

# Static Files

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A lot of times the application has to handle static assets like css, javascript, images, audio, video, etc. In order to handle them properly, we are going to configure how to handle static as well as media assets.

## Static

Here we will be mainly concerned with assets such as css, javascript, images, etc. We have to specify two parameters in our '**setting.py**' file in our main project folder.

1. Static URL
2. Static folder

Create a new folder 'static' and add the following -

```
STATIC_URL = '/static/'  
STATICFILES_DIRS = [os.path.join(BASE_DIR, 'static'), ] # new
```

This tells Django where to find all our static assets.

## Media

Users will be uploading media assets like images, audio, video, files, etc, and we need a way to handle them. We can handle them using '**media**'.

Create a new folder 'media' and add the following to settings -

```
MEDIA_URL = '/media/' # new  
MEDIA_ROOT = os.path.join(BASE_DIR, 'media') # new
```

In the next section, we will see how to add Bootstrap and serve it from our local static folder.