

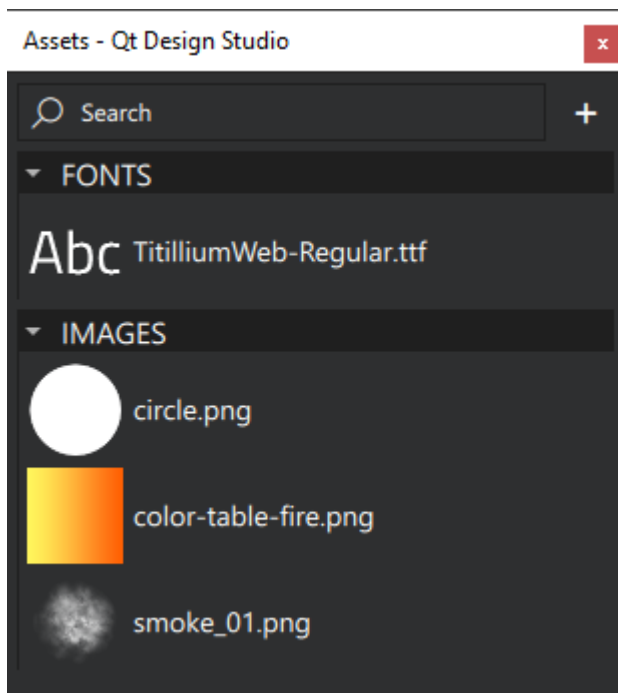
# Assets

The **Assets** view lists available assets.

**Assets** displays the images and other files that you add to the project folder by dragging-and-dropping external asset files to Qt Design Studio or by selecting **+**. For more information about importing assets to Qt Design Studio, see [Importing 2D Assets](#) and [Importing 3D Assets](#).

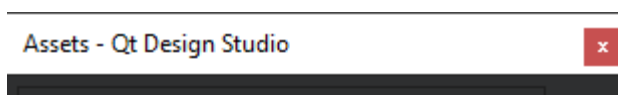
To add assets to your UI, drag-and-drop them from **Assets** to the [Navigator](#), [2D](#), or [3D](#) view.

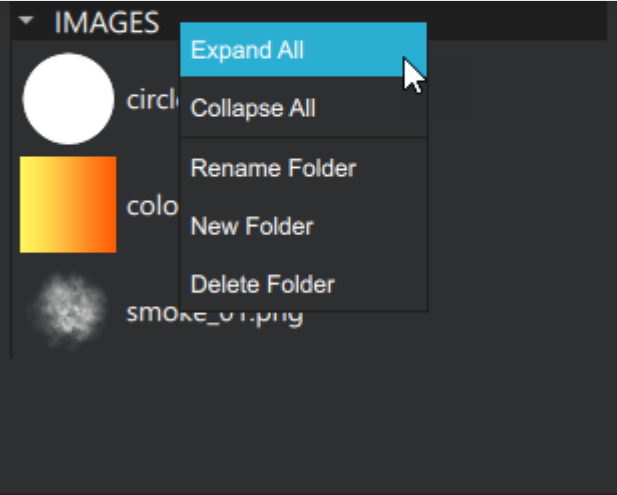
To add multiple assets to your UI simultaneously, multiselect them first by holding **Ctrl** and clicking the asset files you wish to select.



When you drag-and-drop assets from **Assets** to the [Navigator](#) or [2D](#) view, component instances with a suitable type are automatically created for you. For example, instances of the [Image](#) component will be created for graphics files.

## Context Menu Commands





To use the context menu commands in **Assets**, right-click the name of a folder and select one of the following commands:

- › **Expand All**: expands all folders.
- › **Collapse All**: collapses all folders.
- › **Rename Folder**: prompts you to enter a new name for the folder.
- › **New Folder**: creates a new folder.
- › **Delete Folder**: deletes the folder.

< Components

Navigator >



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