

Items

The word item defines what you will find in your **project panel**.

Compositions

We will create a composition named "My first composition" with these settings:

- 1280 x 720
- Square pixels
- 10 seconds long
- 24 fps
- Black background

With this code...

```
compositions:  
  - name: My first composition  
    width: 1280  
    height: 720  
    pixelAspect: 1  
    duration: 10  
    framerate: 24  
    color: 000000
```

In the example above, the composition will be **stored** in your project structure and be available in your project panel. Now what if you want to **stage** your composition as a layer inside of another composition?

```
compositions:  
  - name: The master comp  
  - name: The child comp  
    parentComp: The master comp
```

As soon as the composition has a `parentComp` attribute, Hyle stages it inside of its parent.

The above example is really short and is missing most properties we stated previously. That's normal. There are default settings on which Hyle falls back if when a property isn't mentioned. Read more about defaults (</docs/defaults>).

Folders

Folders were given a special shorthand syntax to simplify writing and improve elegance and readability.

```
folders:
  - folder 1
  - | folder 1.1
  - | | folder 1.1.1
  - | folder 1.2
  - folder 2
  - | folder 2.1
  - folder 3
```

Of course, the usual syntax will also work.

```
folders:
  - name: folder 1
  - name: folder 1.1
    parentFolder: folder 1
  - name: folder 1.1.1
    parentFolder: folder 1.1
  - name: folder 2
  - name: folder 2.1
    parentFolder: folder 2
  - name: folder 3
```

As seen above, `parentFolder` is used to specify the parent folder which value can be a name or an id (learn more about pointing to an item or layer (</docs/keeping-things-clean>)).

Files

The keyword `files` will be used specify the start of a file array.

`files:`

- `path: /absolute/path/to/file.jpg`
- `path: /path/to/another/file.mov`