



28 Editors - Asset Browser

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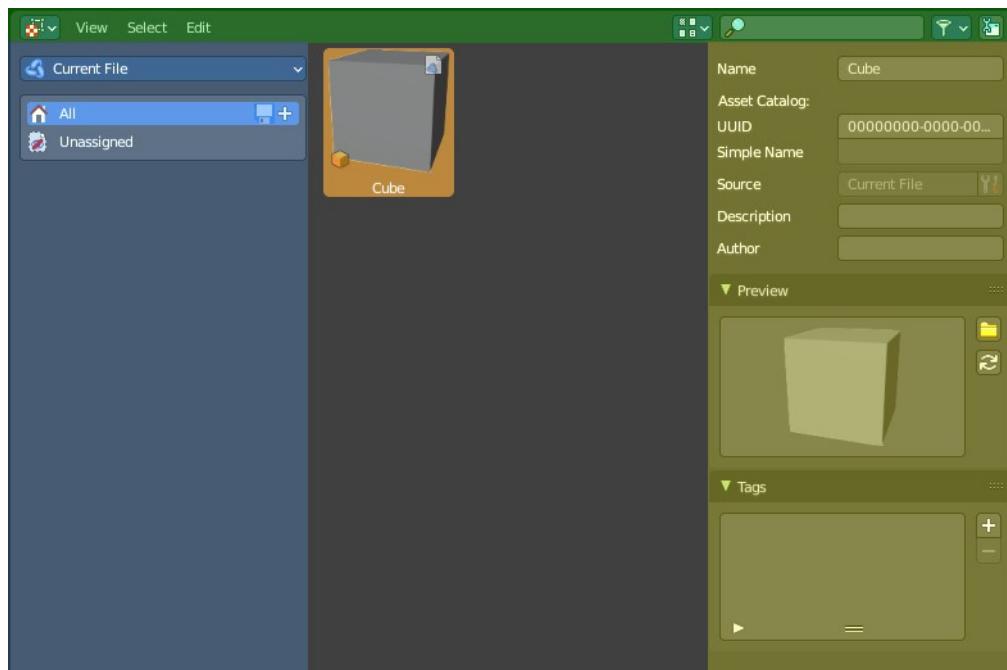
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Asset Browser

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)

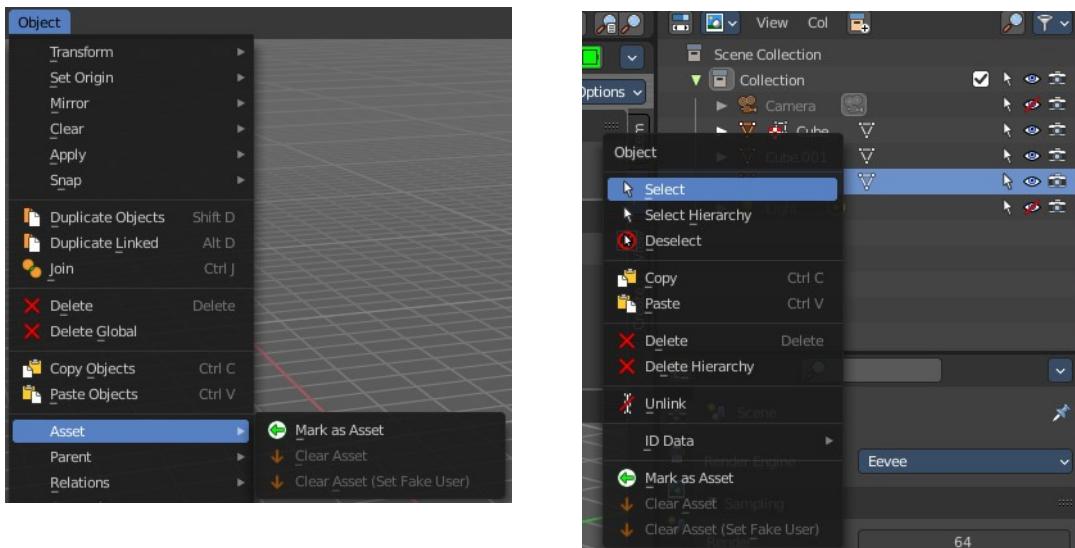
Sidebar (yellow)

Content area (no color)

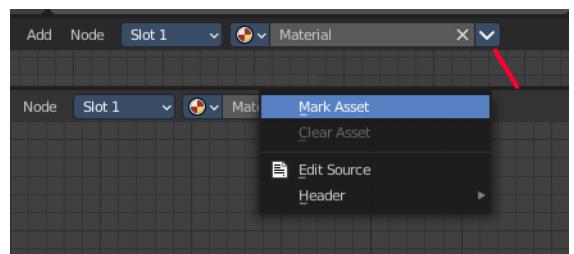
How to

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.

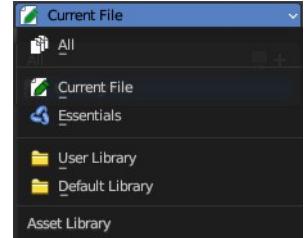
Poses can be inserted in pose mode. But how is currently not documented.

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.

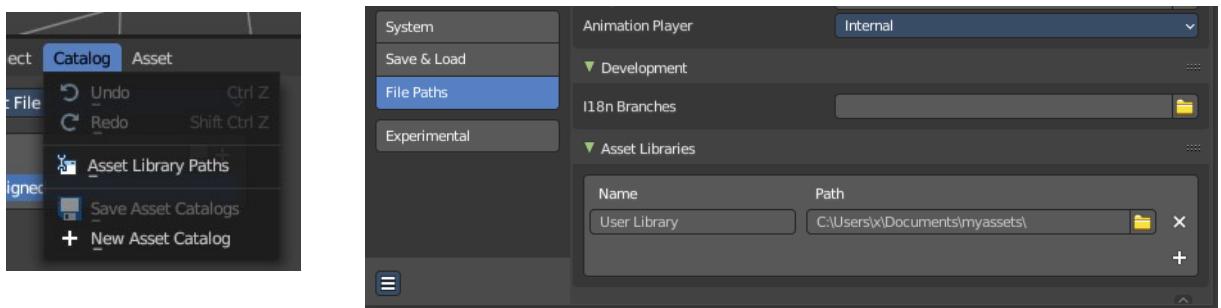
Or you can switch to “User Library”, and/or create an external library from a fixed path.

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



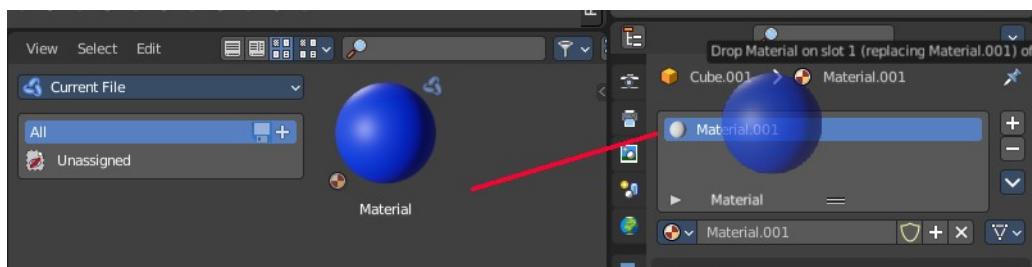
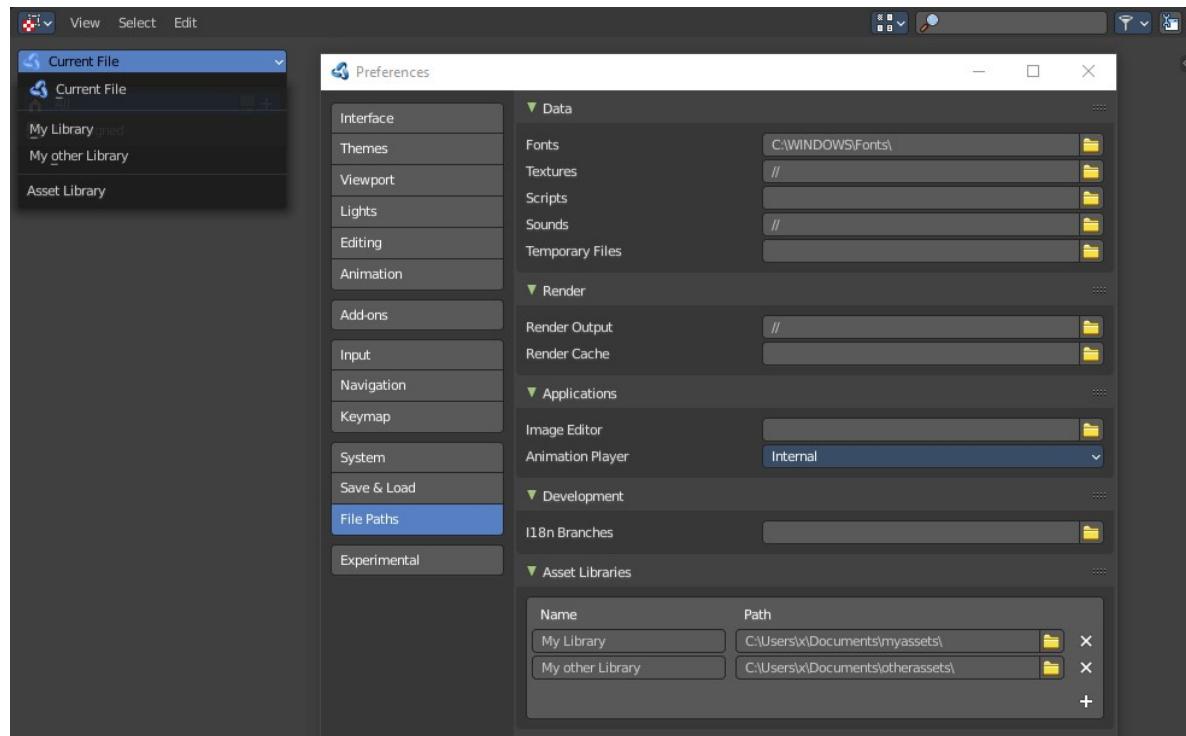
To setup your external library, go to Preferences > File Paths > Asset Libraries to add this path to your asset libraries then. You can also do the same from header menu Catalog > Asset Library Paths.

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

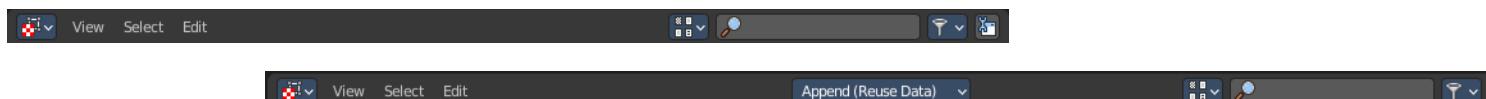


Drag n Drop of materials

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



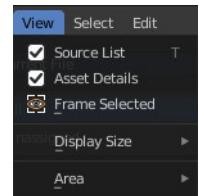
Header



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

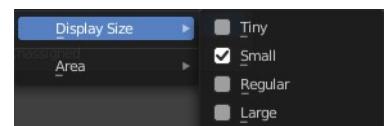
Please ignore. This entry is a bug. The asset browser shares the code with the file browser.

Frame Selected

Scrolls the selection into view.

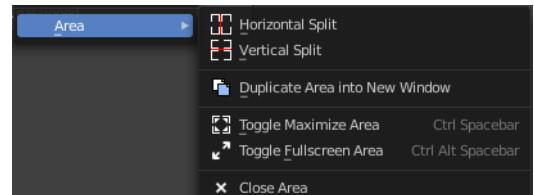
Display Size

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

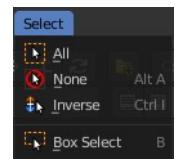
Closes the editor.

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.

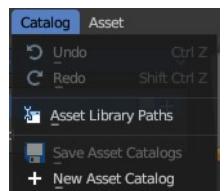
All

Select all.

Header - Catalog menu

Undo

Undo of the last edit operation.

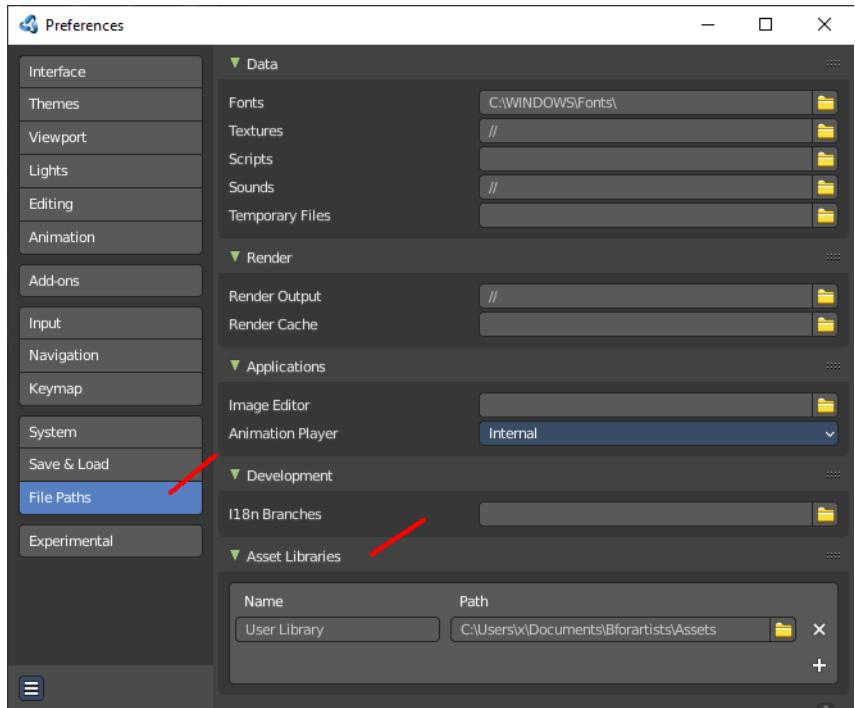


Redo

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

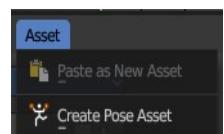
Add a new asset catalog.

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.

Note: When you create a Pose Asset, it will capture what you see in the viewport from the active camera or view.

Use

To create a Pose Asset, follow these step:

1. In the 3D View, select your Armature object and go into Pose Mode
2. Select the bones you want to store as a pose
3. In the Asset Browser Header Asset menu, use the operator Create Pose Asset
4. This will create a Pose Asset in the Unassigned (Catalogue) category in the Current File.
5. Click on the new Pose Asset in the Asset Shelf or Asset Browser to apply. Press and drag to apply with a

slider strength.

6. You can alternatively right click on the Pose Asset for alternative methods of applying the pose.

Header - Tools and Options



Drop Instance Collections at Origin

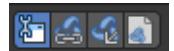
Drop the asset at mouse position or at the world origin in the 3d view.

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

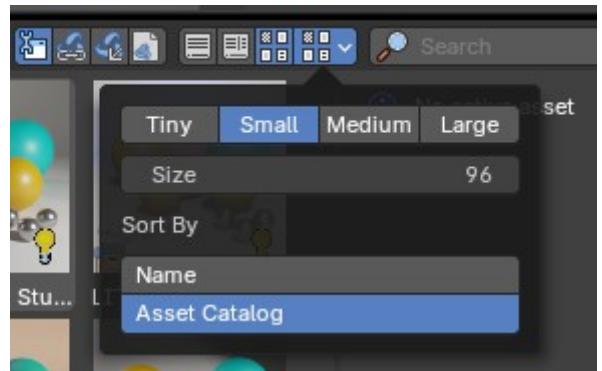
append the asset at import.

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

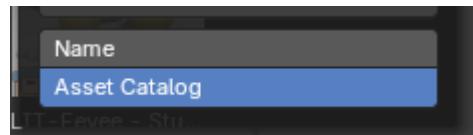
Displays the content of the file browser as a horizontal list.

Thumbnails

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

Sort by Name

Sort assets by alphabetical order, ignoring catalog order.



Sort by Asset Catalog

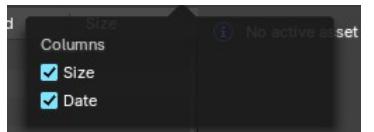
Sort the assets list so that assets in the catalog are kept together in groups, then within a single catalog, the assets are ordered by name. The catalogs are in order of the flattened catalog hierarchy, from top to bottom.

Note: *This is useful for large amount of assets to “group” catalogs of assets together.*

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.

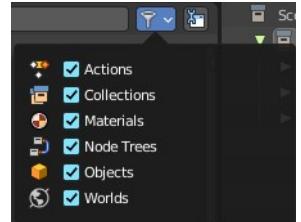
Search



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

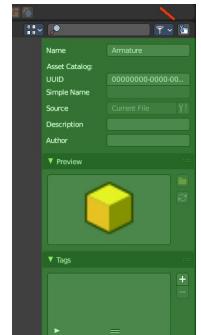
Filter

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.

Drop collection at World Origin

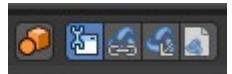
When it's on, you link or append collections or collection as instances to world origin (center). When off, it links or appends to the mouse cursor. Default is off.

Note: When you link a collection to scene, not as an instance, and the world to origin is off, any concurring instances of the linked collection will have an offset. This is used to prevent any collection instance offsets to opt-in to linking in collections to scene at world origin, to later override or use as instance.

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

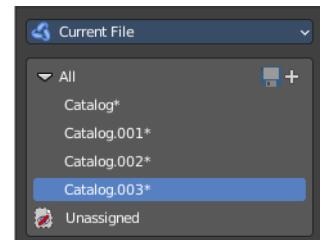
Append (Reuse Data)

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

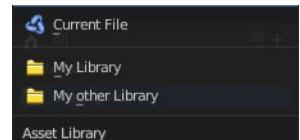
The toolshelf shows the different catalogs that you can use to store your assets.

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.

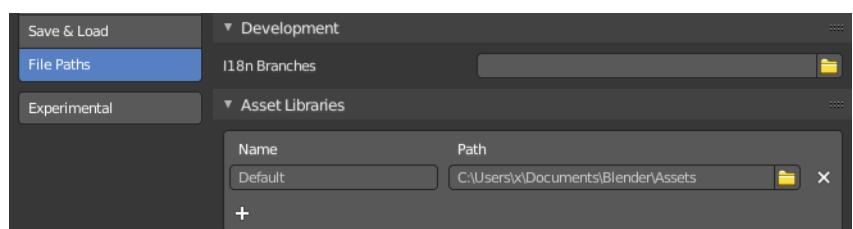


Current File

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

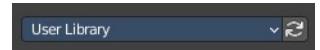
Uses the blend file in the path that is defined in the user preferences as the asset library.



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

Refresh

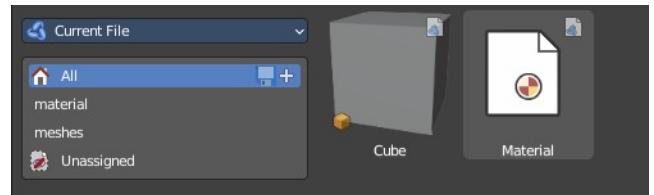
With a user library you will get a refresh button besides the asset library chooser.
Refreshes the content.



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.

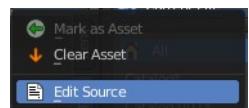
Asset catalog right click menus

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.

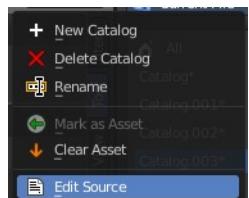
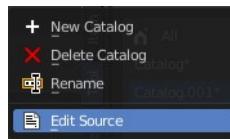


Clear Asset

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

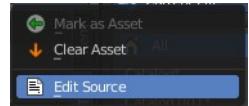
Deletes the catalog and all of its childs.

Rename

Rename the current catalog.

Mark as asset

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



Clear Asset

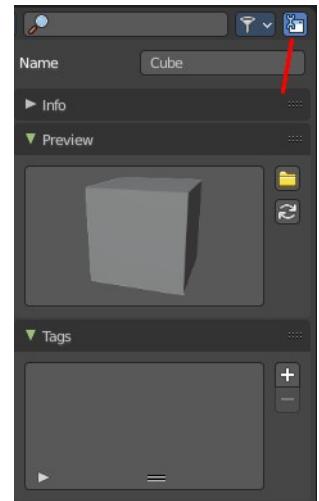
Removes all assets.

Sidebar

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

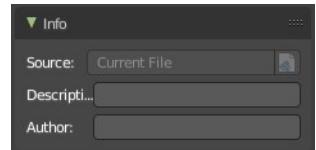
Name

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

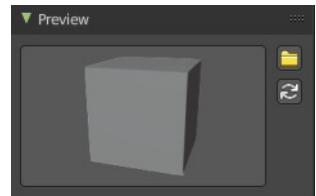
Add a description for the asset.

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

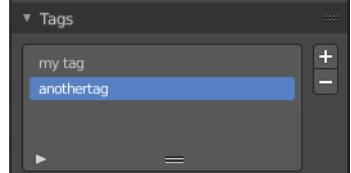
Opens a file browser where you can choose a custom icon for this asset.

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.

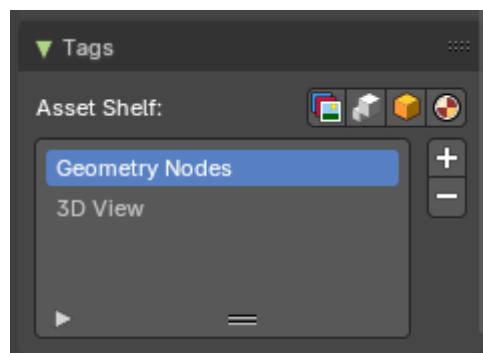
Remove Asset Tag

Removes the selected tag from the tag list.

Asset Shelf Buttons Row

When you select a Node Group asset, you have an additional set of tags you can assign. These tags will define if the Node Group asset will show in the toolshelf in the Compositor, Geometry Nodes and Shader editor toolshelves, or in the 3D View.

Note: This row of quick tag buttons only show when you have a Node Group asset selected in the Asset Browser.



Compositor Tag

Assigns the “Compositor” tag to show the Node Group in the Compositor Asset Shelf in the footer of the Compositor editor.



Geometry Nodes Tag

Assigns the “Geometry Nodes” tag to show the Node Group in the Geometry Nodes Asset Shelf in the footer of the Geometry Nodes editor.

3D View Tag

Assigns the “Geometry Nodes” tag and the “3D View” tag to show the Node Group in the Geometry Nodes Asset Shelf in the footer of the Geometry Nodes editor and the 3D View Asset Shelf at the footer of the 3D View editor.

Note: Only Geometry Nodes can also be shown in the 3D View. You must assign the Node Group a Geometry Nodes tag before assigning a 3D View tag.

Shader Tag

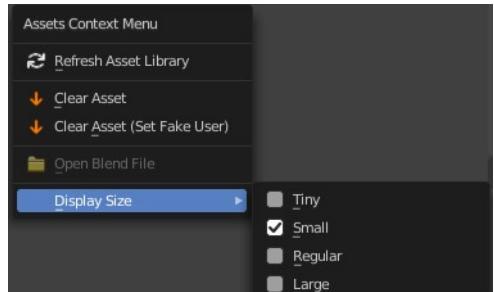
Assigns the “Shader” tag to show the Node Group in the Shader Asset Shelf in the footer of the Shader editor.

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 or 3D View Asset shelf, 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.

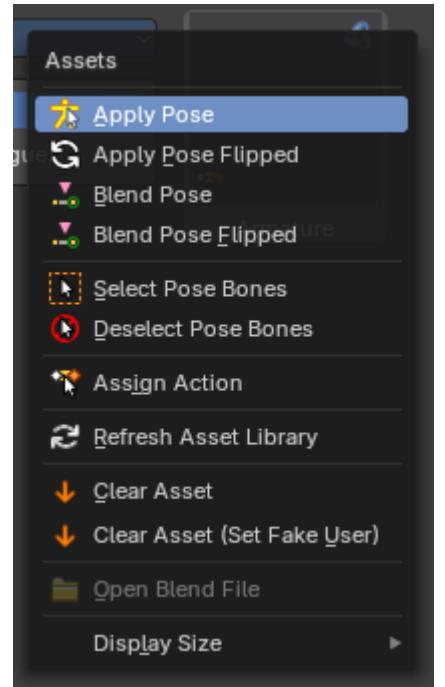
Apply Pose

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

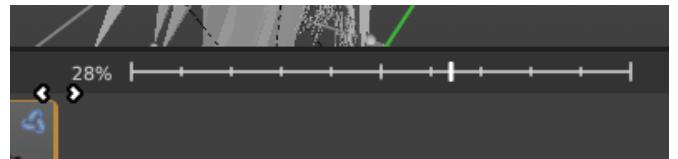
Apply Pose Flipped

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.



Blend Pose Flipped

Blends the selected bones with the flipped Pose asset.

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.