

Unity Manual

☐ Unity User Manual (2019.3)☐ Packages☐ Working in Unity☐ Installing Unity☐ Unity's interface☐ **Asset workflow**

Common types of Assets

Asset packages

Using the Asset Store

Loading Resources at Runtime

☐ AssetBundles

Streaming Assets

Applying defaults to assets by folder

Behind the Scenes

☐ The Asset Database

Cache Server

[Unity User Manual \(2019.3\)](#) / [Working in Unity](#) /
Asset workflow

Asset workflow

This area of the Unity User Manual provides a general overview of the principles of working with Assets in Unity.

An Asset is a representation of any item you can use in your Project. An Asset might come from a file created outside of Unity, such as a 3D Model, an audio file, or an image. There are also some Asset types that you can create in Unity, such as a ProBuilder **Mesh**, an **Animator Controller**, an Audio Mixer, or a **Render Texture**.

Did you find this page useful? Please give it a rating:

[Report a problem on this page](#)

Copyright © 2020 Unity Technologies. Publication Date: 2020-03-31.

[Tutorials](#) [Community Answers](#) [Knowledge Base](#) [Forums](#) [Asset Store](#)