








# Assets




**Asset** is a media asset (resource) that is the basic unit of media content storage in the [media storage](#) of a Skylark server.

- The [Media Browser](#) window is used to view and manage the assets stored in the media storage.
- The [File Monitor](#) window is used to view the contents of most asset types.

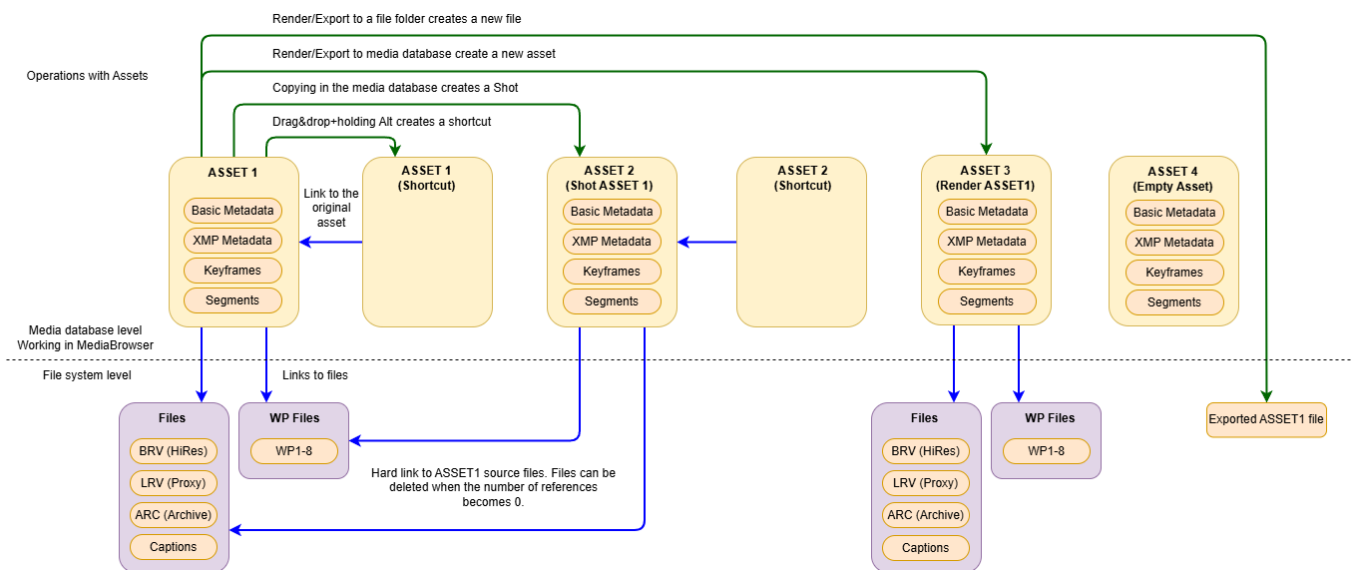
## Asset Types in Media Storage

Media storage supports working with several visually similar asset types:

Asset Type	Description
<b>Asset</b>	<p>Media asset with metadata in the server's media storage. The clip is created when importing or rendering a file into the server's media storage. The asset can be of different <a href="#">mime-type</a> depending on the stored content:</p> <ul style="list-style-type: none"> <li>•  - <a href="#">AudioVideo</a>, <a href="#">Video</a>, <a href="#">StillImage</a>,</li> <li>•  - <a href="#">Audio</a>,</li> <li>•  - <a href="#">Live Stream</a>, <a href="#">URL</a>, <a href="#">Clock</a>,</li> <li>•  - <a href="#">Text</a>,</li> <li>•  - <a href="#">Graph</a>,</li> <li>•  - <a href="#">Note</a>,</li> <li>•  - <a href="#">Cuts</a>.</li> </ul>
<b>Shot clip</b>	<p>Shot clip is an asset that has a unique name, separate metadata, input and output points, <a href="#">WebProxy</a> copies, but refers to the file originals of the original asset (<a href="#">BRV-</a>, <a href="#">LRV-</a>, <a href="#">ARC-</a>, <a href="#">WP-profiles</a> and subtitles). For example, a Shot clip can be created by copying to the original folder or by applying the appropriate tool in the <a href="#">File Monitor File Monitor</a> window. Any metadata changes do not affect the original asset. When deleting such a clip, the content on disk will be physically deleted when the number of assets pointing to it is 0.</p>

Asset Type	Description
<b>Shortcut</b>	<p>A label that references the source asset. The link name is identical to the original asset. Any changes to the clip on the link will change the original asset. This type of material can be distinguished by the black and white corner at the top left of the icon in the <a href="#">window of Media Browser</a>.</p>  <p>It is an optional feature of the <a href="#">MAM server</a>. It requires an additional license.</p>
<b>Empty Asset</b>	<p>Empty asset with metadata with no video material attached. This type of material can be distinguished by a black icon with a red cross.</p>  <p>It is an optional feature of the <a href="#">MAM server</a>. It requires an additional license.</p>
<b>Part Media</b>	<p>This is an asset with “growing” media content, i.e., the asset is in the process of importing content. The media storage provides access to such content from the first second of loading within the loaded part allowing you to view and play such an asset without waiting for the import operation to complete. This type of material can be distinguished by the icon with a red frame and the word PART.</p> 

The scheme demonstrates the differences between Asset, Shot clip and Shortcut and describes possible operations with them.



## Operations with Different Types of Assets

Description of operations with assets in [Media Browser](#):

Asset operation	Source	Destination	Result
<a href="#">Render Media</a> or <a href="#">Export Media</a>	Media storage	File folder	Creates a new file in the file system
<a href="#">Import Media</a> , <a href="#">Render Media</a> or <a href="#">Export Media</a>	File folder or Media storage	Media storage	Creates a new asset in the media storage

Asset operation	Source	Destination	Result
<a href="#">Copy Media</a>	Media storage	Media storage	Creates a new Shot clip in the media storage
Move while holding Alt	Media storage	Media storage	Creates a Shortcut in media storage
<a href="#">Attach Media</a> for an asset	File folder	Media storage	Adds or replaces files from the asset.
Move from file system to media storage	File folder	Media storage	Runs the <a href="#">Copy Media</a> dialog and creates a new asset in the media storage

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