



28 Editors - Asset Browser

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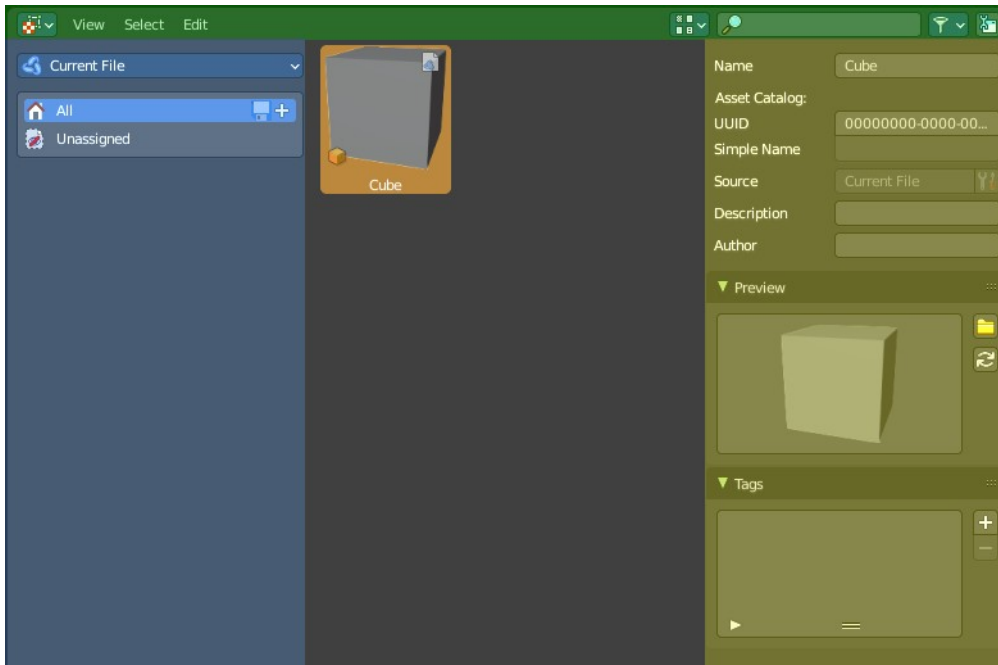
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Asset Browser

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)

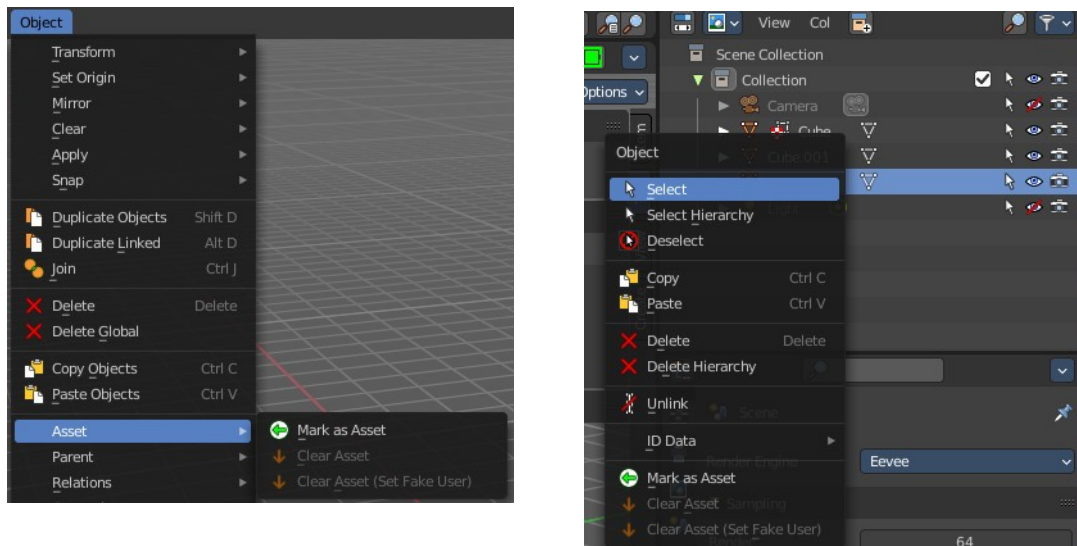
Sidebar (yellow)

Content area (no color)

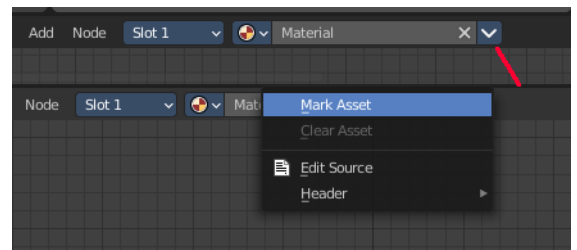
How to

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

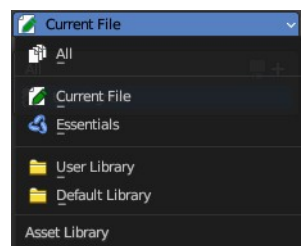
There are two ways to deal with assets. You can either store them in the current blend file for later use. This is the “Current file” method.

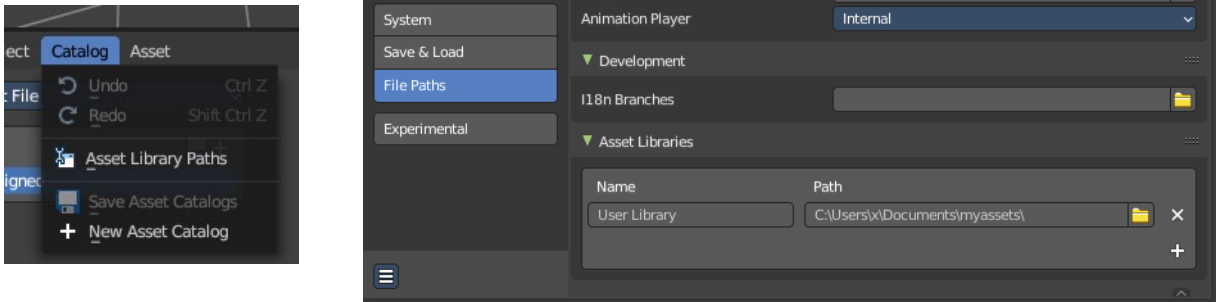
Or you can switch to “User Library”, and/or create an external library from a fixed path.

If you’d like to view all, select the “All” category.

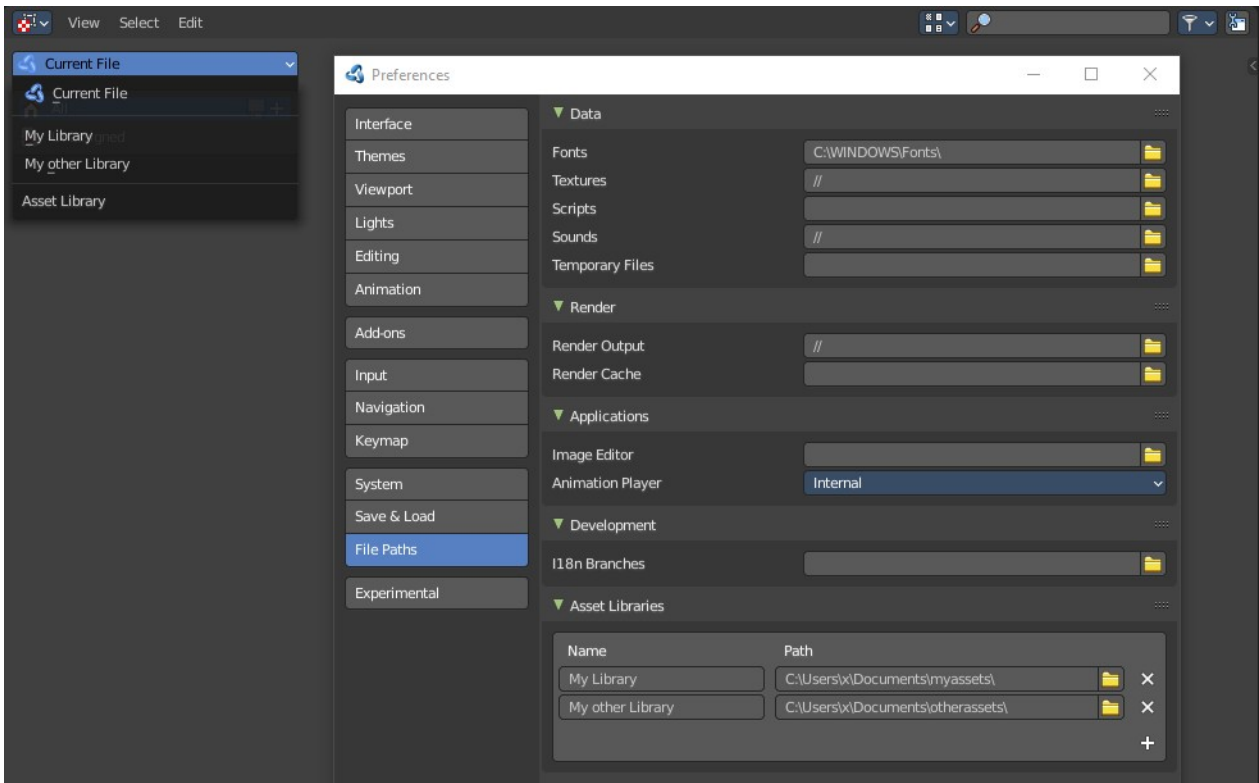
To setup your external library, go to Preferences > File Paths > Asset Libraries to add this path to your asset libraries then. You can also do the same from header menu Catalog > Asset Library Paths.

You can add more than one asset library from the preferences.



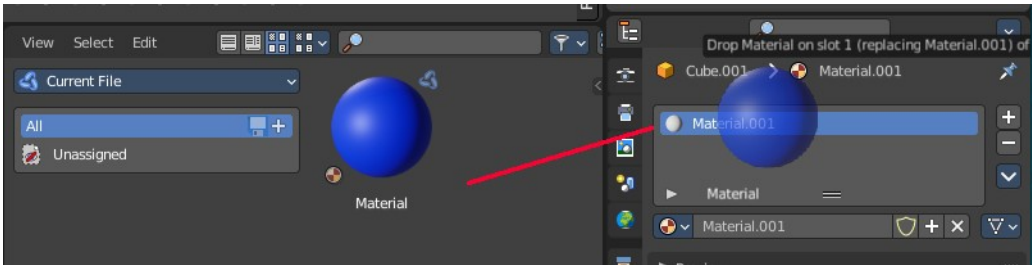


Drag n
Drop of



materials

Materials can be dragged directly at the material slots in the Properties Editor.



Header



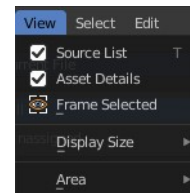
There are several tools in the header to find. Menus, and a few options.

Header - View menu

The view menu contains view related functionality.

Source List

Shows or hides the tool shelf at the left side.



File Path

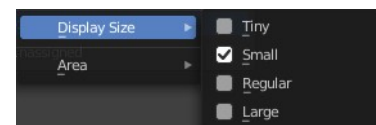
Please ignore. This entry is a bug. The asset browser shares the code with the file browser.

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.

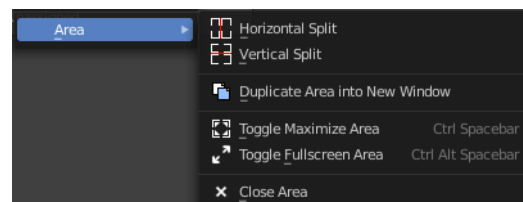
Toggle Maximize Area

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

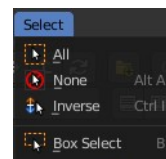
Closes the editor.

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.

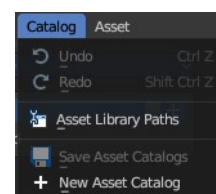
Header - Catalog menu

Undo

Undo of the last edit operation.

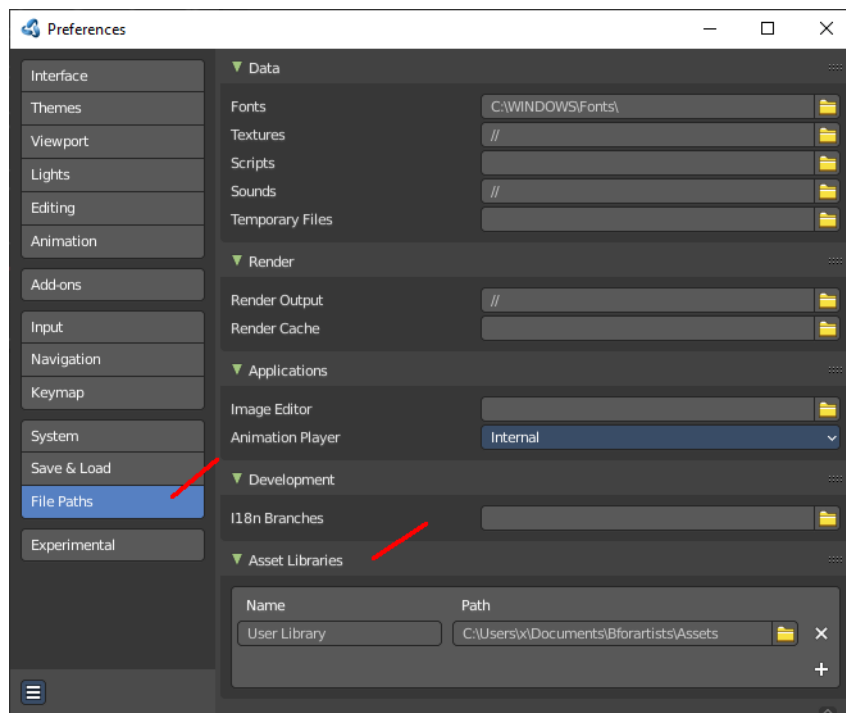
Redo

Redo of the last edit operation.



Asset Library Paths

Opens the file browser at the Paths tab.
Here you can show, edit, and add paths to new asset libraries.



Save Asset Catalogs

Save all changed asset catalogs.

New Asset Catalog

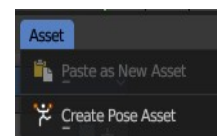
Add a new asset catalog.

Header - Asset menu

This menu contains asset related menu items.

Paste as new asset

Pastes a previously copied asset.



Create Pose Asset

Creates a pose asset from the selected armature. You need to be in pose mode in the 3d view to activate this menu item.

Header - Tools and Options



Drop Instance Collections at Origin

Drop the asset at mouse position or at the world origin in the 3d view.

Drop Collections as Instances

Drop the asset as instances of another object.

Note that this feature disables Drop Instance Collections at Origin since the asset now drops at the origin of the object.

Import Method

Allows you to define how to import the assets.



Follow Preferences

Use the import method as defined in the preferences.

Link

Link the asset at import.

Append

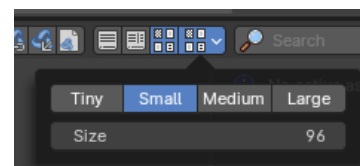
append the asset at import.

Append (Reuse Data)

append the asset at import. But avoid multiple copies of the asset.

Display Mode

Allows you to switch between list view and thumbnail preview view.



Vertical List

Displays the content of the file browser as a vertical list.

Horizontal List

Displays the content of the file browser as a horizontal list.

Thumbnails

Displays the content of the file browser as thumbnails. This is especially of use for images or blend files with thumbnail preview.

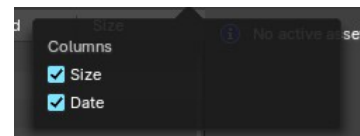
Display mode options

Vertical / Horizontal List

Shows the assets in a vertical list or in a column based horizontal list.

Size

Toggles the column with size information.



Date

Toggles the column with date information.

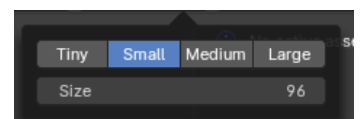
Thumbnails

Tiny / Small / Medium / Large Buttons

Preset display size of the thumbnails for the assets.

Size

The display size of the thumbnails for the assets. The range for these thumbnails goes from tiny with 64 pixels up to large with 256 pixels.



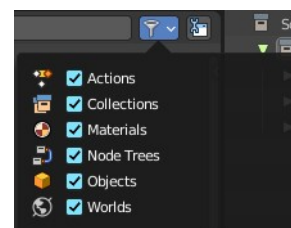
Search

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



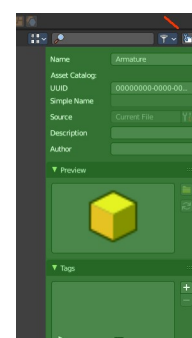
Filter

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



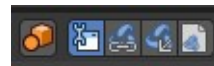
Toggle Region

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



Drop collection as Instances

When it's on, you link collections as instances. When off, it links to scene. Default is off.



Import Method

Follow Preferences

Use the import method set in the Preferences for this asset library, don't override it.

Link

Import the assets as linked data

Append

Import the assets as copied data, with no link to the original asset data

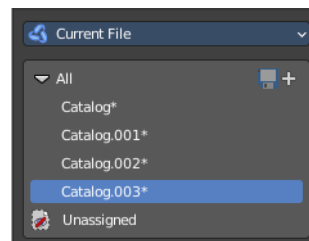
Append (Reuse Data)

Import the assets as copied data-block while avoiding multiple copies of nested, typically heavy data. For example the textures of a material asset, or the mesh of an object asset, don't have to be copied every time this asset is imported. The instances of the asset share the data instead.

Tool shelf

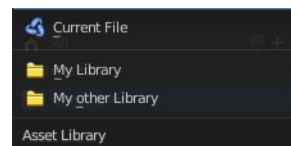
The toolshelf shows the different catalogs that you can use to store your assets.

These catalogs are currently dysfunctional. 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.

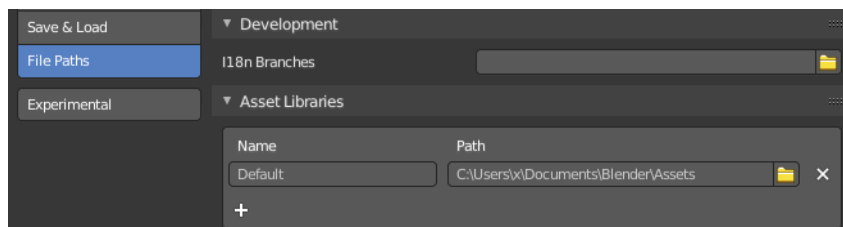


Current File

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

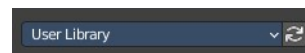


defined in the user preferences as the asset library.

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

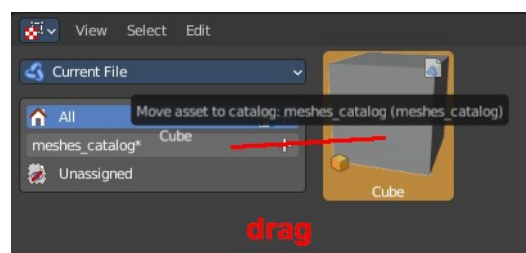
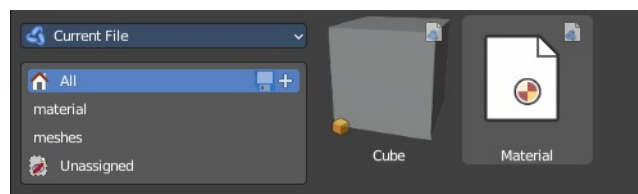
Asset catalogs allows you to organize your assets.

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

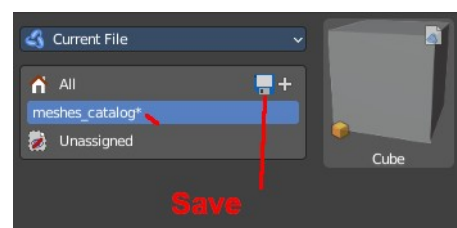
First save your file. The method does not work at a blend file that is not saved yet.

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.

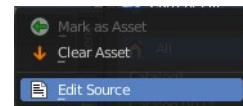
Right clicking at the All item

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

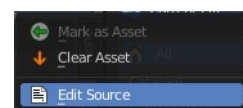
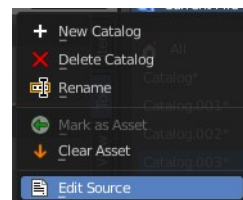
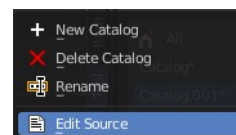
Rename the current catalog.

Mark as asset

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

Clear Asset

Removes all assets.

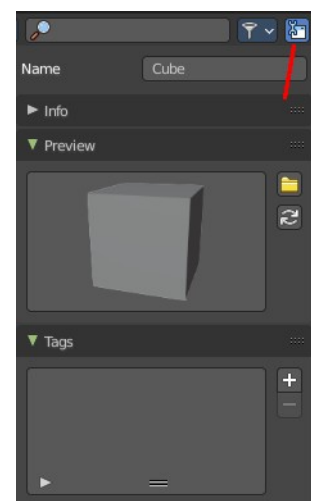


Sidebar

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



Info Panel

Some additional infos about the asset.

Source

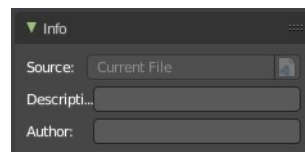
A source that can't be edited for the Blender developers.

Description

Add a description for the asset.

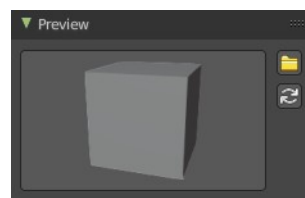
Author

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.

Tags Panel

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

Tags List

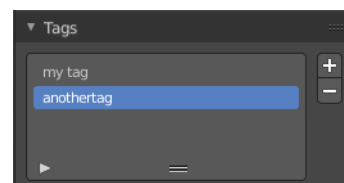
The list of the current tags.

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 an 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)

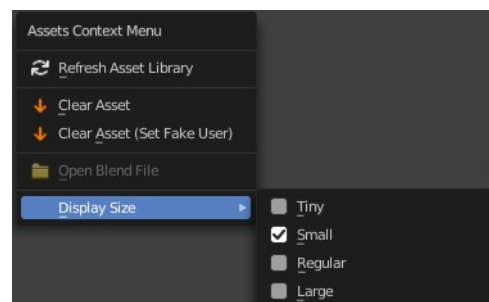
Removes the asset from the asset library. But sets it to fake user, so that it remains in the scene.

Open Blend File

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

Display Size

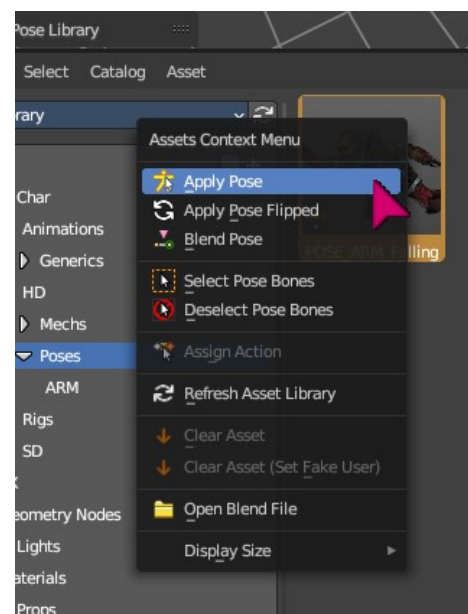
Set the display size of the file browser to four predefined sizes.



Pose Assets context menu

When you right click on a pose asset in the Asset Browser, you get extra options to help apply the pose. To use them, make sure you have a compatible armature selected, are in Pose Mode and have the bones you'd like to pose selected.

Note: Pose action assets are single keyframe action clips marked as assets either from the NLA or the Dopesheet editors. Animation keyframe sequences cannot be marked as assets.



Apply Pose

Apply the given pose action to the active rig. When you select this, this will apply the pose to selected bones.

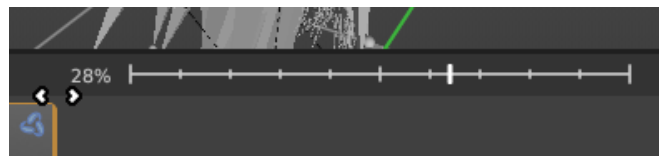
Apply Pose Flipped

Apply the given pose action to the active rig with a flipped axis. When you select this, this will apply the flipped pose to selected bones. Flipping happens usually from bones labeled .L and .R

Blend Pose

Blend the given pose action to the active rig. This is useful to interpolate from the original pose to the new pose.

When using, you will see a slider in the asset browser header giving you a degree of blend.



Select Pose Bones

Select those bones used in this pose action. This will select all the necessary bones you need to apply the pose effectively. If you have no bones selected, the pose will not apply. Poses only apply to bones that are selected.

Deselect Pose Bones

Deselect those bones used in this pose action. This will ultimately clear the selection based on the pose action bones defined in the marked action clip.

Assign Action

Set the pose action as the active action on the active object. This will ultimately load the pose action animation clip to the Action Editor of the Dopesheet, allowing you to edit the pose. This only works in the source file with the marked poses.