## QDS-2321 Folders for different asset types

Library Navigator is basically a tree view regardless of its visual appearance. QML Items and Project assets are separated to their own sections.

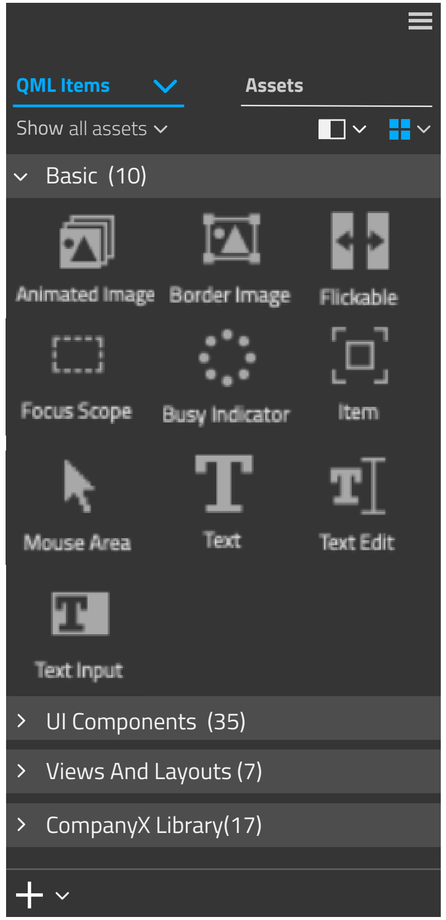
For QML, each imported library is considered as folder. If there are redefined sets of default libraries which contain several libraries, they are all presented separately. User cannot modify factory QML libraries but can import new libraries which are shown similarly.

Asset Library is created for each project automatically and it can be considered to be a root folder containing subfolders for differerent asset types. User can import and create assets, and also create new folders.

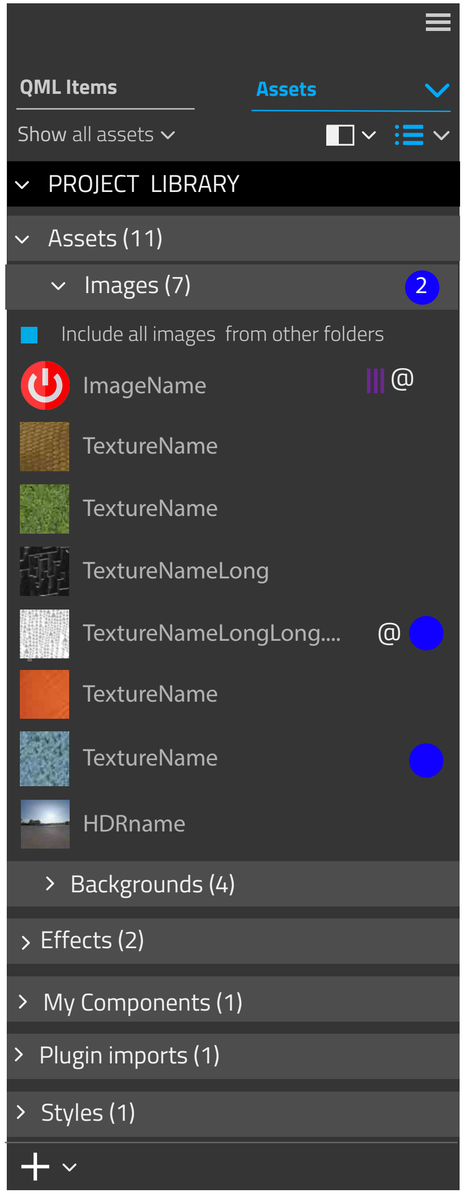
**QML Items contains all selected (imported) QML libraries, delivered in installation and imported ones.**

Context menu

## QML Items




## Assets




**Asset Libraries contains all assets that are imported or created by the user.**

Asset Library is created for each project automatically and it can be considered to be a root folder. By default it named according to project's name.

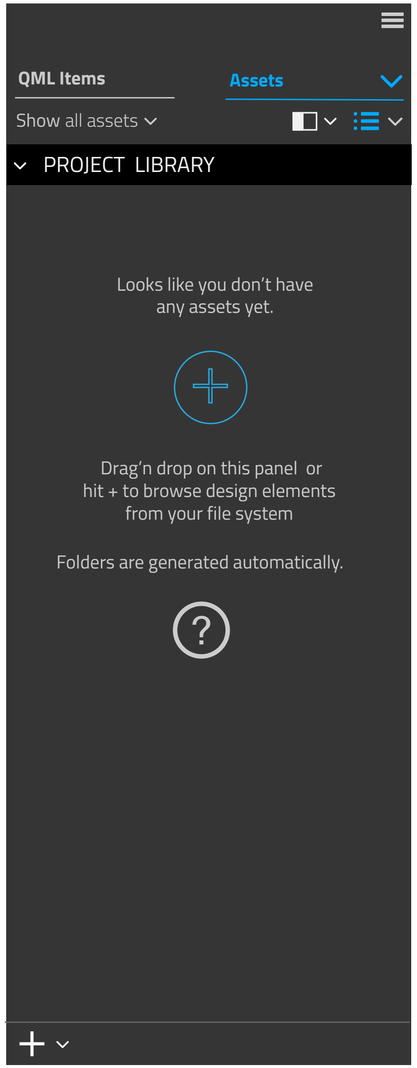
Notifications

Information ( states, more than 1 size)

# Predefined folders

With 3D assets, don't break structures: models, materials and maps needs to stay together. Instead add an option to image folders to show also material etc textures there

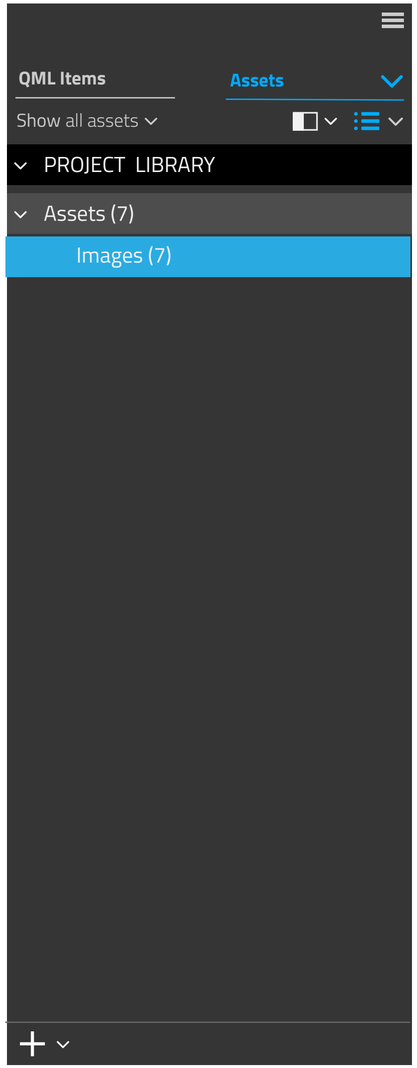
**Folders are created when user adds that type of content. User can also create own folders, for example subfolders.**




For drag'n drop and autosorting see 3D Studio.
Cannot add not supported formats

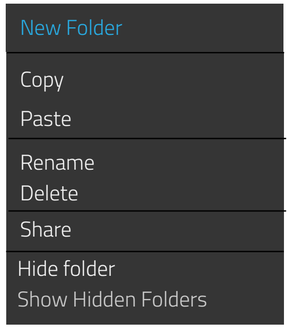
Add images

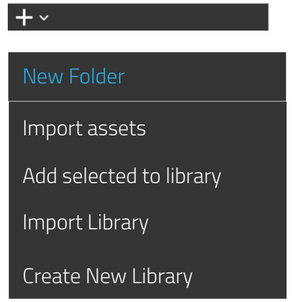
Creates folders based on content type and auto-sorts items.




Add folder

From context menu




or

toolbar menu