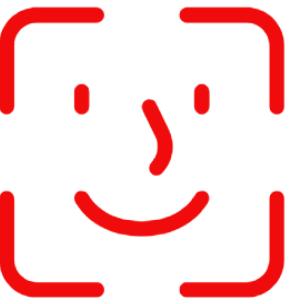


# AEM Assets View Update for Power Users, Technical users and Managers

# Instructor



My name  
My company & role

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# Course Agenda

Module Name

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1 Essential Knowledge and Today's Training

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2 UI Foundations

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3 Metadata

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4 Access Control

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5 Customization

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6 Insights

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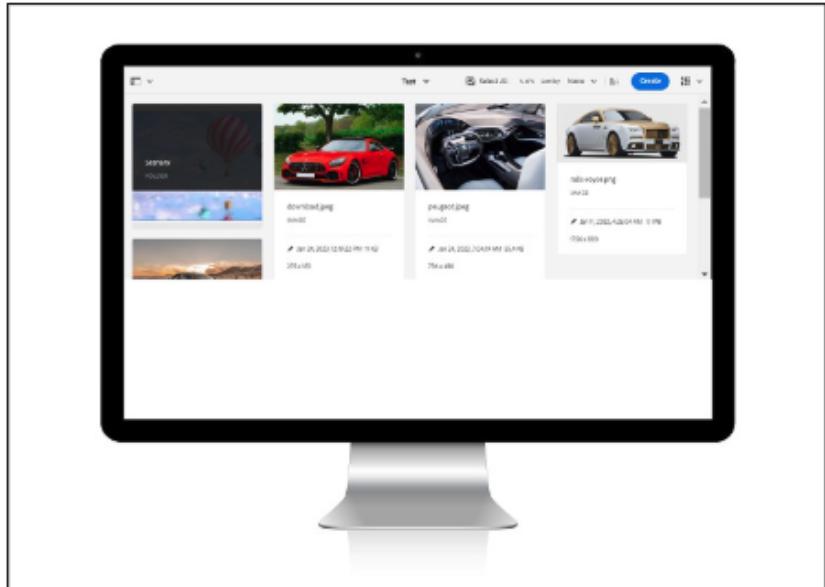
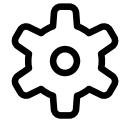
7 Takeaways and Questions

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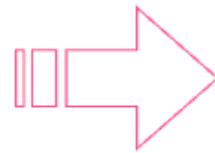
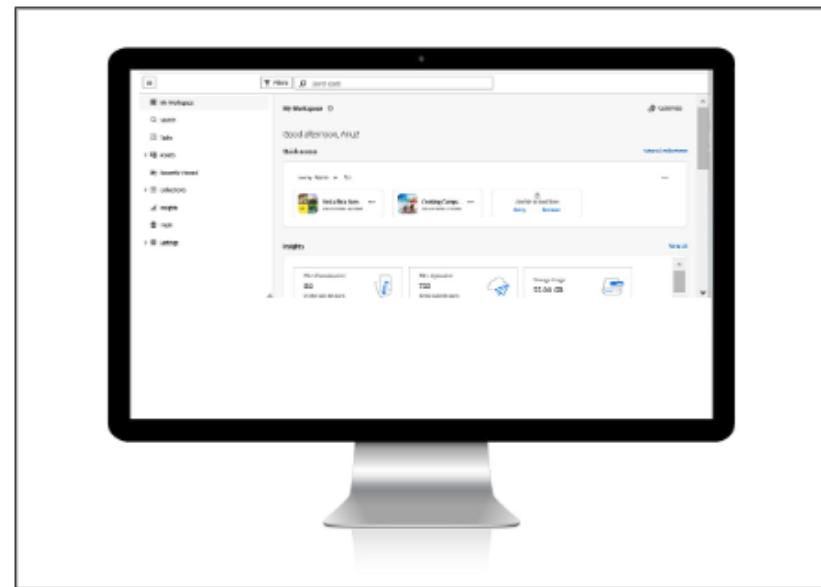
Essential Knowledge in three slides!

# The two UIs - Admin View and Assets View

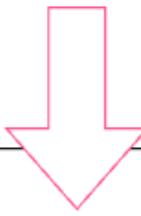
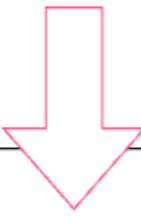
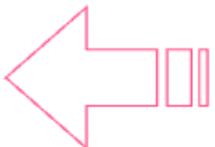
Admin view



Assets view



Switch view

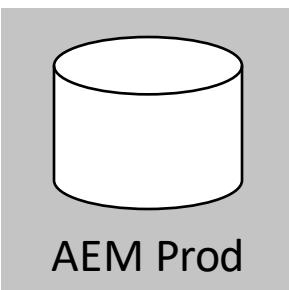
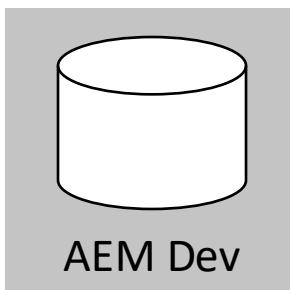
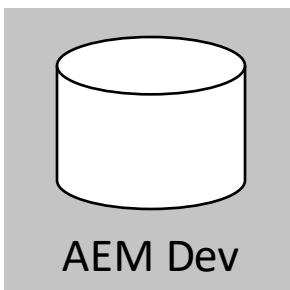


Assets as a Cloud Service Repository

# Assets and Assets Essentials

This screenshot shows the Adobe Experience Manager Assets interface in DEV mode. The left sidebar includes 'My Workspace', 'Search', 'Tasks', 'Recently Viewed', 'Insights', 'Assets Management' (selected), 'Collections', 'Trash', 'Settings' (Metadata Forms, Reports, Taxonomy Management, Creative Cloud, Bulk Imports, General Settings, Blocked Tags), and a 'Feedback' button. The main area displays 'All Assets' under 'Sports'. A single asset is listed: 'American football player, athlete in ...' (JPEG). The interface features a top navigation bar with 'vLab17-EMEA', 'Feedback', and a user icon.

This screenshot shows the Adobe Experience Manager Assets interface in PROD mode, identical to the DEV mode screenshot above. It displays the same asset details and interface elements, including the 'Assets Management' section being selected in the sidebar.



# The Future

- Customers recommended to adopt Assets View for future-proofing
- New features likely to be only available in Assets View,. Current example: Dynamic Media templates.
- Feedback on missing features actively accepted and influences development prioritization
- Admin View still supported and no sunset
- “Assets View” is the future “Assets”



# Today's Training

# This Course –What you'll Learn

- Use the basic features of the new Assets View UI
- Identify key differences and new features in Assets View compared to Admin View
- Manage and edit metadata in Assets View
- Look at search behaviour
- Configure permissions in Assets and Admin View
- Understand Assets View customization
- Understand Assets View Insights (analytics)

# Is it for you?

- **Yes**, if: you have some AEM experience and want to understand Assets View, key features and implications of migration or adoption
- **No**, if you are an experienced Assets View user looking for the very latest roadmap information or detailed issues and troubleshooting.
- **Maybe** if you're interested in trying out Assets View but are not too worried about the tough bits and the detail (the first half of the course should suit you)

# UI Foundations: Concepts and Usage

# Quick Facts – Assets View



- More modern, responsive UI
- Shared between environments (*select repository* from available environments)
- AEMaaCS only
- Easy adoption for most users, but hidden depths for power users! (hence this course)
- Fewer configuration and customization options than Admin View.

☰ Adobe Experience Manager Assets

← American football player, athlete in helmet with ball on stadium. Sport wallpaper with copyspace  
JPEG

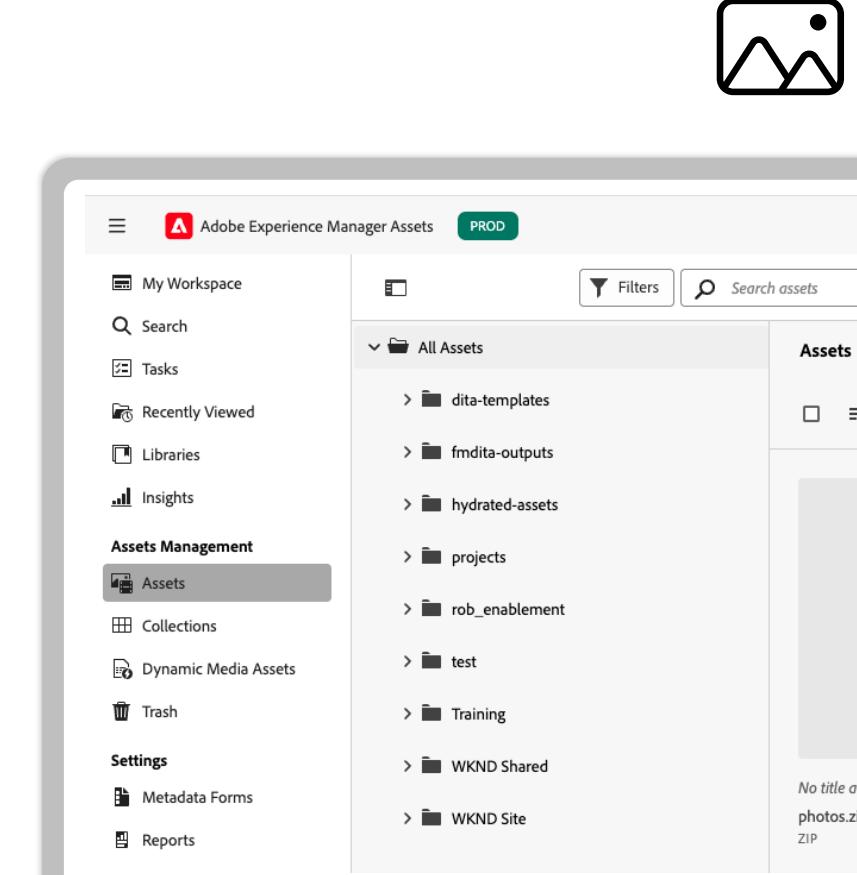


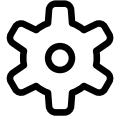
Asset 1 of 1

+ 17 - ← → ↑ ↓ ↻

# Use Assets View when...

- Work in a **marketer-friendly interface**
- **Quickly** find, annotate, download, collect, and share assets
- Leverage workspace **insights**, pinning, and notifications
- Apply/administer permissions at a basic level or need workspace/insights dashboards
- Use smart crop and DM renditions (for configured assets)
- Using new Dynamic Media templates





# Use Admin View when....

- Configuring advanced DAM settings
- Managing processing **profiles and custom renditions**
- Performing bulk operations like metadata import/export
- Assigning granular permissions and user roles
- Building or controlling custom workflows and workflow models
- Generating comprehensive asset and system reports
- Integrating with automation or specialized systems

The screenshot shows the 'Processing Profile' dialog box in Adobe Experience Manager. The 'Name' field is set to 'FPO Rendition'. Under the 'Image (1)' tab, the 'Create FPO Rendition' toggle is turned on, and the 'Quality' is set to 10. In the 'Renditions' section, there is a 'Properties' table with 'Rendition Name \*' set to 'FPO', 'Extension' set to 'jpeg', and 'Height' set to 'Enter a...'. Below it, the 'Mime Types' section shows 'Includes' and 'Excludes' fields.

# Search first: Metadata instead of Folder structure

- Search and metadata are the starting point
- Search bar and filters always visible
- Metadata drives all results
- Folder navigation is secondary
- AI and Smart Tags need metadata
- Scales with fast asset discovery
- Find by describing, not by remembering locations



Filters ⓘ

Clear All

Saved Searches

Path

/content/dam

File Type

Images

Documents

Videos

Folder

File Format



image/jpeg (126)

image/png

application/pdf

image/svg+xml

# Approval and Publishing



- **Publishing** activates assets for AEM Publish and (Scene7) Dynamic Media
- Setting **Approved** is a governance best practice
- Classic Dynamic Media (Scene7) serves any published asset, regardless of approval status
- Approval is enforced only for Content Hub & Dynamic Media Open API delivery
- Publish = visibility; Approve = control for new delivery channels

## Information

Basic   Advanced   Tags

### Status

No Status

Approved

Rejected

No Status

American Football player on stadium with smoke and lights.

Uploaded by (readonly)

ADLS Student 19

Creation date (readonly)

Sep 17, 2025, 8:19 AM

Modified date (readonly)

Sep 17, 2025, 8:22 AM

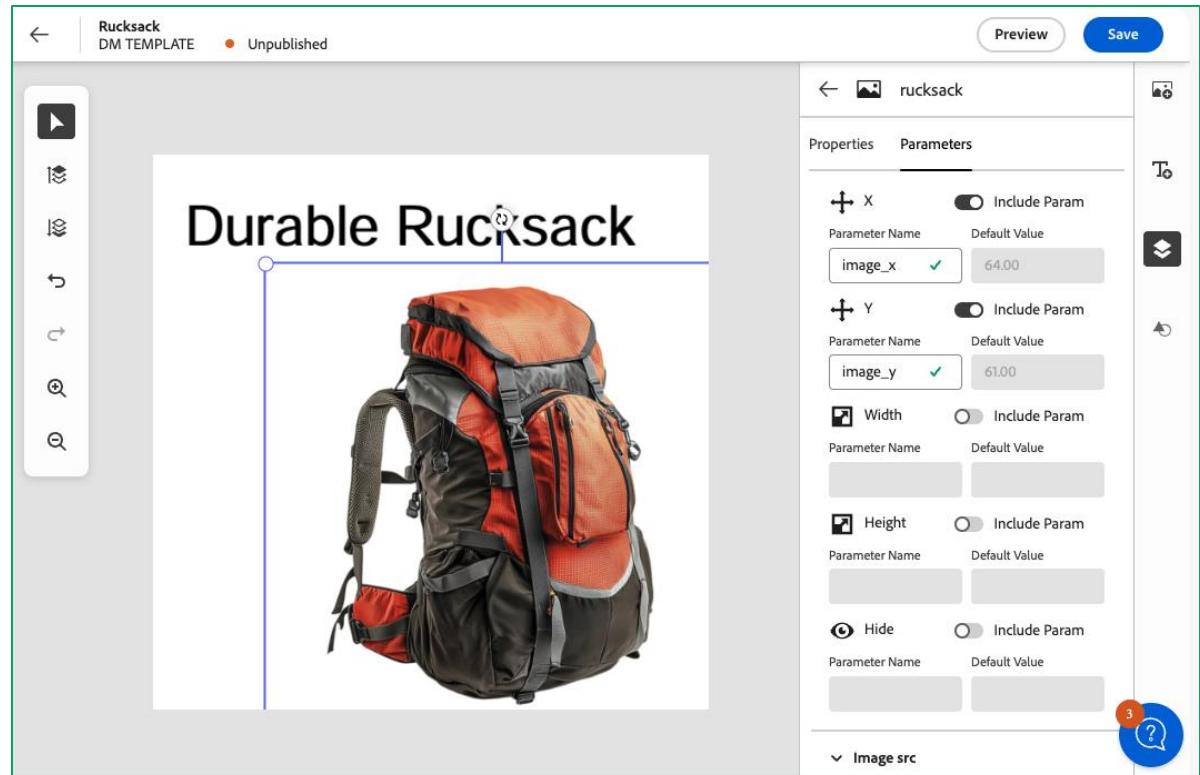
Width (readonly)

8346 px

Height (readonly)

# Dynamic Media Templates

- Enable brand-consistent asset variations at scale
- Templates link artwork with dynamic text, colors, or imagery
- Users generate on-brand renditions without creative tools
- Parameters controlled in AEM (no file editing required)
- Streamlined for campaigns, regionalization, personalization



# Navigate to Assets View



The screenshot shows the Adobe Experience Cloud interface. At the top left is the Adobe Experience Cloud logo. A search bar is in the center. On the right, there's a user profile for "Adobe AGS340" and several icons. A red dashed arrow points from the "Assets" icon in the top right corner to the "Assets" link in the navigation menu. The navigation menu is open, showing the following items:

- Home (selected)
- Analytics
- Campaign
- Experience Manager
- Experience Manager Assets -> Asset View (highlighted in red)
- Experience Manager Assets Content Hub
- Experience Platform
- People
- Software Distribution
- Target

At the bottom of the menu, the words "Assets" and "Legacy - don't use" are circled in red. Below the menu, a large red banner for "Adobe Summit" is visible, along with a "Watch now" button and a "Recently accessed" section.

# Switch between Admin and Assets View



The screenshot shows the Adobe Experience Manager Assets interface. On the left is a sidebar with links like 'My Workspace', 'Search', 'Tasks', etc. The main area is titled 'My Workspace' and greets the user with 'Good afternoon, Rob!'. A central banner says 'Create something Express'. The top navigation bar includes 'PROD', 'Adobe AGS340', 'Feedback', and a user profile icon. A red dashed arrow points from the top right towards the user profile icon. The user profile menu is open, showing options: 'Account Settings', 'Organization: Adobe AGS340', 'Preferences', 'Legal notices', 'Product Settings', 'Switch view' (circled in red), 'Select Repository' (circled in red), and 'Sign Out'. Red annotations at the bottom right of the profile menu say 'To Admin View (and back)' and 'Dev/stage/prod/preview'.

- My Workspace
- Search
- Tasks
- Recently Viewed
- Libraries
- Insights
- Assets Management
- Assets
- Collections
- Dynamic Media Assets
- Trash

PROD      Adobe AGS340      Feedback      ?      🔔      ⚫

Rob Freeman  
rfreeman@adobe.com  
Dark theme      ?

Account Settings  
Organization: Adobe AGS340  
Preferences  
Legal notices

Product Settings

To Admin View (and back)  
Select Repository: Dev/stage/prod/preview

Sign Out

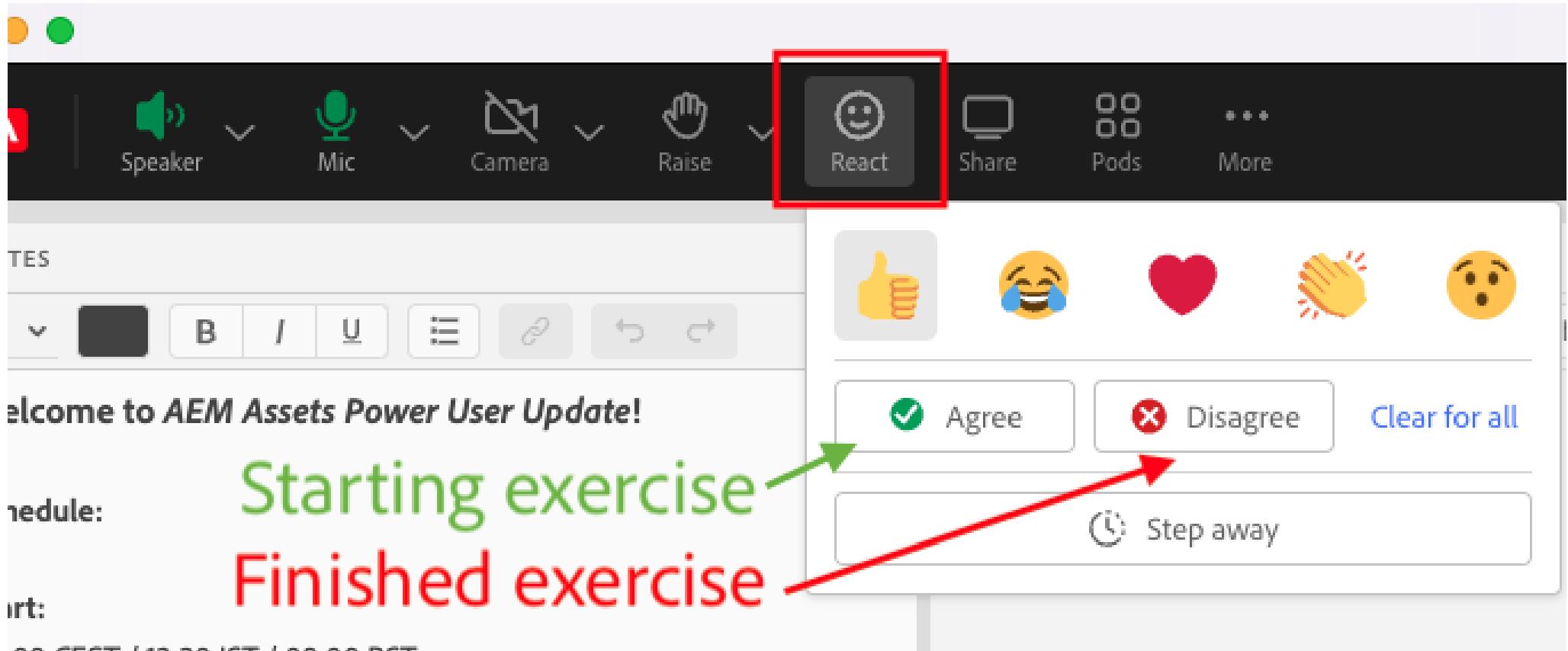
# Activity 1.1 – Assets View Core Functionality



- Try out the UI
- Complete simple upload
- Edit image in Adobe Express
- Use versions
- Publish
- Explore Dynamic Media renditions
- Metadata first look
- Search first look

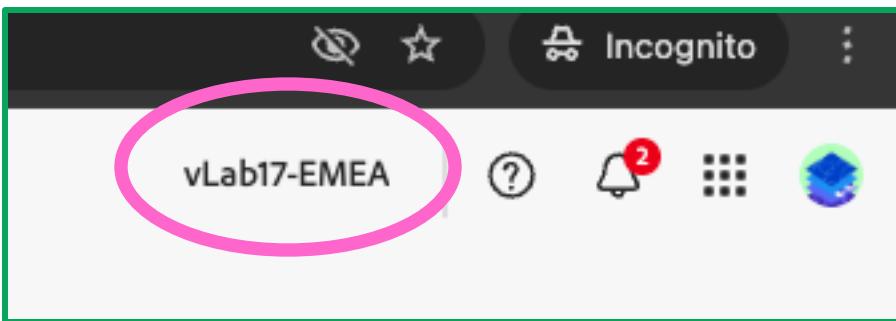
# Instructor Demo

# Marking Engagement



# Access the Experience Cloud

- Navigate to **experience.adobe.com** in a clean browser (*incognito window*)
- Login using credentials from instructor
- If asked to choose an organisation, choose **vlab17-emea**. Check again after login



- Follow the instructions in the PDF guide:  
*Workbook\_Assets\_Power\_User\_Update\_\_Assets\_View.pdf*

# Metadata and Search

# Metadata in AEM Assets: Two UIs, Two Systems



- Same metadata extraction during image processing
- Metadata management differs between Assets View and Admin View
- Admin View uses **Metadata Schemas**, supporting power users, librarians etc
- Assets View uses **Metadata Forms**, supporting simpler information for end users

The screenshot shows the AEM Admin View interface for managing asset metadata. On the left, a sidebar lists various data sources: Basic, Camera Data, Origin, IPTC, IPTC Extension, GPS Data, Audio Data, Video Data, Photoshop, DICOM, AEM Properties, and Raw Data. The main area displays a photograph of a person sitting by a campfire in a forest. To the right of the image are several metadata fields:

- Document Title: Campfire in the forest
- Author: Cavan Images
- Author Title: (empty)
- Description: High angle view of hiker sitting on camping chair by campfire in forest
- Rating: ★ ★ ★ ★ ★
- Description Writer: (empty)
- Keywords: hiker; sitting; camping chairs; campfire; forest; burning; nature; adventure; remote; relaxation; tourist; recreation; fire; side view; woods; camping; destinations; australia; flame; carefree; exploration; hiking; casual clothing; getaway; heat; victoria; high angle view; knit hat; resting; woodland; tourism; vacation; full
  - (i) Semicolons or commas can be used to separate multiple values
- Copyright Status: Unknown
- Copyright Notice: ©Cavan Images - stock.adobe.com
  - (i) Semicolons or commas can be used to separate multiple values

# Admin View: Metadata Schemas



- Configure in Schema Editor (Tools > Assets > Metadata Schemas)
- Full control over visible, required fields
- Set validation rules and layouts
- Apply by file type or folder
- Maps metadata to repository
- Admin permissions required

## Metadata Schema Form Editor

Basic x Advanced x IPTC x IPTC Extension x Camera Data x +

Metadata		<input type="checkbox"/> Section	Scheduled (de)activation	<input type="checkbox"/> Section
Title	T Text Field		On Time (MM-DD-YYYY HH:mm)	Date Field
Description	T Text Field		Off Time (MM-DD-YYYY HH:mm)	Date Field
Type	T Text Field		<input type="checkbox"/> Compositions	
Language	Dropdown Field		Dependencies	Asset Referencing
Tags	Tags		Member of Sets	
			No Sets Found.	

# Assets View: Metadata Forms



Simple setup in visual editor

Controls fields on Asset Details page

Limited layout & validation options

Assign by MIME type or folder (new!)

Default forms shown unless  
customized

Easier for most users

## COMPONENTS

	Accordion Container		
	Single Line Text		
	Multi Line Text		
	Multi Value Text		
	Number		
	Checkbox		
	Dropdown		
	Date		
	State		
	Asset Status		
	Tags		
	Keywords		
	Smart Tags		

Basic Advanced

Status

No Status

Expiration date

mm / dd / yyyy

Title

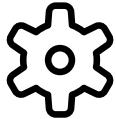
Description

Uploaded by

Creation date

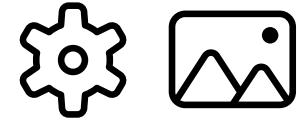
mm / dd / yyyy

# Schemas vs Forms: Key Differences (September 2025)



	Admin View (Touch UI)	Assets View
Layout	Full control: tabs, groups, layout	Limited layout: Basic/Advanced tabs only
Validation	<input checked="" type="checkbox"/> Yes: required fields, regex, rules	<input type="checkbox"/> No required fields, regex, or rules
Mapping	<input checked="" type="checkbox"/> Yes: full JCR property mapping (e.g., dc:title)	<input checked="" type="checkbox"/> asset properties only; no custom paths (custom / arbitrary metadata)
Targeting	MIME type + folder path, with inheritance	MIME type <b>or</b> folder path, <b>but only one form applies (overwrites)</b>
Merge	<input checked="" type="checkbox"/> Yes – schemas can merge from multiple folder levels	<input type="checkbox"/> No merge – <b>folder-level form replaces MIME-type form</b>
Access	Admins only (via Tools > Assets > Metadata Schemas)	Power users via Settings or Folder Properties

# Metadata storage



- Metadata is stored in the content repository (JCR)
- UI just filters what is shown to users
- Upload method doesn't affect the stored metadata

Properties		Access Control	Replication	Console
	Name ▲	Type	Value	
1...	dam:Physicalwidthindpi	Long	72	
1...	dam:Physicalwidthinches	Decimal	18.23611068725586	
1...	dam:Progressive	String	no	
1...	dam:TimeCreated	String	171651-0700	
1...	dam:extracted	Date	2022-08-12T17:02:51.36	
1...	dam:predictedColors	Long[]	12026, 16021, 24015, 13	
1...	dam:scene7PublishPending	Boolean	true	
1...	dam:sha1	String	dfce92c03eb3ea5f61dab	
1...	dam:size	Long	278802	
1...	dc:creator	String[]	Philip Schubert	
1...	dc:creator_xmpArrayType	String	rdf:Seq	
1...	dc:date	Long[]	20140907	
1...	dc:date_xmpArrayType	String	rdf:Seq	
1...	dc:description	String	The Lennard River carv	
1...	dc:format	String	image/jpeg	
1...	dc:modified	Date	2019-10-24T15:41:14.47	

# Importing Schemas to Forms



- Schemas from Admin View can be imported into Assets View
- Resulting form is disconnected from original schema
- No live sync or merge; imported form must be maintained separately

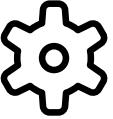
## Exercise 1.2: Explore Metadata Changes

- Use Switch View to access Admin View
- Open the same asset, inspect metadata via Properties
- Compare with what was shown in Assets View

## Exercise 1.3: Understand Metadata Forms

- Create a new metadata form based on a template (existing form)
- Apply the new form to your training assets folder
- Access the Metadata schema import tool

# Metadata Usage

Role	Best Interface	Typical Task
Administrator / librarian	Admin View	 Designing and enforcing metadata standards, inheritance, complex rules, packaging for deployment
End User/Marketer	Assets View	 Searching, editing, viewing basic metadata, bulk updates, campaign tagging

# Search Capabilities – Assets View

- Assets View search supports powerful features such as fuzzy search, boolean search, proximity, wild card, and suggestions.
- Assets View supports *contextual search*: natural language input;
  - E.g., “images of mountains uploaded in the last month”
- Assets View uses AI for ranking results

**Properties**

---

Label

TextField

Metadata \*

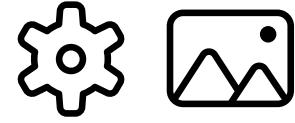
QuamActivationTarget

- Format (dc:format)
- Title (dc:title) **(selected)**
- Dc Description (dcDescription)
- Dc Subject (dcSubject)
- Dc Title Lower Case (dcTitleLowerCase)
- Cq Discard State (discarded)
- Dita Class (ditaClass)
- Has C2pa Manifest (hasC2PAManifest)
- Has Valid Metadata (hasValidMetadata)
- Is Ai Generated (isAiGenerated)
- Jcr Description (jcrDescription)
- Off Time (offTime)
- On Time (onTime)

# Exercise 1.4: Explore Search Features

- Access search settings
- Understand search filter configuration
- Test drive contextual search

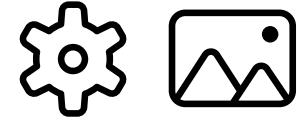
# Metadata and Search Summary



- Assets View uses forms, Admin View uses schemas
- Forms and schemas are UI filters, not data stores
- Same metadata exists in the repository regardless of UI
- Search in Assets View is different to Admin View: more capable in some ways, less in others
- Use the right tool for the right job

# Access Control

# Introduction to Permissions



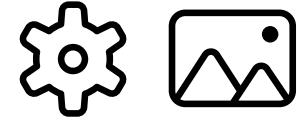
- Admin View and Assets View each offer permissions management directly in the UI.
- Meta Data Driven Permissions break the link between content structure and ACLs – a major change for AEM
- Assets View and Admin View share permissions, but caution and governance is needed



# Access Control Part 1

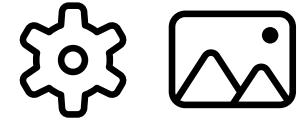
## Metadata Driven Permissions

# Introduction to Metadata-Driven Permissions



- Enforces access control based on asset metadata values
- Released in late 2024 (AEM as a Cloud Service only)
- Works in both Assets View and Admin View

# Use Case – Approved Asset Visibility



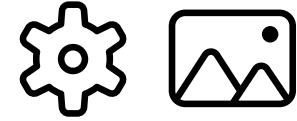
- Objective: Show only approved assets to non-privileged users
- Metadata field used: dam:status
- Contributor group: only sees assets where dam:status = approved
- All other assets are hidden, regardless of folder location

The screenshot shows a digital interface for managing asset metadata. On the left is a thumbnail image of a person in a black wetsuit standing by the ocean. To the right is a form with the following fields:

- Information** section:
- Status (unsaved)**: A dropdown menu with three options: **Basic**, **Advanced**, and **Tags**. The **Approved** option is selected and highlighted with a green dot.
- Expiration date**: A text input field with a calendar icon.
- Title**: An empty text input field.
- Description**: An empty text input field.
- Uploaded by (readonly)**: A text input field containing "admin".
- Creation date (readonly)**: A text input field containing "Jul 4, 2024, 7:12 PM".
- Modified date (readonly)**: A text input field containing "Aug 12, 2022, 7:03 PM".
- Width (readonly)**: A text input field containing "1279 px".

A large blue arrow points to the "Approved" radio button in the status dropdown.

# Why Use Metadata Driven Permissions?



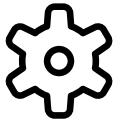
- Supports business rules like “Only show approved assets to external users”
- Enables automation-friendly governance
- Reduces reliance on brittle folder-level ACLs
- Improves scalability in large repositories

# Demo 2.1: Setting Metadata Driven Permissions

- Add permissions for Contributors group:
  - Deny read access to the Magazine folder
  - Allow read where dam:status = approved
- Login as contributor and verify
  - Assets with "approved" status are visible
  - Others are hidden

# Access Control Part 2

## Folder Permissions



# Admin View Folder Permissions (Touch UI)

- Traditional AEM ACL-based permissions.
- Folder-level permissions set via folder Properties > Permissions tab.
- Assign basic roles directly: Owner, Viewer, Editor.
- Simple UI.

The screenshot shows the AEM Admin Touch UI for managing folder permissions. At the top, there's a header with the folder name "WKND Shared" and standard UI controls like "Cancel" and "Save & Close". Below the header, there's a thumbnail image of the folder, which is a collage of three photos related to outdoor activities. Underneath the thumbnail, the folder name "WKND Shared" and type "FOLDER" are displayed. There's also a "Change Thumbnail" button. The main content area has several tabs: "Details", "Asset Processing", "Dynamic Media Processing", "Cloud Services", "Permissions" (which is currently selected), and "Policies". The "Permissions" tab contains a "Members" section with an input field for adding users or groups and a dropdown menu set to "Editor".

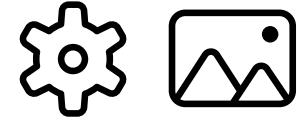
# Assets View: Folder Permissions



- Simplified permissions accessed via Manage Permissions in the toolbar.
- Similar basic roles: Viewer, Editor, Owner.
- Visually separate, yet permissions affect the same underlying ACLs as Admin View.

The screenshot shows the Assets View interface with a 'Manage Permissions' dialog open over it. The dialog title is 'Manage Permissions'. On the left, a sidebar lists several folders: 'All Assets' (selected), 'dita-templates', 'Enablement 000', 'frmida-outputs', 'projects', 'test\_folder', 'WKND Shared' (highlighted in blue), and 'WKND Site'. On the right, the 'Groups & Users' section shows two entries: 'Kat or kat@example.com' with a dropdown menu labeled 'Choose perm...' and a '+' button, and 'Jane Brown' with the email 'jbrown@acme-assets.com' and a dropdown menu set to 'Owner' with a 'X' button. A 'Close' button is at the bottom right of the dialog. The main Assets View background shows a search bar, a toolbar with icons for Publish, Details, Download, Add to Collection, Manage Permissions, Pin to Quick Access, and more, along with sections for Tasks and Recently Viewed.

# Folder Permissions - Reliability and Governance Challenge



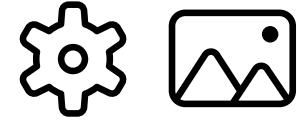
- **Admin View:** Hides inherited or existing ACLs from Assets UI.
- **Assets View:** Hides inherited or existing ACLs from Admin UI.
- I.e. Edits from one view aren't *visually* reflected in the other.
- But: they are both effective (AEM will merge and calculate effective permissions).
- ACLs edited in the UI are not persisted and versioned in the codebase, not part of a development/testing lifecycle and not copied to non-production environments (all unless specifically resolved through custom implementation/process).

! Use either **Admin View** or **Assets View** folder permissions (not both) *or consider avoiding ACL management in the UI altogether.*

## Activity 2.2: Folder Permissions Management

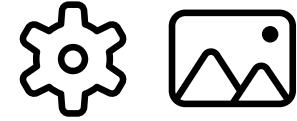
- Manage Permissions in Assets View
- Grant user “Can Edit” role
- Check permissions in Admin View
- Management permissions in Admin View
- Check permissions in Assets View
- Observations

# Access Control in AEM Assets – Key Takeaways



- **Metadata-Driven Permissions** use metadata values like `dam:status` to restrict asset access.
- **Folder-level ACLs** can be applied from both Admin View (detailed) and Assets View (simplified).
- Both UIs write to the same JCR ACLs—but visual changes do not sync between UIs..
- To avoid conflicts, always manage each folder's ACLs in only one UI.
- Apply MDDP with developer oversight and avoid overlapping ACLs and Metadata rules.
- Consider avoiding folder permission management in the UI tools of both Assets and Admin Views.

# Quiz: Access Control in AEM Assets



- **What does the Metadata Driven Permissions system use to determine access?**
  - A. Folder name
  - B. MIME type
  - C. Metadata field values
- **Can Assets View permissions override Admin View ACLs?**
  - A. No, they can conflict but no clean override
  - B. Yes, they edit the same underlying ACLs
  - C. Only if the user is an admin

# Customization

# Extensibility Overview



- New extensibility options using the Assets View's React-based framework allow for agile, modern integrations.
- **App Builder Extensions:** Developers can inject custom panels, actions, and asset detail overlays using Adobe App Builder
- **UI Customization:** Some UI components (e.g., widgets, overlays) can be extended using APIs.
- **Workspace Integration:** More integration points with Adobe Workfront, Express, and future Content Hub.

# Extensibility – Limitations and Challenges



## Limitations:

- No support for classic Granite overlays or admin-side plugins as in Touch UI.
- Extension points are growing, but not feature-complete—customization may require hybrid approaches referencing both UIs.
- No bulk workflow triggers/extensions as of now.

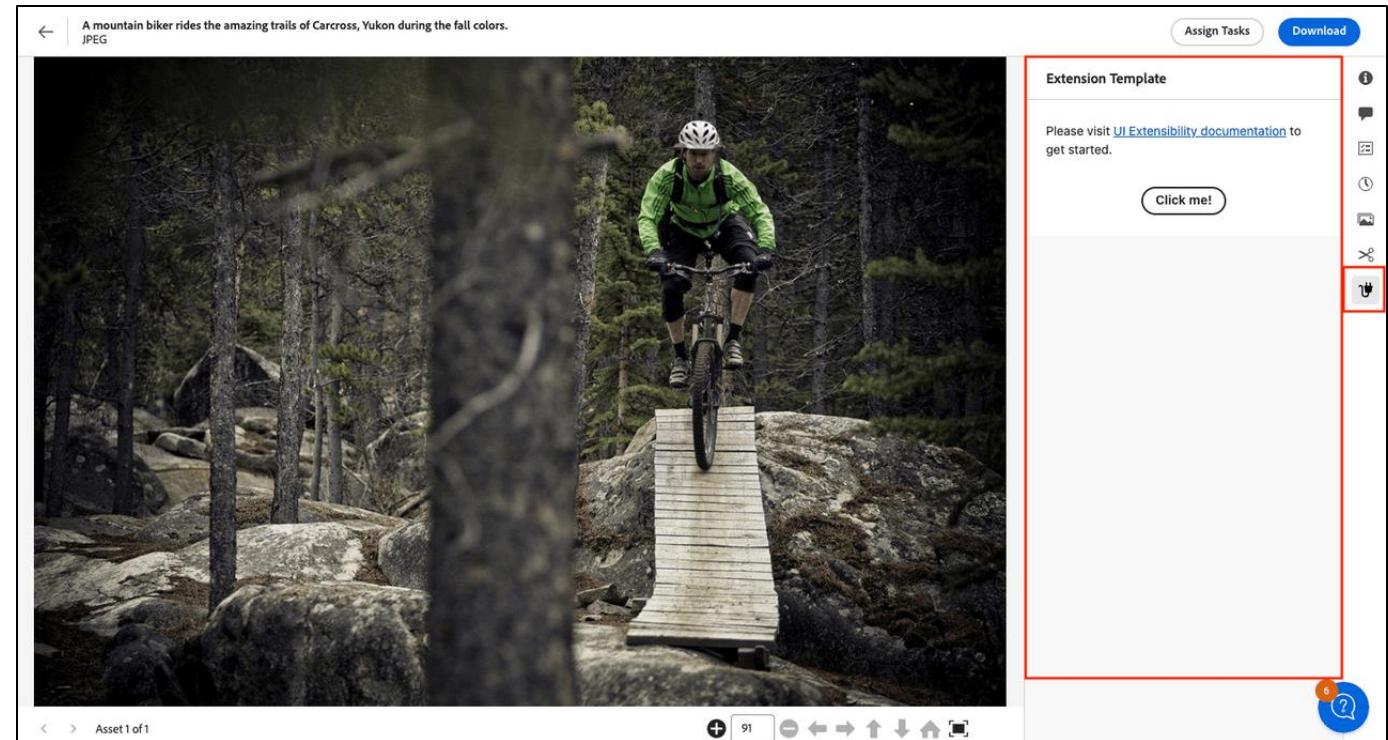
## Challenge:

Custom Admin View extensions and customizations may need to be rebuilt for Assets View, or may not be currently possible (work with Adobe to overcome!)

# Use Case: "Download As" Panel



- Custom panel in Details view
- Users select format (JPEG, PNG), file size, DPI
- Download button triggers Dynamic Media API
- Built with App Builder and UI Extensibility SDK
- Fully upgrade-safe and modular



# Key Takeaways



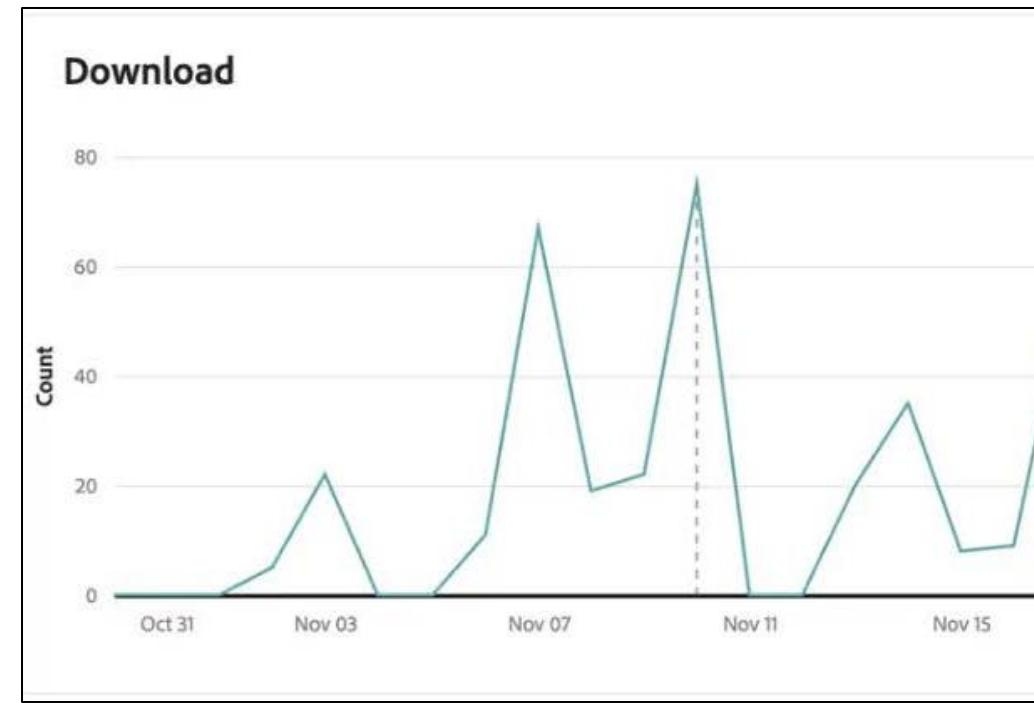
- Assets View: config-focused, limited scope
- UI Extensibility unlocks power—but needs Assets Ultimate
- OOTB: rapid, light customizations
- Governance matters—plan extensions carefully

# Insights

# Insights



- My Workspace: dashboard with recent activity/usage
- Asset details: download count, last modified, etc.
- Subscriptions: notifications for content updates
- Insights: search trends and usage patterns
- Features may evolve—check documentation for latest



### Top Searches

Search	Count
uxxtest	13
bino-nested-1	7
bino-test	4
Module3_Manage Assets Metadata	4
apogupta	4

# Insights – Limitations and Challenges



- No custom analytics or report export in Assets View; use Admin View for advanced needs
- No built-in tracking of asset usage on external sites—third-party integration required

# Key Course Takeaways

- Assets View is a great addition to the AEM Assets ecosystem and evolving rapidly
- Assets View promotes metadata/search-first design
- The same underlying AEM repository and AEM asset processing is used for both Assets View and Admin view
- Apply governance to permissions management if UI tools are used
- Metadata UI configurations and application are different but complementary, suiting the target user groups
- Assets View UI configuration and customization is limited compared with Admin View
- Expect change!

# Key Takeaways and Questions

# Questions?



# Adobe