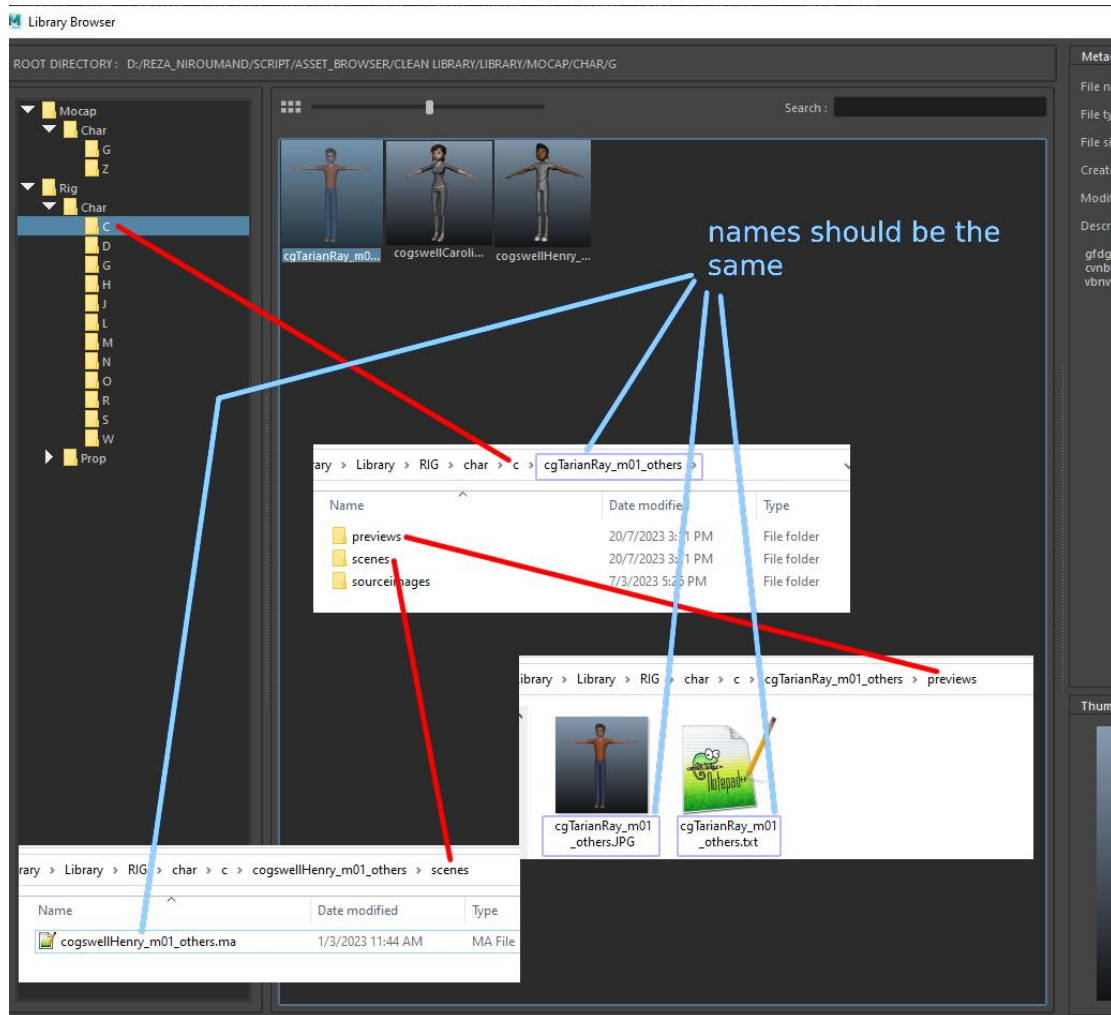


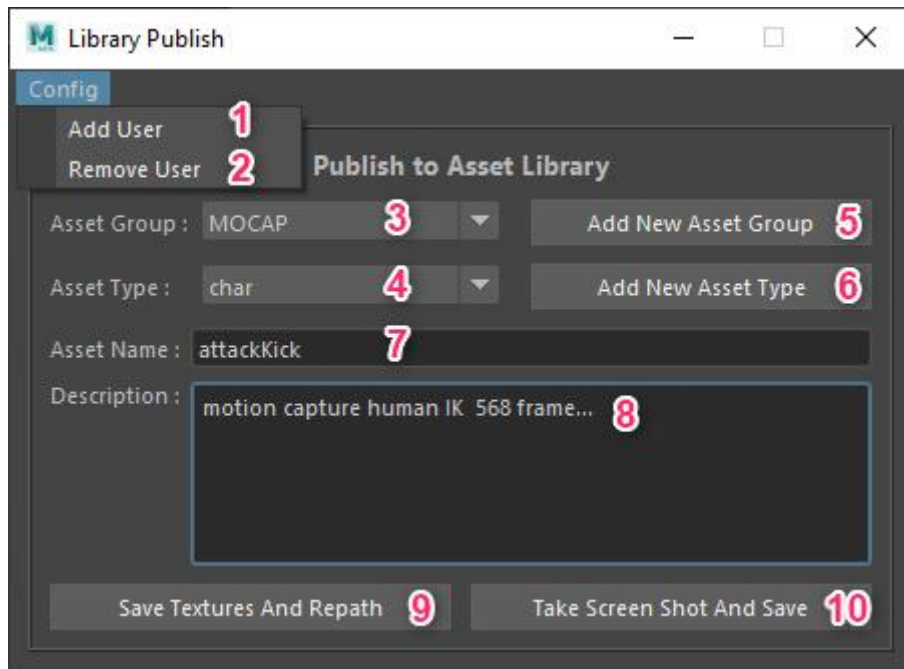
Asset library structure



Asset Browser and Asset Publisher are designed to work with a 3-level depth folder structure. Asset groups, such as rig, can include asset types like characters, and alphabetic folders are created automatically by the publisher itself based on the first letter of asset file.

The Preview folder can include videos, images in different formats, image sequences, and description text files. When users press the 'Save Texture' button, all images will be saved in the source image folder.

1. Add User: The asset publish tool checks the current user's LSID and verifies it in its user file. If it doesn't exist, a warning is raised, and the UI won't be accessible. In this menu, you can add a new user for publishing.
2. Remove User: Remove the existing user from the user file.
3. You can select an asset group from the existing groups.
4. Select Asset Type: Choose an existing asset type within the selected asset group.



5. Add Asset Group: By pressing this button and typing a name, you will add a new folder to the asset browser group structure.

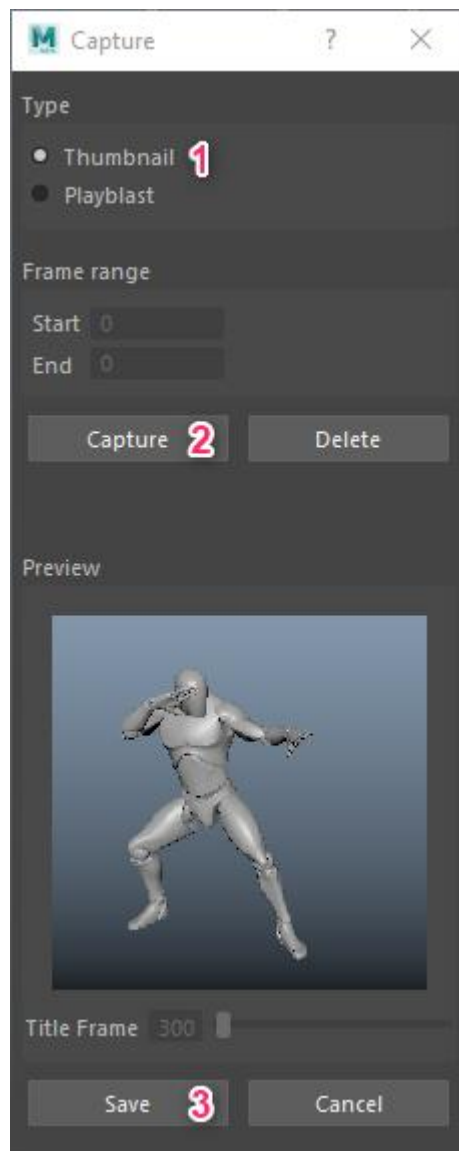
6. Add New Type to Selected Asset Group: Add a new type to the selected asset group.

7. Asset Name: By default, it automatically captures the existing file name, but you can change it and type your own name.

8. Description: Here you can add a description that will appear in the description field for each asset in the asset browser.

9. Save Textures and Repath Files: For files that include textures and should be included in the library, this button will save the texture and re-path the file.

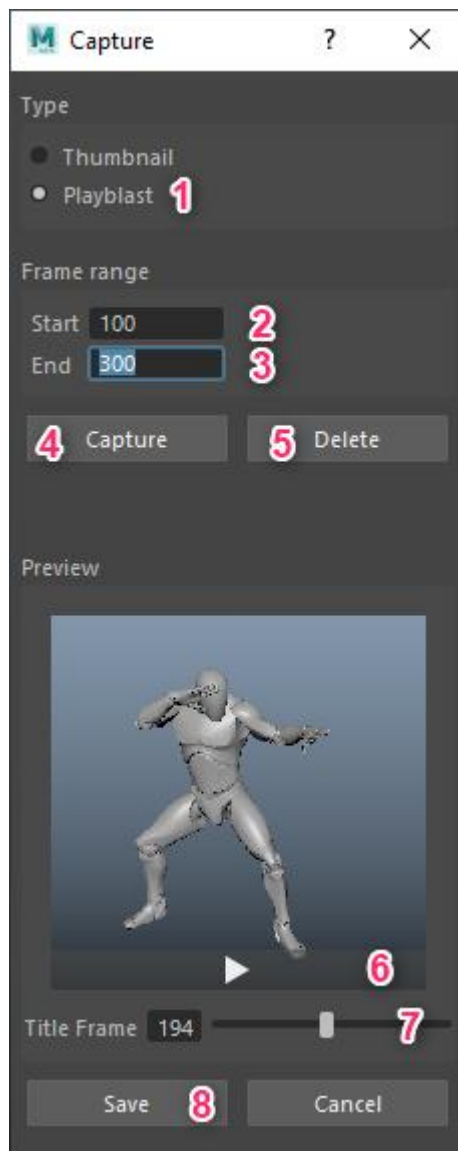
10. Finalize Publish: This is the last step of publishing that launches screen capture and exports the file to the library.



1- Select a thumbnail if you want a single static image for preview.

2- By placing your asset inside the yellow square and pressing capture, you can see the preview image. If you don't like it, you can delete and capture again.

3- The save button will save the file and its preview together.



1. Select a playblast for the animated preview.
2. Type the start frame of your preview (within a 300 frame limitation).
3. Type the end frame of your preview (within a 300 frame limitation).
4. Press the capture button and allow it to capture your specified time range animation.
5. If needed, you can delete and redo the capturing process.
6. Preview the result of the captured animation.
7. Use the preview result slider to navigate through the animation.
8. Click the save button to save both the animation file and its preview together.