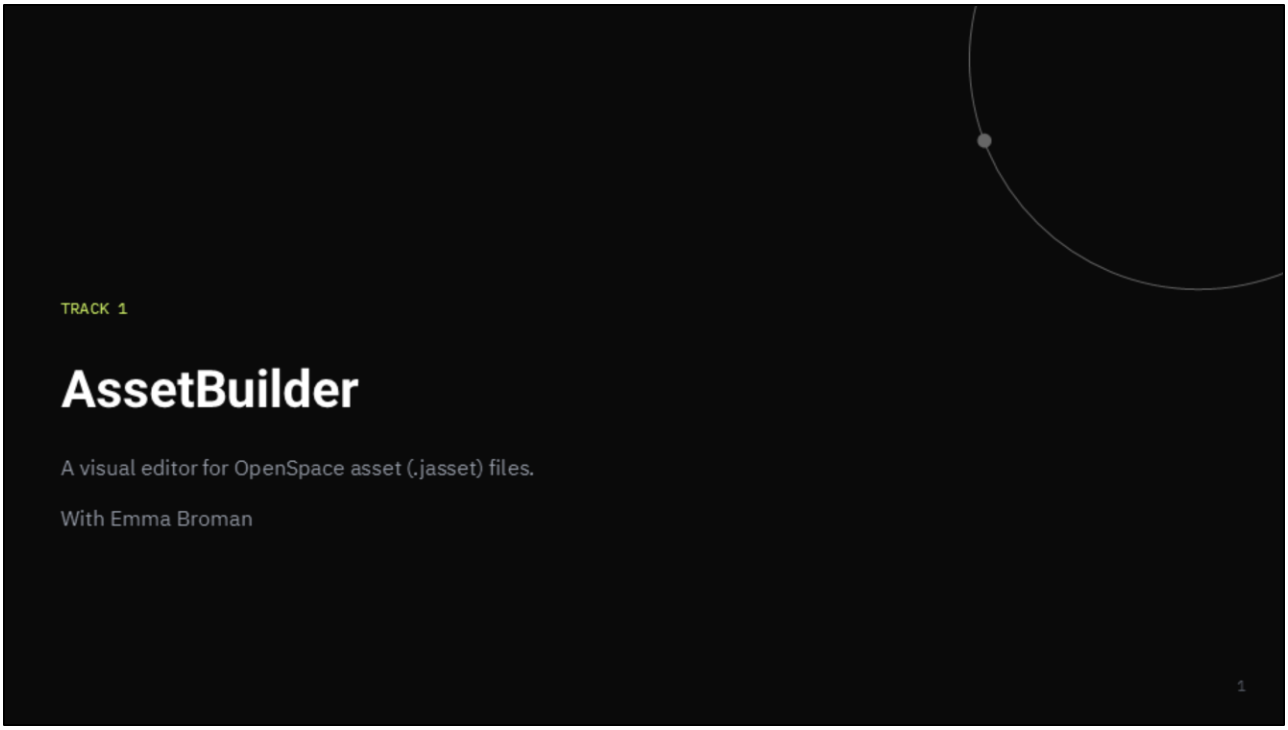


Only got a few slides, and then we'll move into a live demonstration instead. Feel free to follow along, try it out, and ask questions.

This is a new feature as of the latest release. Has anyone tried it?

Hopefully ,by now everyone knows what an asset is and how to load it?

OVERVIEW

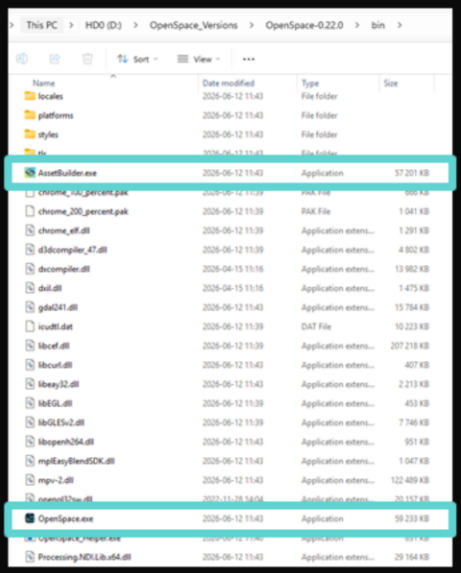
AssetBuilder – A visual editor for assets

- New in 0.22.0
- Allows creating content without editing text/script files
- Introduces a new JSON-based asset format: .jasset files But the “old” Lua asset format does not go away.
- Current version supports creating scene graph nodes – visual objects in the 3D scene
- Later, it will also support:
  - ScreenSpaceRenderables
  - Actions
  - Dashboard items

HOW - TO

Start it up

- The asset builder is a separate application
- Executable in your OpenSpace/bin folder (same as the main OpenSpace application)

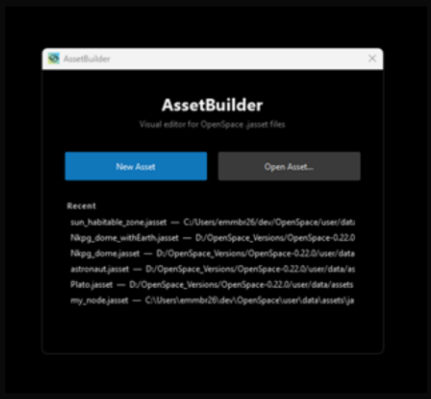


> ⚠ The AssetBuilder cannot currently be used while OpenSpace is running.
>
> Will be addressed in a future release.

HOW - TO

Create an asset

- Start the AssetBuilder and select ”New Asset” in the popup

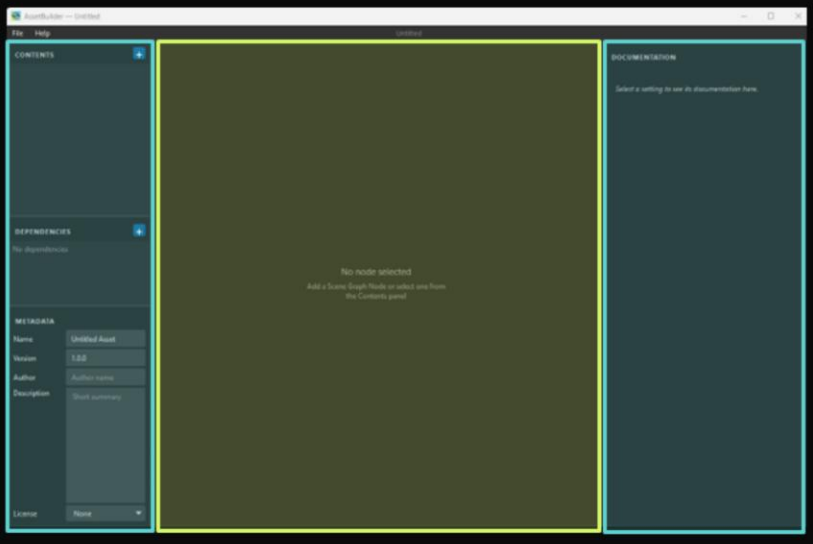


HOW - TO

Create an asset

- Start the AssetBuilder and select ”New Asset” in the popup
- Start editing!

  The view consists of a few parts:



Asset details (content, dependencies, meta data)

Content editor

On-demand documentation

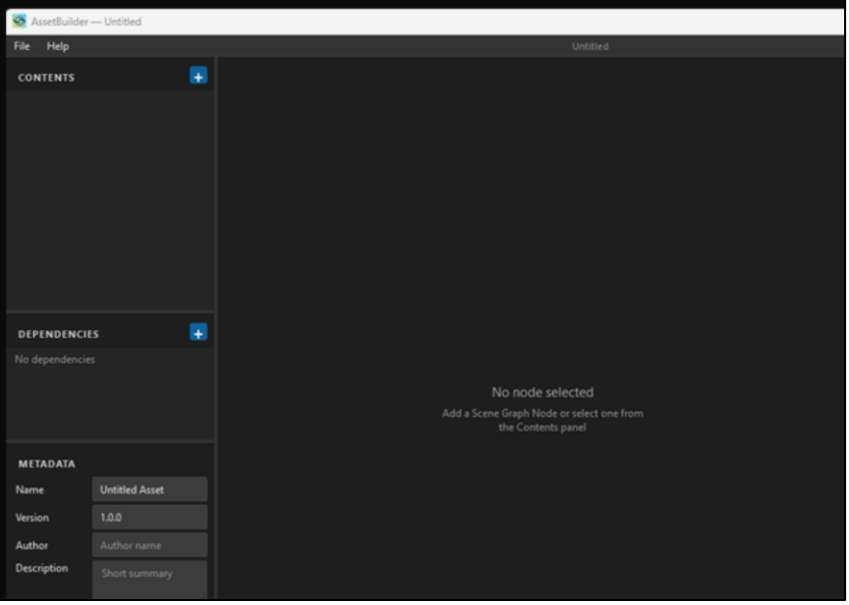
Three main parts – I will show them in more detail in a minute

HOW - TO

Create an asset

- Start the AssetBuilder and select ”New Asset” in the popup
- Start editing!

  The view consists of a few parts:

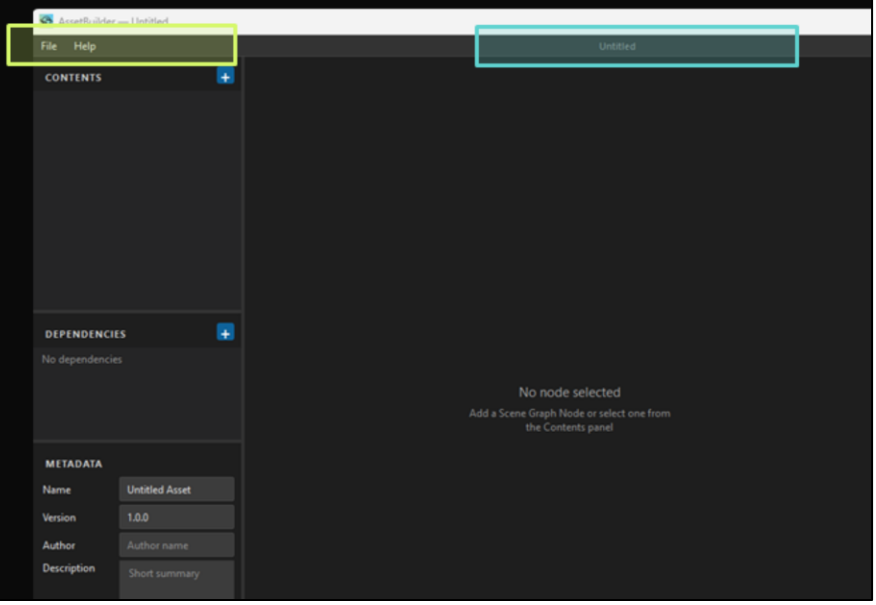


HOW - TO

Create an asset

- Start the AssetBuilder and select ”New Asset” in the popup
- Start editing!

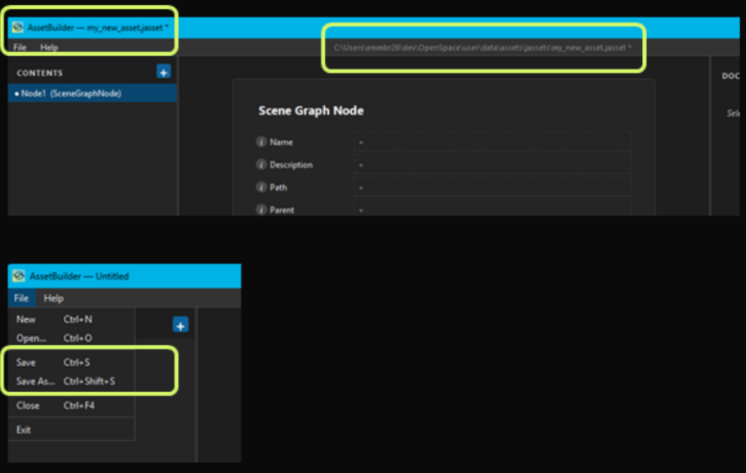
  The view consists of a few parts:



HOW - TO

Save an asset

- An asset is identified by its file name (shown at the top)
- Marked by * when there are unsaved changes
- Save using the File menu, or Ctrl+S on keyboard
- **Tip:**
  Start by saving the asset, to make it easier to quick-save later (Ctrl+S)



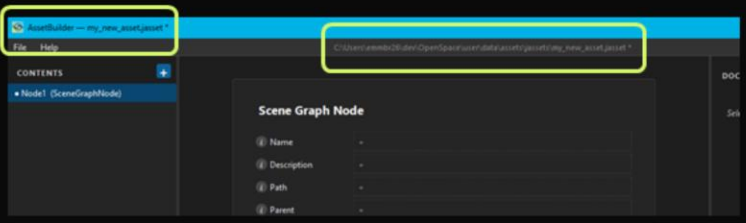
Default save location: user folder

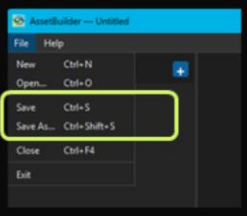
1. A recommendation is to start by saving the asset, then you can easily quick save using Ctrl+S

HOW - TO

Save an asset

- An asset is identified by its file name (shown at the top)
- Marked by * when there are unsaved changes
- Save using the File menu, or Ctrl+S on keyboard
- **Tip:**
  Start by saving the asset, to make it easier to quick-save later (Ctrl+S)



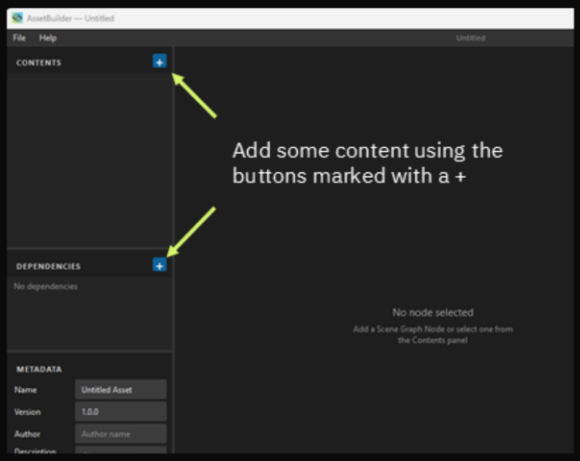




But most importantly, don't forget to save!

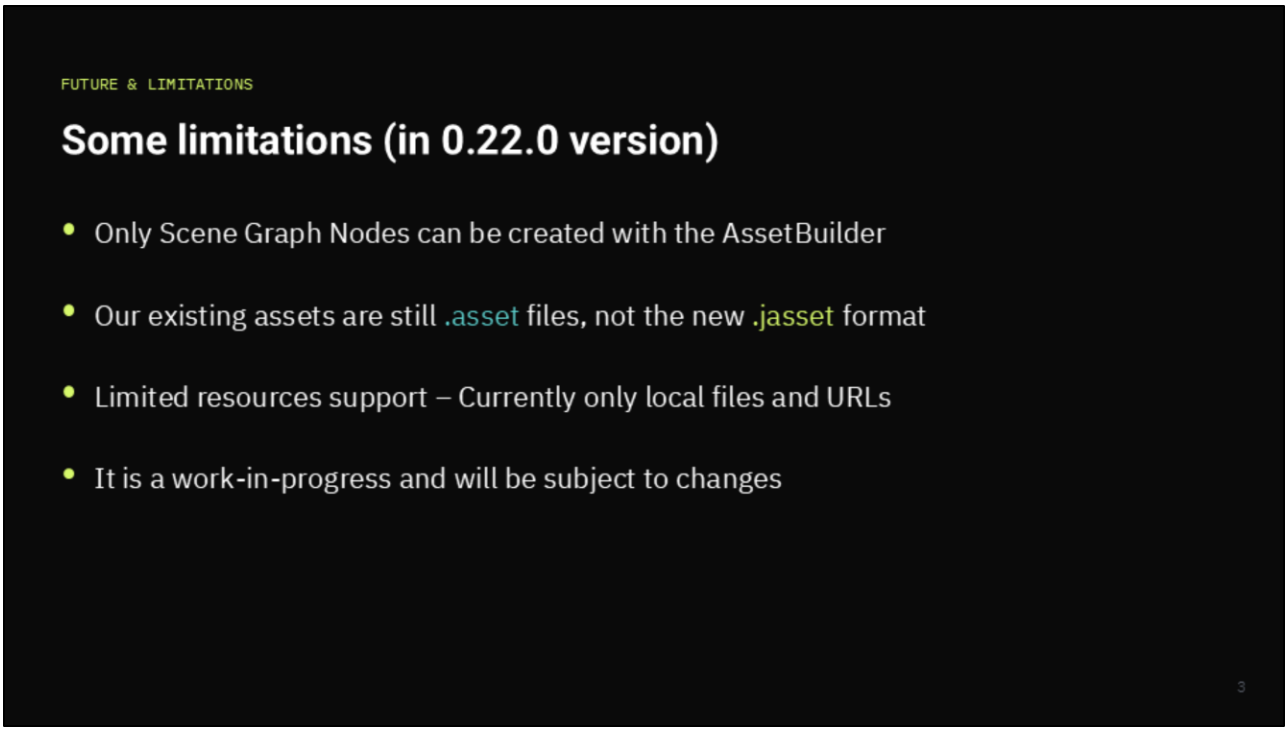
HOW - TO

Add content to an asset



Let's move to a live demo!

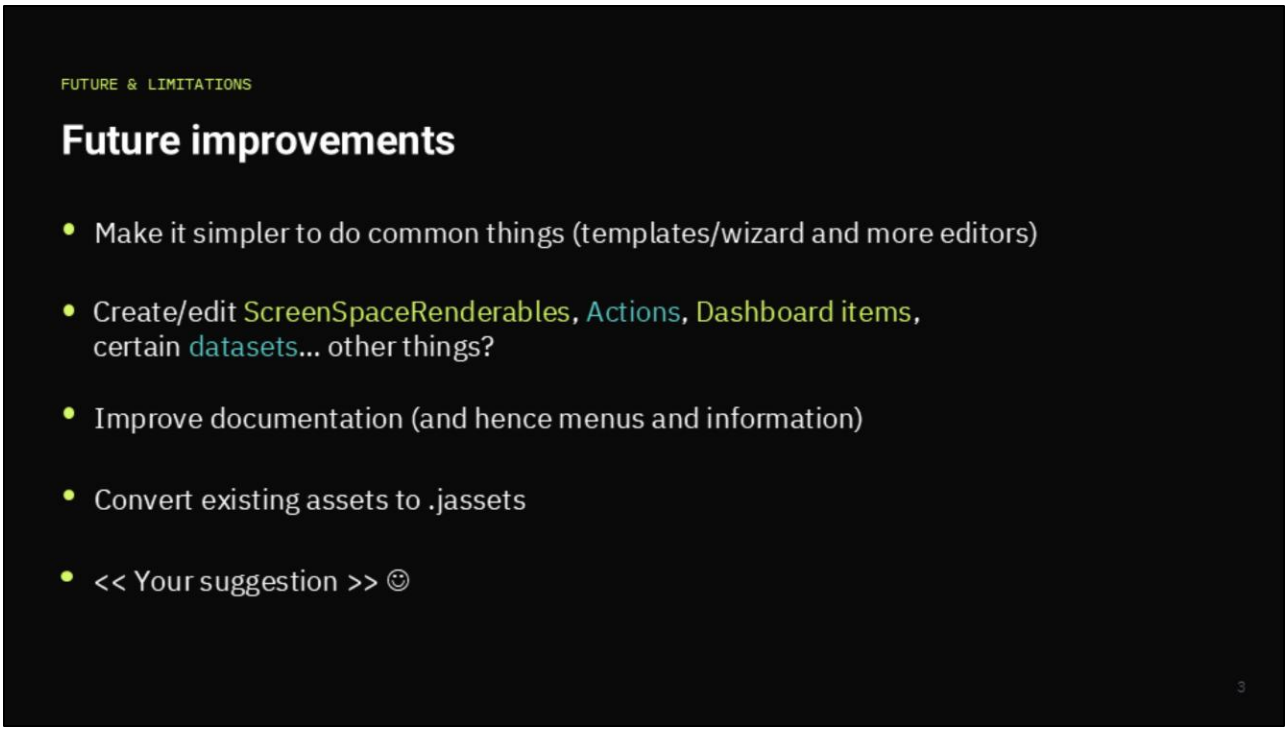

Demonstration



- Asset format: This means that it's currently hard to copy or build upon existing content
- Documentation: Show the docs page
- We're continuously working on improving this, to make it easier to use – feel free to report any issues you might find
- Work in progress: Please bear with us while we improve the documentation and the tool itself. Thinks might break

And I realize now that we have not discussed how to deal with breaking .jasset files

We also have a lot of idea



Some thoughts for improvements

Templates/wizard to e.g. put models on a location on a globe (the pre-fills some options)
Editors – like the Create Horizons file editor that some of you saw yesterday

Documentation: The asset builder is built on top of our documentation system, so when we make changes

If you have ideas for what you would like to use it for, please let us know!

END OF SESSION

Summary: AssetBuilder

- A visual editor for asset (.jasset) files
- Allows creating content without writing Lua script files
- The version coming with 0.22.0 is a first version, that will be extended and improved upon in future releases

Next up: Dome Show and Tell

17:00 – 19:00, Location: Dome on Floor 4