

Adding the Assets

Getting Familiar with the Asset Panel

Learning Objectives

1. Understand what an asset is
2. Be able to upload an asset into Lens Studio
3. Understand how the Inspector panel is used for assets.

Assets used in this workbook are available at
https://github.com/PrettyNerdyDigitalMarketing/AR_Workbook_Assets
but feel free to add any of your own creations as well!

Uploading Assets

You've explored the studio. Now, let's build!

In this next section, you are going to take your first assets—the PNG image assets provided for this lesson—and bring them into your world.

The Goal:

You will learn how to properly import and organize your images so you can start layering them into your Lens.

The Asset:

We are using PNG files for this exercise.

- Why? Because PNGs allow for invisible backgrounds.
- This means your art will look like it's floating in the real world, rather than being stuck inside a solid white box!

Ready?

Turn the page to start your first import.

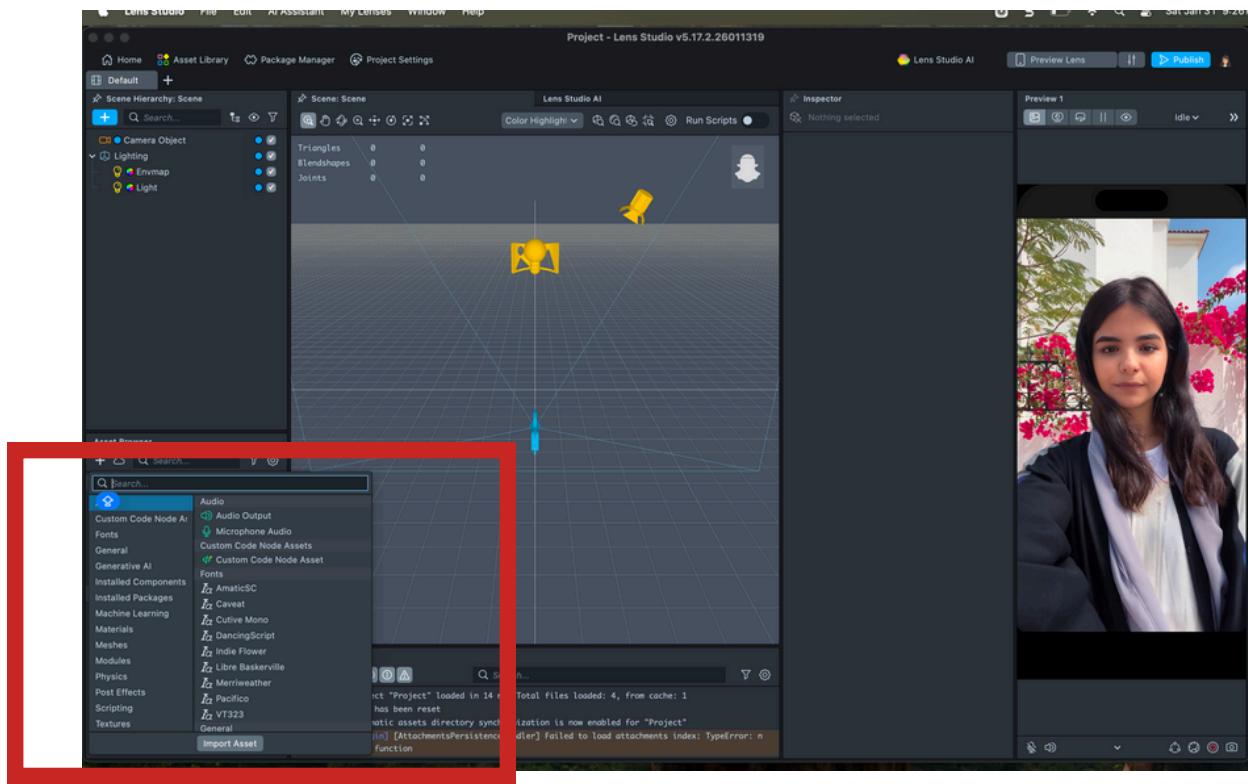
The Asset Browser: Your Creative Library

Before a single pixel appears on a phone screen, it has to have a home inside Lens Studio. The Asset Browser is that home. It is the "Resource Library" for your project. Up until now, you've seen what Lens Studio provides by default. Now, you are going to introduce your art to the software.

What is an "Asset"?

In the world of AR, an Asset is just a fancy word for any file you use to build your Lens. For this project, our assets are PNG images.

- The File: Your computer sees them as simple images.
- The Asset: Once they are in this panel, Lens Studio sees them as "AR Building Blocks" that can be attached to faces, moved in 3D, or even made to sparkle!



A Place for Everything

The Asset Panel isn't just a list; it's a filing cabinet. This panel is the only place in the software where you can:

- *Import*: Bring in files from your computer.
- *Organize*: Create folders to place the assets in
- *Manage*: Delete things you don't need or rename them so they make sense.

Importing Your Assets

Now it's time to bring your PNG images into Lens Studio. Remember, just because a file is on your computer doesn't mean it's in your Lens yet! You have to "invite" it in.

Method 1: The Drag & Drop

1. Open the folder on your computer where your PNG files are saved.
2. Click and hold one of the images.
3. Drag it directly over the Asset Browser panel in Lens Studio and let go.

Method 2: The Plus Button

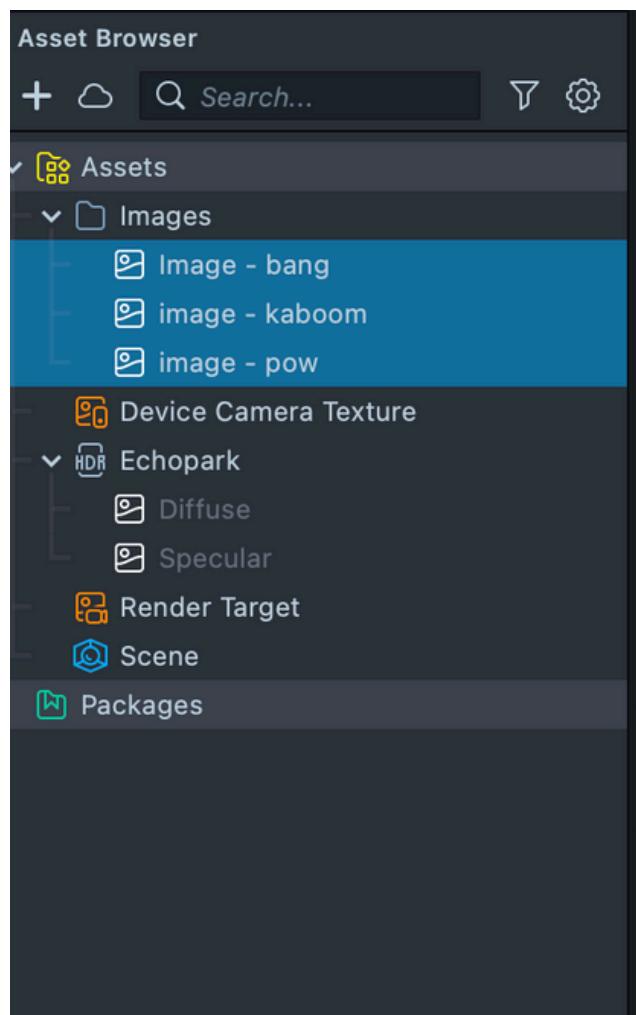
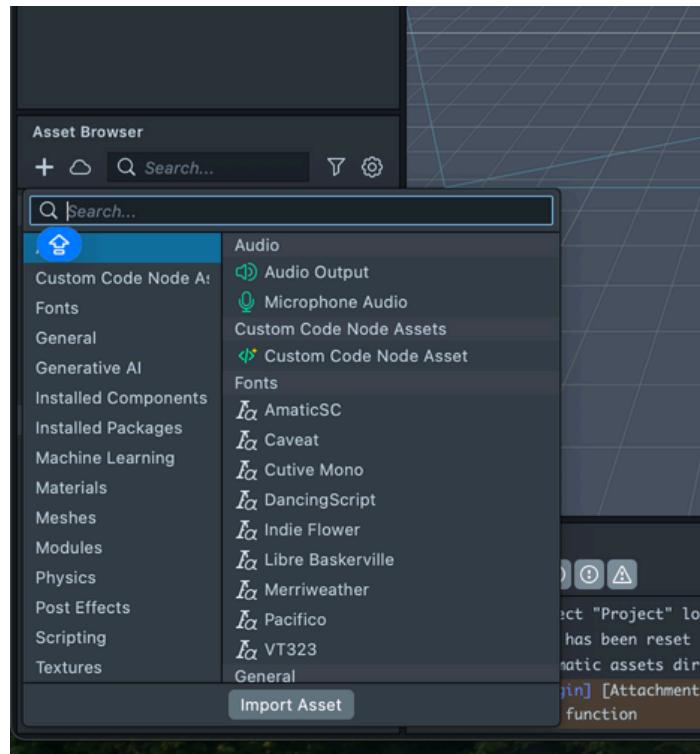
1. In the Asset Browser, click the + (Add) button.
2. Select Import Asset.
3. Find your PNGs in the window that pops up and click Open.

Keep it Tidy: Using Folders

As soon as your images appear in the Asset Browser, they might look like a messy pile. Let's use the folders we talked about earlier to keep things organized.

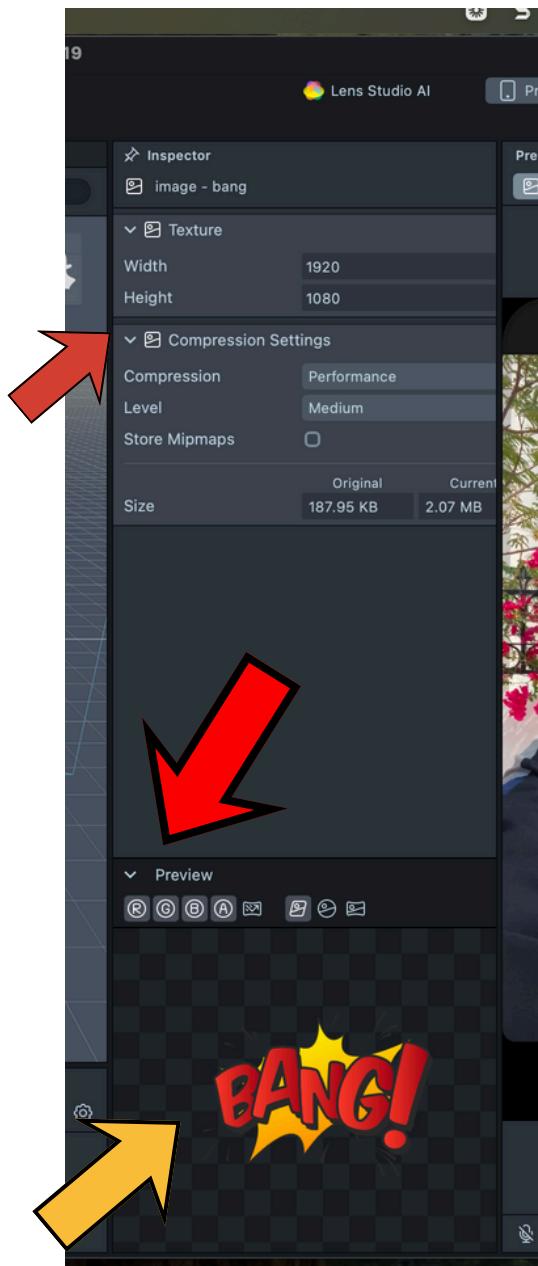
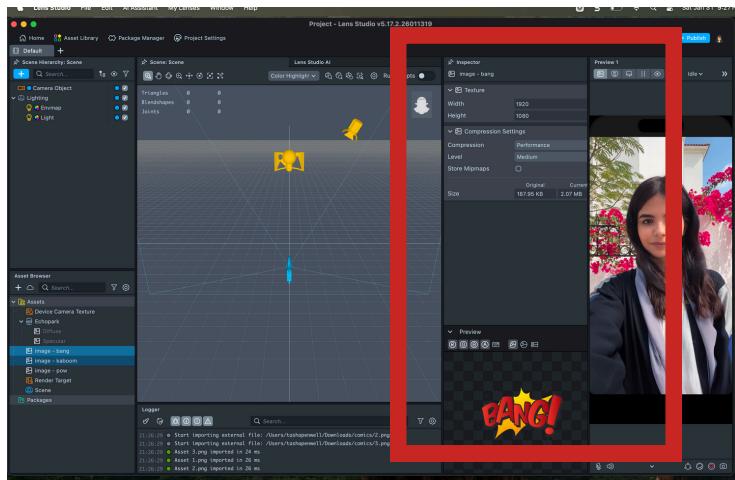
- Step 1: Click the + button and select Folder.
- Step 2: Name it Images.
- Step 3: Click and drag your new PNG files into that folder.

Why do this? Pro creators sometimes have hundreds of assets. If you don't use folders, you'll spend all your time scrolling instead of creating!



Inspecting Your Images

When you click on a PNG in your Asset Browser, the Inspector (on the right) will fill up with information. For images, the Inspector isn't just for looking—it's for making sure your art looks crisp and clear.



Important Image Settings

You don't need to change everything, but here are the three things a creator looks for:

→ **Preview:** You'll see a small version of your image at the bottom of the Inspector pane. This confirms that Lens Studio "sees" your PNG correctly.

→ **Transparency Check:** If your PNG has a transparent background, you will see a checkerboard pattern behind your art in the preview. If you see white or black, your image might not be a "true" PNG!

→ **Compression:** This is the File Size. If your Lens is too big, it will be slow on people's phones. The Inspector helps you shrink the file size without making the art look blurry.

Knowledge Check

Asset Panel

Instructions: Answer the following questions to demonstrate your understanding of how to manage and customize your digital materials.

1. Defining Your Ingredients

In Lens Studio, what is an Asset?

- A. The physical mouse and keyboard you use to design.
- B. A digital file (like an image, sound, or 3D model) that you bring into the software to build your experience.
- C. The name of the computer you are using.
- D. A red error message in the Logger.

2. The Asset Upload Process

You have a hand-drawn an image and saved it as a .png file on your desktop. What is the correct way to get that file into your "Storage Closet" (Asset Browser)?

- A. Drag the file from your computer folder directly into the Asset Browser panel.
- B. Take a photo of your computer screen with your phone.
- C. Type the name of the file into the Logger.
- D. Wait for Lens Studio to find the file on its own.

3. The Inspector: Customizing Your Asset

Once you select your image in the Asset Browser, you look over at the Inspector Panel. What can you do there?

- A. Delete the file from your computer forever.
- B. Change the settings of that specific asset, such as its compression (to make the file size smaller) or how it reacts to light.
- C. Draw a brand new sticker from scratch using a paintbrush tool.
- D. See a list of every other student's project.

4. Short Answer: The Connection

Explain the relationship between the Asset Browser and the Inspector. If you click on a sound file in the Browser, what happens to the Inspector?

Answer:

(Hint: Think about which panel shows the "file" and which panel shows the "details.")