

Item browser

- > Displays all objects of the selected content type
- > Objects with gray label are imported to the project, but not used in any place
- > 4 zoom levels: From a list to a grid with 3 item sizes
- > Right-clicking object type opens a context menu that shows more actions

Object preview

- > Preview and details about the object
- > Version controlling info
- > HW compability info
- > Where the object is used
- > Options menu (e.g. rename, duplicate, remove, ...)

Library navigator

- > Displays all content types of active project
- > Grayed items in Navigator shows that the project contains objects of that type, but they are not used in the current design
- > If the user adds object, which has a new type in the project, the type is added as a new item in Navigator
- > User can add/remove/rename sub-folders to Navigator in order to manage its contents
- > Right-clicking object type opens a context menu that shows more actions

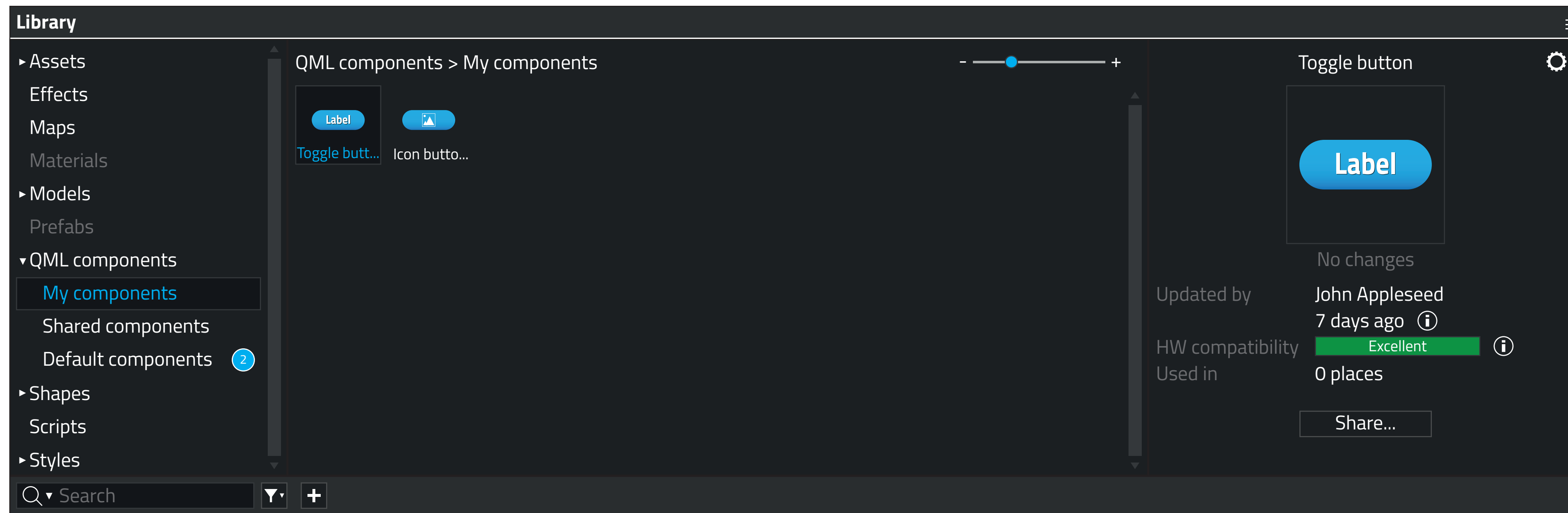
The screenshot shows the 'Library' interface. On the left is the 'Library navigator' with a list of content types: Assets, Fonts, Images (selected), Sounds, Videos, Effects, Maps, Materials, Models, Prefabs, QML components, Shapes, and Scripts. The main area is the 'Item browser' showing a grid of assets under 'Assets > Images'. A zoom slider is at the top right of the grid. The bottom of the grid has a search bar and a plus icon. On the right is the 'Object preview' panel for 'Asset name.png', showing a preview image, a status bar with 'No changes', and details: Size (9 999 MB), Width x height (9 999 x 9 999 px), Updated by (John Appleseed, 14 weeks ago), HW compatibility (Excellent), and Used in (9 places).

Toolbar

- > Searching and filtering contents of Library
- > Adding/importing new items in Library
- > Space for additional commands, e.g., related to version controlling, ...

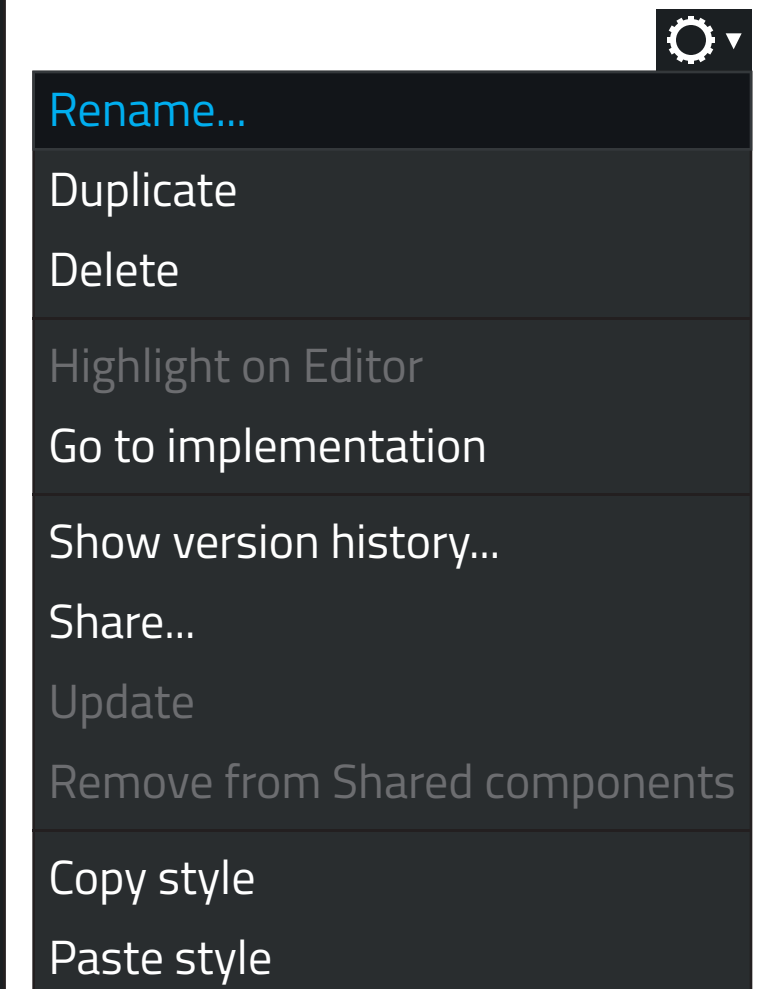
My Components

- > Displays all components that the user has created, but not yet shared
- > The image is a preview of the component



Options menu

- > Contains the main actions related to the selected component
 - > Basic object management
 - > Collaboration
 - > Style clipboard operations



Library Navigator > QML components

- > My components. Contains all the components the the user has created, but not yet shared, in the project
- > Shared components. Contains all custom components the the user and their team has created in the project
- > Default components. Quick 2 components that come with the new project and which are available for the team to edit them further

Library Navigator

- > Items that are used in the current project have bolded, white labels
- > Items that are not used in the current project have gray, regular labels
- > Show components with available updates (2)

Library Navigator
> Show available updates (2)

The screenshot displays the 'Library Navigator' interface. On the left, a sidebar lists categories: Assets, Effects, Maps, Materials, Models, Prefabs, QML components (expanded to show My components, Shared components, and Default components), Shapes, Scripts, and Styles. The 'Default components' category is selected, showing a grid of 40 QML components. The 'Busy indicator' component is highlighted with a blue circle and a blue dot, indicating an available update. The 'Busy indicator' component is bolded and has a white label. To the right, an 'Object preview' window for the 'Busy indicator' is open. It shows two versions: 'New' (with a blue dot) and 'Old'. Below the preview, it displays update information: 'Updated by John Appleseed 2 mins ago', 'HW compatibility Excellent', and 'Used in 9 places'. At the bottom of the preview are 'Cancel' and 'Update' buttons.

Object preview

- > If the object has an update available, show information and controls related to the update