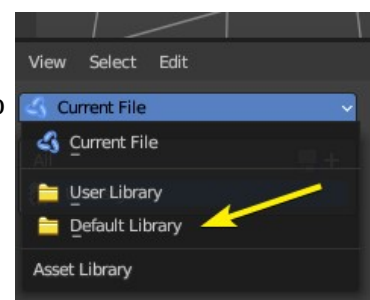
The default library addon can be turned off in the User Preferences.

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

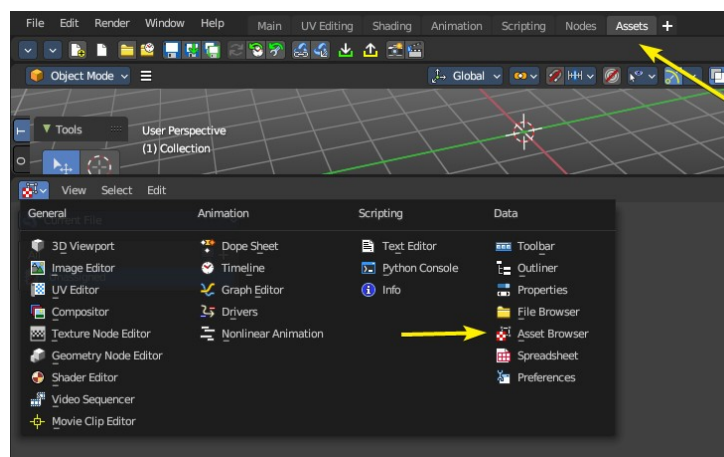
- Collections
 - Lights
 - Static Meshes
 - Backgrounds
 - Utility
- Materials
 - Ceramic
 - Cloth
 - Foilage
 - Glass
 - Liquids
 - Metals
 - Misc
 - Paint
 - Plastic
 - Rubber
 - Templates
 - Utility
 - Wood
- Shader nodegroups
 - Color
 - Layers
 - Mapping
 - Masks
 - Patterns
 - Shaders
 - Shapes
 - Utility

Simple Usage

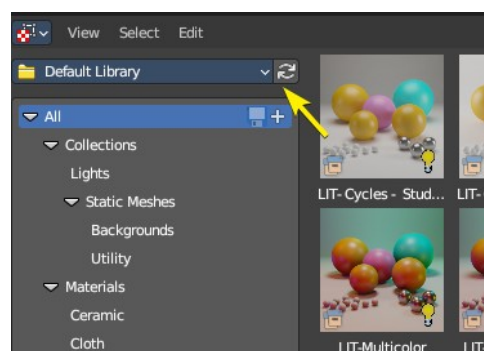
Preparation

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.

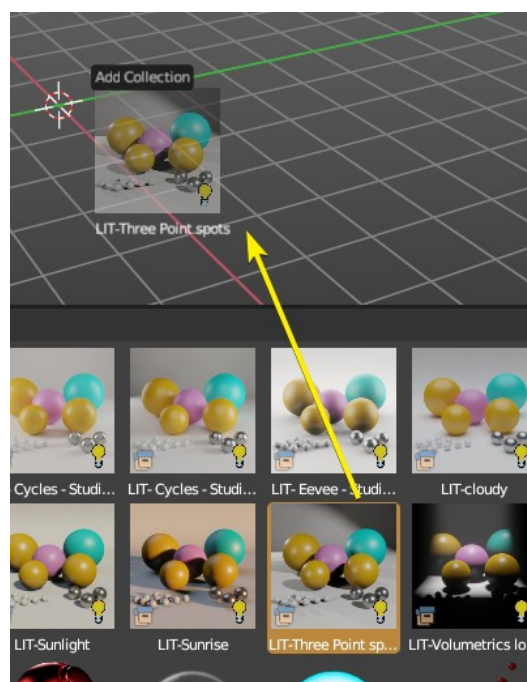


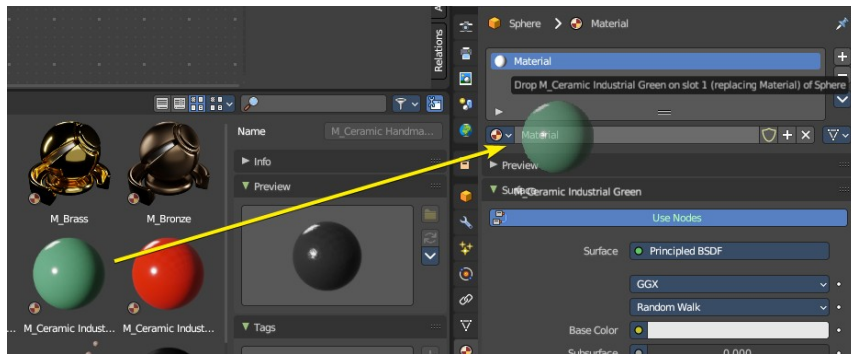
Loading Assets

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.

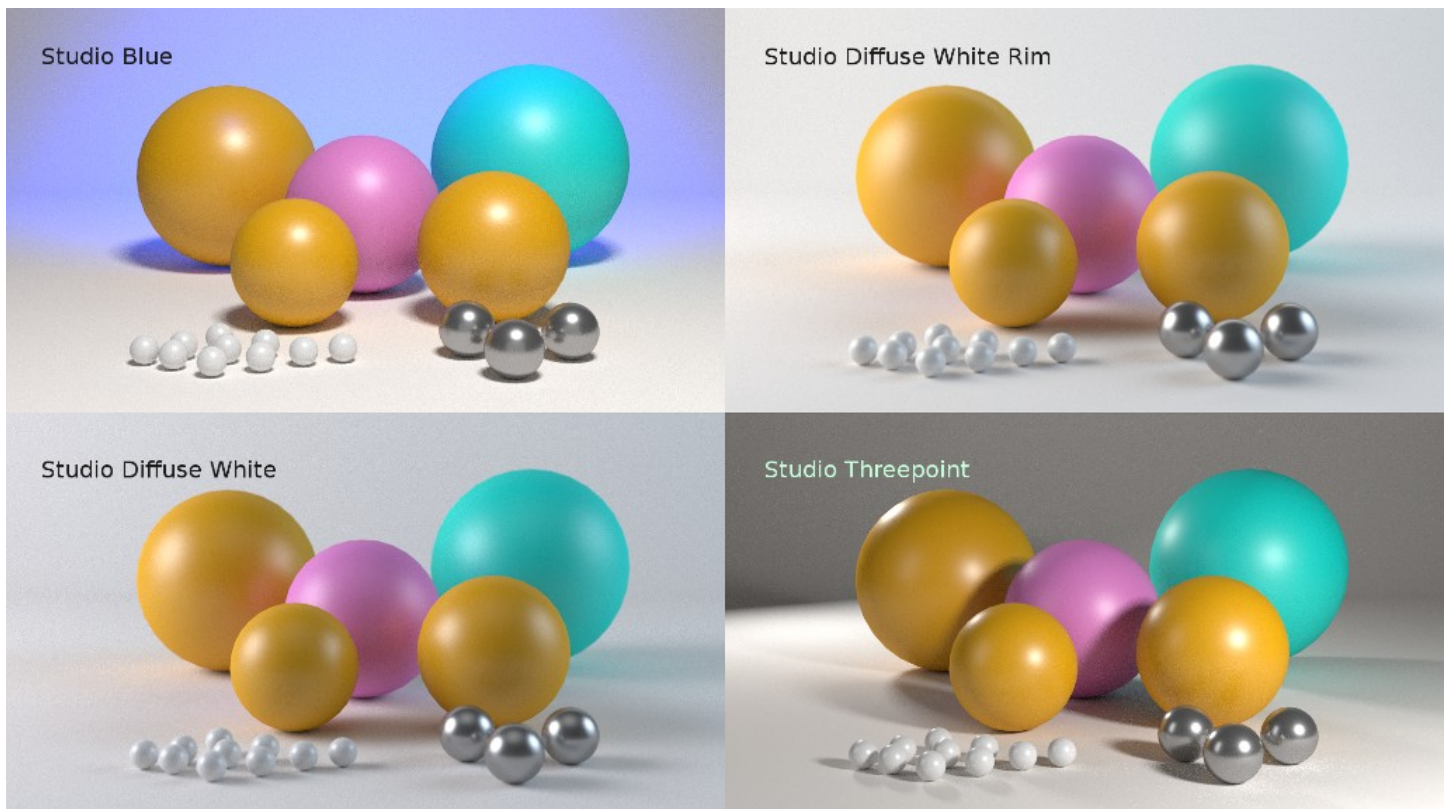


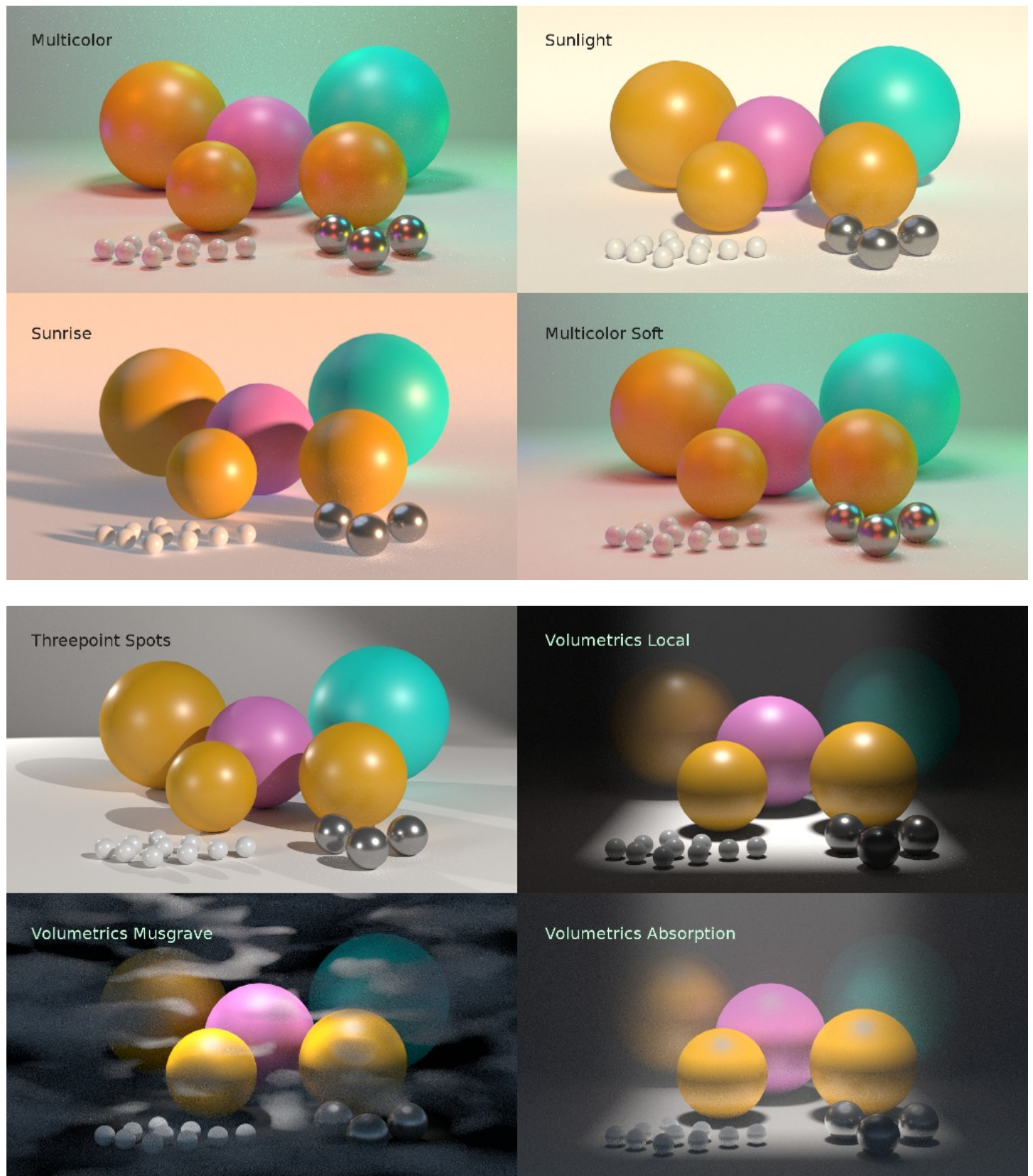


Collections - Lights

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.



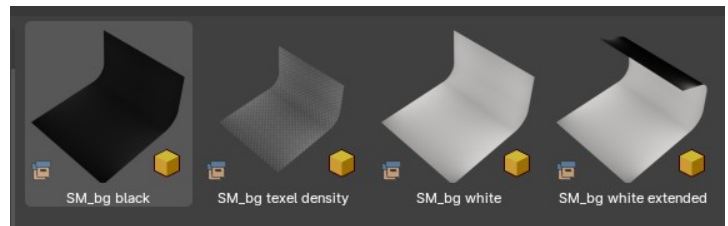


Collections – Static Meshes

This category contains static meshes with the prefix “SM_”, which are collections with objects and materials to be used in various situations.

Backgrounds

This category contains quick photographic backdrops.

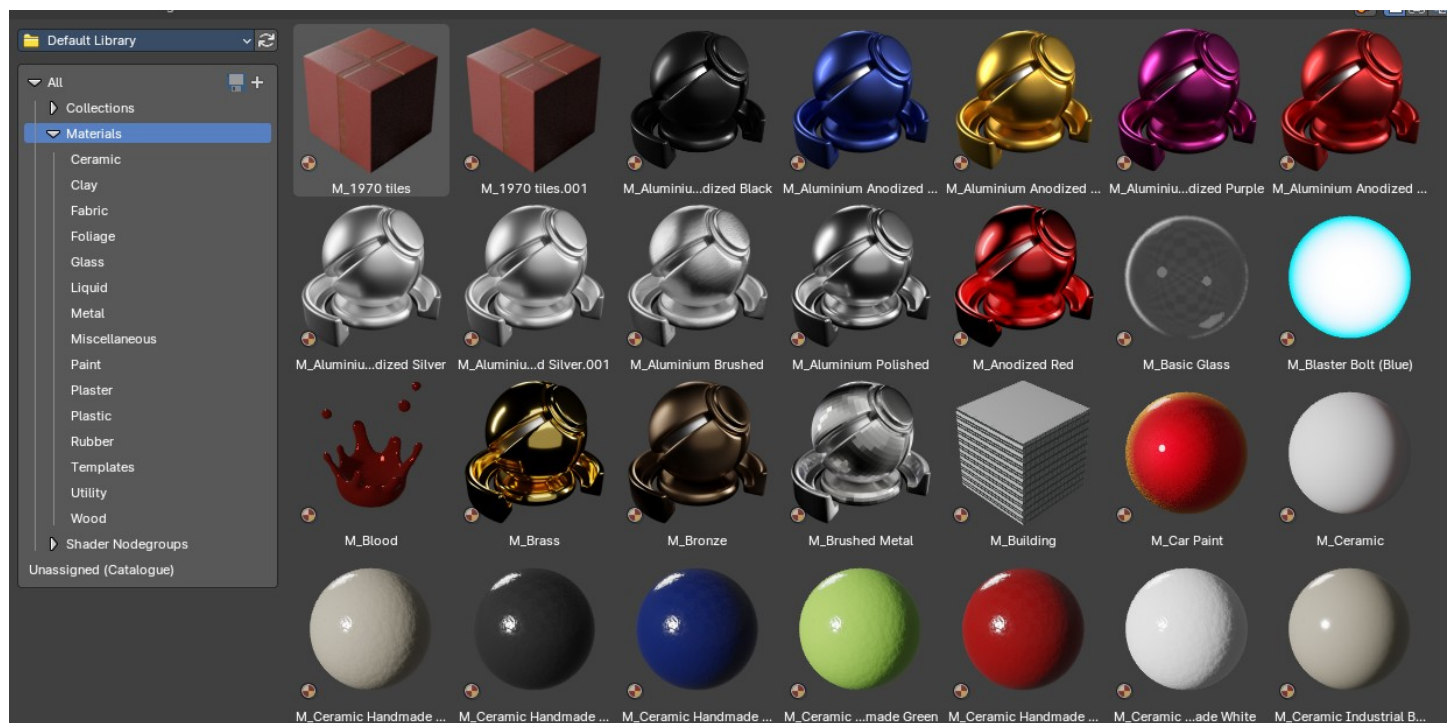


Utility

This category contains utility meshes for object scale, lighting and others, including a shader ball.



Materials



This category contains materials useful to quickly apply materials to your objects via drag and drop. You can then later modify the materials in the Properties Editor Materials tab or in the Shader Editor.

Ceramic

Procedural ceramic materials

Clay

Procedural ceramic materials

Fabric

Procedural fabric materials

Foliage

Foliage materials

Glass

Procedural glass materials

Liquid

Procedural liquid materials

Metal

Procedural metal materials

Miscellaneous

Various materials for miscellaneous use cases

Paint

Procedural paint materials

Plaster

Procedural plaster materials

Plastic

Procedural plastic materials

Rubber

Procedural rubber materials

Templates

Material templates to help setup various material setups

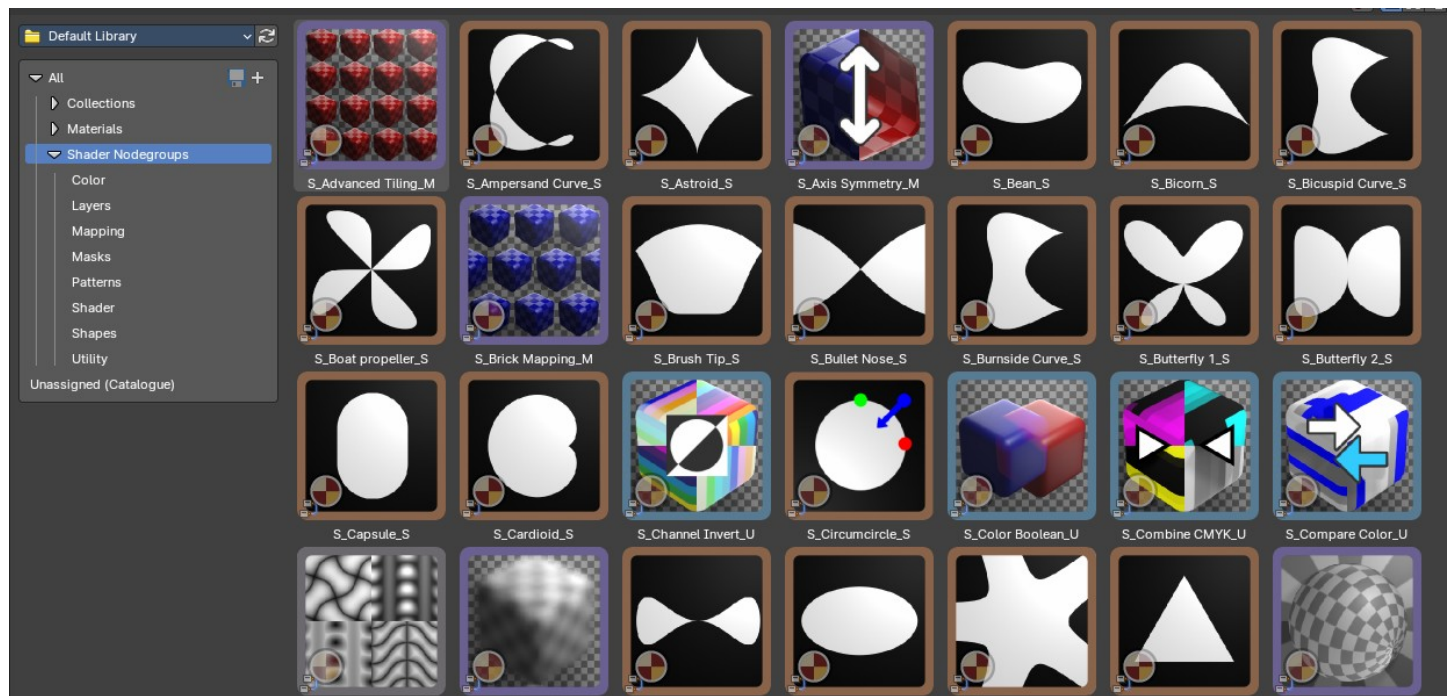
Utility

Varopis utility materials

Wood

Procedural wood materials

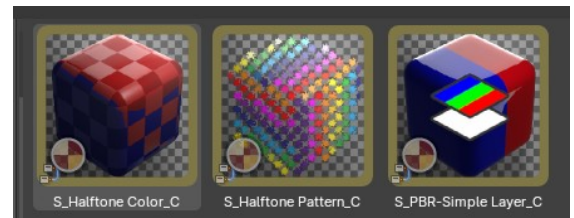
Shader Nodegroups



This category contains shader nodegroups useful to create procedural materials in the Shader Editor.

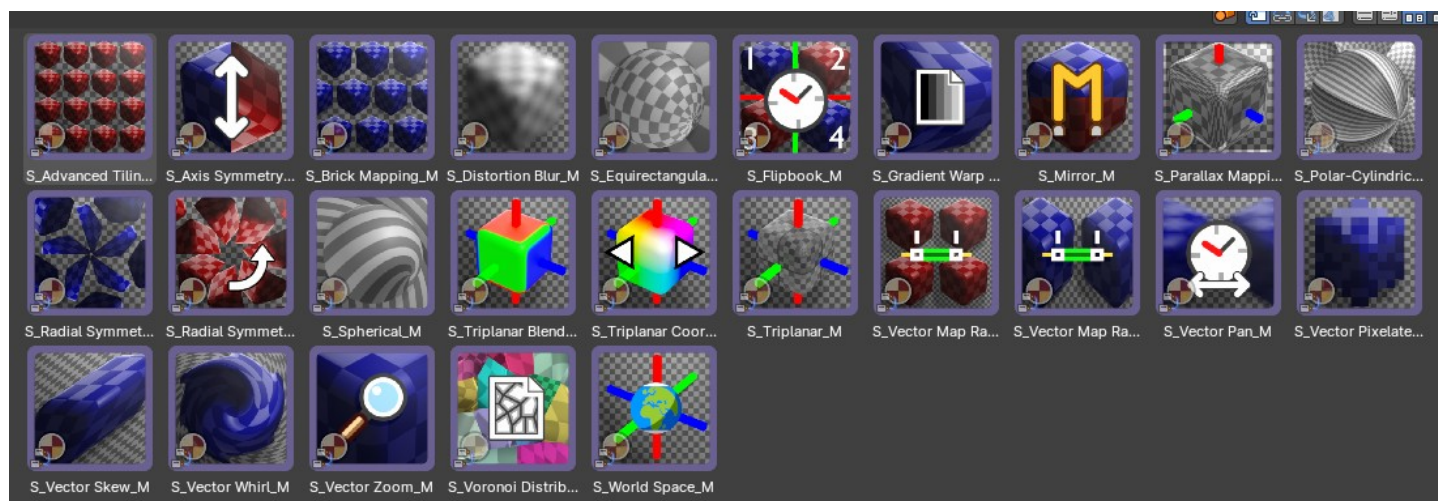
Color

These nodegroups are used to define color halftone effects or a simple PBR layer mix node.



Mapping

These nodegroups are used as UV mapping nodes to define vector interactions from various texture projections types, from tiling to deformations.



Masks

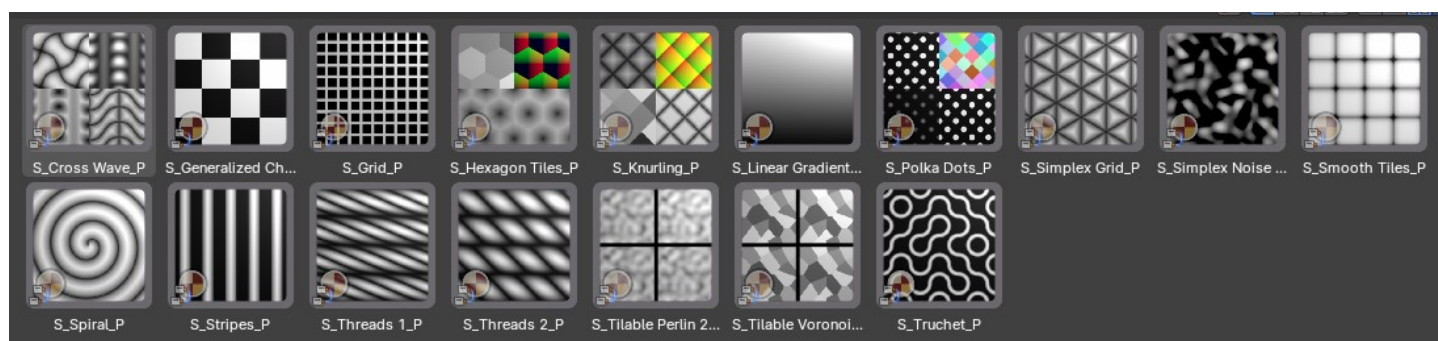
These nodegroups are useful to create masks for edgewear and other effects when layering materials or textures.



Most of these edge masks nodes work exclusively with Cycles, though one works with Eevee. They also contain edge noise, edge breakup and ambient occlusion masking for more control.

They work best when you bake the results as a texture mask to your meshes that have been unwrapped.

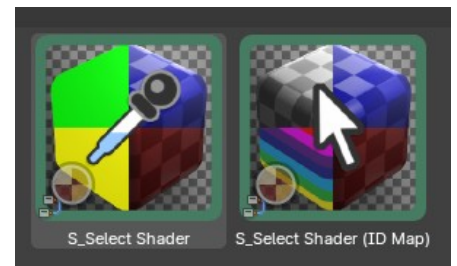
Patterns



These nodegroups are useful to create procedural patterns for masks or textures in your materials. Each comes with their own set of parameters and data outputs, from UVs, tile position, random color, random values and more.

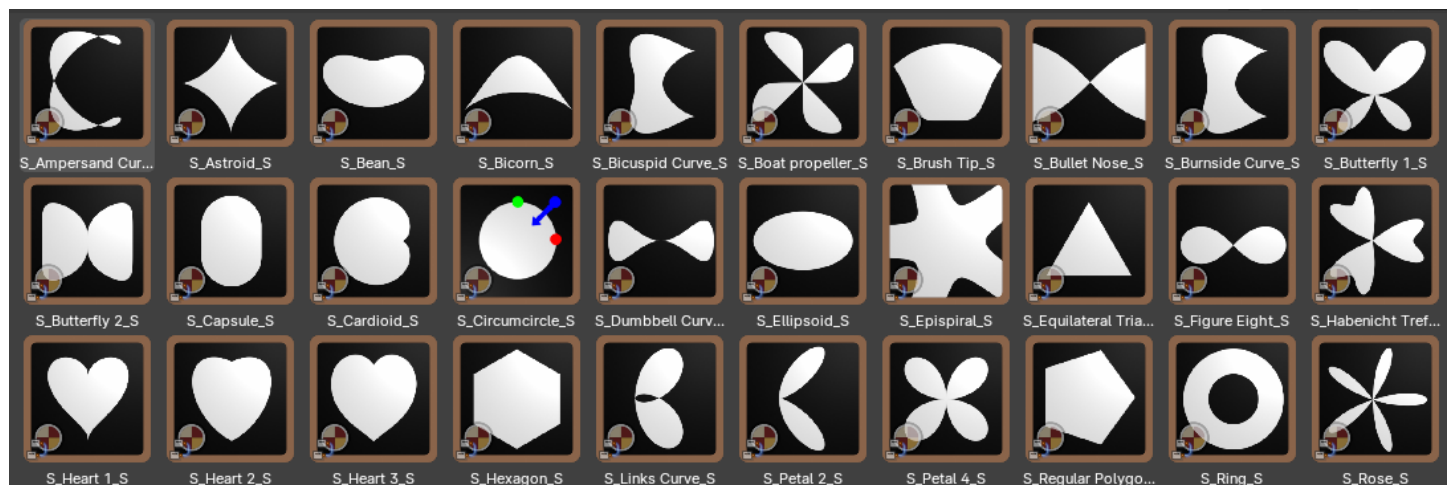
Shader

These nodegroups are useful to select shaders via ID or color switches.



Shapes

These nodegroups are procedural shapes that you can use with a combination of mapping and pattern nodegroups to then create masks or new patterns. Useful for creating new textures, brushes and motion graphics.



Utility



These nodegroups are useful to assist various miscellaneous tasks with shader nodes from normals, colour and masks.