



Activity Guide

Working with AEM Assets View

Adobe Digital Learning Services

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Working with AEM Assets View

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12/19/2025

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Module 1: Introduction to Assets View and Metadata

Introduction

In this module, you will practice the basic usage of the Assets View interface, including upload, edit, accessing image details, versioning, publishing and deletion.

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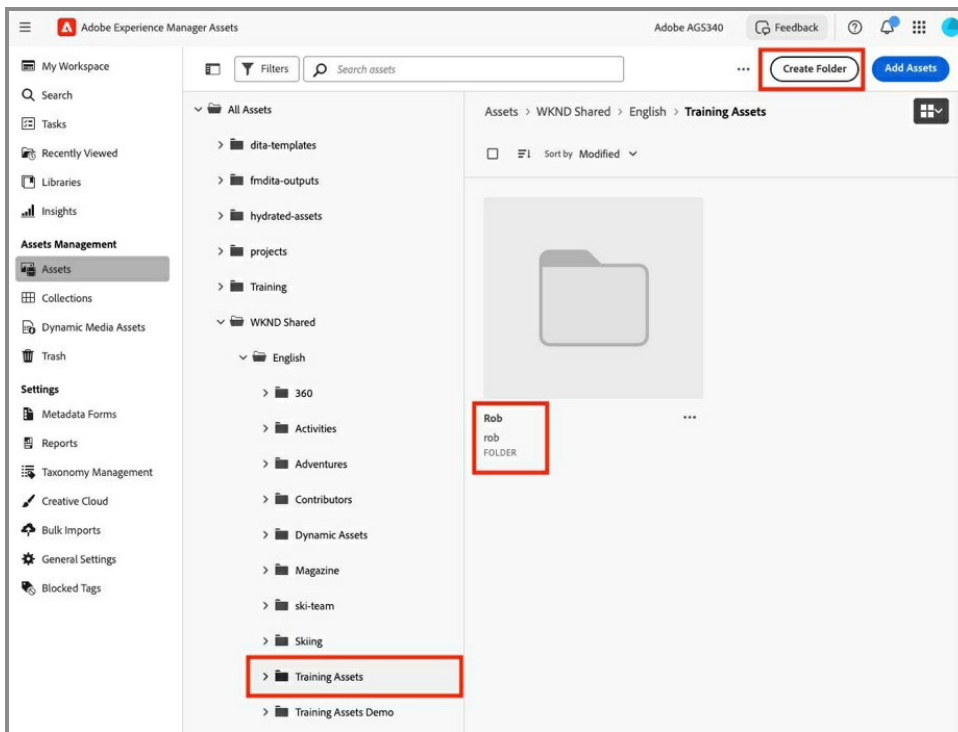
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Activity 1-1: Upload, Edit and Versions

Create a folder and upload an image

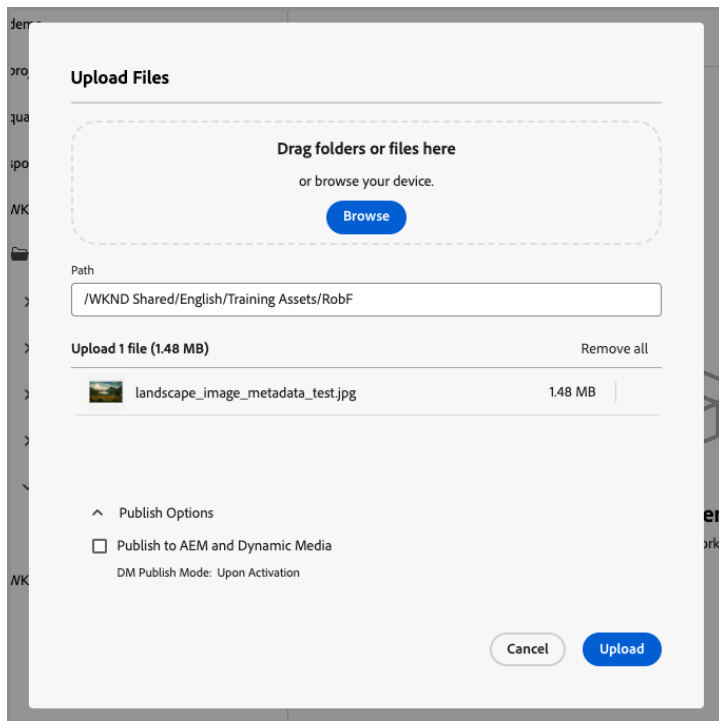
1. Open *Experience Manager Assets* from the chocolate bar menu.

2. Navigate to *Asset Management > Assets > WKND Shared > English > Training Assets* and use the **Create Folder** button to create a folder using your first name and an initial, if necessary, e.g. *RobF*.

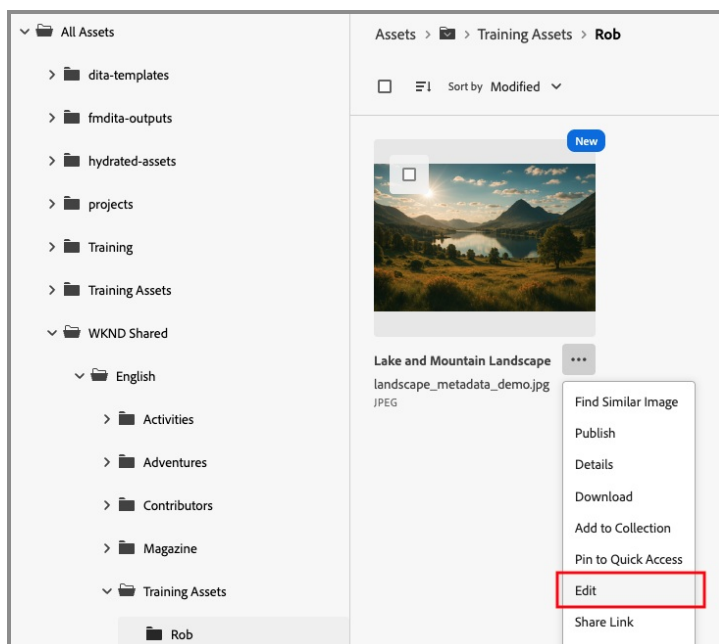


3. **Drag and drop** the exercise image from the *Exercise_Files* folder on to your newly created folder. The *Upload Files* modal dialog appears.

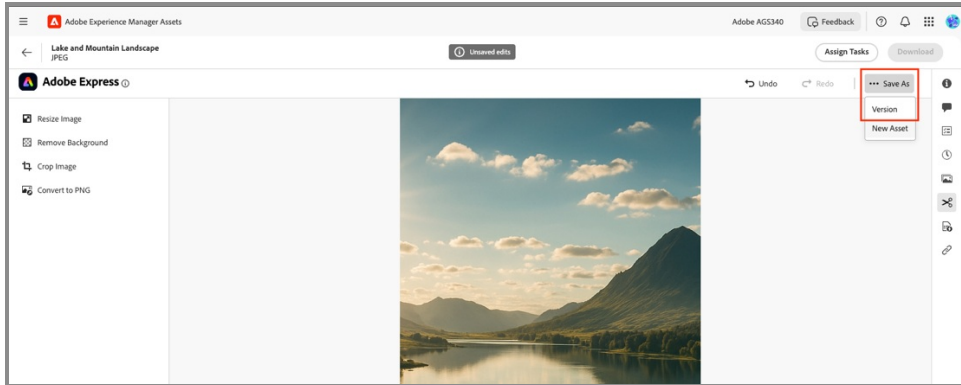
4. Leave the checkbox *Publish to AEM and Dynamic Media* **unchecked** .



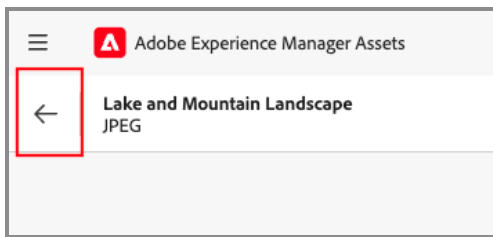
5. A green bar and success message is shown if the upload was successful, and a placeholder image should be shown shortly afterwards with a **Processing** label. The asset is being processed by AEM as a Cloud Service *Asset Microservices* . **Be patient** - this process can take more than a minute to complete.
6. Once the UI has updated, and the image has a *New* label, click the **ellipsis** (three dots) below the thumbnail of the image you just uploaded.



7. Choose **Edit**. A limited version of **Adobe Express** will open. **Make any change**, such as cropping your image.
8. Click **Save As**, then **Version**.

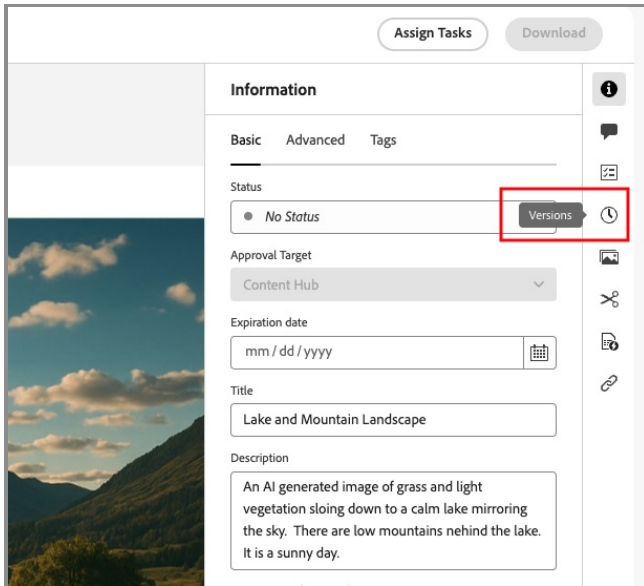


9. Image processing starts, as happened when you first uploaded the image. Click the **back arrow** to the folder.



Use the Version Viewer

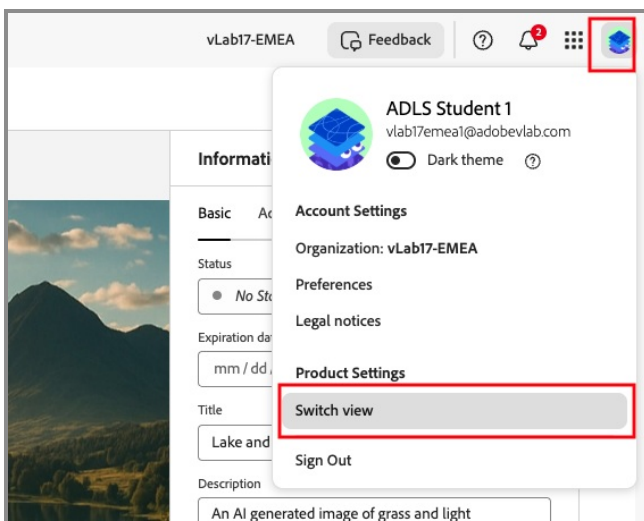
1. Once processing has completed, **double-click on the asset** to open it and click the 'Versions' (clock) icon in the right toolbar.



2. Select a previous version (the original). The image area now shows the side-by-side comparison tool. Use this to inspect the changes made in Adobe Express.
3. Click **Make Latest** to restore the original version.

Switch View

1. While you are waiting for the reverted image to be processed, try out the **Switch View** link to change to the same folder in the **Admin View** (the older Touch UI Experience Manager author instance).



- Note that the URL of the page has changed to a standard Experience Manager author URL, such as <https://author-p123456-e123456.adobecloud.com>. This is because you are now using the Experience Manager Assets instance directly, not via the new Assets View interface.

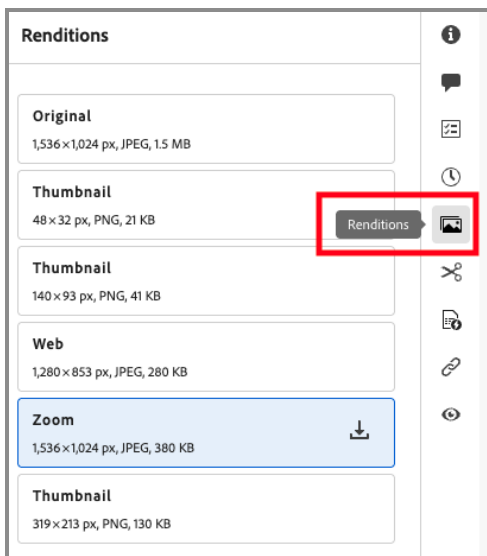
⚠ Switch View allows you to move between the Admin and Assets View, in both directions, while using Assets. It is particularly useful if you have an error or missing feature in the Assets View and want to try the same operation in the older interface.

- Use the **Switch View** link to change back to **Assets View**. Check that the URL now starts with <https://experience.adobe.com/?repoid=> to confirm that you are in Assets View.

Activity 1-2: Renditions and Publish

Explore Smart Crops and Renditions

- The standard Experience Manager image renditions are available in the Renditions panel as shown below.

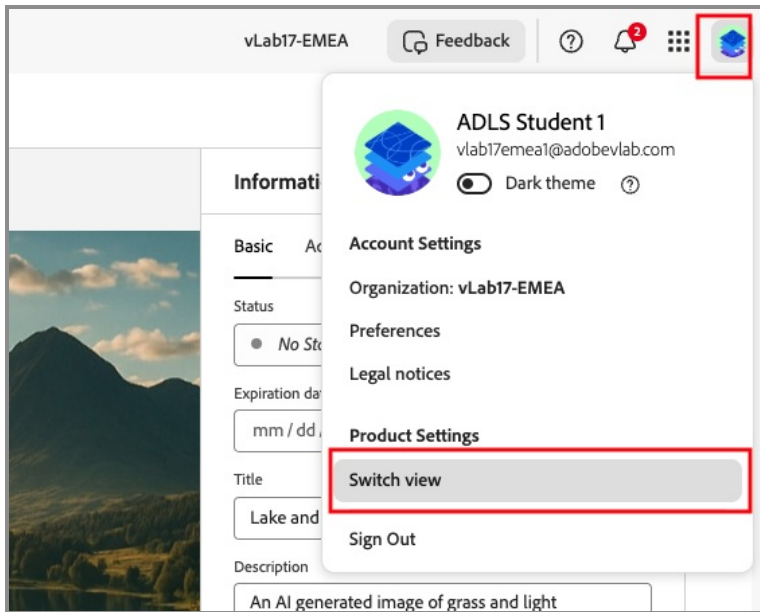


⚠ The training environment has Dynamic Media installed. Dynamic Media is a separately licensed product that adds advanced asset handling features to Adobe Experience Manager. As a result [Dynamic Renditions](#) and [Smart Crops](#) are available in the Assets View UI.

- Two icons below *Renditions* you will find a list of *Dynamic Renditions* and *Smart Crops* created by Dynamic Media. You can **download** a static version of the asset.

Publish

1. Open the test image by double clicking on it.
2. Use the **Switch View** link to change to the same image in the **Admin View** ('traditional' Experience Manager).



3. Once the image is open in the Admin View, copy the URL from the address bar. This should be similar to below but without the spaces between URL segments.

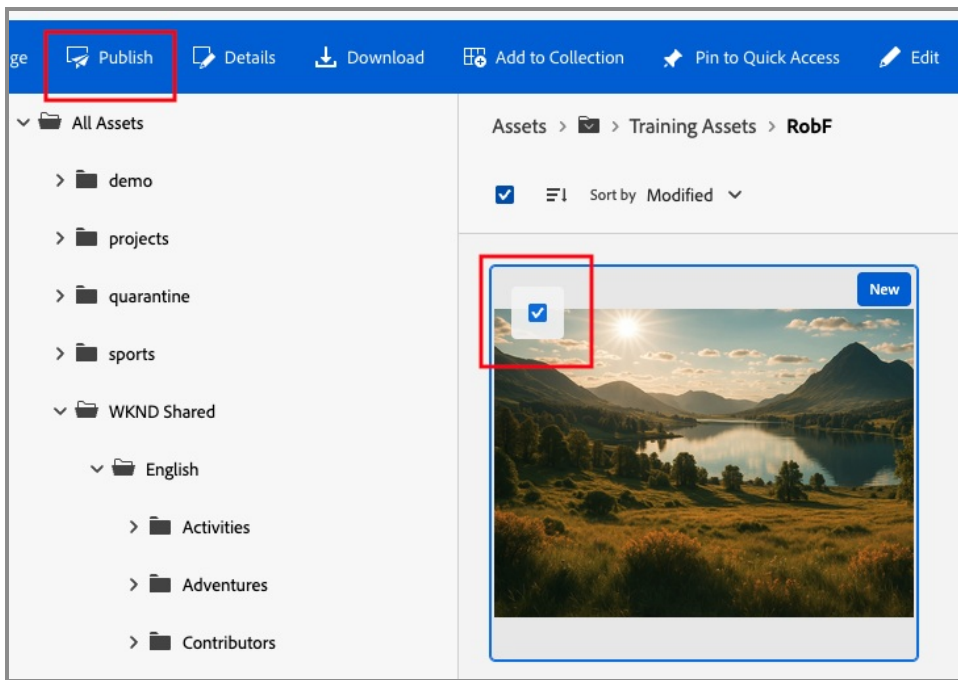
```
https://author-p123456-e123456.adobecloud.com /ui#/aem/assets.html /content/dam/wknd-shared/en/Training%20Assets/yourfolder/landscape_image_metadata_test.jpg ?appld=aemshell
```

4. Construct the URL for the image on the Experience Manager publish server by replacing the word **author** with **publish**, and removing the elements `/ui#/aem/assets.html` (this is the editing interface) and `?appld=aemshell`, giving you a URL like this:

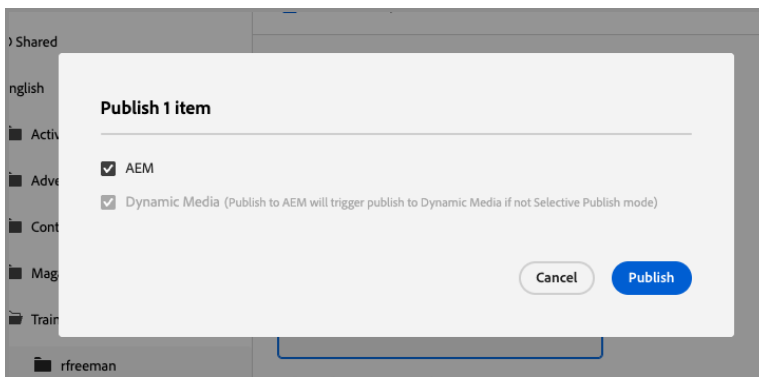
```
https://publish-p123456-e123456.adobecloud.com/content/dam/wknd-shared/en/Training%20Assets/yourfolder/landscape_image_metadata_test.jpg
```

5. In a new tab or window navigate to the new URL in your browser address bar (new tab or window) and you should get a **Not Found** error. This is because the image has not been published (if you do see the image at this point, you may have published it by mistake when uploading).
6. In the Experience Manager editor use the **switch view** to move from Admin View back to Assets View.

7. Navigate to the containing folder (*Training Assets*), select the image and click **publish** in the blue actions bar.



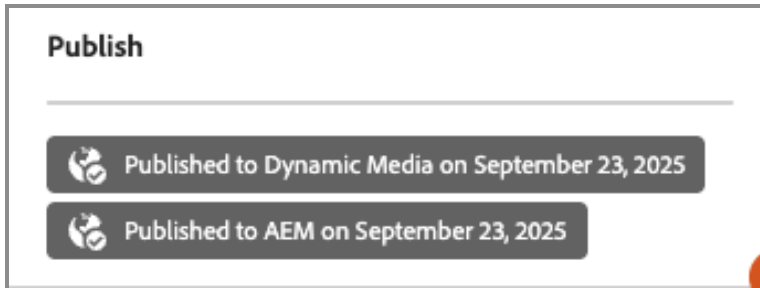
8. Select the *AEM* checkbox in the modal dialog and **publish**. A green notification panel will confirm that the image was published.



9. Once again enter the publish instance URL for the image in a new tab (the URL is *similar* to below). This time there will be no *Not Found* error and the published image will either open, or download.

```
https://publish-p123456-e123456.adobeaecloud.com/content/dam/wknd-
shared/en/Training%20Assets/yourfolder/landscape_image_metadata_test.jpg
```

- Open the details panel of the test image and scroll to the bottom of the panel. Note that the publish state and publishing time of the asset is shown.

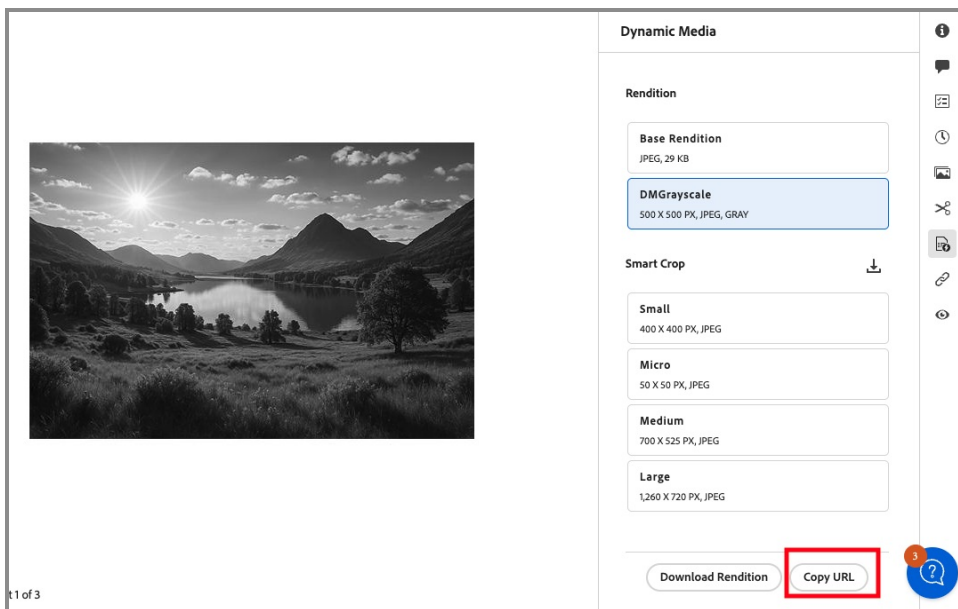


⚠ The publish mechanism creates a copy of the asset on the Experience Manager publish server, and optionally to the Dynamic Media delivery server.

Until the release of the latest generation of AEM Assets tools (ca. 2024), this was the standard way to make images available for use by asset consumers, or for use in Experience Manager (Sites) web pages. We do not **approve** images in this exercise as we are not using one of the new delivery channels (Content Hub or the Dynamic Media API). Approval is a metadata field that only becomes relevant when using these systems.

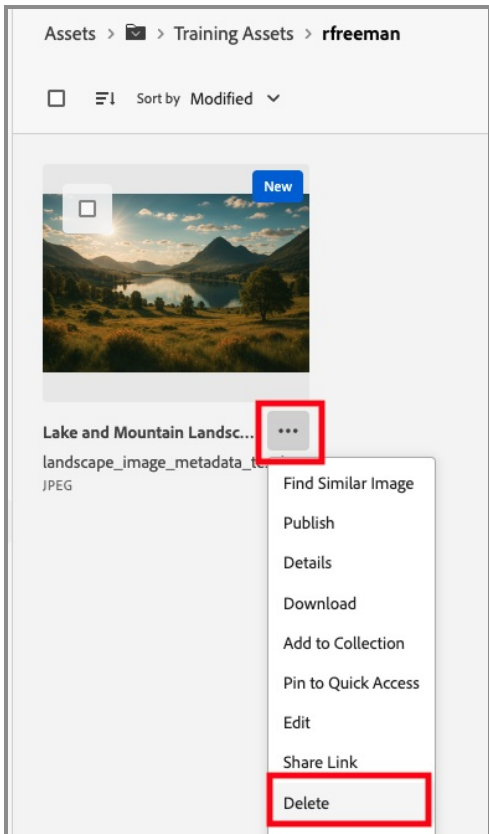
Review Published Renditions

- Once again look at the Dynamic Renditions of the image. You will not see that you can copy the live URL of each rendition - click on **Copy URL** to do this and paste into a browser to view the image.



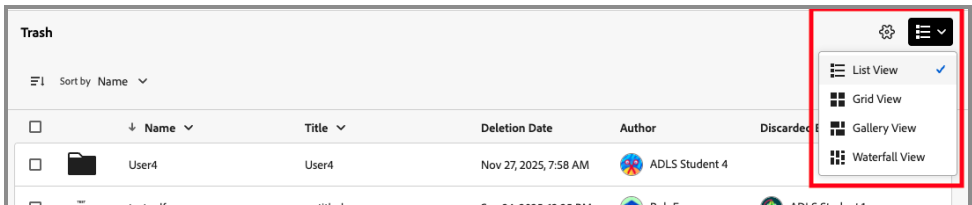
Activity 1-3: Delete and Restore the image

1. Navigate to your folder and use the ellipsis menu to delete your test image, clicking first on the **delete** button in the menu, then again on the delete button in the modal confirmation layer. The image is removed from the UI.

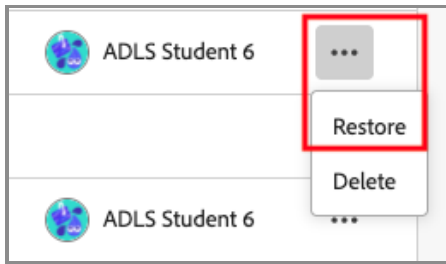


⚠ In Admin View (Touch UI) delete is a final operation. Without the restoration of a backup this cannot be undone. Assets View is different and has a Trash folder. Images deleted using Assets View can be restored.

2. As only asset and folder titles are visible in the Trash tile view, it can be difficult to find an image if there are others, as is likely the case if your fellow students have also deleted their test images. To overcome this, change to the **list view** as shown below:



3. Locate your deleted image, click the ellipsis and then **restore** .



4. Check your folder to be sure that the image was restored.

Module 2: Metadata and Search

Introduction

In this module, you will: - learn how asset metadata is accessed in the user interface - learn how to configure the available metadata fields - use the search mechanism - understand search mechanism configuration

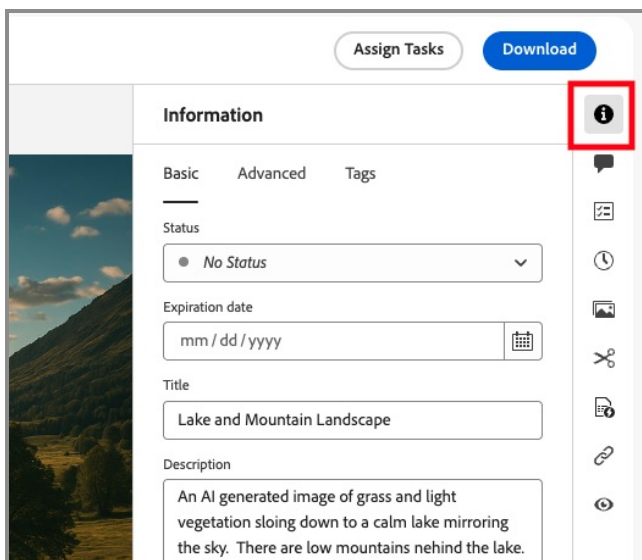
Module Navigation

- [Activity 2-1: Access Metadata](#)
- [Activity 2-2: Apply Metadata Forms](#)
- [Activity 2-3: Metadata challenge!](#)
- [Activity 2-4: Search](#)

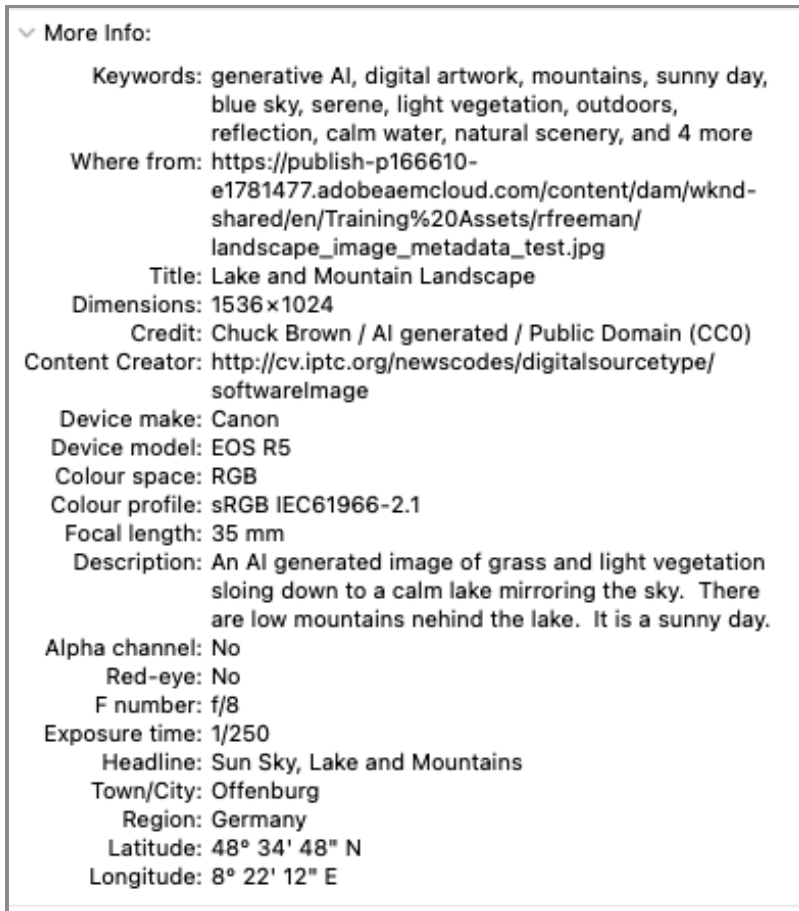
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Activity 2-1: Access Metadata

1. In the Assets View UI click the information icon in the details panel of your image, inspect the **metadata** in the *Basic* and *Advanced* tabs. The metadata fields you see are the defaults provided by Adobe, and reveal commonly used information such as the image description.



2. The image has much more metadata that you do not currently see. You can see **some** of this 'hidden' metadata by inspecting the source image in the activity-files. Do the following:
 - In MacOS right-click on the image and click on **Get info** (result as in the screenshot below)
 - In Windows 11, right-click, then choose **Properties**, then **Details**. You will see the following:



⚠ The reason you only see part of the metadata is because Adobe, and the system administrator, have applied **Metadata Forms**, so defining which metadata fields are visible and editable in the Assets View user interface (these Metadata Forms are the equivalent of Metadata Schemas in Admin View). By changing the Metadata Forms applied to folders and MIME types, different metadata can be shown and edited, as required for the asset management in your company.

Activity 2-2: Apply Metadata Forms

- From the left menu, select **Settings > Metadata Forms** . You may see an empty page if only the default configurations are used as these defaults are invisible in the UI. You can see the defaults by either:
 - View the metadata in the details of an asset as we did in the previous exercise.
 - Create a new form using an existing form structure as the template. Although this is **normally a power user or administrator responsibility** , we'll do that now:
- In the Metadata Forms panel, click **Create** , then enter **<your initials>_default** in the Name field of **Create Metadata Form** panel, eg, *js_default* .

Create Metadata Form

Name *

js_Default

☒ Use existing form structure as template

Choose from

default

Cancel Create

(if you were to name the new form *default* you would override the standard default form - **DON'T do that** in this exercise. The default is applied to any assets that do not have forms specific to their MIME types).

- Select the **checkbox** *use existing form structure as template* and the select *default* in the **Choose from** field. Click **Create** .
- The Metadata Form Editor is loaded. The fields shown are copied from the standard *default* form.

Metadata Form Editor Edit Preview default

Close Save

COMPONENTS

- Accordion Container
- Single Line Text
- Multi Line Text
- Multi Value Text
- Number
- Checkbox
- Dropdown
- Date
- State

Basic Advanced Tags

Status

No Status

Approval Target

Content Hub

Expiration date

mm / dd / yyyy

Title

Settings

Tab Name

Basic

Delete Tab

5. We will make the metadata property *photoshop:City* visible and editable in Assets View (*photoshop:City* is an Adobe metadata field that could conceivably be important for your company, as the location where the image was created or edited, however we are using it merely as an example without a defined use-case!). Add a single-line text field to the bottom of the form, then configure the form using:

- Metadata property: City (*photoshop:City*)
- Label: Photoshop City

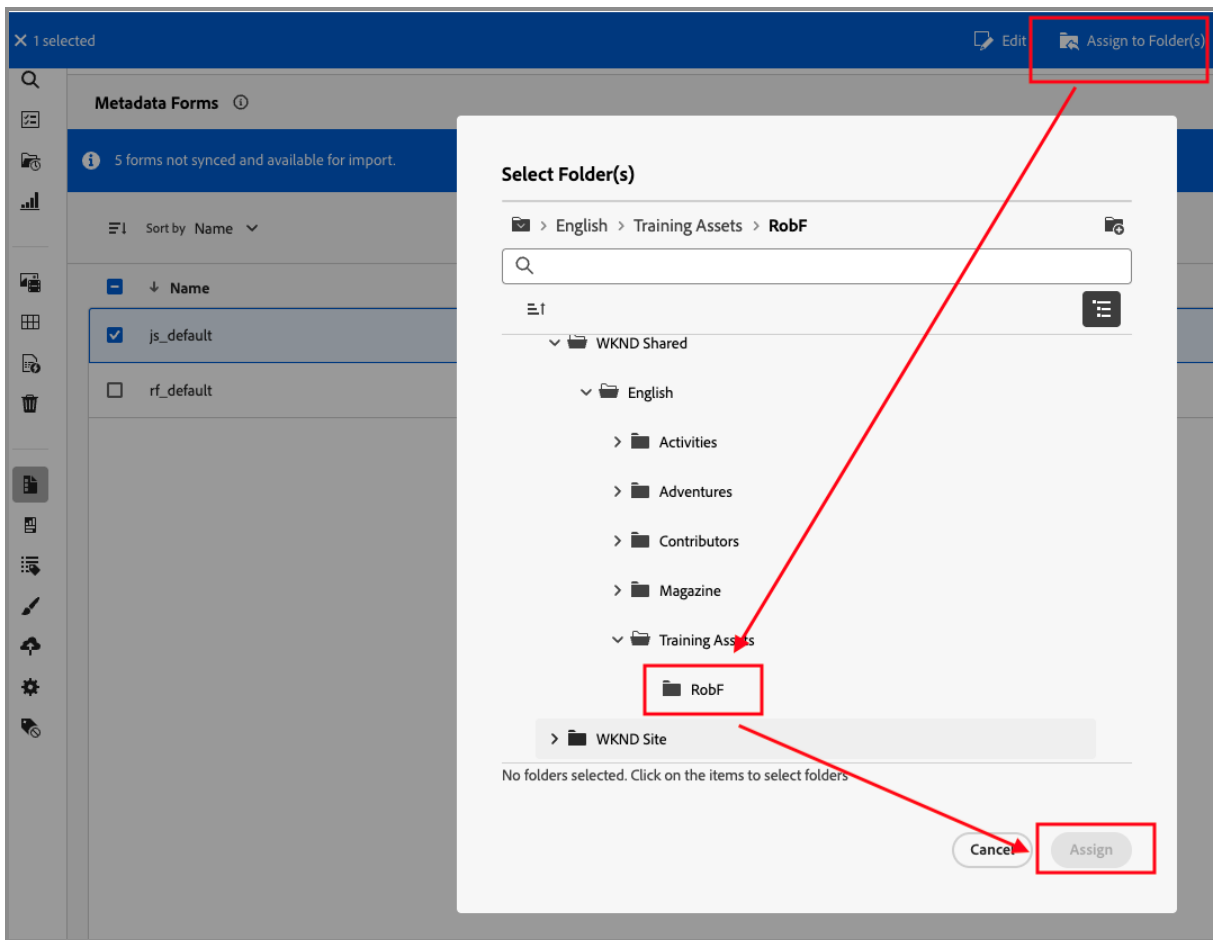
The screenshot shows a form editor interface with three main panels. On the left is a 'Component' panel with a list of form elements: Accordion, Single Line Text (highlighted with a red box), Multi Line Text, Multi Value Text, Number, Checkbox, and Dropdown. A red arrow points from the 'Single Line Text' component to a text field in the main form area. The main form area contains three fields: 'Make', 'Model', and 'Photoshop City' (the last one is highlighted with a blue box). On the right is a 'Settings' panel. The 'Metadata property *' dropdown is set to 'City (photoshop:City)' (highlighted with a red box). Below it, the 'Label' field is set to 'Photoshop City' (also highlighted with a red box). The 'Placeholder' field is empty. At the bottom of the settings panel, there are checkboxes for 'Required' and 'Read-Only', both of which are currently unchecked.

6. Click **Save**, wait for a success message, then **Close** to exit the form editor.

7. As your form is named neither *default* nor a MIME type, it will not be used anywhere yet.

⚠ A MIME type simply tells the system what kind of file an asset is, which determines what metadata can be stored and used—for example, PNG and JPG images have image-related metadata (like dimensions or color profile), while a PDF has document-related metadata (like pages, text, and author).

8. Now assign your form to your folder in Training Assets by clicking **Assign to Folders** in the blue header bar, then selecting **your folder** and clicking **Assign**.



9. Open your training asset detail. Your modified metadata form has been applied and the field Photoshop City should now be visible, contain *Offenburg* and be editable.
10. Return to your folder and upload in to your folder the **test.pdf** file in your Exercise_Files.
11. After the asset has been processed open the details view and note that your **custom metadata form** is being used, This may not be desirable as a PDF is a different MIME type to an image, and by default has a different, PDF specific, metadata form. An example issue is that photoshop:City is irrelevant for a PDF.

Activity 2-3: Metadata challenge!

1. Solve this problem of the PDF file having the metadata configuration of an image. Your PDF and your Image should be able to exist inside your folder or child-folder(s), but with different, MIME-type appropriate, metadata fields. The PDF should have the default PDF metadata visible, and the image should have your custom metadata visible.

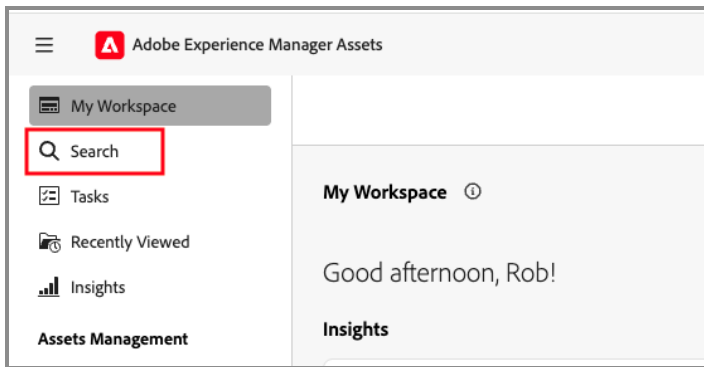


Hints:

- The name of the default Metadata Form for a PDF form is *application*.
- Key point: you cannot apply multiple Metadata Forms to a folder.

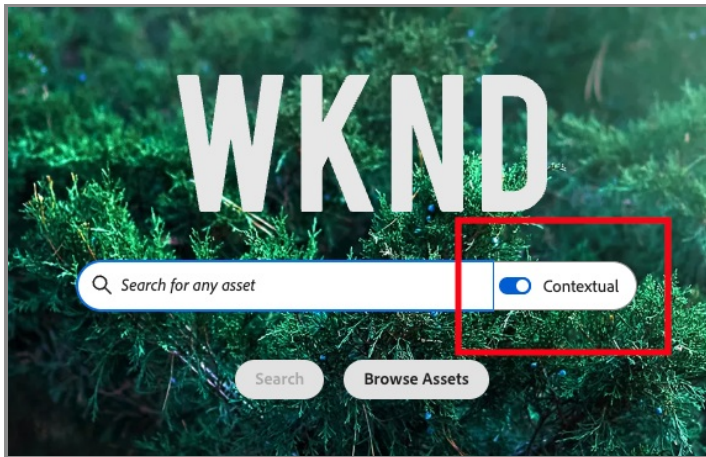
Activity 2-4: Search

1. Click on the search icon at the top of the left panel.



2. Search for *Lake* to view a selection of results. Note that you searched the entire DAM. When the results are shown you can filter by path, but it is a secondary action.
3. Click the back arrow (ideally in Assets View, not the browser back button).

4. If not already done, enable the contextual search functionality using the toggle to the right of the search field.



5. Enter *images of a lake uploaded in the last week*
6. You will see fewer images and a *Create Date* search filter has been automatically added to the header search bar. This is the result of the natural language search - creation of search filters.
7. Experiment with natural language searches to explore the limits of the contextual search.

⚠ It is possible to add a custom filter to the search, for example the photoshop:City. We will not do this as it is a central configuration that we cannot change without conflict on the training system. In reality it will be managed by an administrator, or power user. You should just remember that configuration of search filters is possible, and straightforward in most cases.

Module 3: Productivity

Introduction

In this module, you'll explore productivity tools available in **Assets View** that make everyday asset management easier — including personalization, notifications, insights, collections, and sharing.

Module Navigation

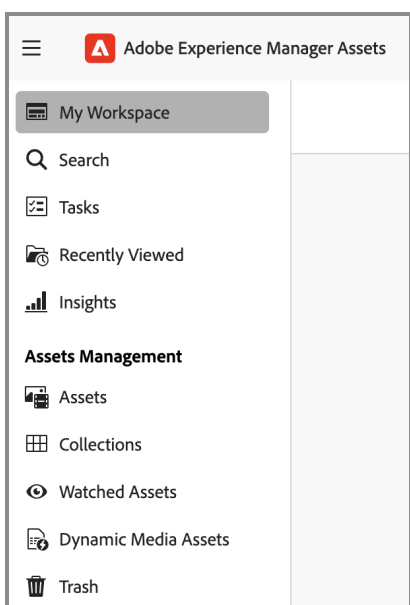
- [Activity 3-1: My Workspace and Quick Access](#)
- [Activity 3-2: Use Notifications to Track Asset Activity](#)
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- [Activity 3-4: Collections](#)
- [Activity 3-5: Sharing links](#)

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Activity 3-1: My Workspace and Quick Access

The **My Workspace > Quick Assets** panel in Assets View gives you quick access to the assets and folders you use most frequently. You can “pin” items to this view so they are always visible when you sign in.

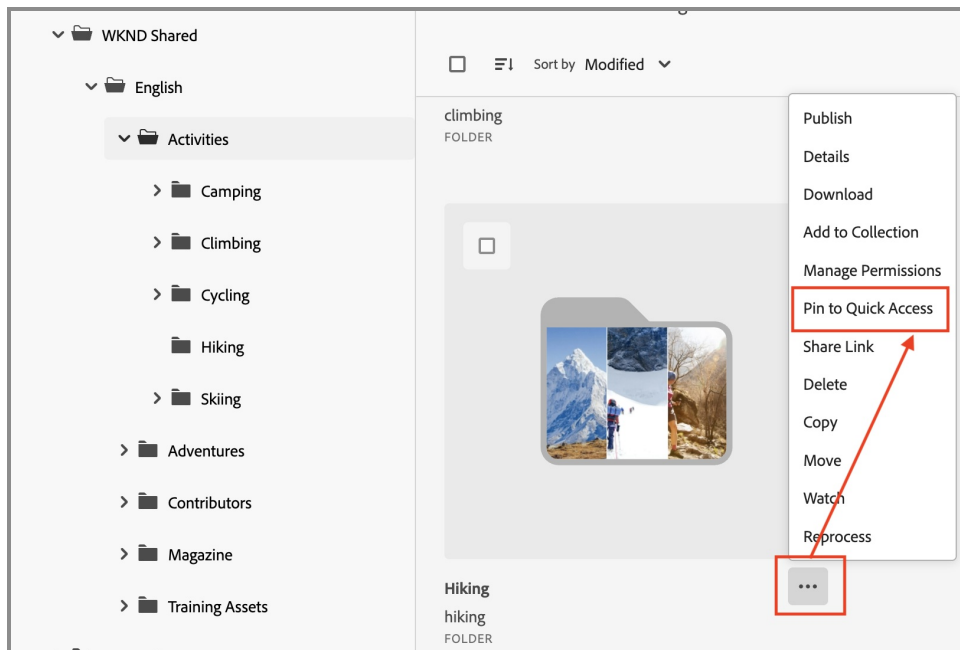
1. From the left navigation, select **My Workspace** to open your personalized workspace. Notice the *Quick Access* panel, which will probably be empty.



2. Now navigate to **Assets > WKND Shared > English > Activities**

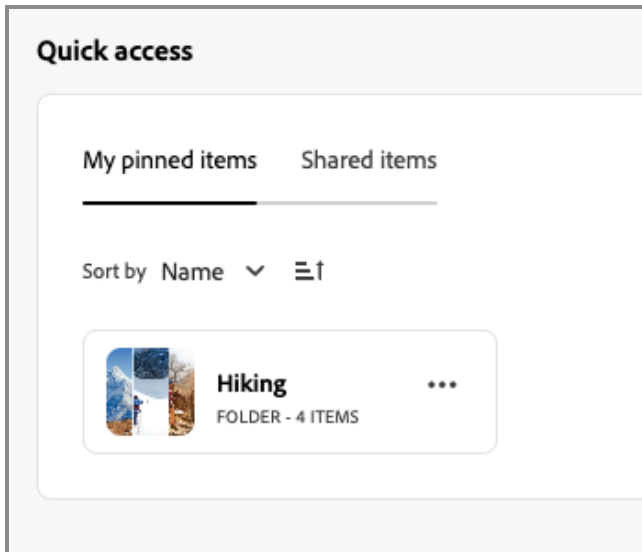
 You may still be in the **List view** from a previous exercise. To make your system look like the screenshots, you can return to **Grid View**, use the view switcher (top right of the main panel)

3. Hover over the *hiking* folder tile, click the **ellipsis**, and select **Pin to Quick Access**.

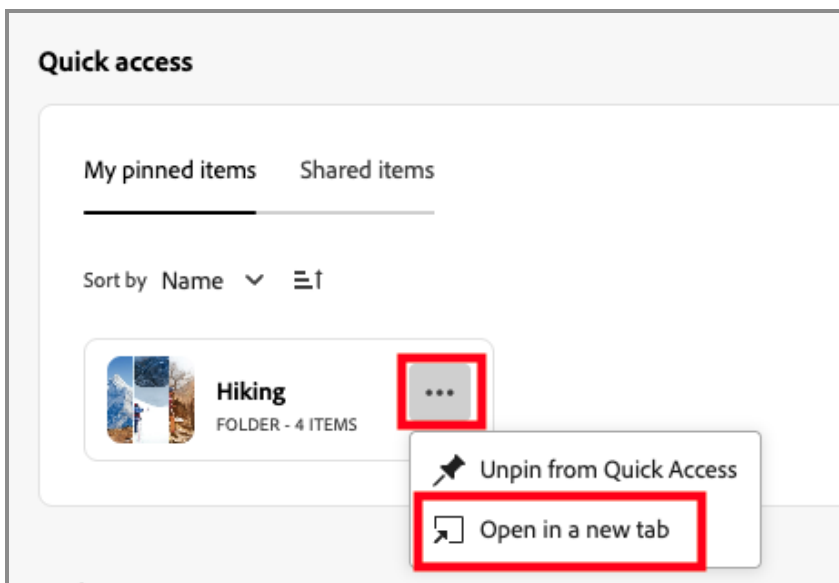


4. A modal dialog appears with multiple options. Select **For Myself**.


5. In the green confirmation message choose **view** or navigate to **My Workspace** as before. The *hiking* folder now appears as a pinned item in the *Quick Access* -> *My pinned items* tab. Had you chosen to pin for a group or organization in the previous step, the folder would instead show in the *Shared Items* tab.



6. Click on the **ellipsis** in your pinned item and click **Open in a new tab**.



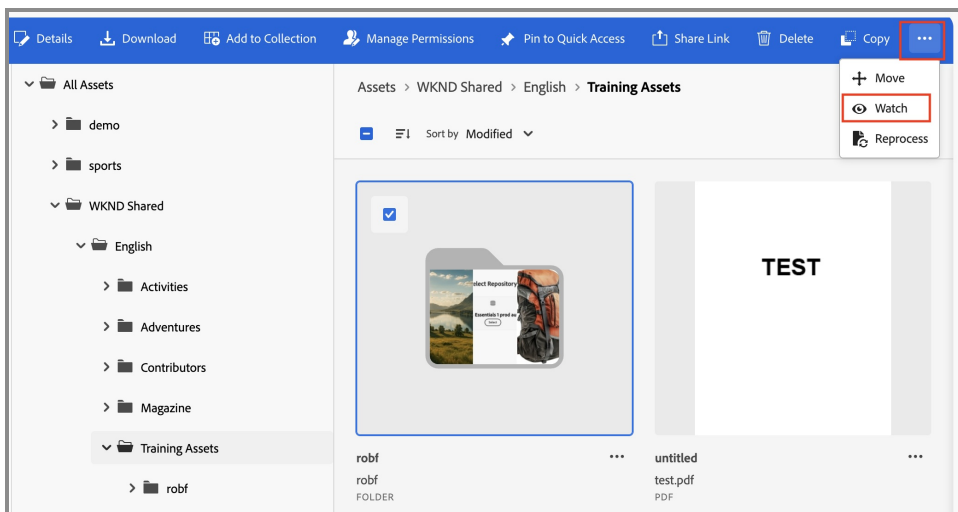
7. The *hiking* folder opens. Click the **ellipsis** under an image you like and choose **Pin to Quick Access**, in the same way that you added a folder in a previous step.
8. Once again choose to pin **For Myself** and then view the results in your Quick Access area (*My Workspace* > *Quick Access*).

 *Pinning assets For Myself is similar to the lightbox functionality of the older Admin View assets interface*

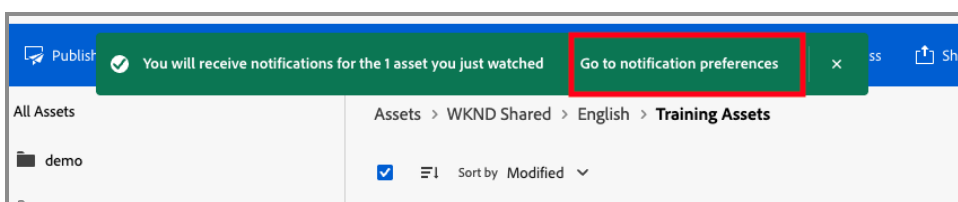
Activity 3-2: Use Notifications to Track Asset Activity

You can receive notifications whenever assets you care about are updated, published, or have metadata changes. Here you'll *watch* a folder, then trigger a notification later when we publish an updated image.

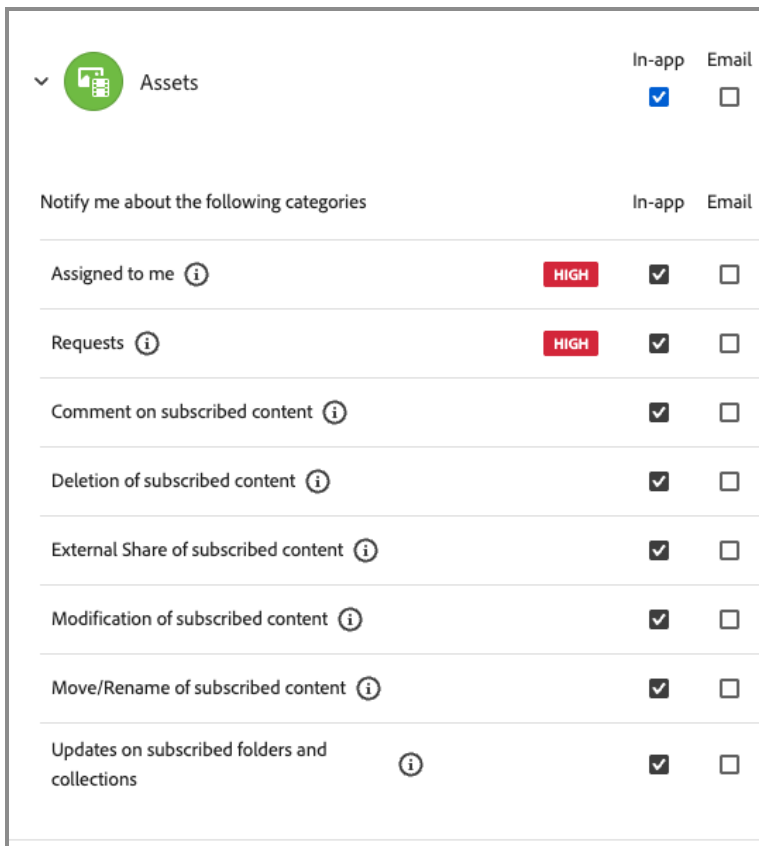
1. Navigate to the *Training Assets* folder.
2. (Tip: Read the next step before completing this one!) Select your folder (for example *RobF*) and in the blue actions bar choose **Watch** . If you don't see the *Watch* link, show hidden items by clicking the ellipsis at the end of the bar as shown in the screenshot below.



3. A green confirmation message will be shown when the *watch* has been successfully created. Note that a link to your **Notification Preferences** is shown in the success message. Click on this. If the message is no longer visible, you can **unwatch** and **watch** again.

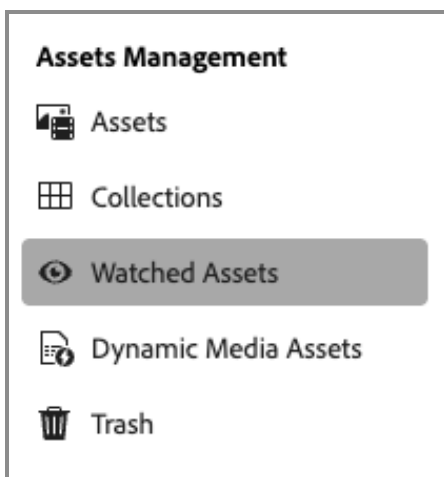


4. In the **Notifications -> Assets** area of the preferences page, ensure that all items are set to **In-app**.



		In-app	Email
Assets		<input checked="" type="checkbox"/>	<input type="checkbox"/>
Notify me about the following categories			
Assigned to me ⓘ	HIGH	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Requests ⓘ	HIGH	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Comment on subscribed content ⓘ		<input checked="" type="checkbox"/>	<input type="checkbox"/>
Deletion of subscribed content ⓘ		<input checked="" type="checkbox"/>	<input type="checkbox"/>
External Share of subscribed content ⓘ		<input checked="" type="checkbox"/>	<input type="checkbox"/>
Modification of subscribed content ⓘ		<input checked="" type="checkbox"/>	<input type="checkbox"/>
Move/Rename of subscribed content ⓘ		<input checked="" type="checkbox"/>	<input type="checkbox"/>
Updates on subscribed folders and collections ⓘ		<input checked="" type="checkbox"/>	<input type="checkbox"/>

5. Close the tab containing the notifications settings, so returning to the Assets View UI.
6. Click the **Watched Assets** link in the left menu bar. Select the watched folder to see a list of your watches.



⚠ We'll trigger this subscription later when you publish or edit assets in a later module.

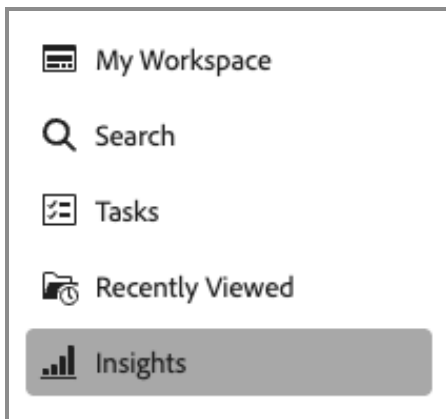
Activity 3-3: Insights and Reporting

View Asset Insights

Assets View provides automatically generated insights that show how assets are being used over time. These insights are available at a global level and help authors understand overall asset usage trends.

In this activity, you'll open the Insights view and review the available charts.

1. From the left navigation pane, click the Insights *graph icon*.



The Insights page opens, displaying automatically generated charts based on asset usage.

2. Review the available charts.
3. Use the time range dropdowns to explore how asset activity changes over time.

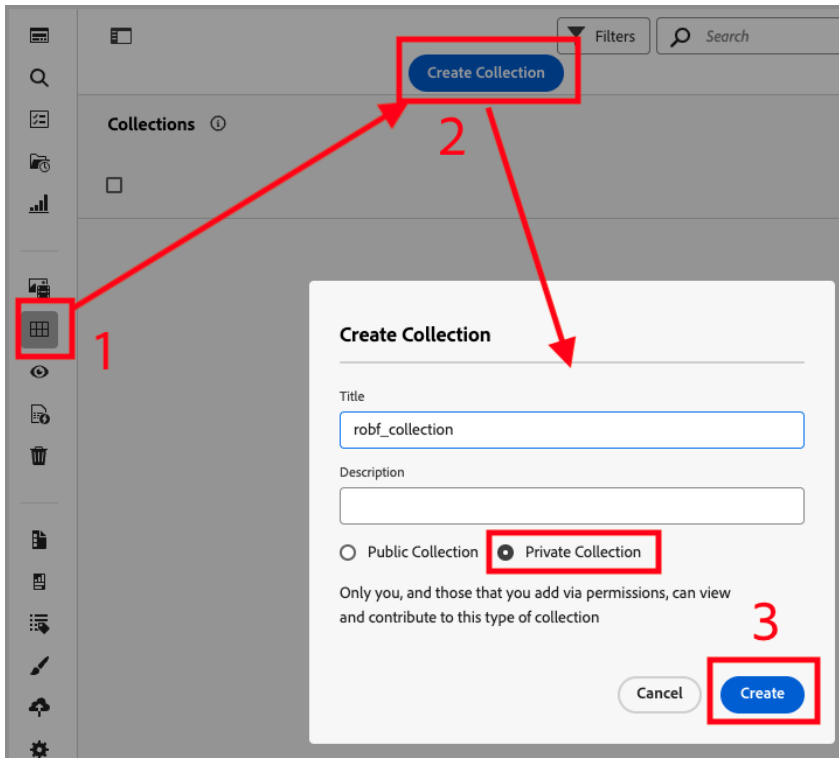
⚠ Insights provide authors with a simple high-level, read-only view of asset usage without running reports or modifying content.

Activity 3-4: Collections

Create and add assets to a collection

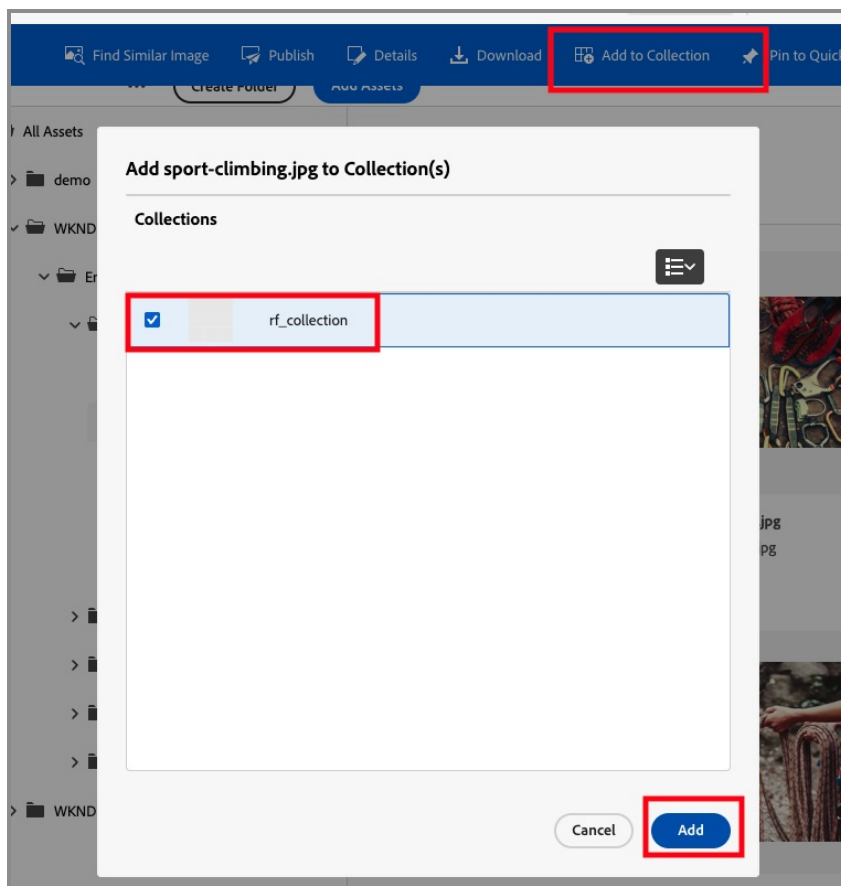
Collections let you group related assets — for example, all images you plan to use in an upcoming campaign — without moving the original files.

1. We'll start by creating an empty Collection. Click on the Collections icon in the sidebar, then **Create a Collection** . Give you collection a simple name such as `_your-initials-_Collection`, select the **private** open and click **Create** .



2. From the *WKND Shared > English > Activities* folder, find three images that you like, and for each:

- Click **Add to Collection** in the blue action menu bar, then choose your Collection and click **Add** . A confirmation message is shown and the Collection modal closes.



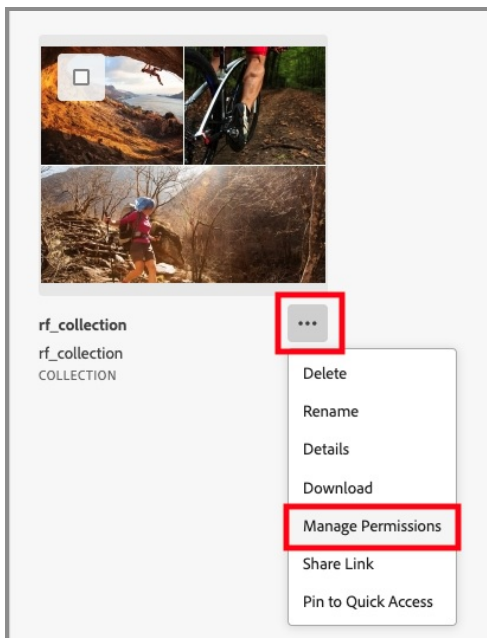
⚠ You can also use an Asset's ellipsis menu to *Add to Collection* .

3. Navigate again to **Collections** .You see your chosen images.

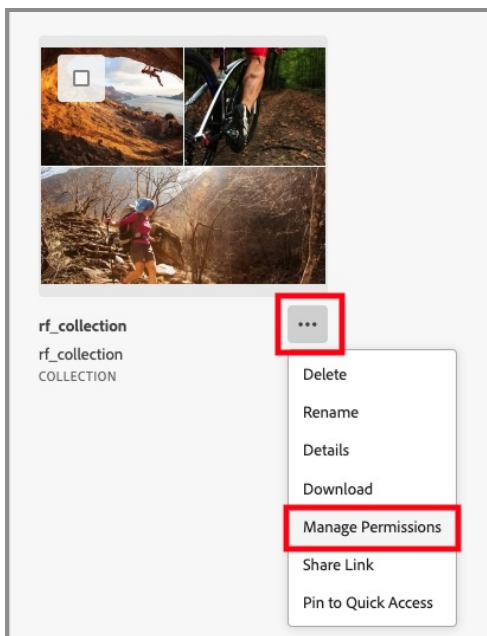
⚠ Note that the images are **not** copies of the originals. The collection is a kind of virtual folder containing only references to the original images. For example you can delete a Collection without the contained images being deleted from the system. A collection is not as fully featured as a genuine folder. For example a Collection cannot be used for bulk operations such as applying metadata, nor can a Metadata Form be applied to a Collection.

Investigate collection permissions

1. As you create a **private** collection, you can control the access rights to your collection. To do this view your Collection in the Collections panel, and choose **Manage permissions** from the ellipsis menu.



2. Note that you have automatically been added as the Collection owner.

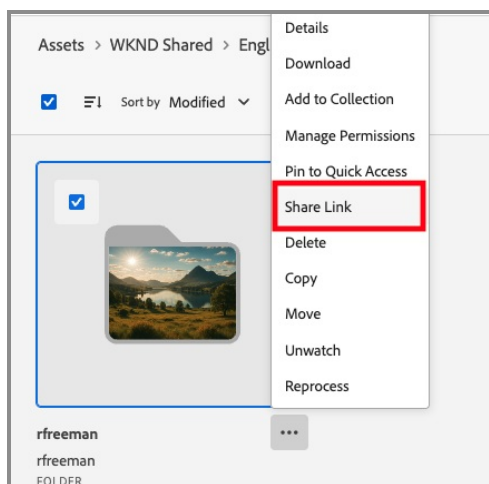


3. We won't apply and test permissions in this course, but if you're working with another student, feel free to experiment with the permissions system by assigning permissions to them. To do this the next section, sharing, may come in useful!

Activity 3-5: Sharing links

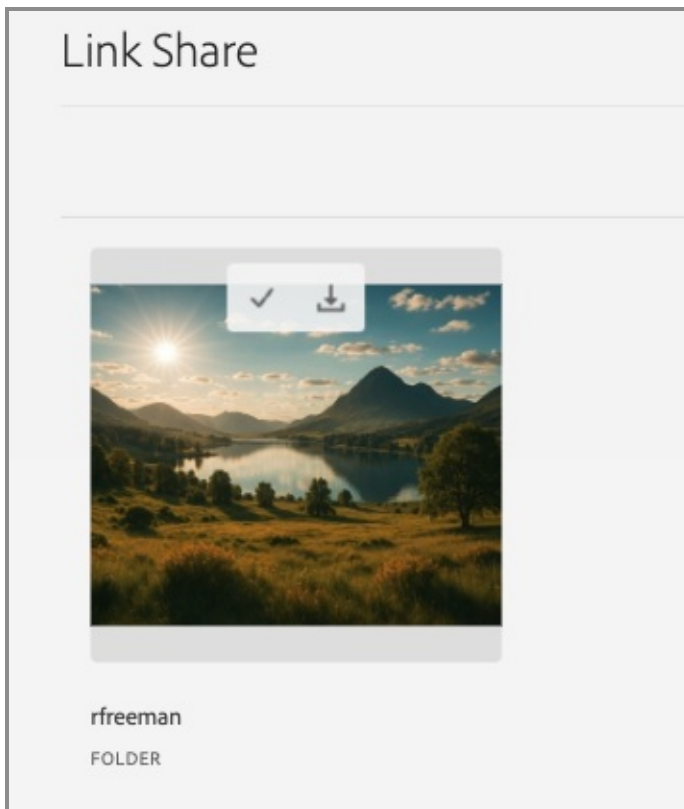
You can share a collection, folder or individual asset as a secure link — useful for review or external collaboration.

1. Choose your original test image and choose **Share link** from the ellipsis menu.



2. Copy the link from the link share dialog, and note that the link has a unique ID. It is not just a simple path to the entity that you shared, and does have an expiry time which you can set at this point.
3. Open an incognito window, or a different browser in which you are **NOT logged in** with an Adobe account.
4. Paste the shared link into the address bar. Notice the link is to an author URL such as: `https://author-p123456-e123456.adobecloud.com/linkshare.html?sh=_long_unique_id`, and all content on an author instance would normally require authentication.

5. Click return and see that image is visible and can be downloaded by your simulated **unauthenticated user** in the Link Share viewer



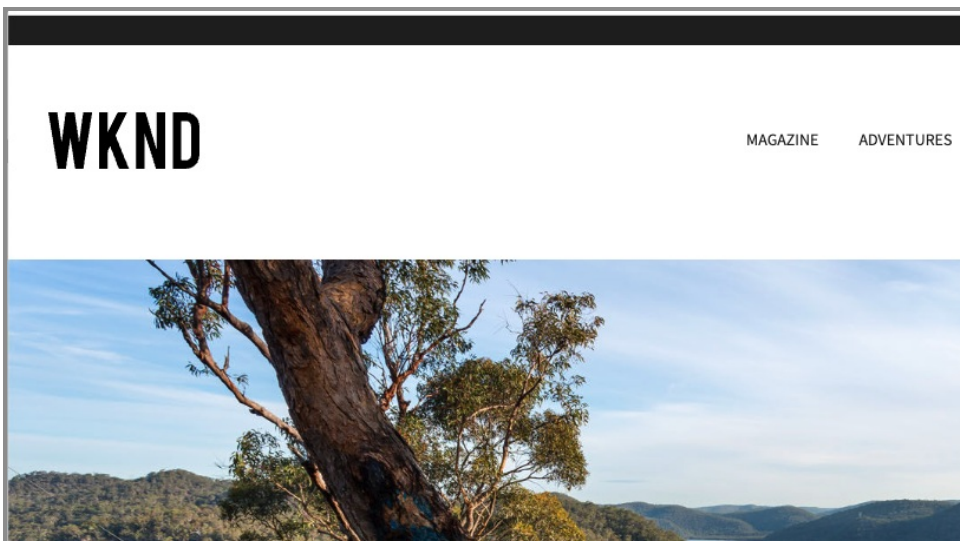
Module 4: Dynamic Media Templates

Introduction

In this activity you will learn to use the Dynamic Media Template Editor.

The scenario for this is:

- the [WKND website](#) team have identified that their logo and website header combination does not fit the brand well, and should be updated to present a more adventurous, exciting or exotic feel to the website.



- The logo area should change weekly giving the website a fresh look for returning visitors.
- To make changes in logo position, font, colour and background images would need either ongoing work by the creative team, and/or development work to make changes to the page HTML and styling.
- The team have decided to try Dynamic Media Templates so that the website authors can make changes to the logo area dynamically using URL parameters that they will define in Dynamic Media templates, and configure in the Experience Manager header component.
- In the activity we will prepare a proof-of-concept logo and background image for the team.
- The logo will only be used on full screen views. The logo size is 320 x 200px.

Module Navigation

- [Activity 4-1: Create a Dynamic Media Template](#)

[Return to Course Contents](#)

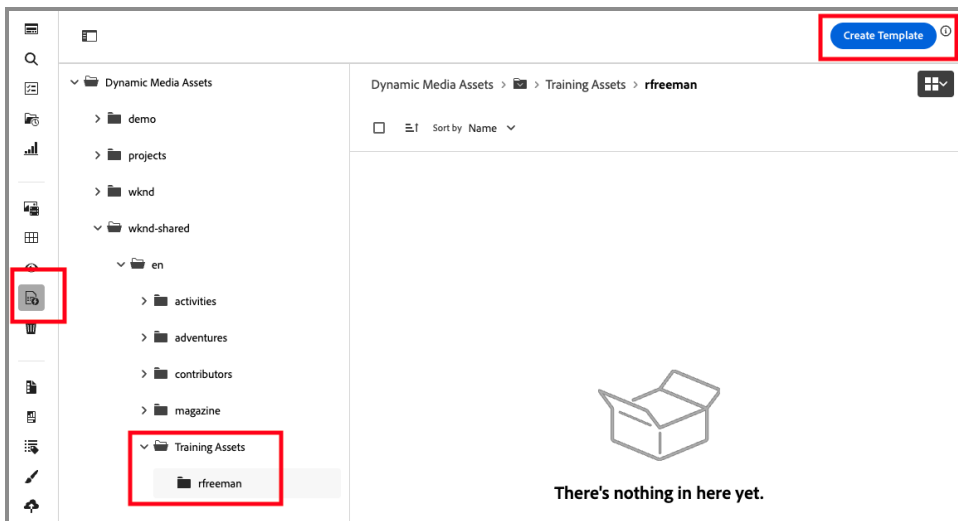
Activity 4-1: Create a Dynamic Media Template

Create a Dynamic Media Template

1. From the left navigation, select **Dynamic Media Assets**.
2. Navigate to your training folder created earlier in the course, then open the **dynamic_media** subfolder.

⚠ Note! you do not see your images as only Dynamic Media assets are visible in this view.

3. Click **Create Template** (top right). A modal dialog opens.



4. Enter a template name using your initials, for example *rf_template*, and leave the canvas size at the default 500x500. The template editor opens.
5. Take a moment to **explore the user interface**, particularly the buttons in the right menu, for **accessing assets, adding text, managing layers and adding shapes**. You can undo anything you create with the *undo* icon in the left menu or Ctrl+Z (Windows), Cmd+Z (Mac).

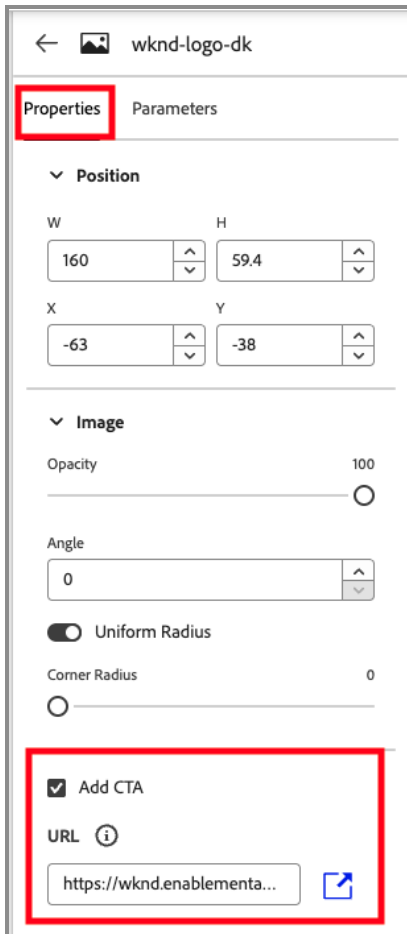
⚠ Note that the search will only show assets that have been processed for use with Dynamic Media. You may not see all assets on the system.

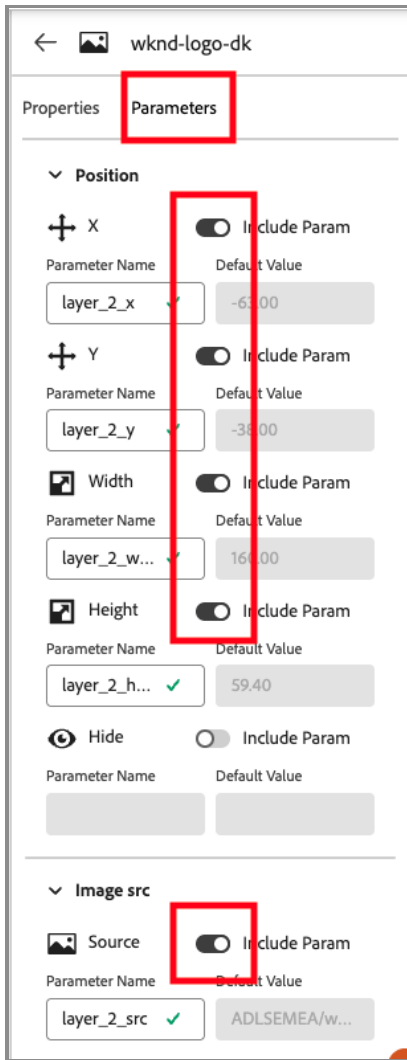
Recreate the existing basic logo

First recreate the existing logo: a simple black WKND SVG roughly in the middle of the canvas.

1. Use the **shapes** menu to add a white rectangle, then adjust it to cover the entire canvas.
2. In the **asset picker**, search for *wknd-logo* and drag **wknd-logo-dk.svg** on to the canvas.

3. Authors will want to **move, resize and change the source image**. Additionally the image should **link to the WKND home page** (<https://wknd.enablementadobe.com/us/en.html>). You can meet these requirements by exposing the appropriate properties as **parameters** as shown below (layer properties / parameters tabs)

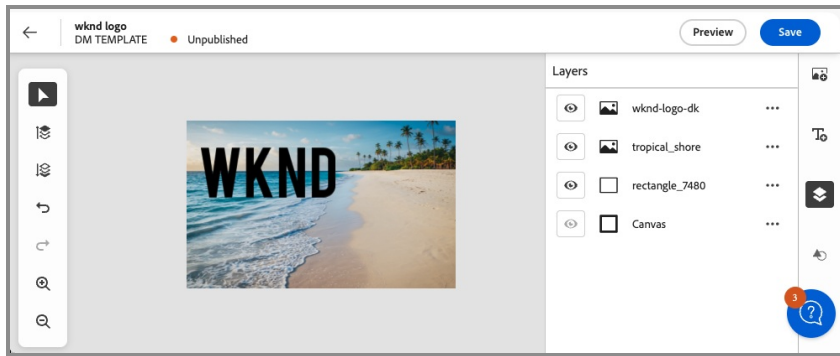




Select the background image

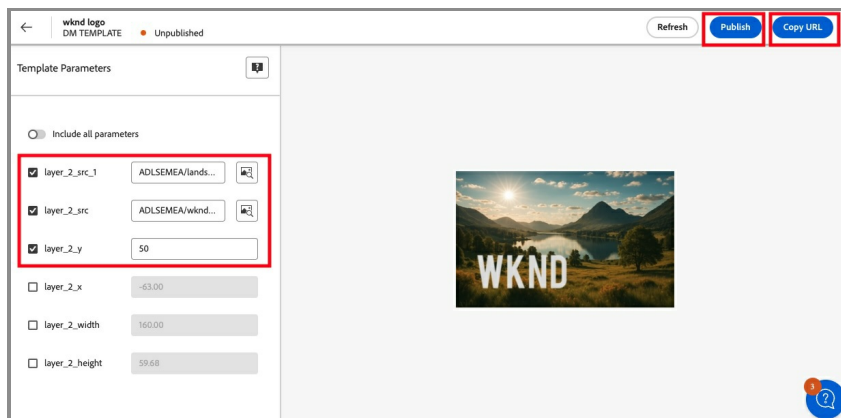
1. Upload one of the images from the activity-files/dm_templates folder in to your folder in *Training Assets* (or choose a background image of your own).
2. Back in the Template editor, use the asset browser from the icon in the right column to find and drag your uploaded image on to the canvas.
3. Resize the image to cover the canvas.
4. In the left menu of the editor, reorder your layers so that the WKND logo is at the front.
5. Make the source of the image a parameter so that the authors can dynamically change the image.

At this stage you should have a usable banner, similar to the one shown in the screenshot below (depending on which image you chose):



Preview the image and test parameters

1. Save the template then preview (both buttons on the top right).
2. In the preview mode you can see and adjust the properties that are exposed as parameters. Try swapping the logo for the light version and moving it.
3. Change some parameters, then click **publish**, and **copy URL**.



4. Examine the URL. Notice that the parameters you chose are included in the URL. Removing or changing them will allow you (and the authors) to dynamically change the image.
5. Paste the URL into a browser tab and request the image.

⚠ If you get an error, it is likely that one or more of the constituent assets have not been published. Check and publish as necessary.