

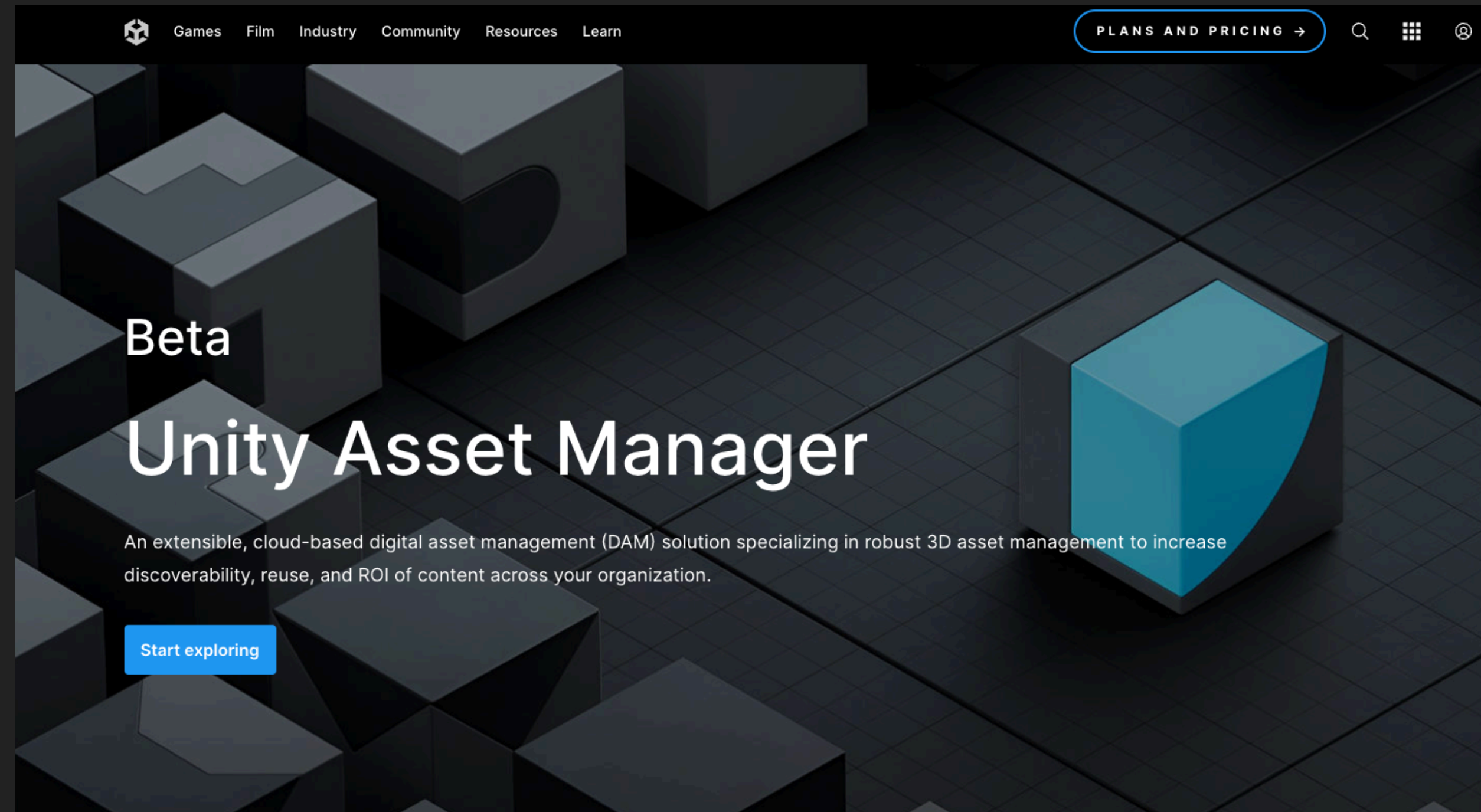


PROGRAMMATIC ACCESS TO UAM

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**UNITY ASSET MANAGER**

# THE UNITY ASSET MANAGER



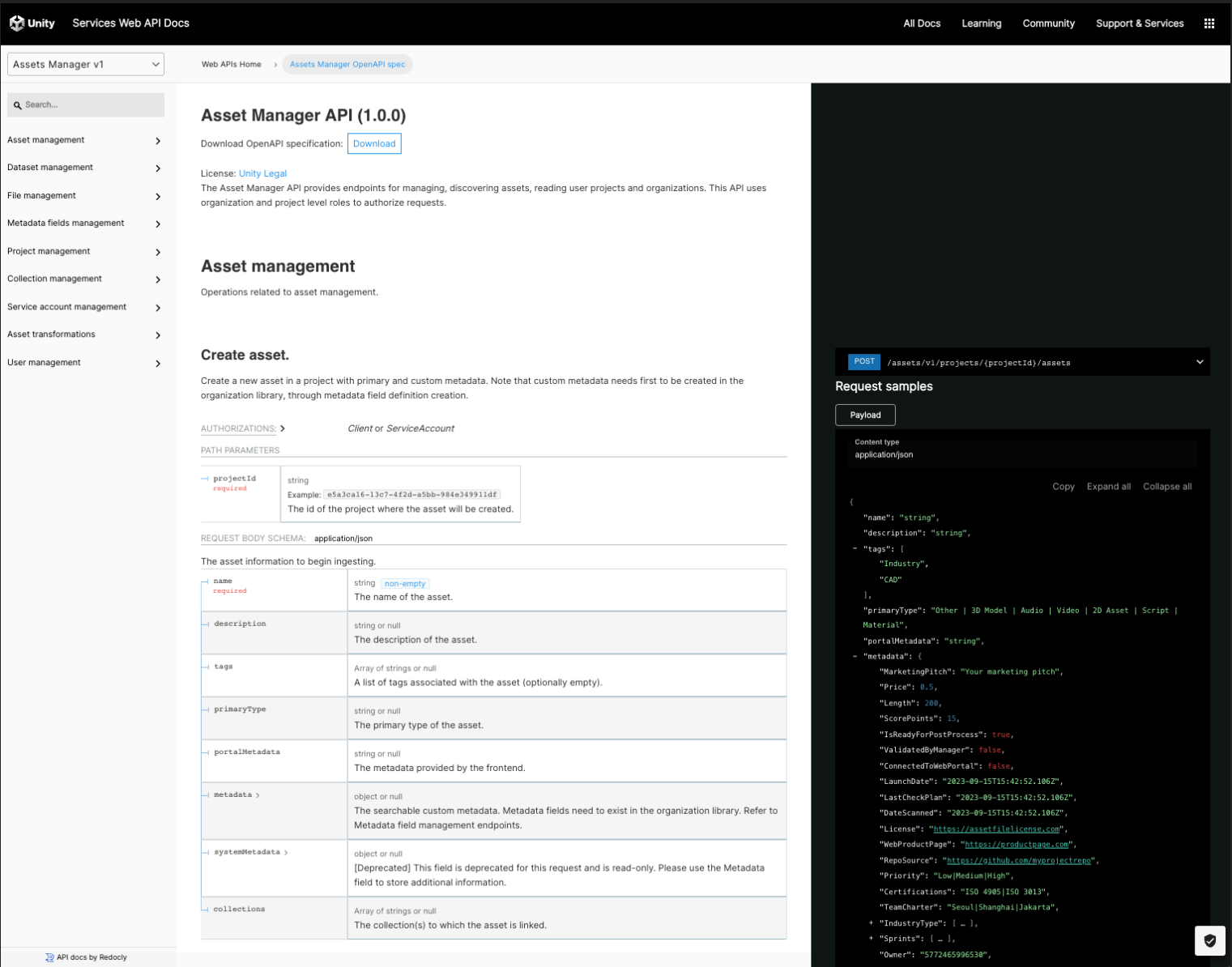
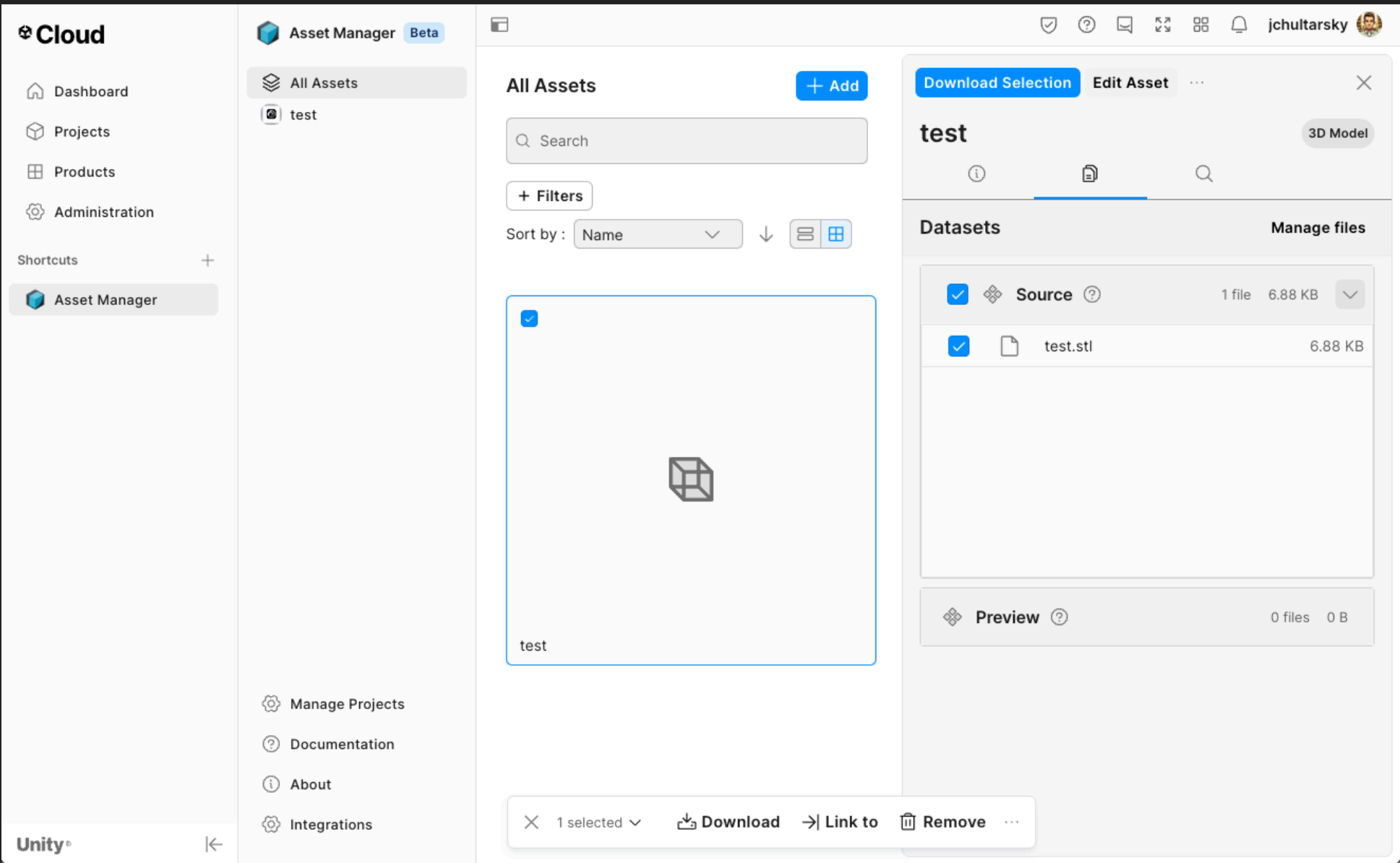
- Store and share digital assets
- RBAC
- Web-based User Interface
- Programmatic Interace (API)

<https://unity.com/products/asset-manager>

# FIRST STEPS

# GETTING STARTED

- ▶ Unity ID: <https://id.unity.com>
- ▶ Unity Cloud: <https://cloud.unity.com/> (click on Asset Manager)
- ▶ Getting Started with API: <https://services.docs.unity.com/docs/>
- ▶ API Docs: <https://services.docs.unity.com/assets-manager/index.html>
- ▶ Unity API Specs: <https://services.docs.unity.com/specs/v1/6173736574732d6d616e61676572.yaml>
- ▶ Unity SDK Docs: <https://docs.unity.com/ugs/manual/overview/manual/unity-gaming-services-home>



# API CAPABILITIES

### YOU CAN DO:

- ▶ File operations (i.e. upload, download, tagging, etc.)
- ▶ Metadata operations (creating properties for models)
- ▶ Project management

### YOU CAN NOT DO (YET):

- ▶ Call Physna functionality
- ▶ Delete files
- ▶ Full user management

# GENERATING CLIENT CODE FROM OPENAPI SCHEMA

## EXAMPLE

```
$ openapi-generator generate -g rust -i https://services.docs.unity.com/specs/v1/6173736574732d6d616e61676572.yaml -o ~/projects/myproject/client
```

OpenAPI Generator: <https://openapi-generator.tech/>

