

VAM Create and Load Asset Presets

First Add an Asset (if you don't know how to do that, i already made a tutorial called Load Assets)

Select then the Asset, and go to the Preset Tab **(1)**

Type in here **(2)** a name for your Preset

If you type a Folder name before your Preset name and separate it with a (\) your preset will automatically be saved into that folder

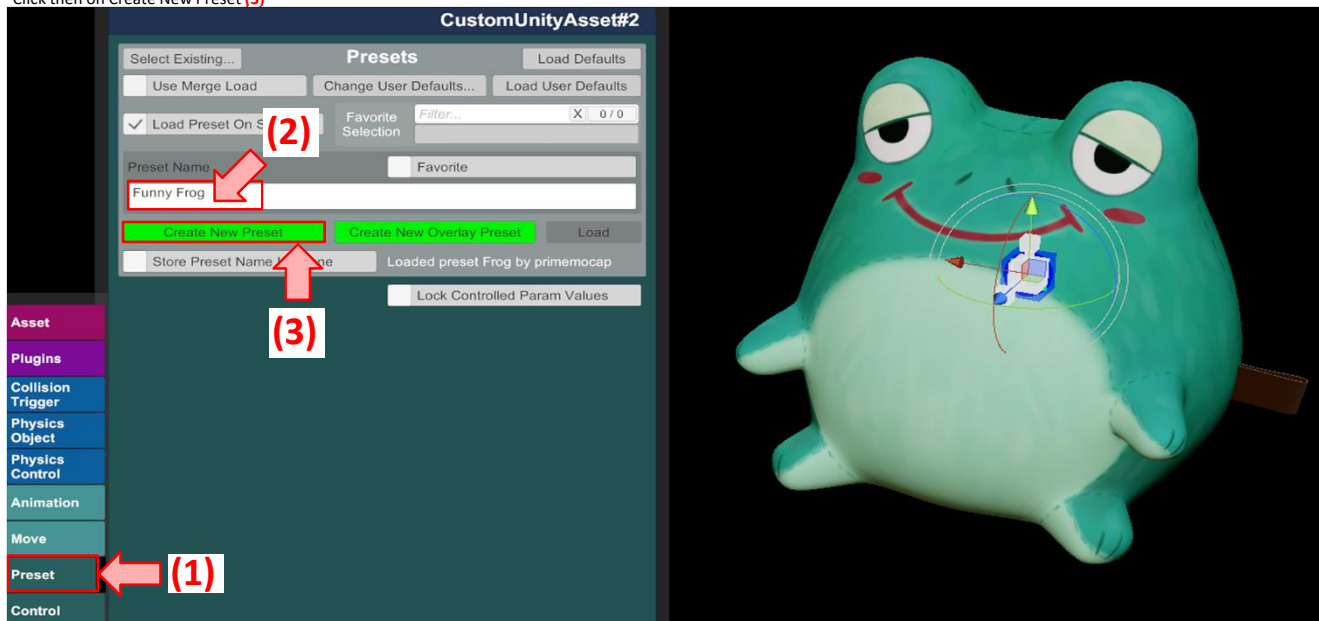
For example i could type in Animals\Funny Frog

Animals\Funny Frog

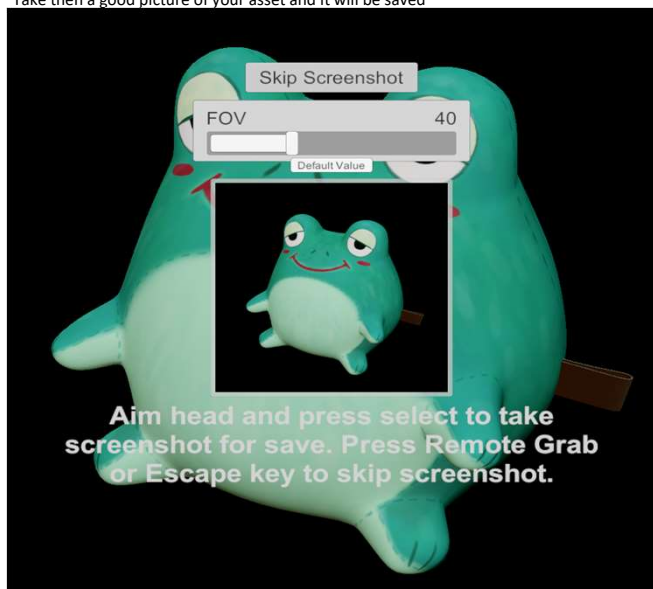
it know why, but in this field in vam it does the slash (\) the other way round, but still works

Now it would automatically create a folder named Animals and save the preset into it

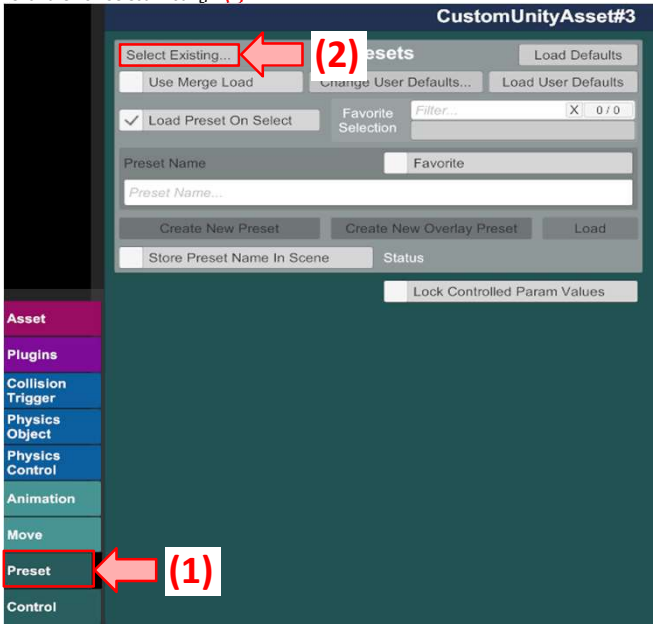
Click then on Create New Preset **(3)**



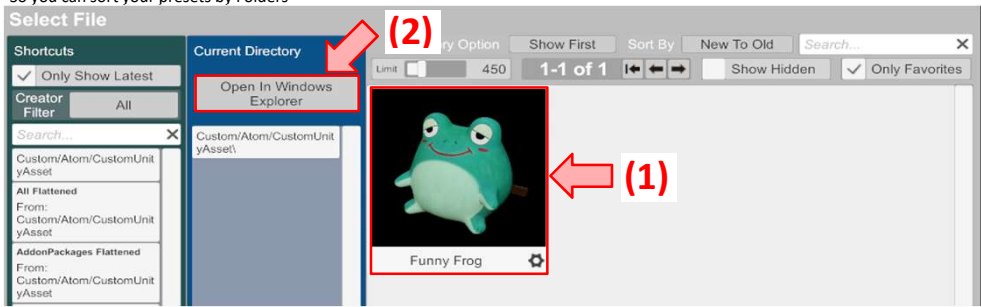
Take then a good picture of your asset and it will be saved



If you now want to load your Asset Preset, add a new Custom Unity Asset,
or choose an already existing which you want to replace with your preset
Select it and go to the Preset Tab (1)
Click then on Select Existing... (2)



In the Select File Menu your saved preset (1) now shows up, just click on it to load it
You can also press the Open In Windows Explorer Button (2)
This opens the Asset Preset Folder in your Windows Explorer, where you can Add Folders which will appear then in this Select File Window
So you can sort your presets by Folders



If your Asset does not appear yet, you have to go to the Asset Tab (1)
And there you can select it (2), so it shows up

