



## 7.4 Editors - 3D Viewport – Asset Shelf

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### Introduction



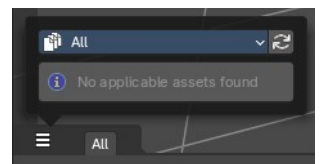
The 3D View is made of several areas. At the bottom you will find the Asset Shelf.

This shelf lists assets from the Asset Browser for quick and easy access to drag and drop marked assets into the 3D View directly from the 3D view footer.

The Asset Shelf just shows with a armature in Pose mode.

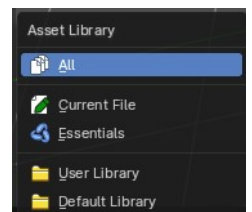
### Catalog selector

Here you can pick and choose which asset library you would like to see listed in the Asset Shelf.



### Asset Library

The available asset libraries.

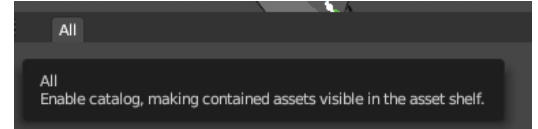


## Refresh

Refresh the libraries.

## Tabs

Chosen catalogs will list here as tabs. Choose a tab for a quick filter of the assets in the Asset Shelf.



## Display Settings

To the right you can find the display settings.

### Size

Changes the size of the asset thumbnails.

### Names

Toggles the asset names.



## Display Filter

Filters the assets by name.

