



Fuzion Media Asset Manager

Version 1.0.15

User manual

Version 1.4



Login

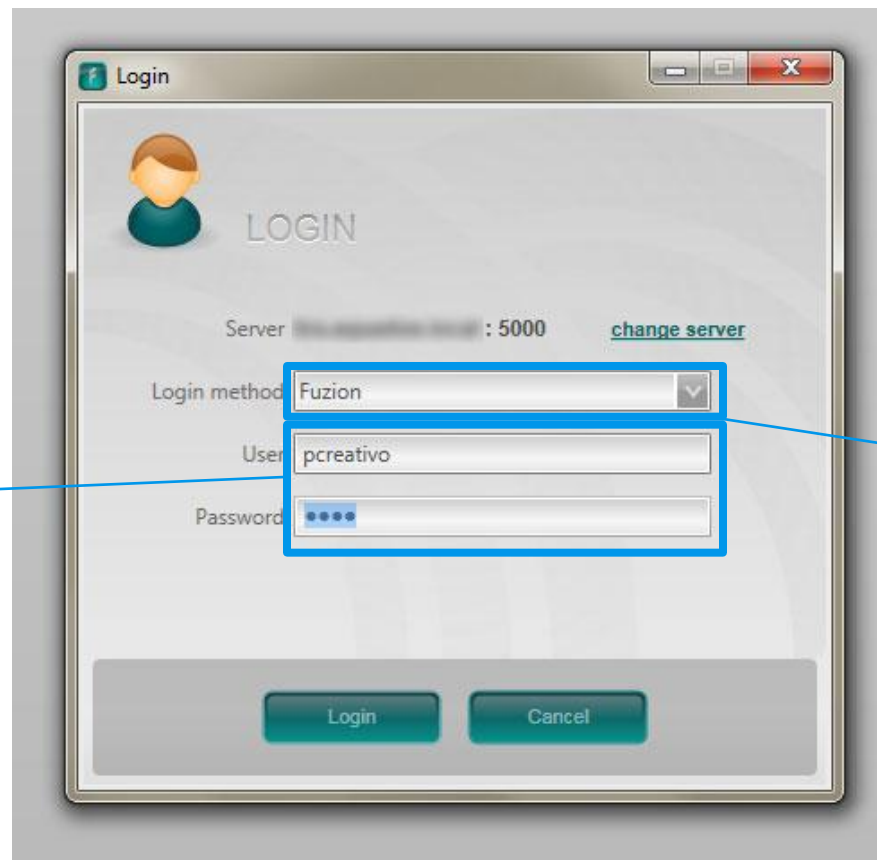
Connect to the server

1. To connect to the server, enter the Server IP address, the Port and click on Connect.

Server IP
adress



2. Select a Login Method ("Fuzion", by default), enter your user name and password and click on Login.



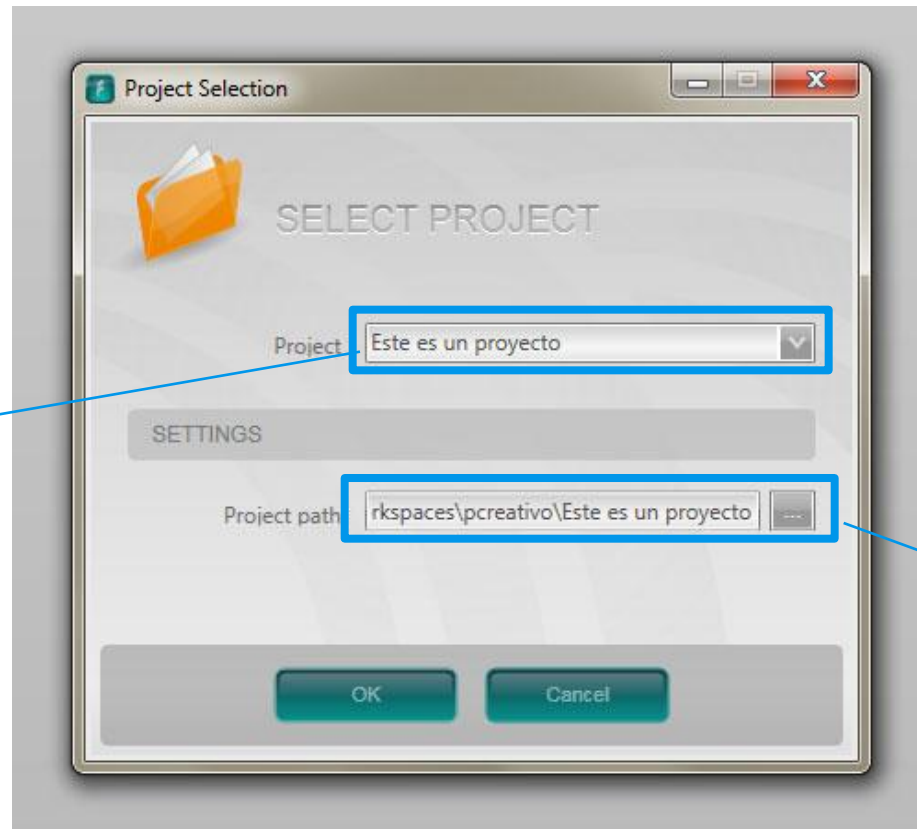
By default:
User: admin
Password: admin

Login method
("Fuzion", by
default)

Login to a project

3. The Project selection dialog will show up. Choose the project to want to log in to. If this is the first time you access to this project, you will have to choose the local project path in your computer (folder in your computer where your working copy of the project files will be stored). Click on OK.

Choose a project
(you will only see the
projects that you are
assigned to)



Local project path (in
your computer)

Main screen

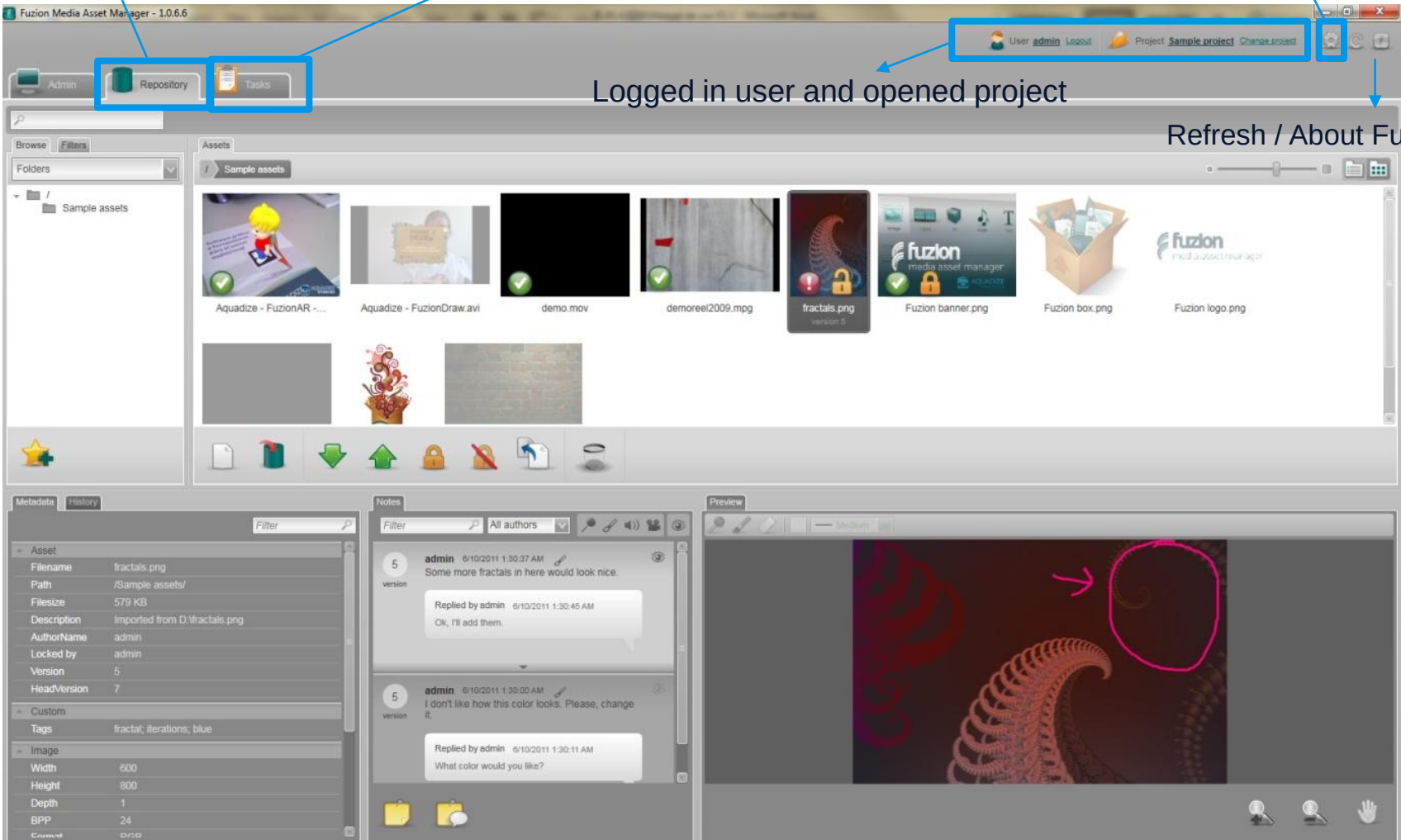
1 Assets' central repository

2 Tasks list

Settings 3

Logged in user and opened project

Refresh / About Fuzion



The screenshot displays the Fuzion Media Asset Manager interface (version 1.0.6.6). The interface is divided into several sections:

- Top Bar:** Contains the user name "admin", a "Logout" button, the project name "Sample project", and a "Change project" button. A blue box highlights the "User admin Logout" and "Project Sample project Change project" area, with an arrow pointing to the text "Logged in user and opened project".
- Left Panel:** Includes a "Browse" section with a "Filters" dropdown and a "Folders" list showing "Sample assets". Below this is a "Metadata" section with a "Filter" input and a list of asset details for "fractals.png".
- Assets Section:** Displays a grid of sample assets, including "Aquadize - FuzionAR...", "Aquadize - FuzionDraw.avi", "demo.mov", "demoreel2009.mpg", "fractals.png", "Fuzion banner.png", "Fuzion box.png", and "Fuzion logo.png".
- Tasks List:** A blue box highlights the "Tasks" button in the top bar, with an arrow pointing to the text "Tasks list".
- Notes Panel:** Shows a list of notes and replies. The first note is from "admin" dated 6/10/2011 1:30:37 AM, stating "Some more fractals in here would look nice." and "Replied by admin 6/10/2011 1:30:45 AM: Ok, I'll add them." The second note is from "admin" dated 6/10/2011 1:30:00 AM, stating "I don't like how this color looks. Please, change it." and "Replied by admin 6/10/2011 1:30:11 AM: What color would you like?".
- Preview Panel:** Displays a preview of the selected asset, "fractals.png", showing a fractal image. A pink circle and arrow highlight a specific area of the fractal.
- Bottom Bar:** Contains icons for "Refresh" and "About Fuzion". A blue box highlights these icons, with an arrow pointing to the text "Refresh / About Fuzion".

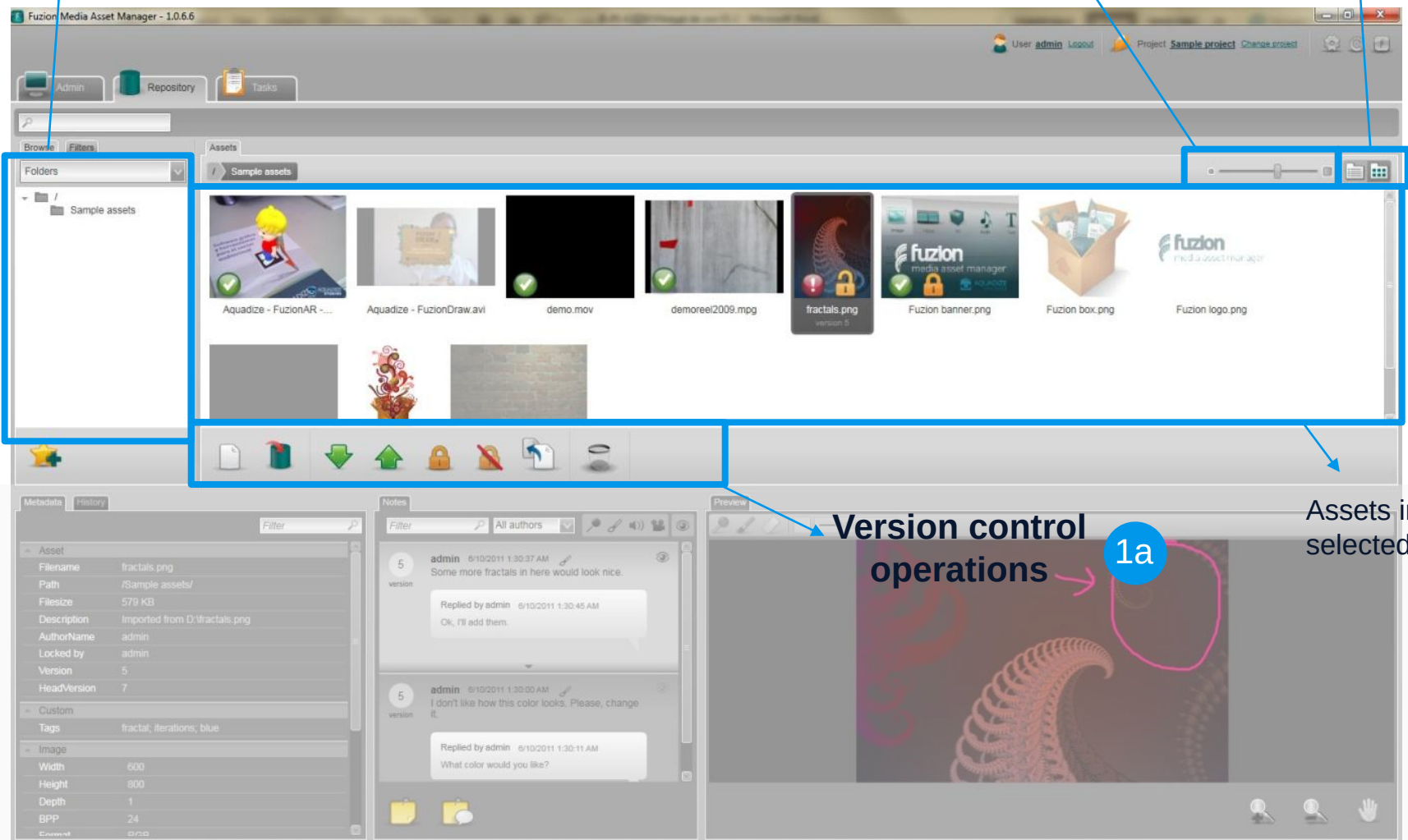
1 Repository

1) Repository

Browse by folders or views / Filters

Assets' thumbnails size

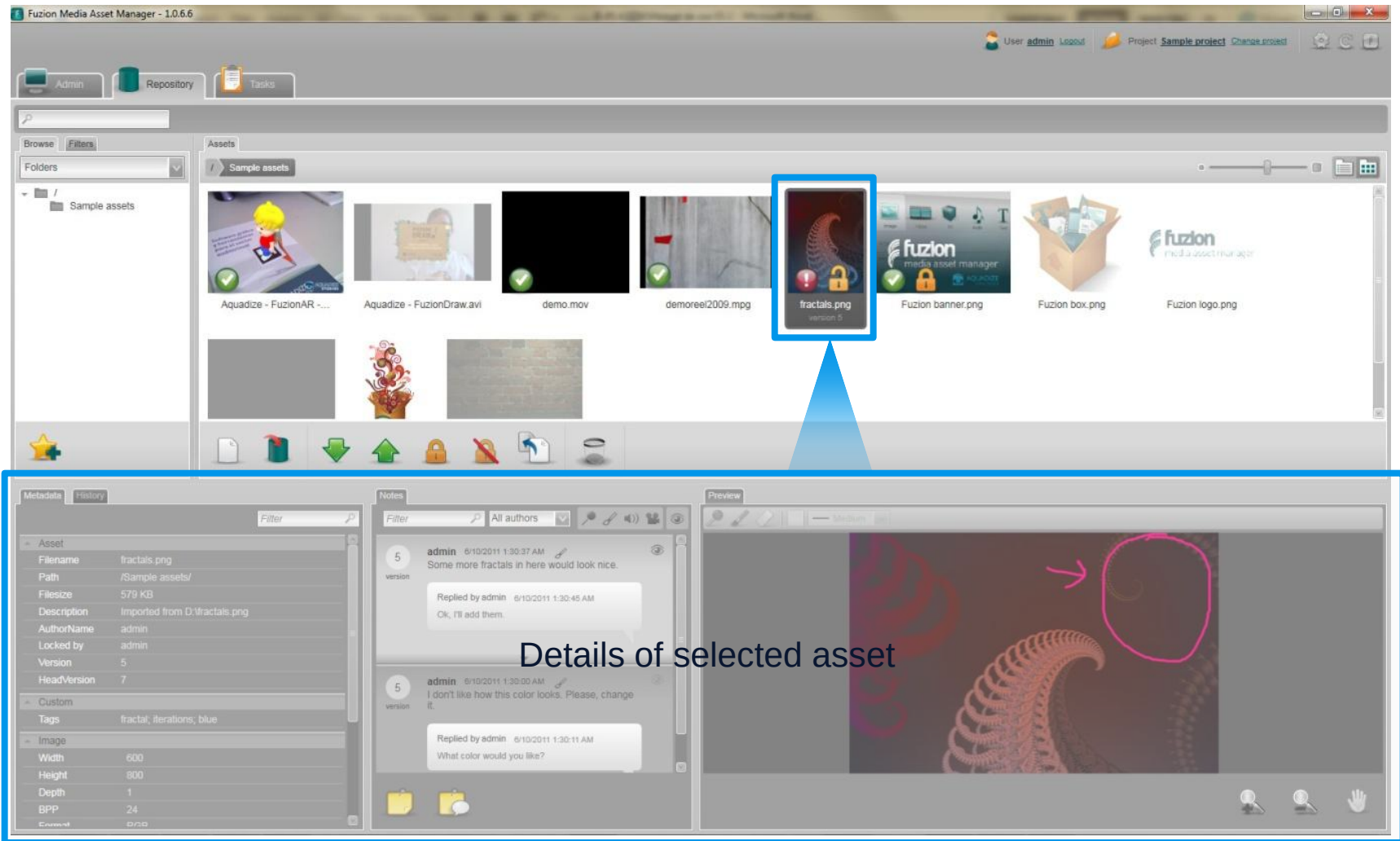
Assets' view type
(List/ Thumbnails)



1) Repository

- In the Repository you can see **all the files (assets)** that exist in the **current project**.
- What you see is **what is on the server and what I have locally (differentiated by icons)**.
- When selecting an **asset**, you can see in the bottom its **Metadata** (file information), **History** of modifications, **Notes** and **Preview**.

1) Repository



1) Repository

Fuzion Media Asset Manager - 1.0.6.6

User: **admin** | Project: **Sample project**

Repository

Assets

Sample assets

Aquadize - FuzionAR ... | Aquadize - FuzionDraw.avi | demo.mov | demoreel2009.mpg | fractals.png version 5 | Fuzion banner.png | Fuzion box.png | Fuzion logo.png

Metadata **1b** **Notas** **1c** **Preview**

Metadata

Asset	
Filename	fractals.png
Path	/Sample assets/
Filesize	579 KB
Description	Imported from D:\fractals.png
AuthorName	admin
Locked by	admin
Version	5
HeadVersion	7
Custom	
Tags	fractal; iterations; blue
Image	
Width	600
Height	900
Depth	1
BPP	24
Current	DAB

Notes

5 version

admin 6/10/2011 1:30:37 AM

Some more fractals in here would look nice.

Replied by admin 6/10/2011 1:30:45 AM

Ok, I'll add them.

5 version

admin 6/10/2011 1:30:00 AM

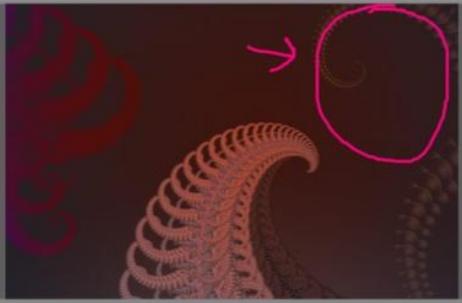
I don't like how this color looks. Please, change it.

Replied by admin 6/10/2011 1:30:11 AM

What color would you like?

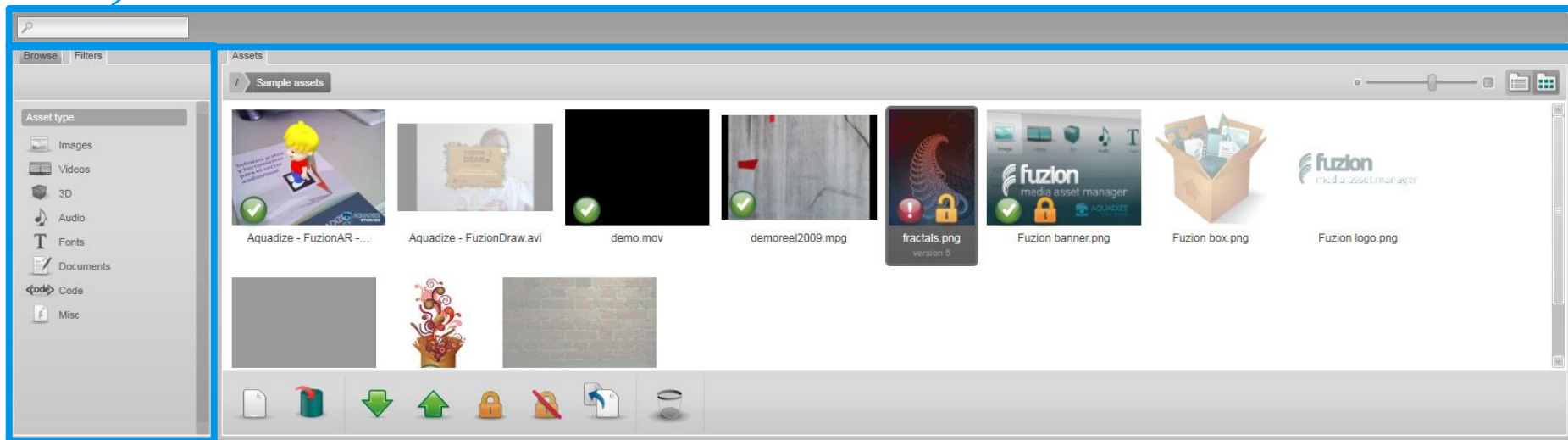
Preview

Medium



Search and filters

Search by keywords



Filters

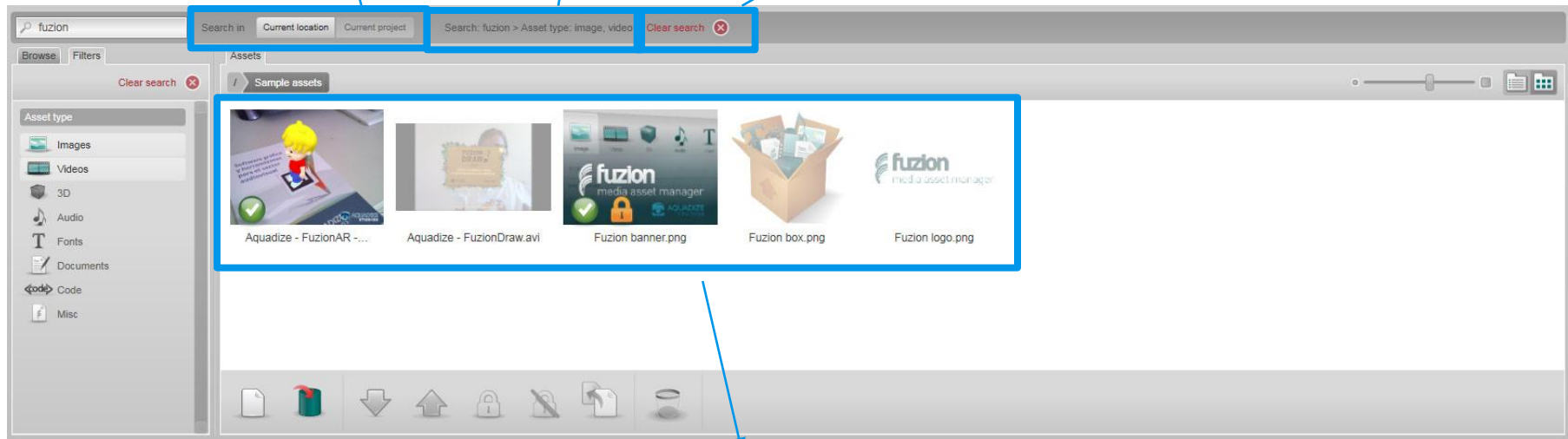
Search and filters

Search scope

(current folder / Complete project)

Search and filters summary

Clear search

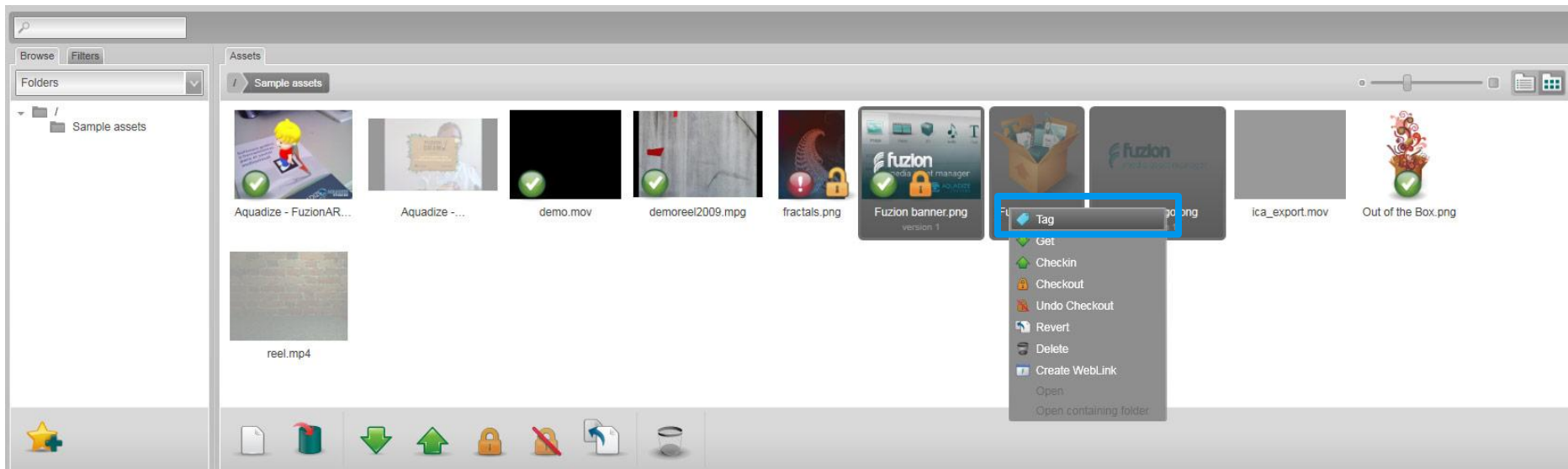


Search results

- You can assign different **tags** to assets, so you can quickly find them during a search.
- You can create and assign multiple tags to an asset, regardless the file format.

1) In the Repository view, select the assets you wish to tag.

2) Right click on them, and select the “Tag” option from the pop-up menu.



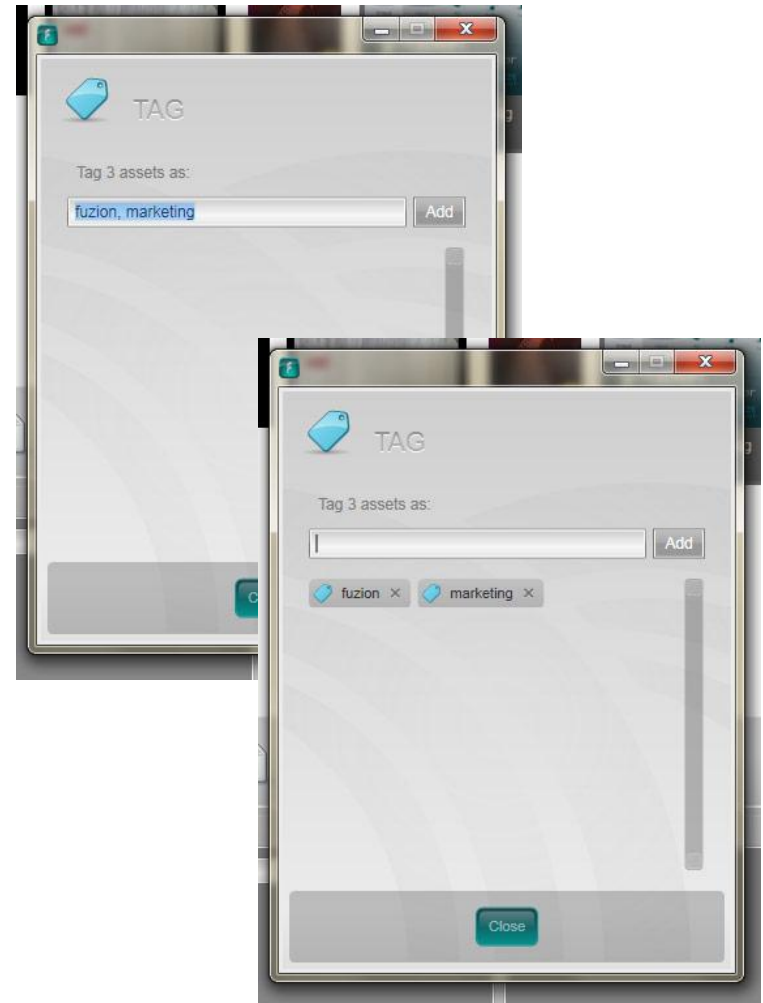
3) The Tag dialog will show up.

Write in the text field all the tags you wish to assign to these assets, separating each with a comma (“,”). These can be new or existing tags.

Press Enter.

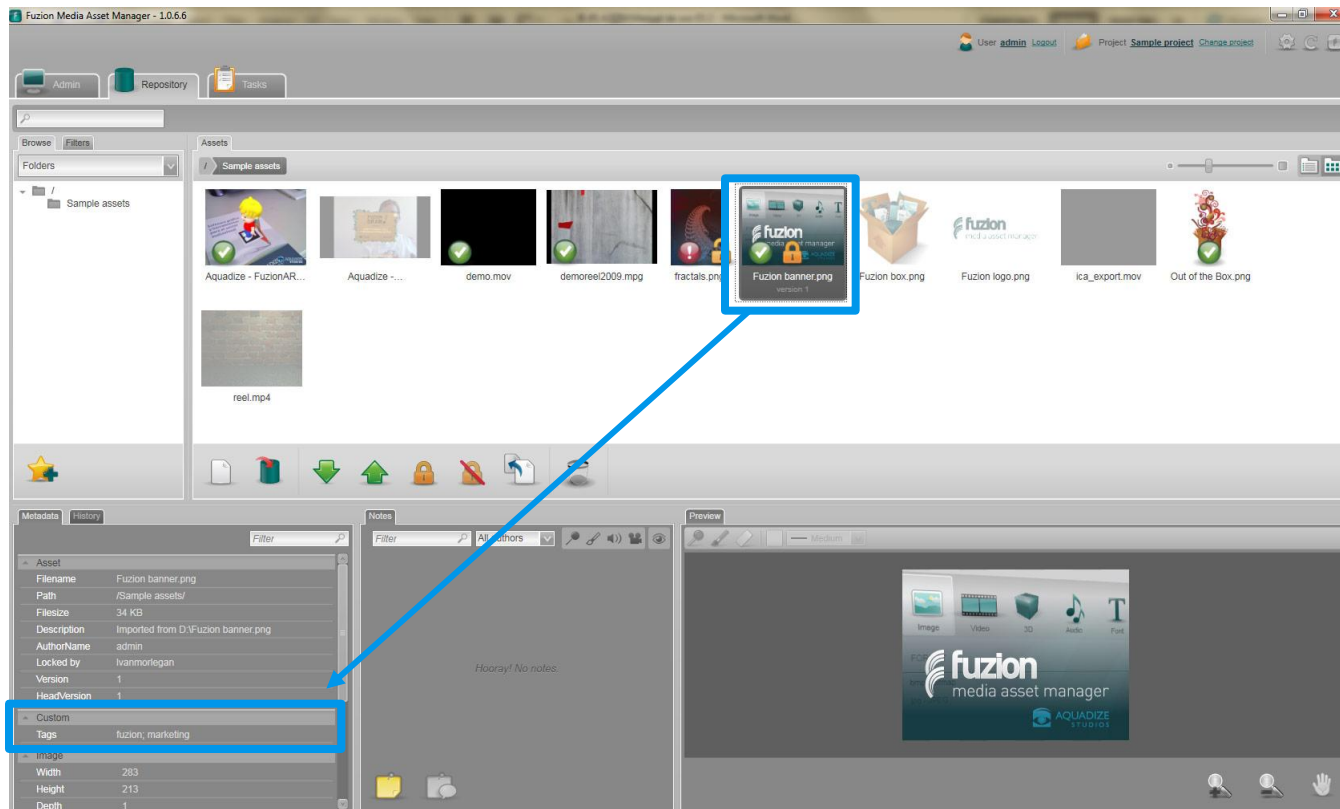
The tags will be assigned to the assets, and they will show up below the text field.

Click Close.



To see which tags are assigned to an asset:

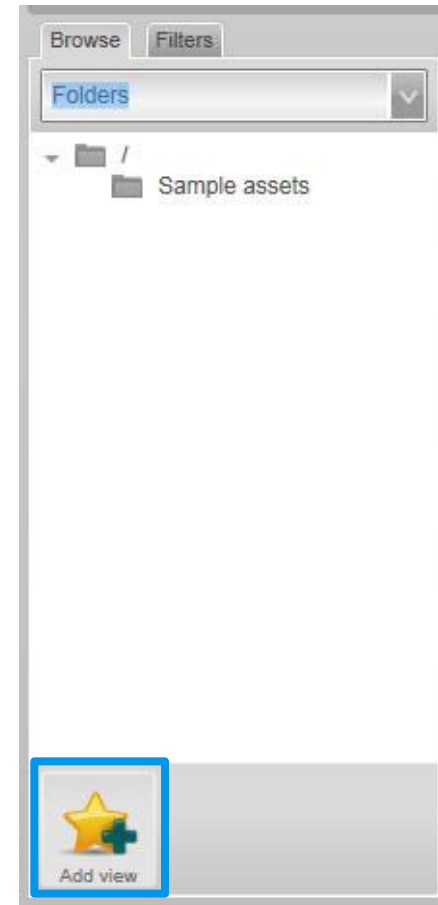
- 1) Select the asset. In the Metadata tab below, under “Custom”, you’ll see all tags assigned to that asset.



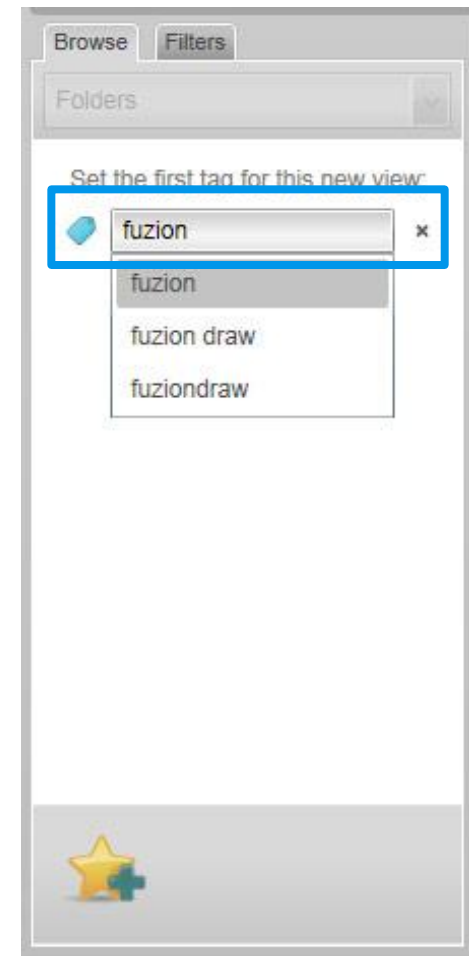
- Beside the folder structure of your project, you can create custom **views**, to have a quick access to all assets that match a particular search criteria.
- E.g. we could create the view “Pepe character”, from where we will be able to access all assets tagged as “pepe”, “character”, “design”, “texture”, “man”, etc.
- Views are visible to the entire project team.

To create a *view* that calls the assets we created before, follow these steps:

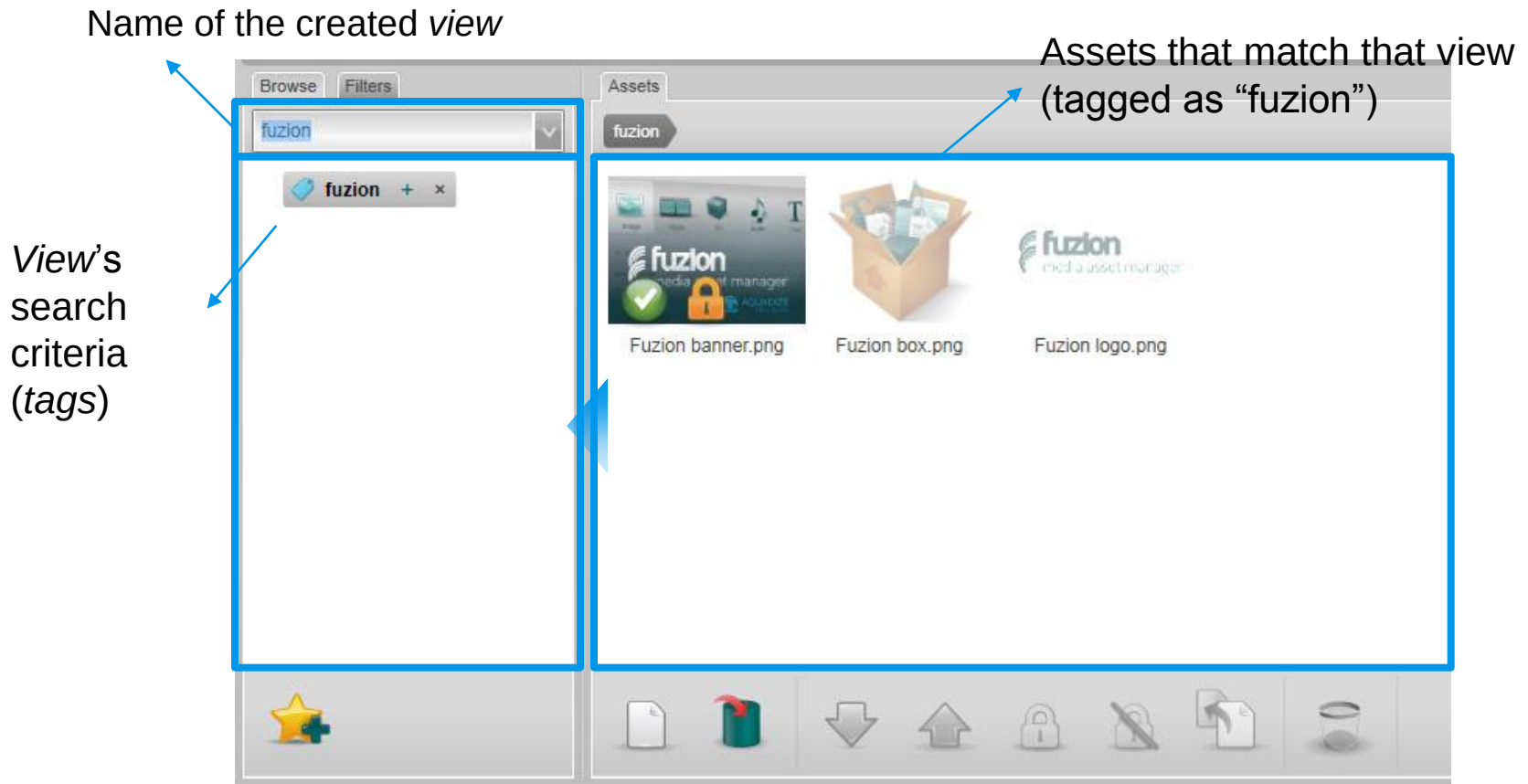
- 1) In the Browse tab, click the “Add view” button.



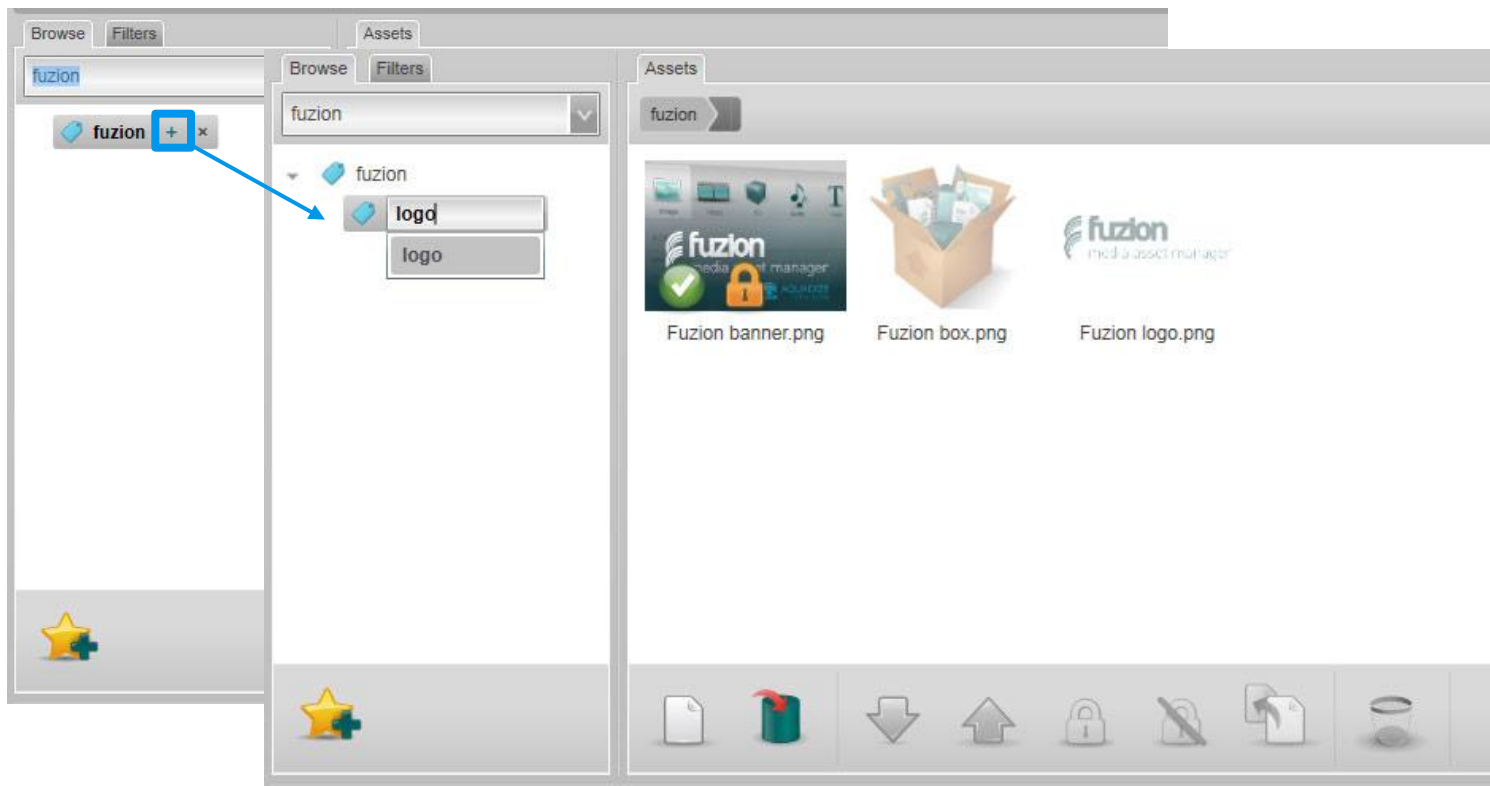
- 2) In the text field, enter one of the tags we created before.
E.g. “fuzion”.
Press Enter.



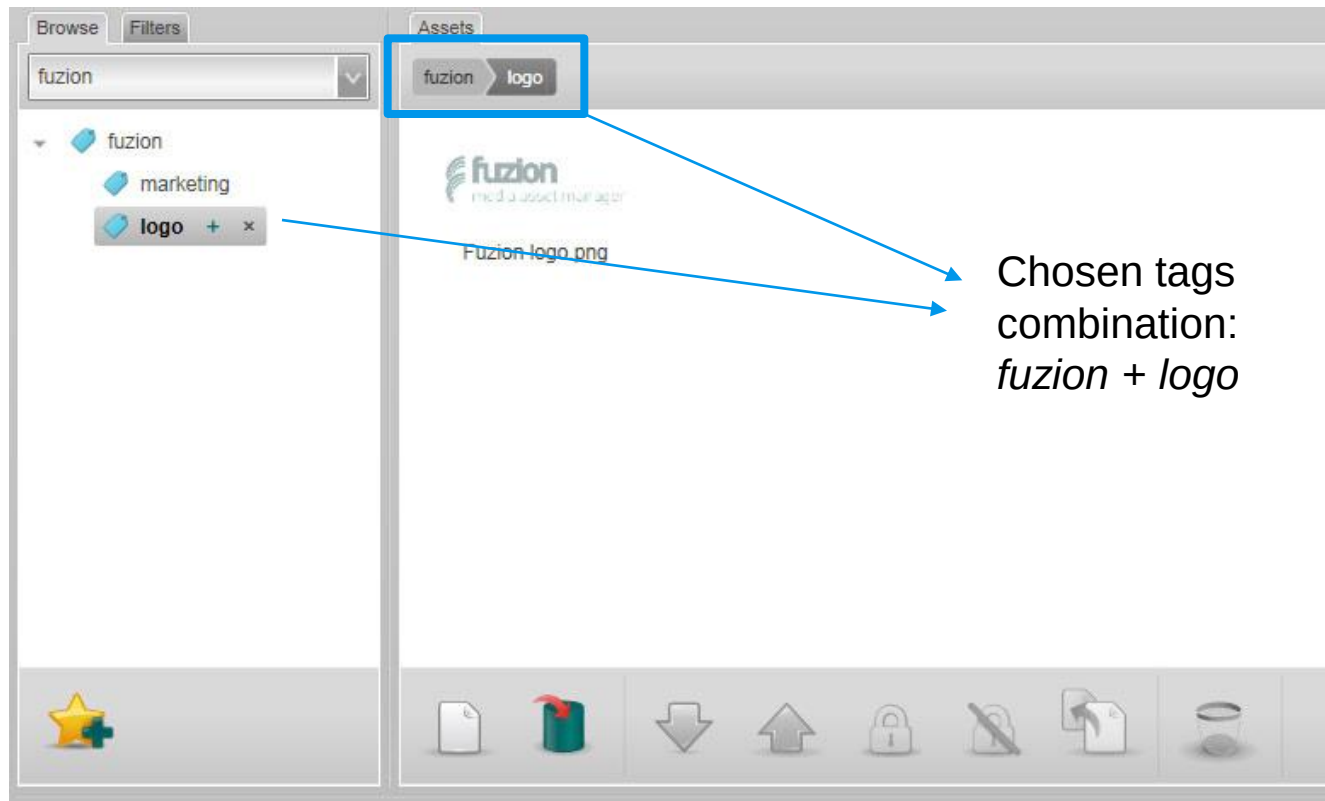
3) The “fuzion” view is now created, calling all assets tagged as “fuzion” (shown on the right).



- 4) To add more tags to the search criteria of the view, click on the “+” icon (next to the tag), and enter the tag you wish to add. Repeat this step as many times as desired.



5) You'll see that it's possible to arrange these tags hierarchically (and navigate among the different tags combinations).

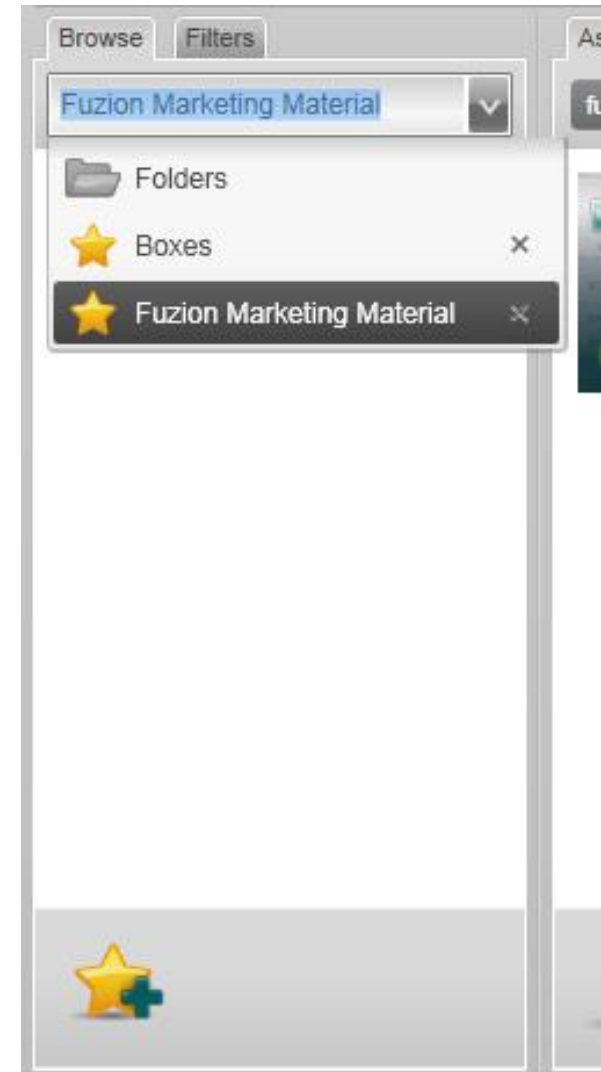


6) By default, the view's name is the same as the first tag assigned to it (in the example, "fuzion"). To change the view's name, right click on it, and select "Rename" from the pop-up menu.

Write the new name and press Enter.



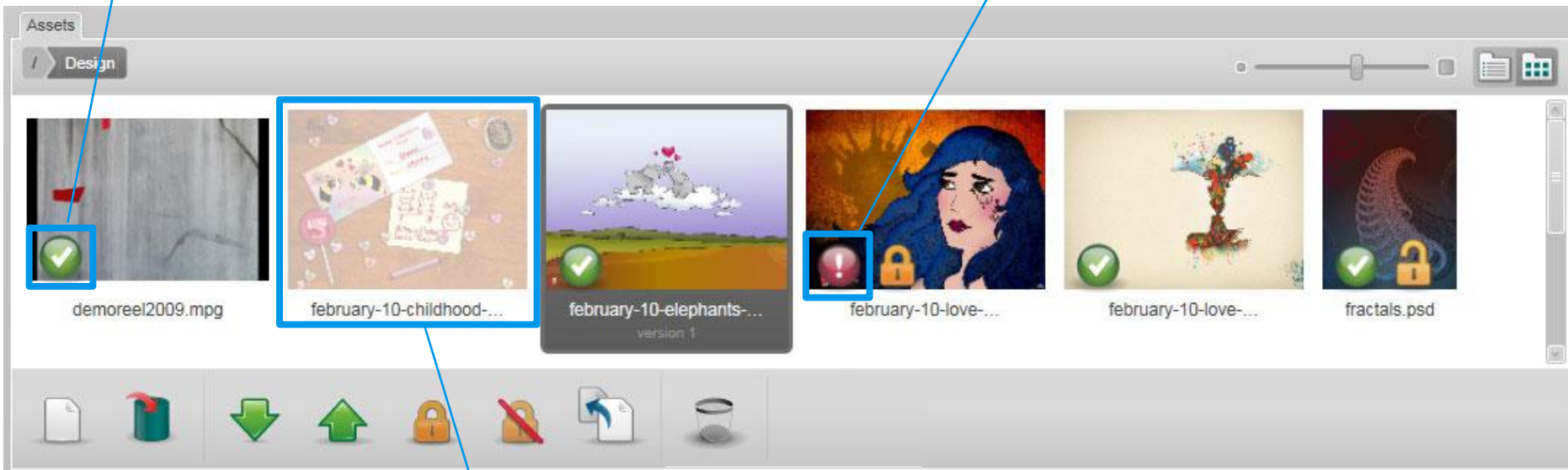
- From this combo you'll be able to switch from the classical Folder structure to other *views*.
- Lots of *views*? In this same combo you can start writing the name of a *view*, and Fuzion auto—complete its name.
- From this combo, you can also delete existing *views*, by clicking on the “x” icon, next to the view's name.



Assets' state

Updated asset
(I have the latest version in my computer)

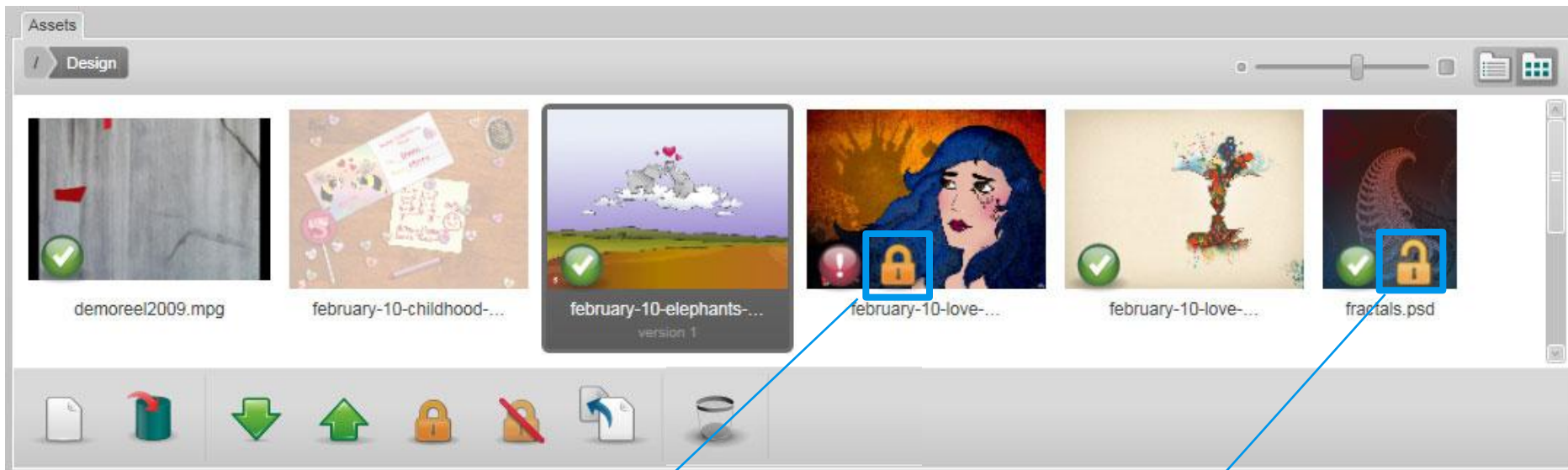
Outdated asset
(the version in the server is newer than the version I have in my computer)



Washed-out asset
(the asset is in the server but I don't
have it in my computer)

Assets' state

By default, all assets you download (**Get**) to your computer are read-only. When you want to modify an asset, you should lock it by doing a **Check Out**, so nobody can modify it while you are working on it.



Locked asset

(The asset is checked out by another user. I can only download a read-only version)

Un-locked asset

(The asset is checked out by me. It cannot be modified by anyone else while I have the lock)

1a) Version control operations: Create Asset

To create a new empty asset.



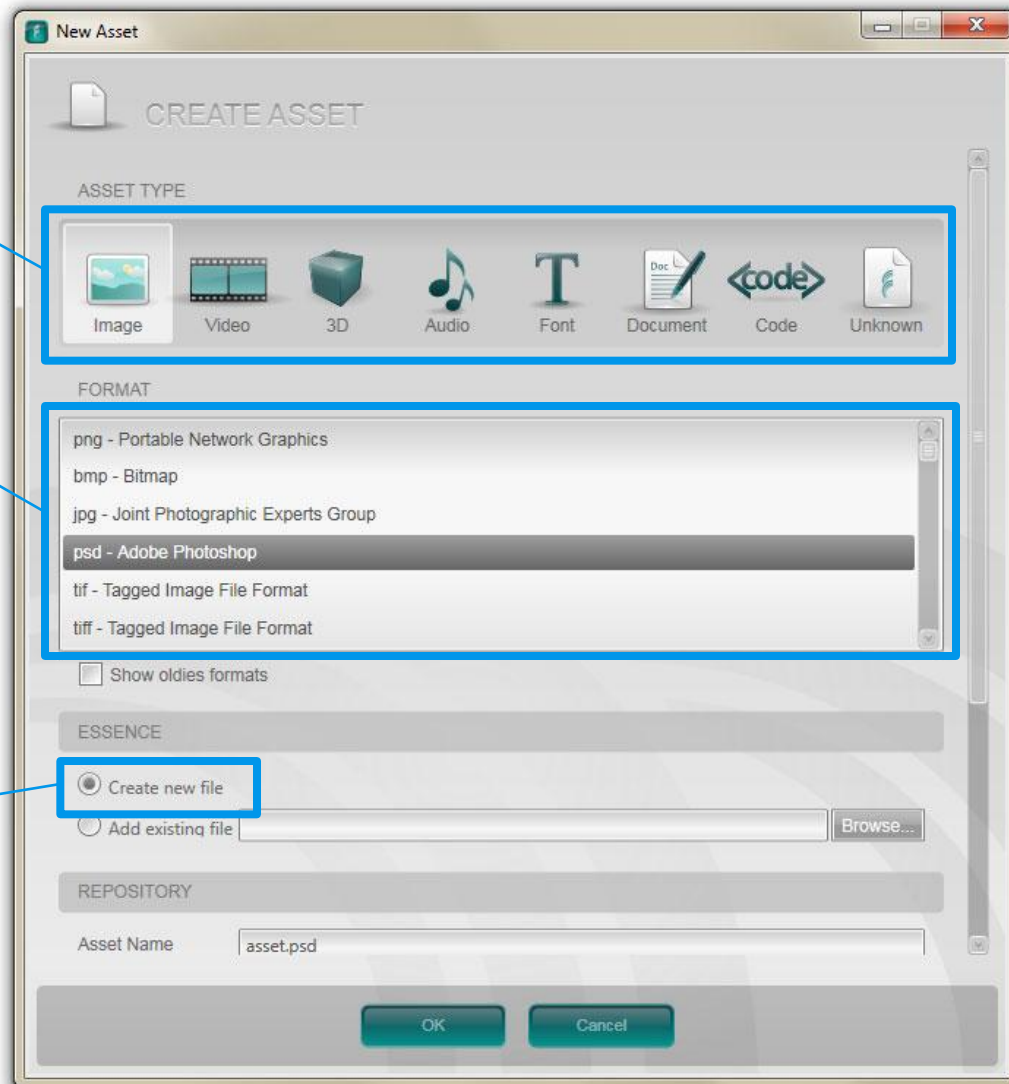
1. Click Create asset

1a) Version control operations: Create Asset

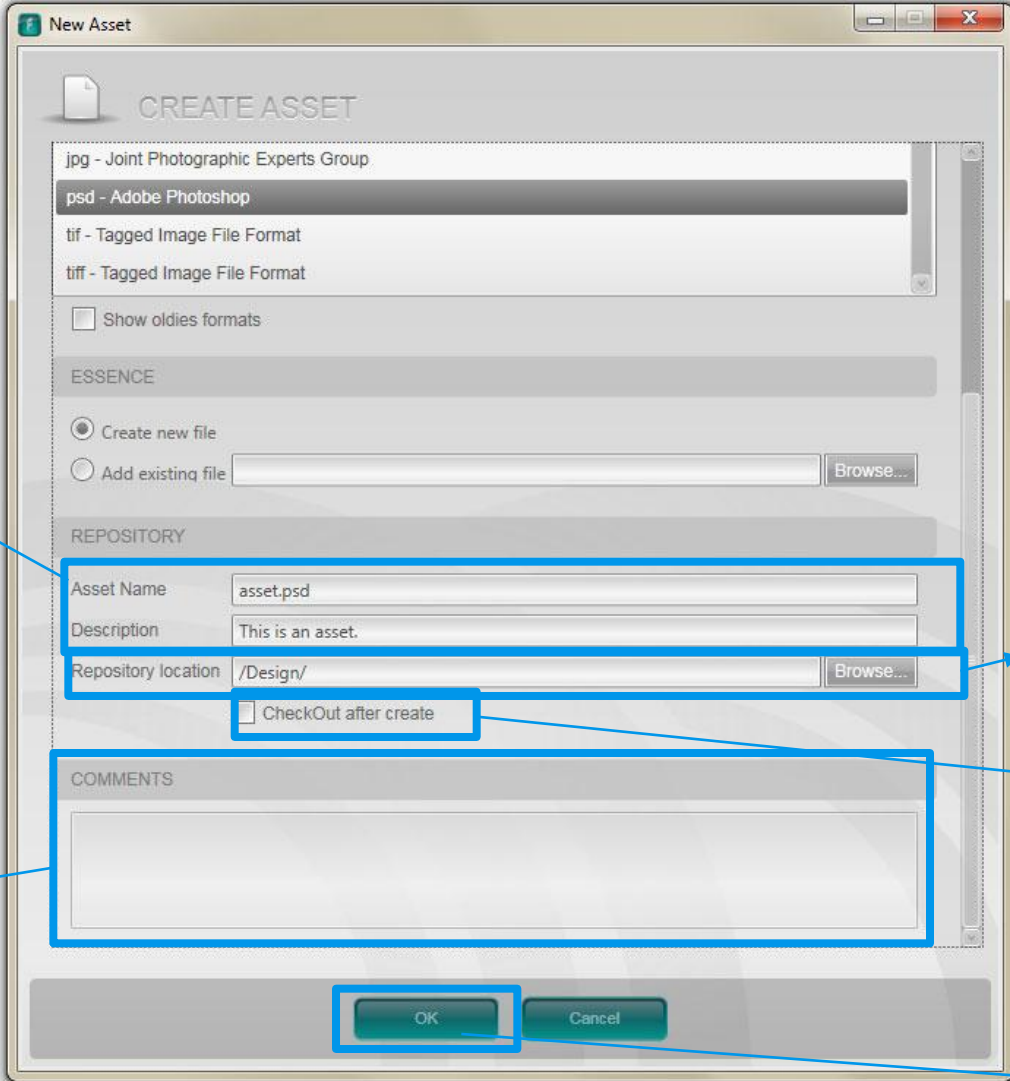
2. Choose the asset type

3. Choose the asset format

4. Select "Create new file"



1a) Version control operations: Create Asset



CREATE ASSET

jpg - Joint Photographic Experts Group
psd - Adobe Photoshop
tif - Tagged Image File Format
tiff - Tagged Image File Format

☐ Show oldies formats

ESSENCE

☒ Create new file
☐ Add existing file Browse...

REPOSITORY

Asset Name
Description
Repository location Browse...
☐ CheckOut after create

COMMENTS

OK Cancel

5. Enter a name and description for the asset

6. Choose a location in the Repository for this asset

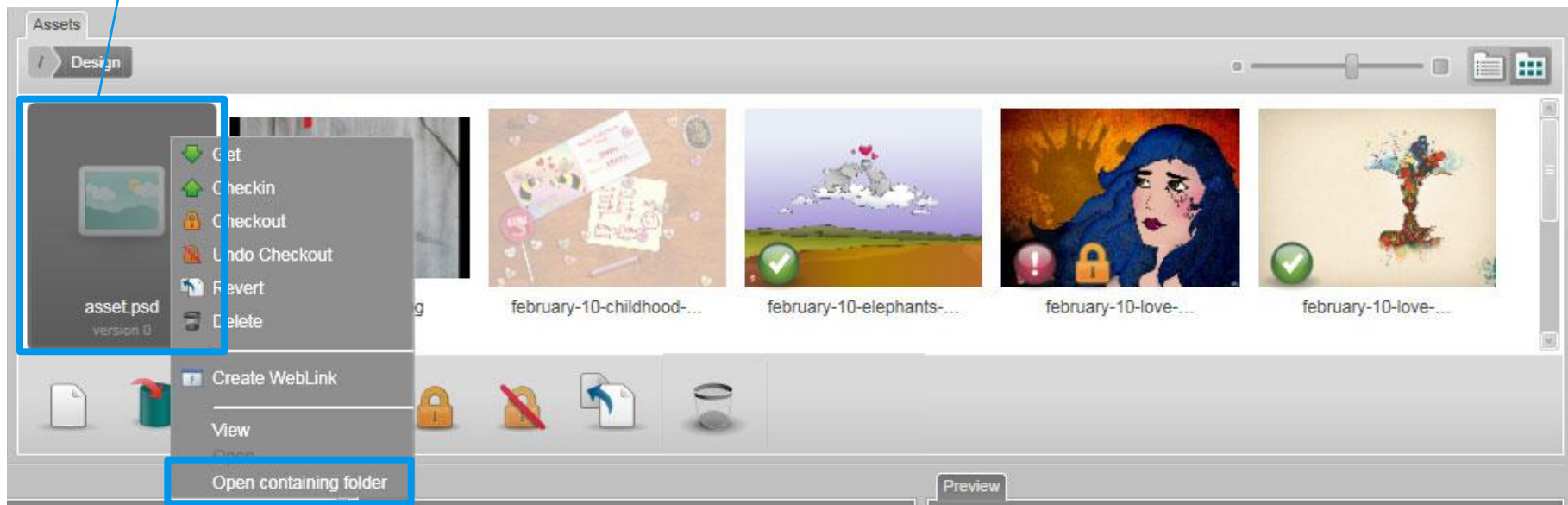
Optional: CheckOut (lock) the asset after creating it

7. Add a comment to this operation

8. Click "OK"

1a) Version control operations: Create Asset

9. The new (empty) asset will now appear.

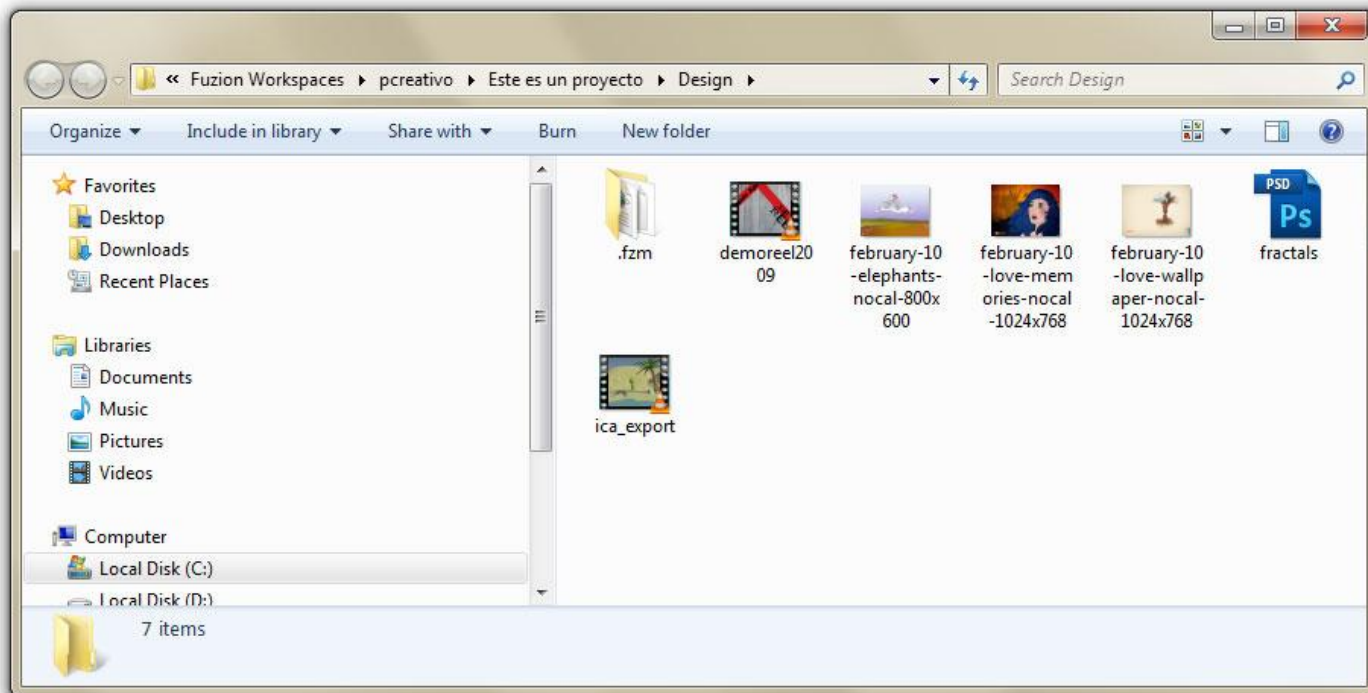


10. Right-click on it,
and select "Open
containing folder"

1a) Version control operations: Create Asset

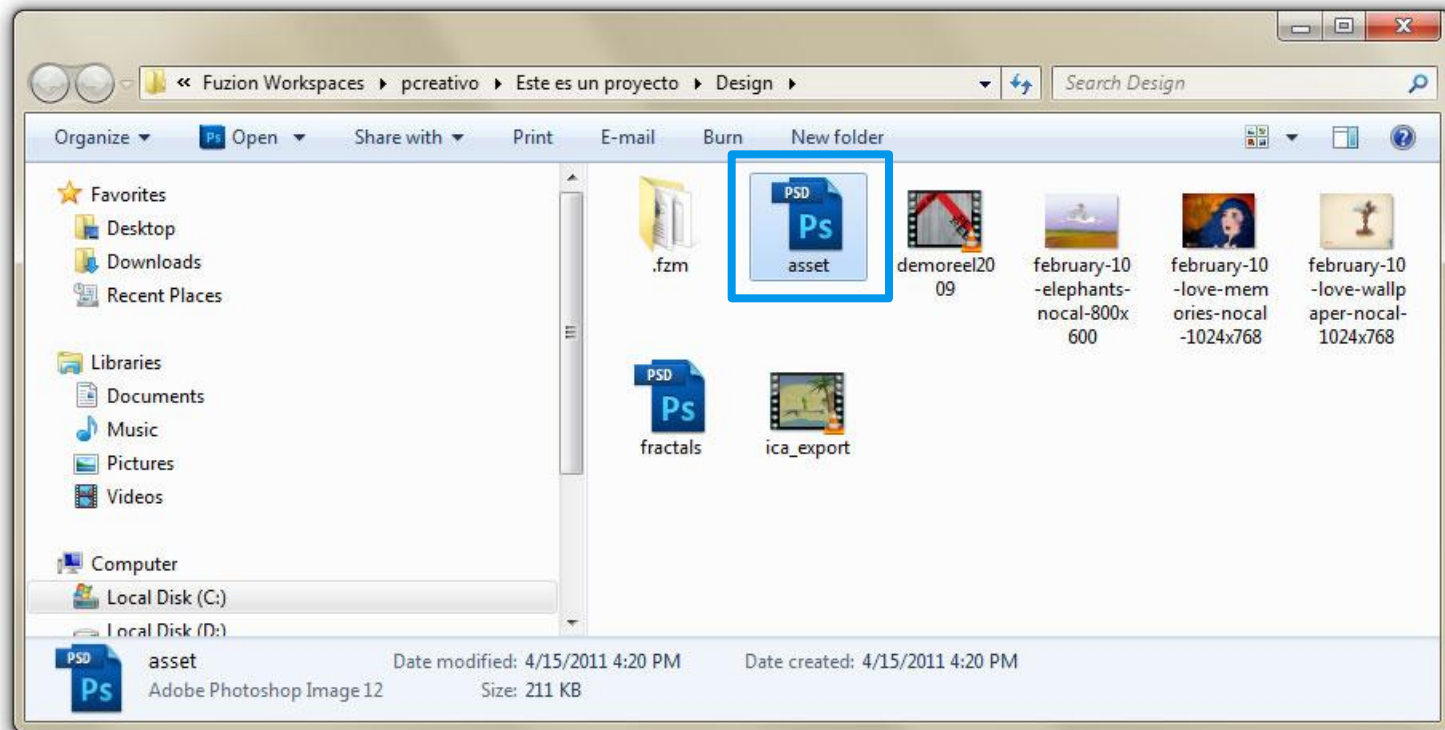
10. Your file browser will show up, showing the local project folder.

The asset we have just created still doesn't exist locally. We have to create it and upload it to the Repository.



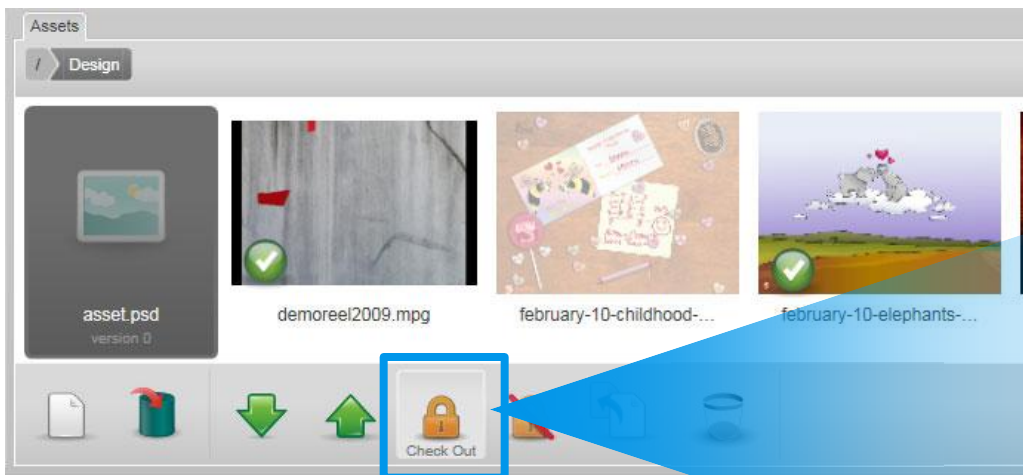
1a) Version control operations: Create Asset

11. As we created an asset named “asset.psd”, go to Photoshop, create a file with this name and extension, and save it in this folder.

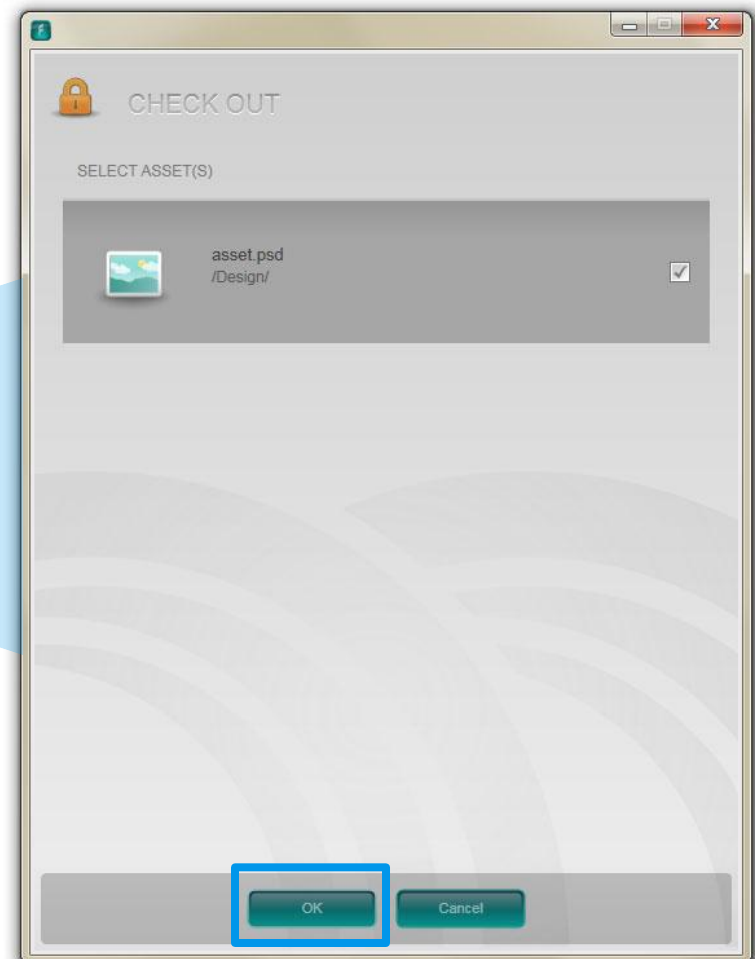


1a) Version control operations: Create Asset

12. Go back to Fuzion client, select the asset and click Check Out.

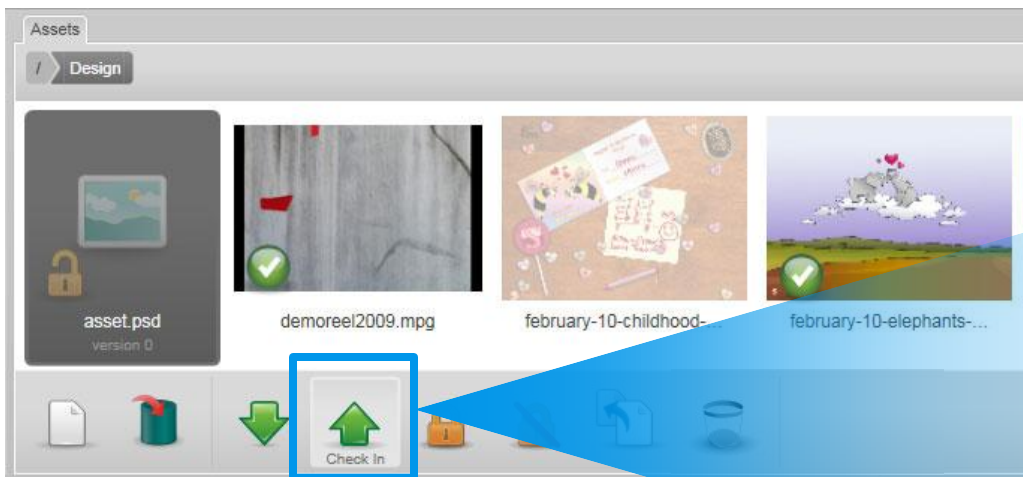


13. The Check Out dialog shows up. Click OK.

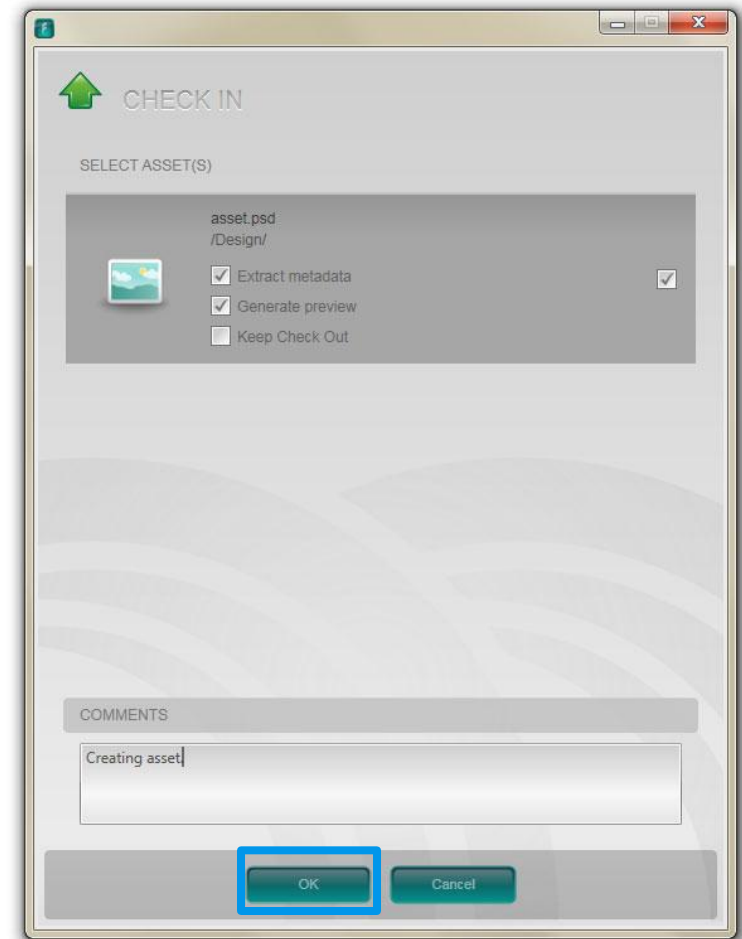


1a) Version control operations: Create Asset

14. Now, click Check In, to upload the asset to the Repository.

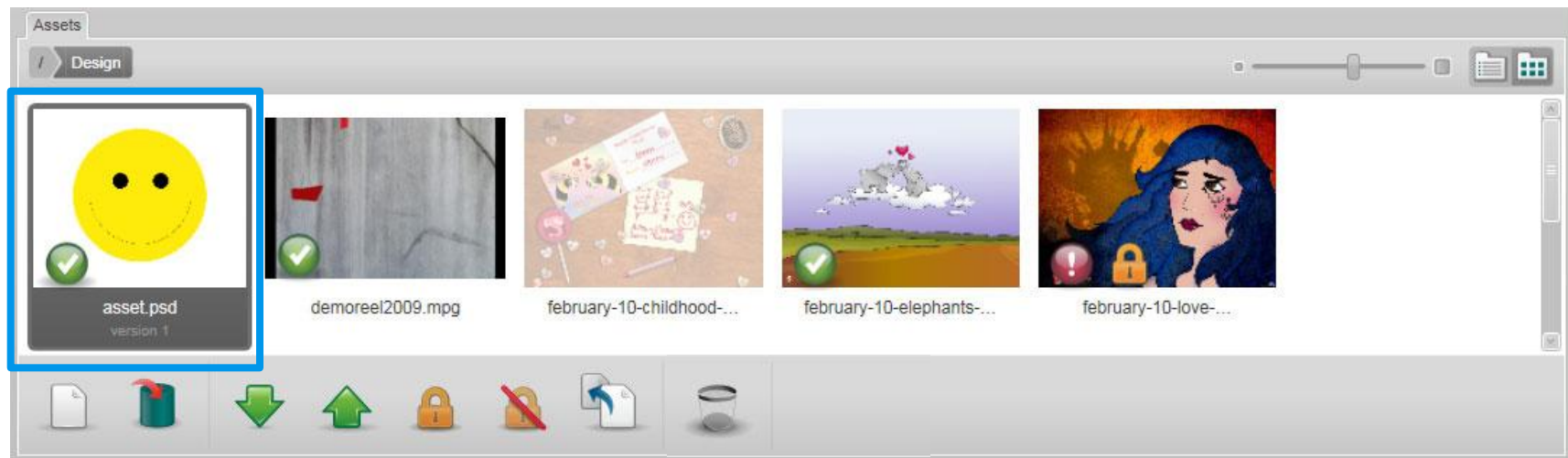


15. The Check In dialog shows up. Enter a comment and click OK.



1a) Version control operations: Create Asset

16. The asset will now be uploaded at the Repository.



1a) Version control operations: Import

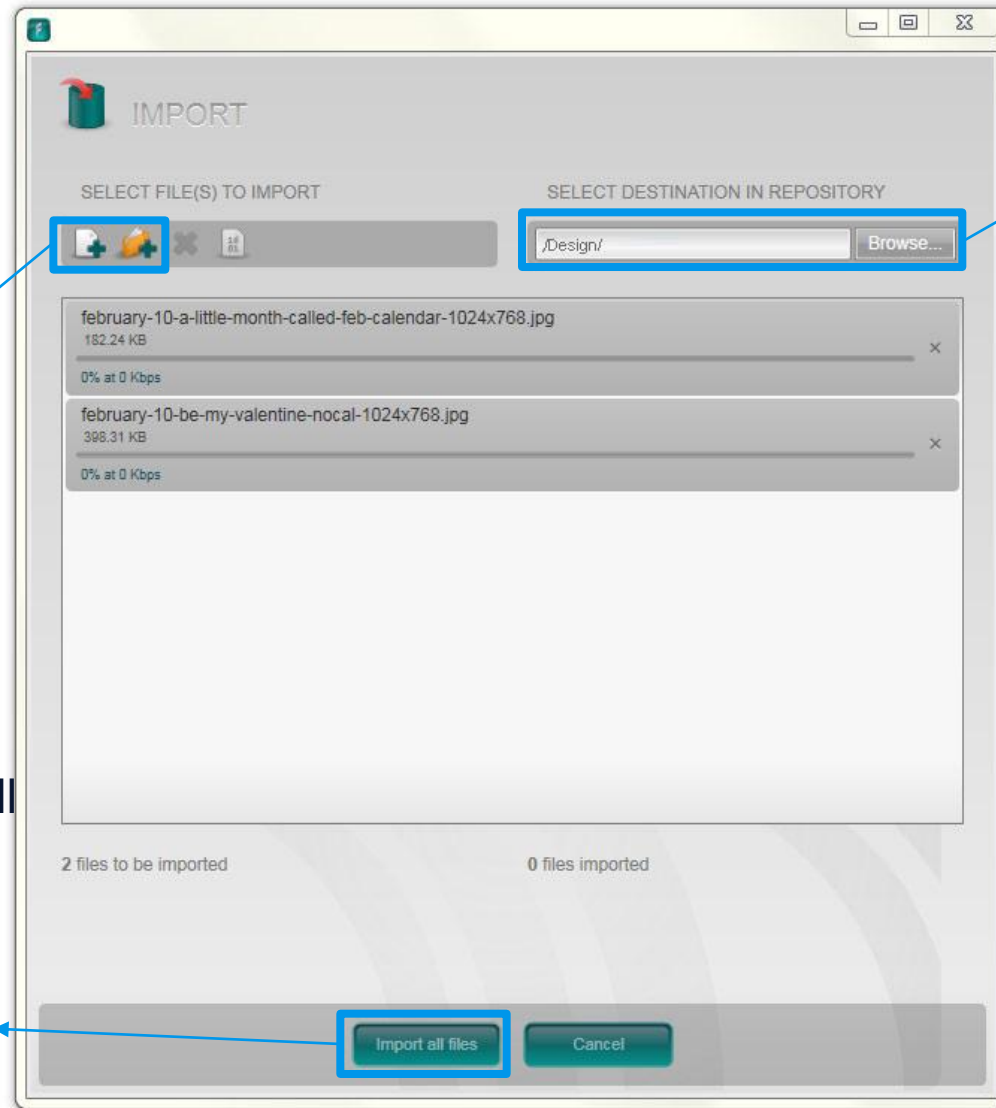
To import existing files into the Repository.



1. Click Import

1a) Version control operations: Import

2. Select
“Import files” or
“Import folders”



3. Choose a
location in the
Repository
where this files
will be stored.

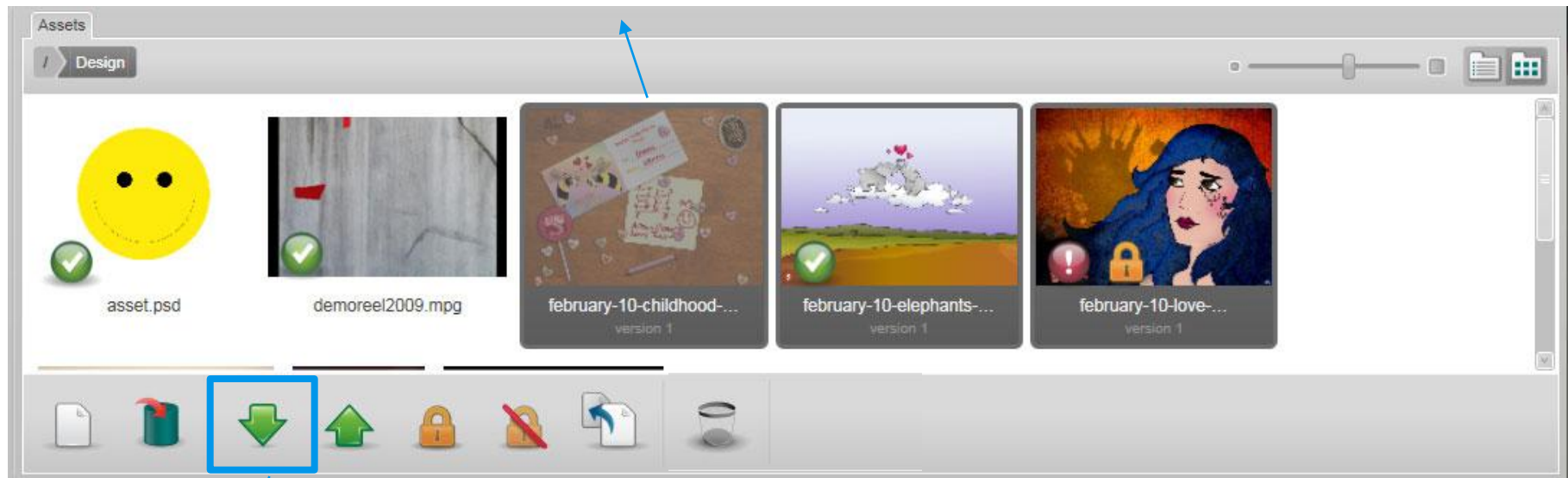
4. Click “Import all
files” to start the
operation.

When finished,
click Close.

1a) Version control operations: Get

To **download the latest version** (or any particular version) of an asset to my computer, do a Get.

1. Select assets

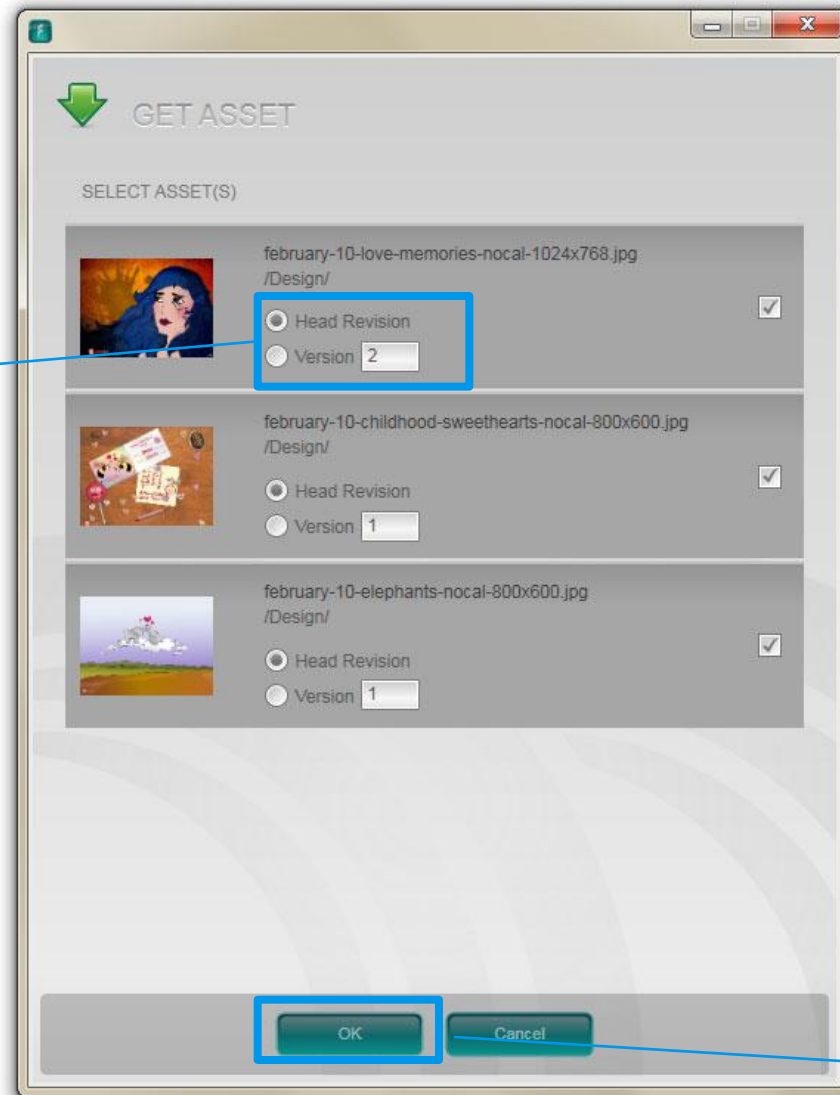


2. Click Get

1a) Version control operations: Get

3. Choose the version to download

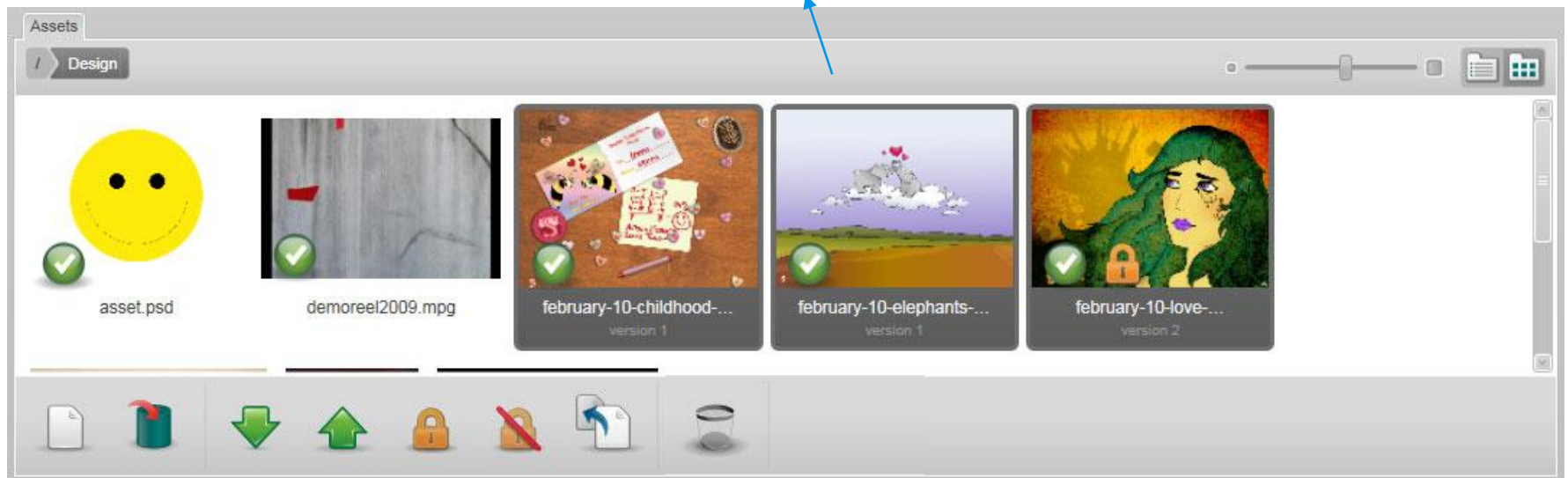
(Head Revision: latest version)



4. Click "OK"

1a) Version control operations: Get

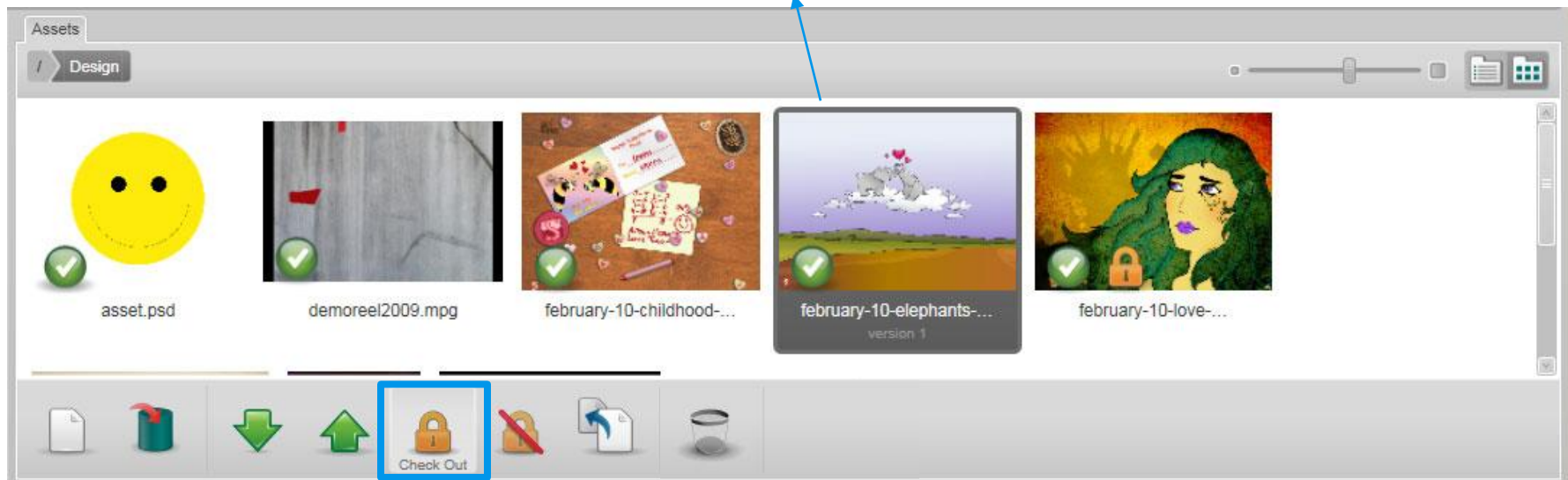
5. Now you have the latest version of the assets in your computer



1a) Version control operations: Check Out

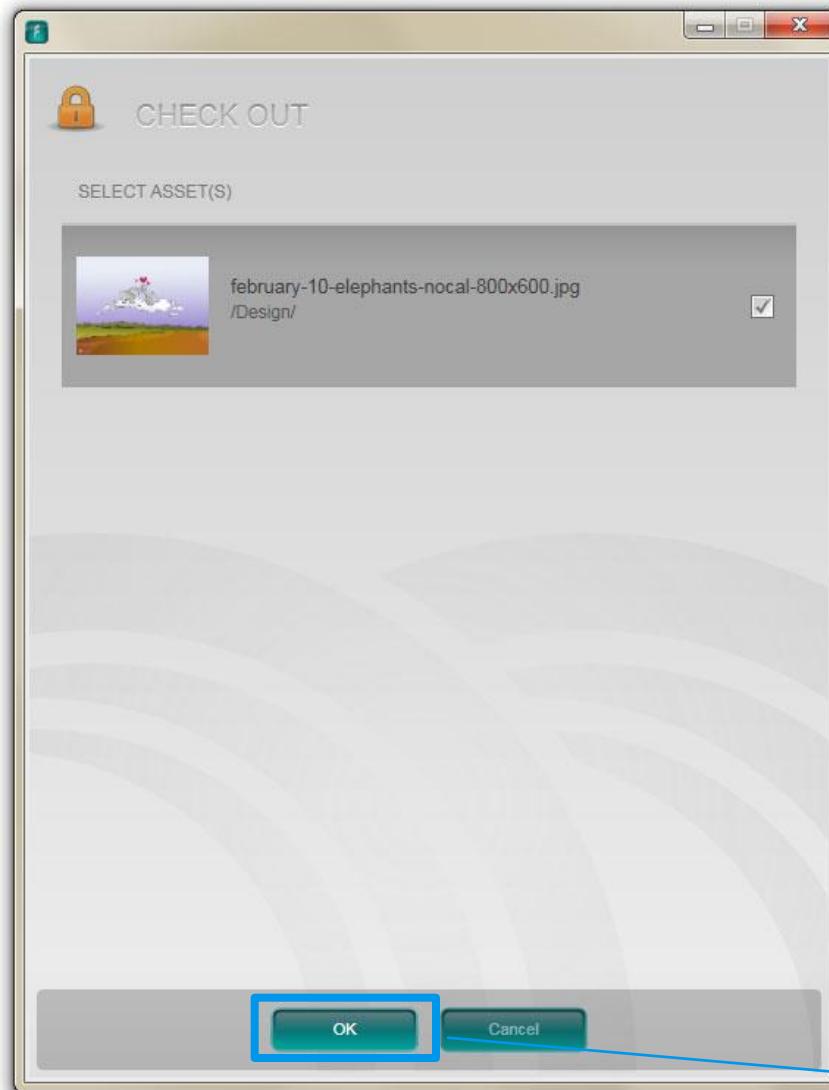
By default, all assets you download (Get) to your computer are read-only. **When you want to modify an asset**, you should lock it by doing a Check Out, so nobody can modify it while you are working on it (preventing the asset from being accidentally overwritten by another team member).

1. Select the asset(s) you want to edit



2. Click Check Out

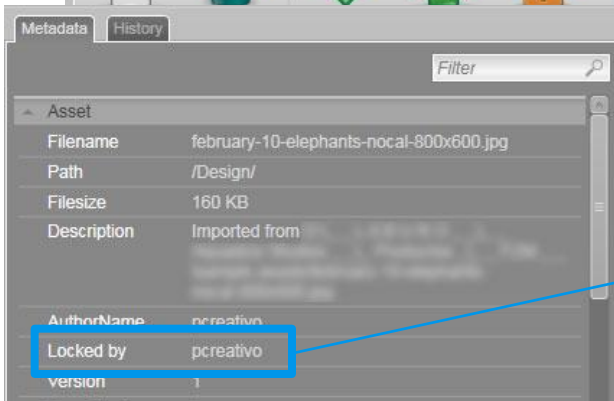
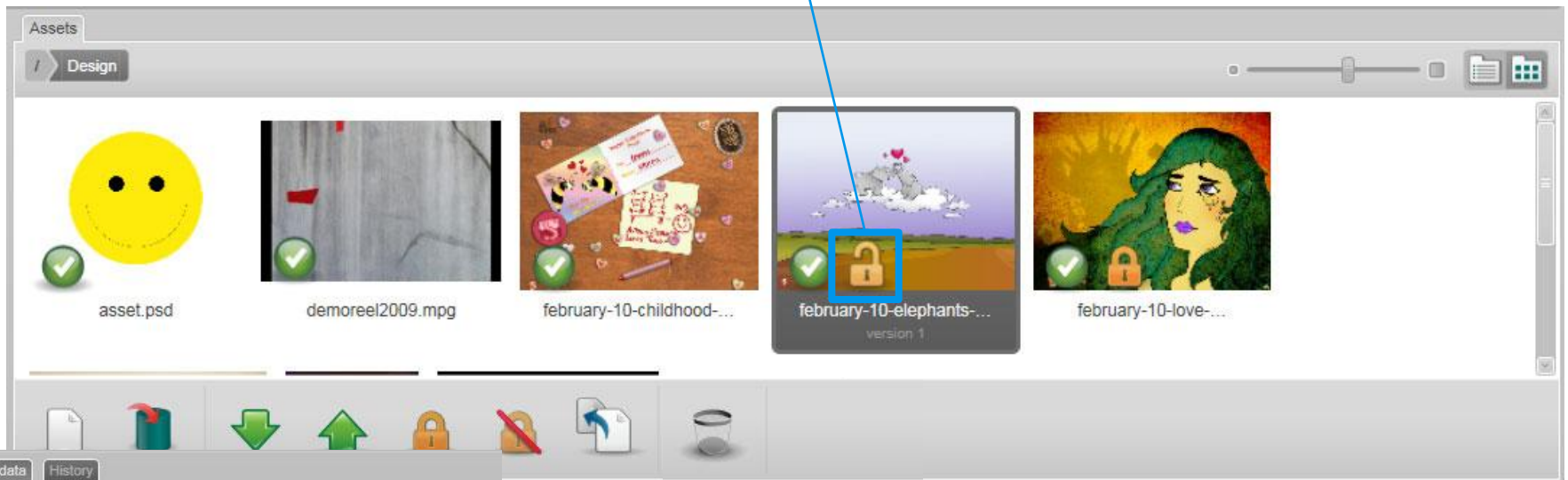
1a) Version control operations: Check Out



3. Click "OK"

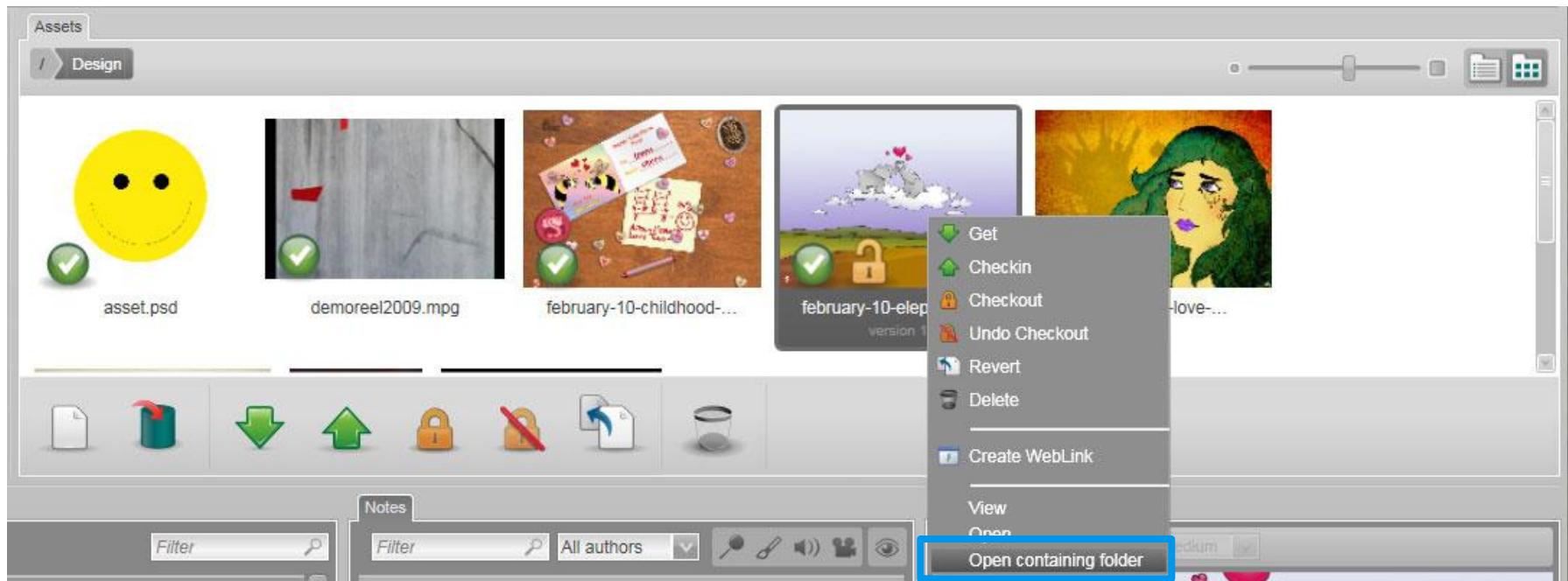
1a) Version control operations: Check Out

The asset will now have this icon



All users will be able to see who has Checked Out the asset by looking at its metadata

1a) Version control operations: Check Out

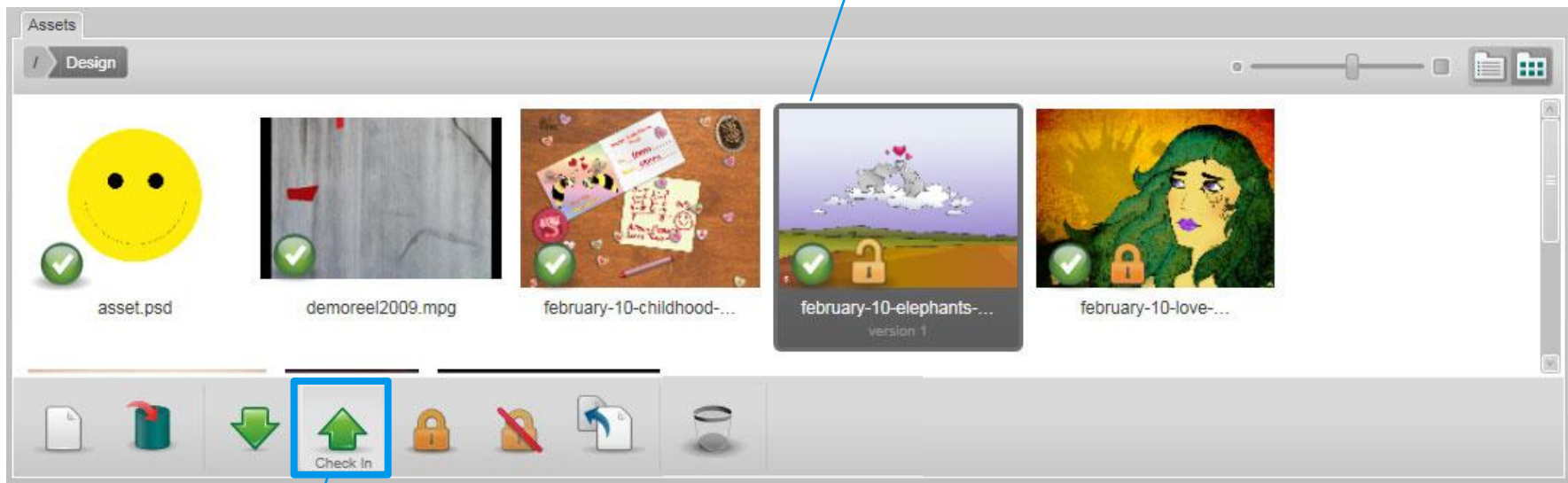


4. Now, to edit the file, right-click on it and select “Open containing folder”, and edit it with a software of your preference.

1a) Version control operations: Check In

Once you have modified the asset, do a Check In to **upload your changes to the Repository** (creating a new version of the asset).

1. Select asset(s)



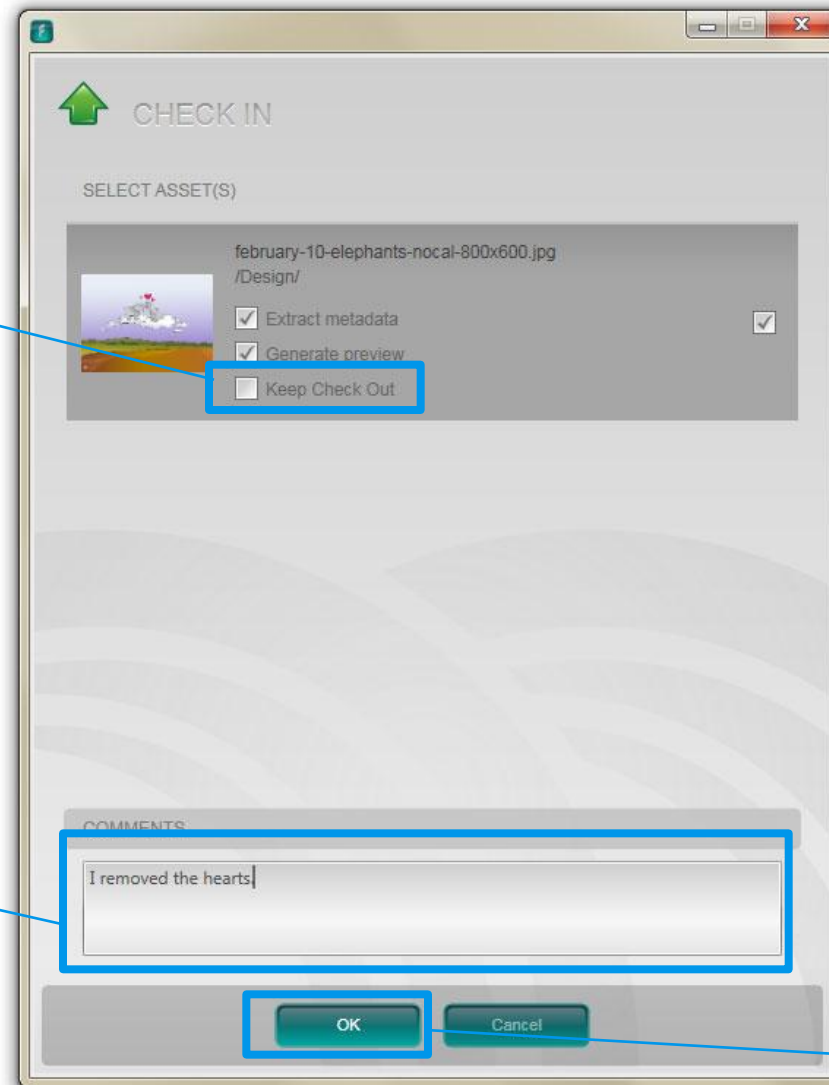
2. Click Check In

1a) Version control operations: Check In

3. Choose if you would like to keep the Check Out (if you would like to continue working on the file)

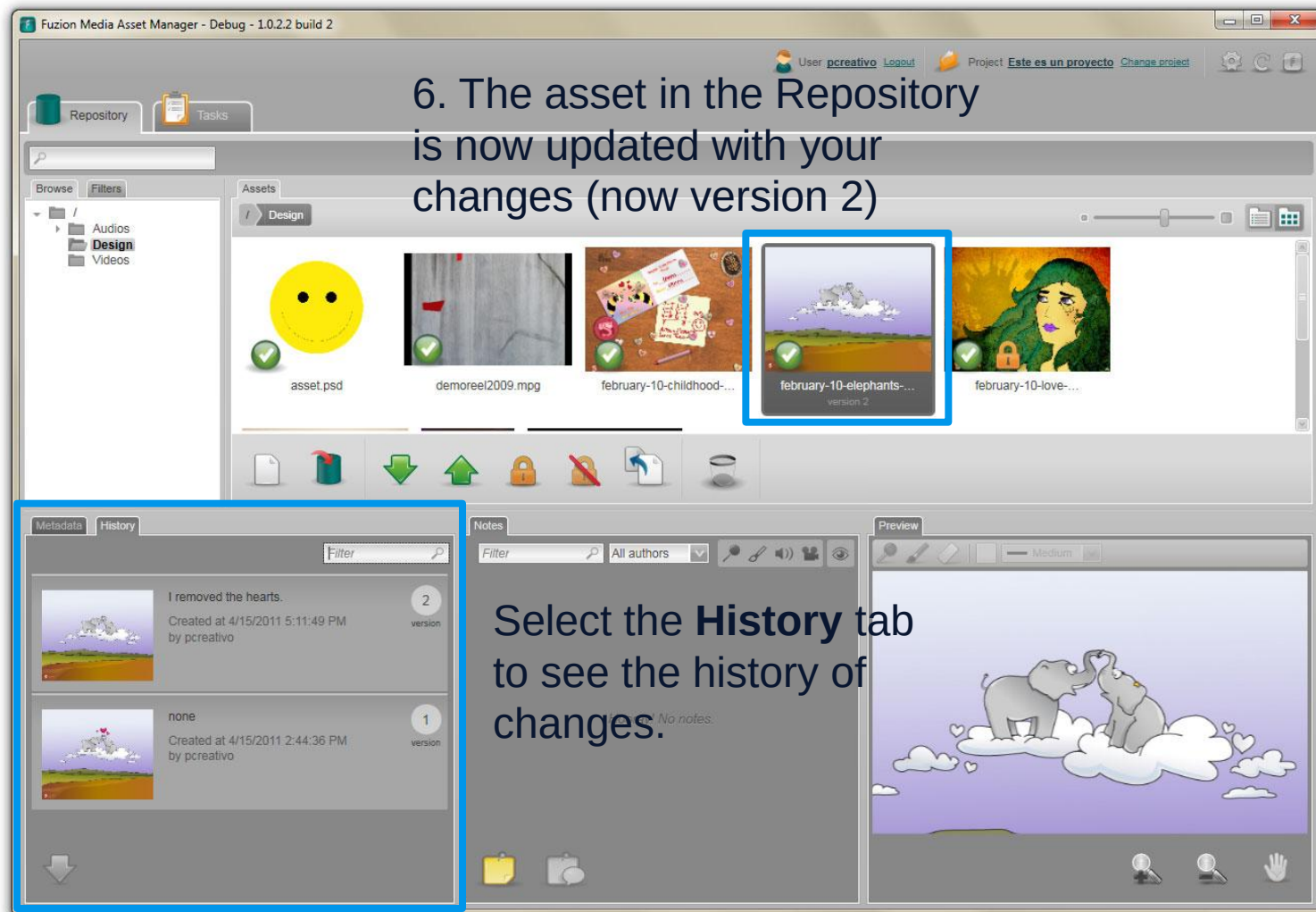
4. Add a comment about the changes you made to these assets

(e.g. "I removed the hearts")



5. Click "OK"

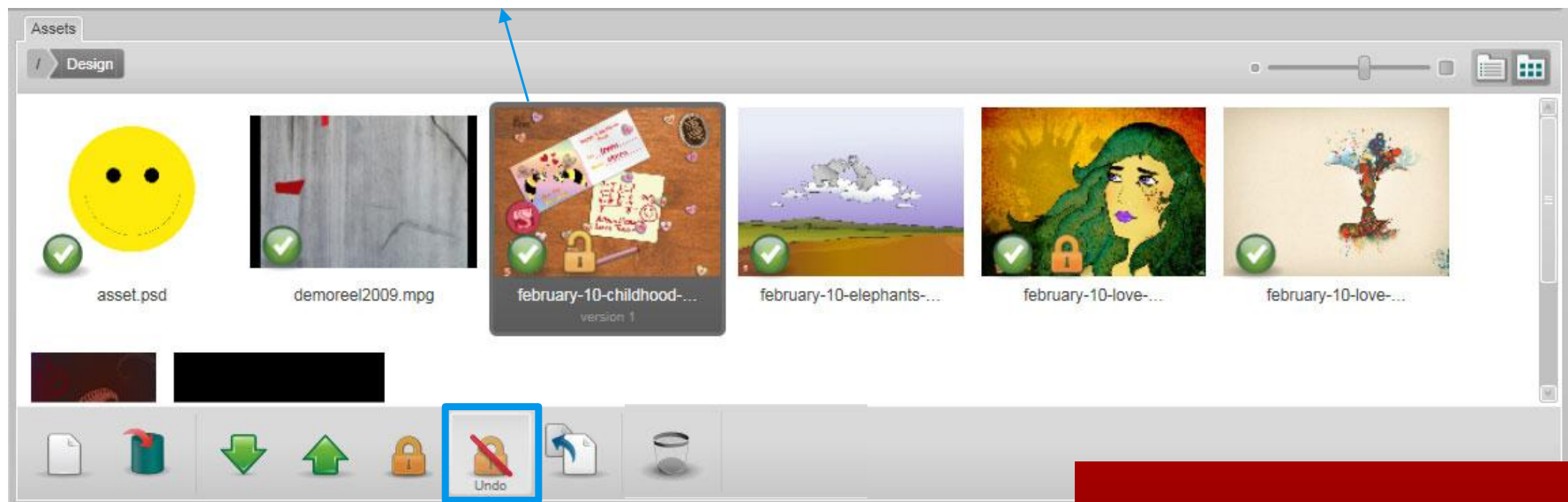
1a) Version control operations: Check In



1a) Version control operations: Undo Check Out

If, on the contrary, you want to **discard the changes you made to the asset, and release the lock** so that another user can edit it, do an Undo Check Out.

1. Select asset(s)

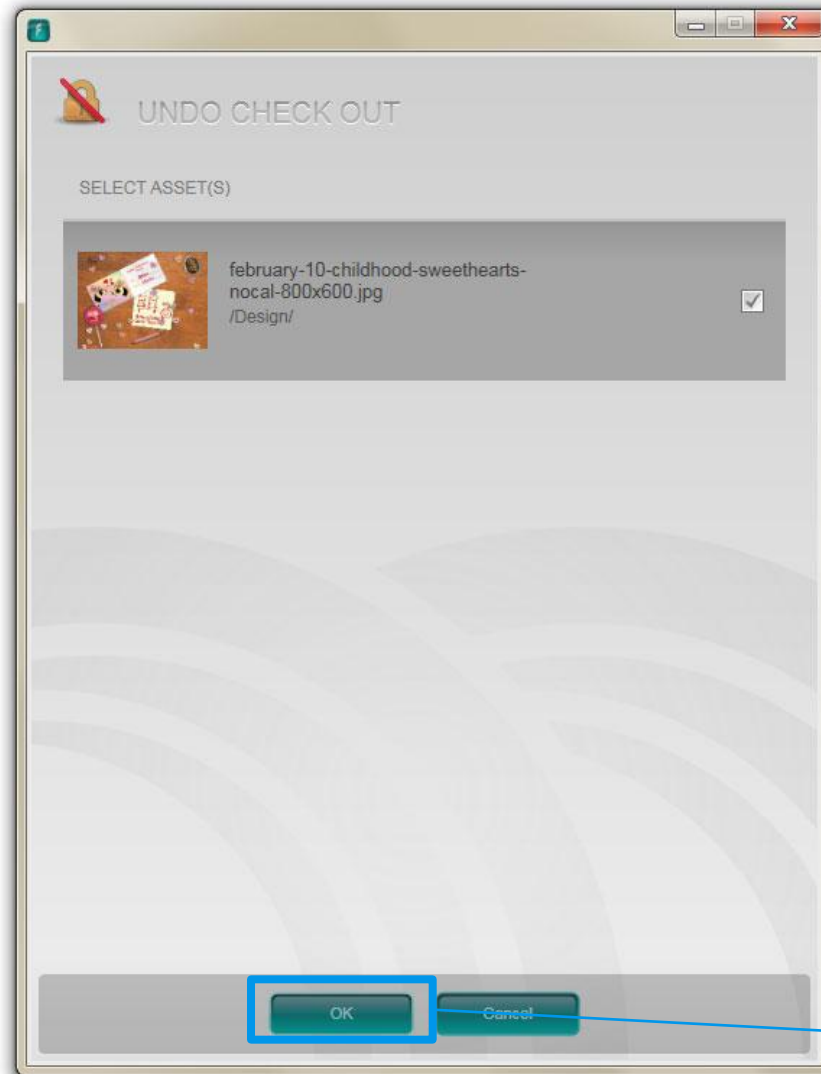


2. Click Undo CheckOut

Attention!

The changes you made to the asset will be lost!

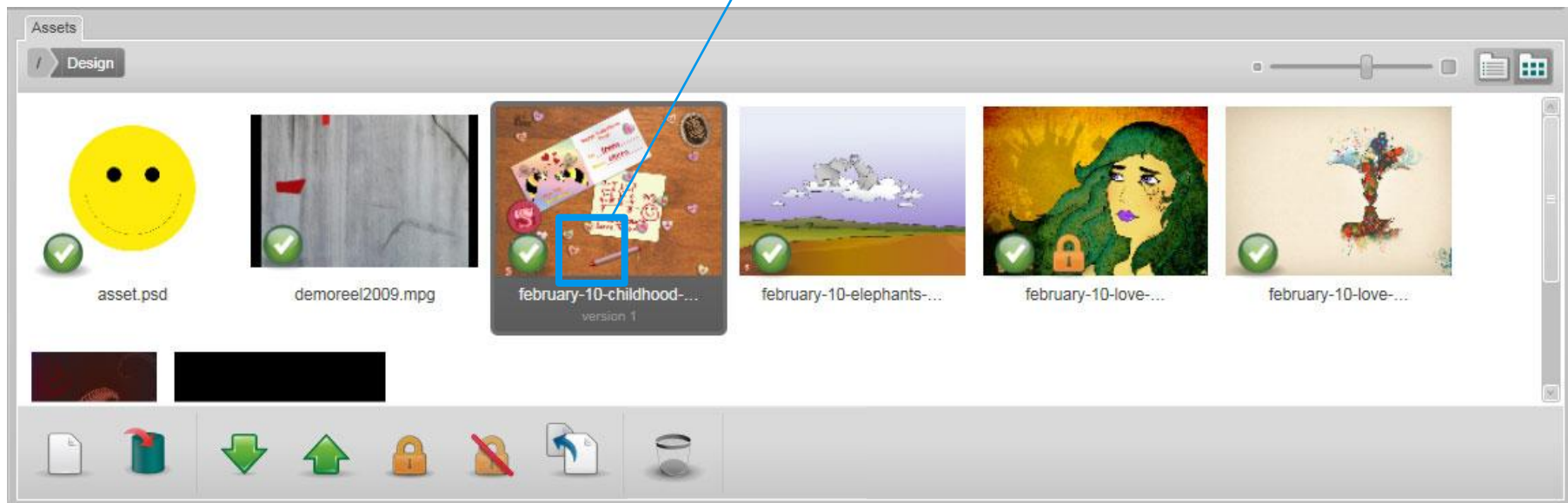
1a) Version control operations: Undo Check Out



3. Click "OK"

1a) Version control operations: Undo Check Out

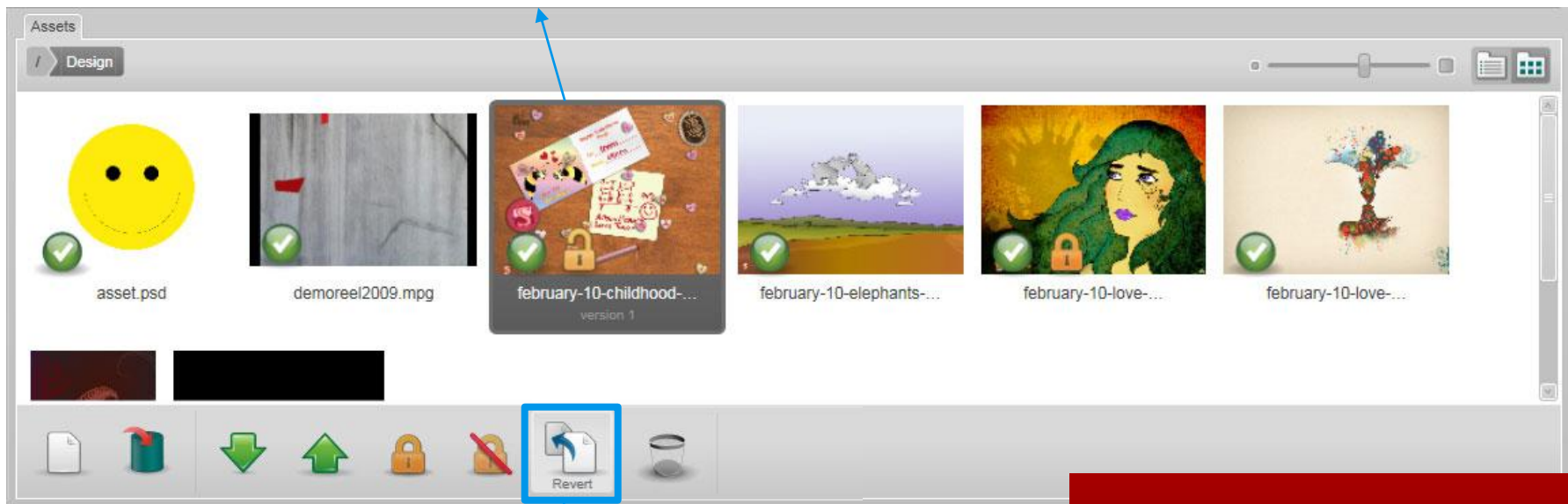
Now, the asset won't have the lock icon



1a) Version control operations: Revert

If you want to **discard the changes** you made to the asset, but **keep the lock**, do a Revert.

1. Select asset(s)

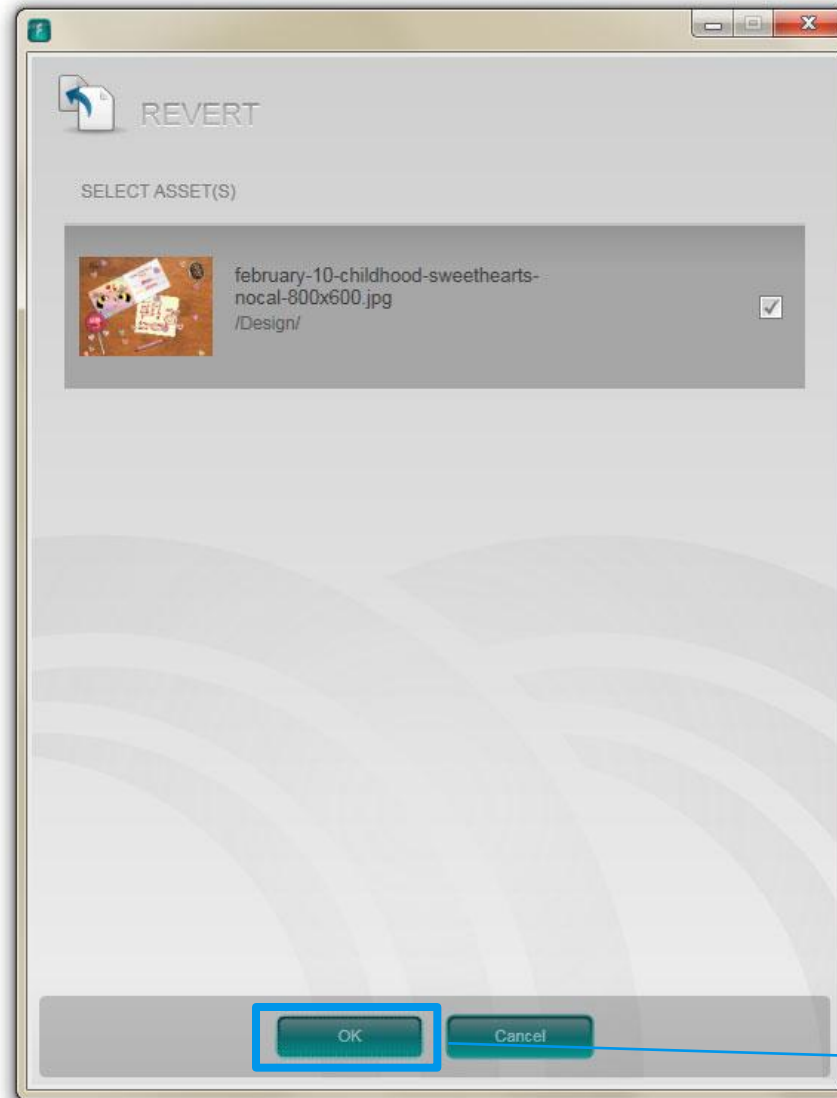


2. Click Revert

Attention!

The changes you made to the asset will be lost!

1a) Version control operations: Revert

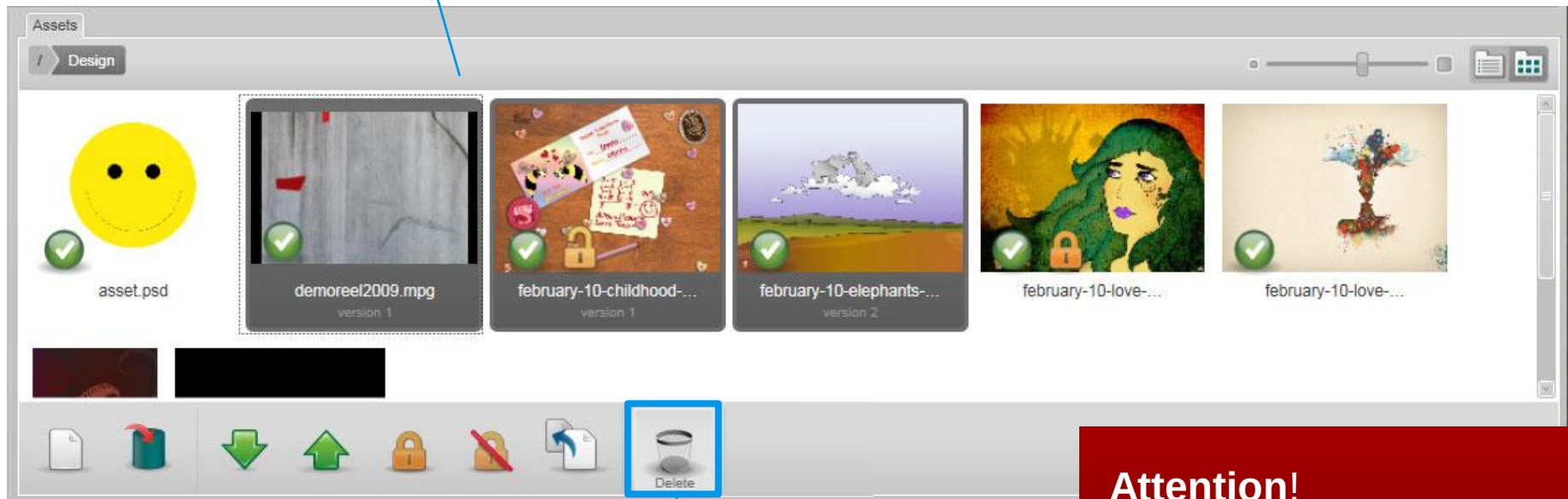


3. Click "OK"

1a) Version control operations: Delete

To **delete an asset from my computer** (but keep it in the Repository), do a Delete.

1. Select asset(s)

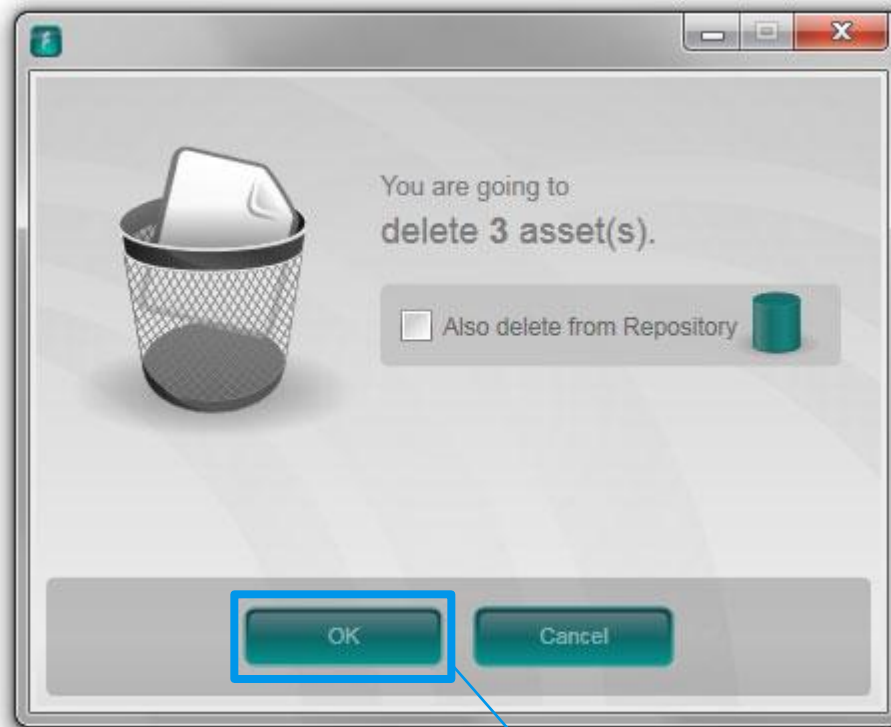


2. Click Delete

Attention!

Your local working copy will be erased, and your changes will be lost!

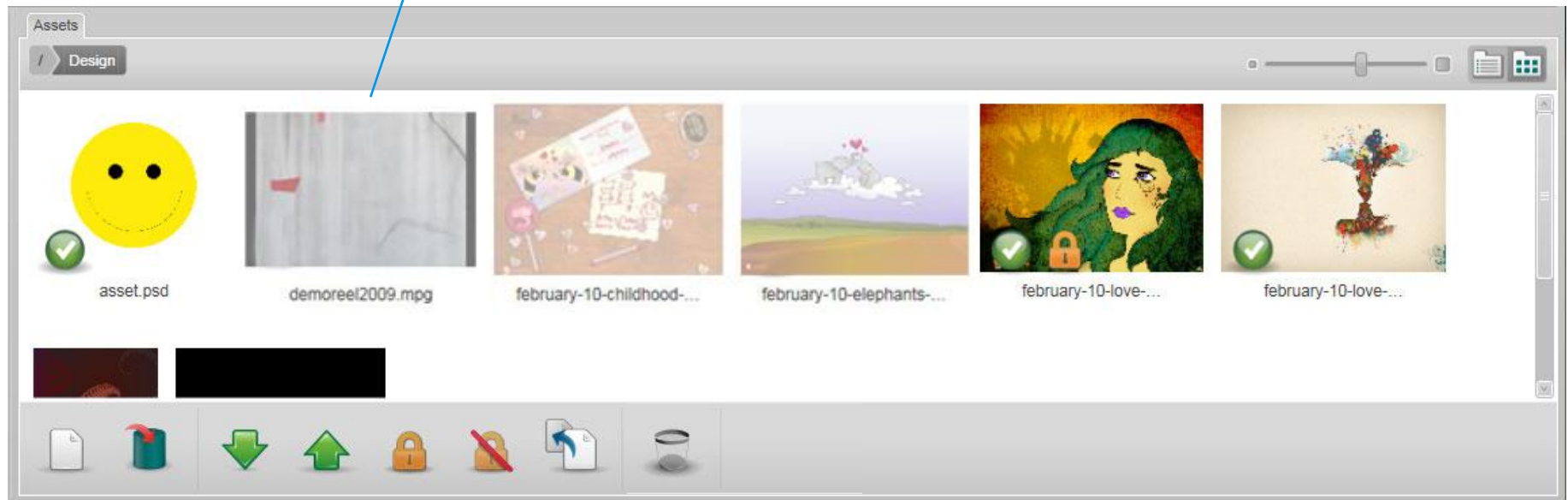
1a) Version control operations: Delete



3. Click "OK"

1a) Version control operations: Delete

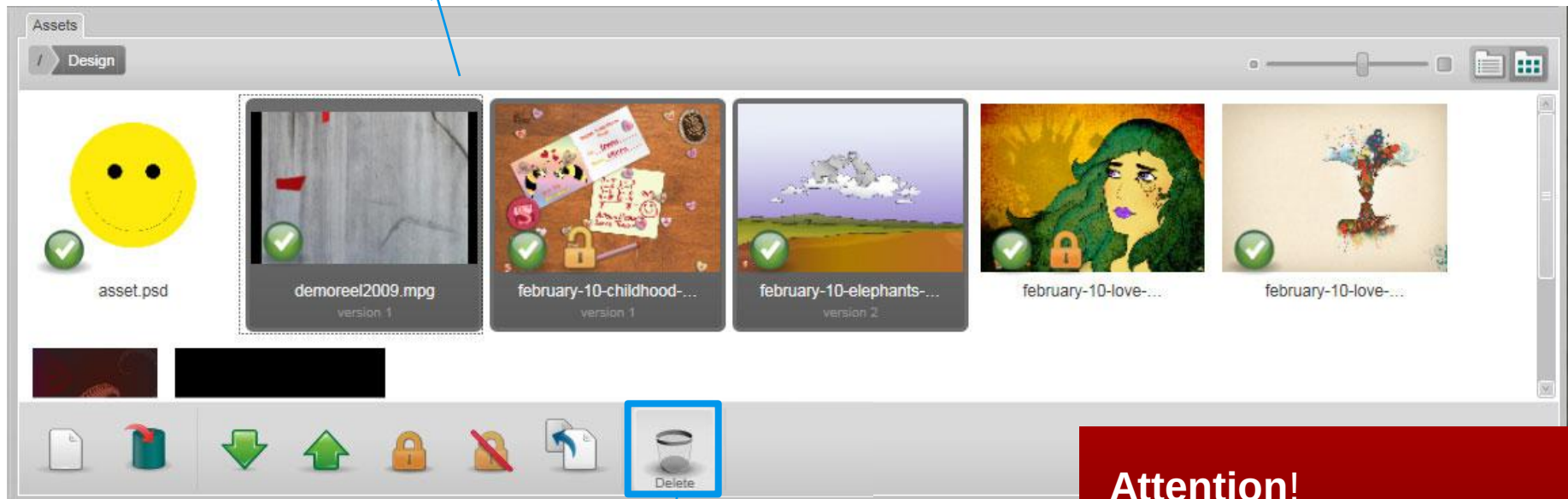
Now, the assets will look “washed out” (they are located in the Repository, but my local copy has been deleted).



1a) Version control operations: Delete

But if I want to **delete** an asset from my computer, and **ALSO** delete it from the Repository...

1. Select asset(s)

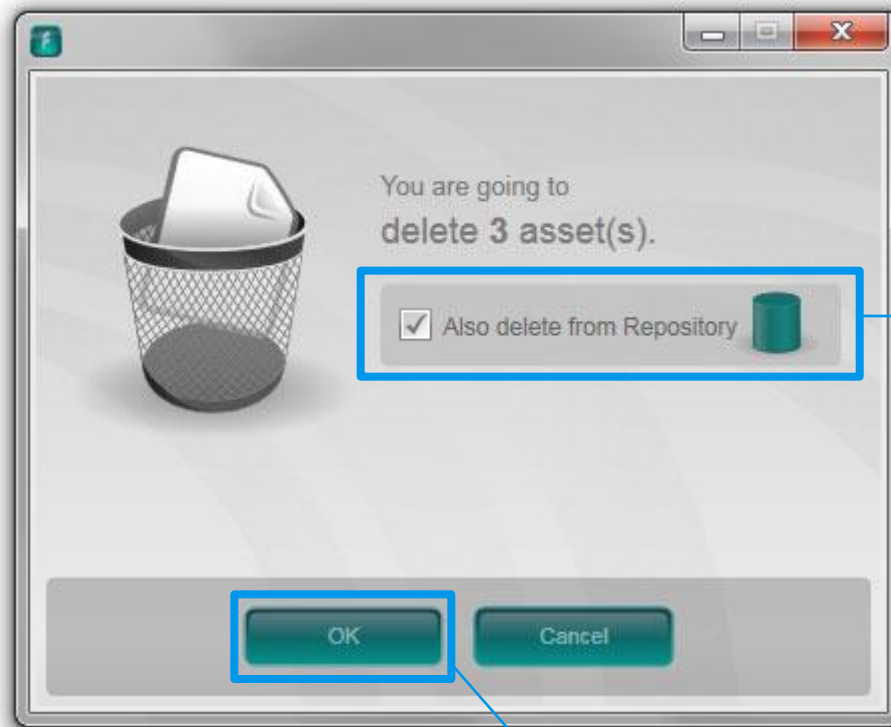


2. Click Delete

Attention!

Your local working copy will be erased, and your changes will be lost!

1a) Version control operations: Delete

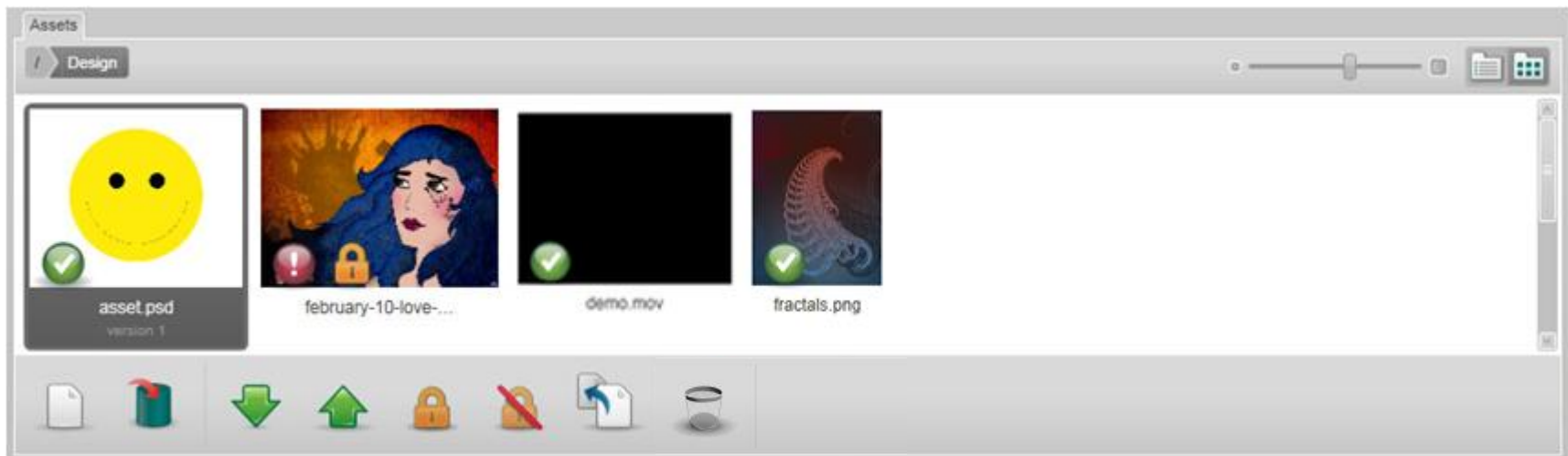


3. Select the
"Also delete
from the
Repository"
option

4. Click "OK"

1a) Version control operations: Delete

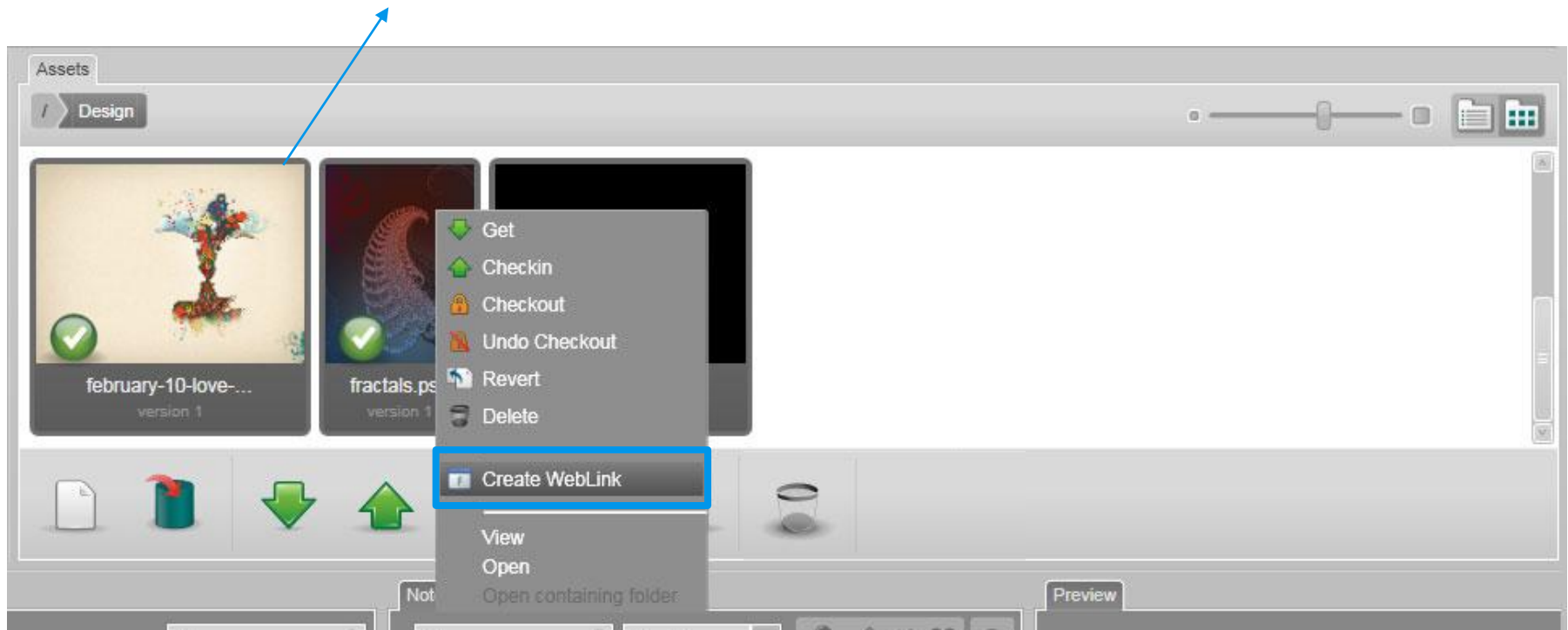
...the deleted assets will disappear from the Repository.



Create a WebLink

To publish assets to a web page to share with your customer, create a *WebLink*.

1. Select the assets you want to publish, right-click on them and select Create WebLink.

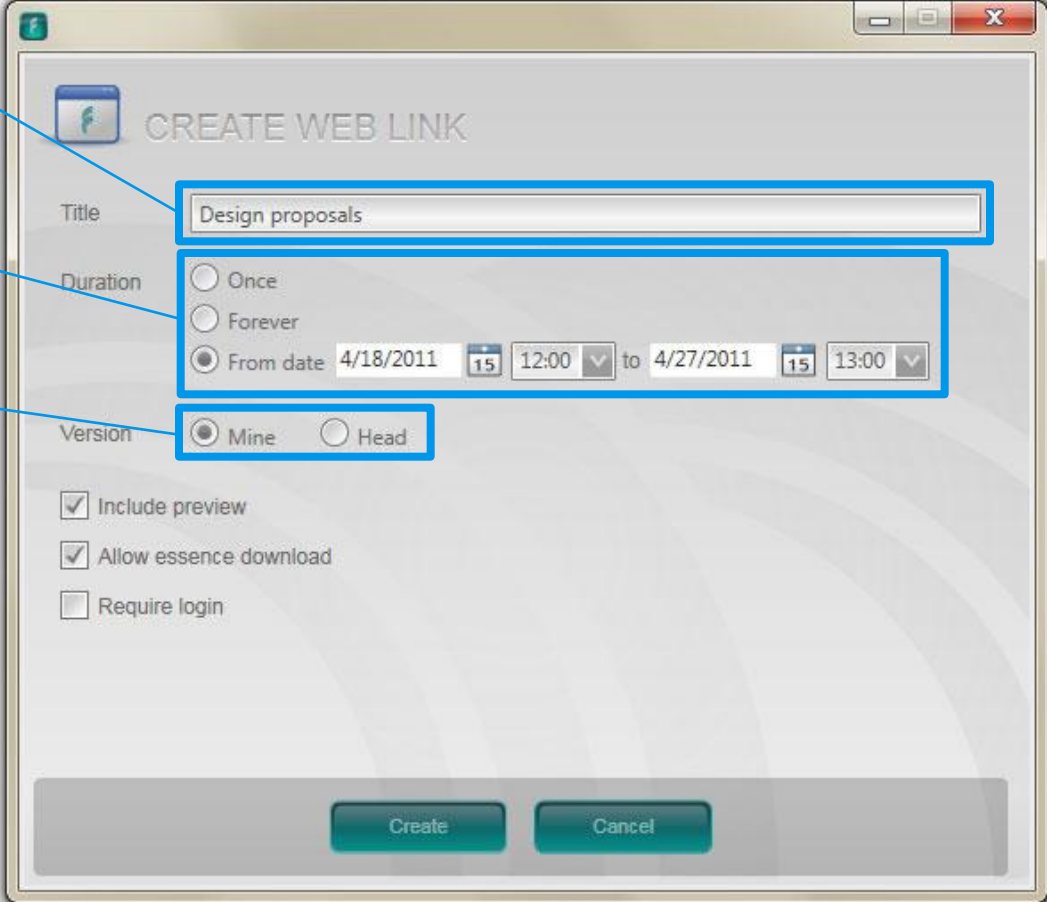


Create a WebLink

2. Enter a title for the WebLink

3. Define a duration for this WebLink
(if the WebLink has an expiration date or not)

4. Select whether you want to publish your local version of the assets (*Mine*) or the latest version of the assets in the Repository (*Head*).



The screenshot shows a 'CREATE WEB LINK' dialog box with the following fields and options:

- Title:** A text input field containing 'Design proposals'.
- Duration:** A section with three radio button options: 'Once', 'Forever', and 'From date'. The 'From date' option is selected, showing a date range from '4/18/2011 12:00' to '4/27/2011 13:00'.
- Version:** A section with two radio button options: 'Mine' (selected) and 'Head'.
- Checkboxes:** Three checkboxes are located at the bottom: 'Include preview' (checked), 'Allow essence download' (checked), and 'Require login' (unchecked).
- Buttons:** 'Create' and 'Cancel' buttons are at the bottom right.

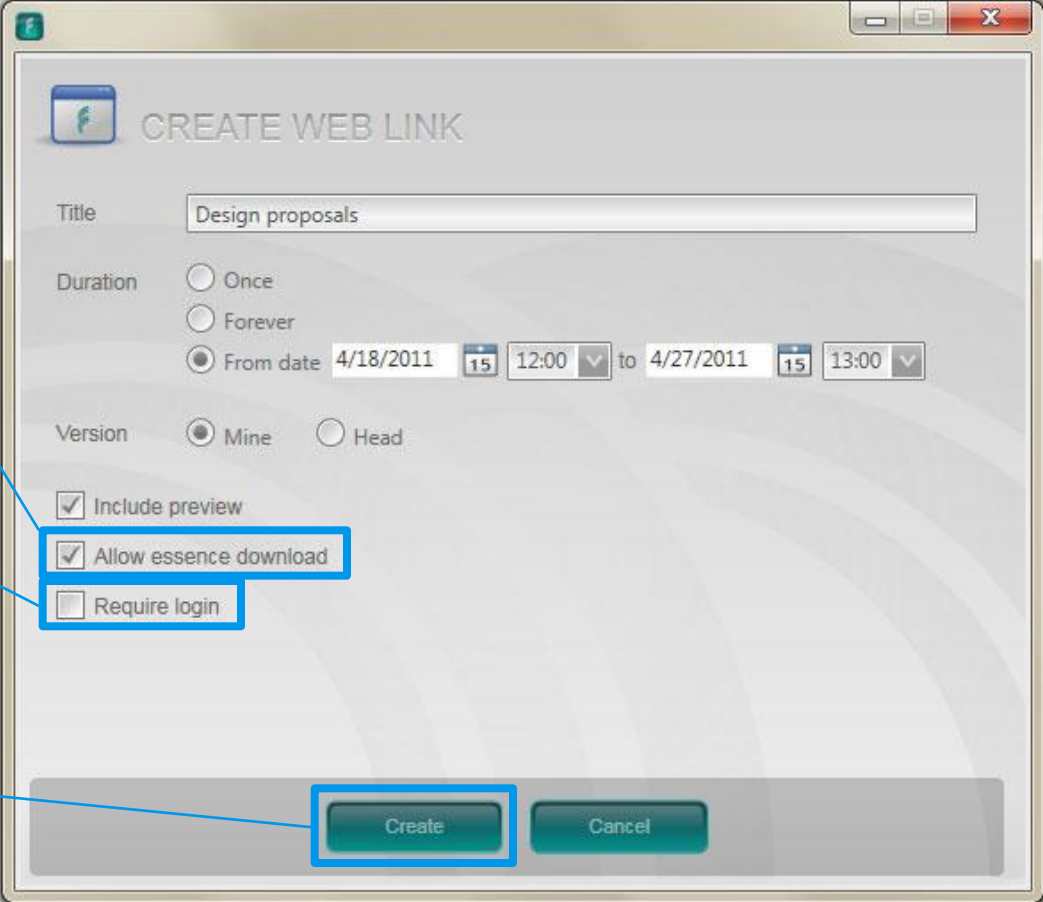
Blue arrows point from the numbered instructions to the corresponding fields in the dialog box: from instruction 2 to the Title field, from instruction 3 to the Duration section, and from instruction 4 to the Version section.

Create a WebLink

5. Choose if you want to allow the asset to be downloaded (or if the customer will only be able to see a low-res preview)

6. Choose if you want the customer to login to access the WebLink.
(to create a user for the customer, read the tutorial [IE-P1.3_FZM_Admin_Guide_EN.pdf](#))

7. Click Create



The screenshot shows a 'CREATE WEB LINK' dialog box with the following fields and options:

- Title:** Design proposals
- Duration:** Radio buttons for 'Once', 'Forever', and 'From date'. The 'From date' option is selected, with a date range from 4/18/2011 12:00 to 4/27/2011 13:00.
- Version:** Radio buttons for 'Mine' and 'Head'. 'Mine' is selected.
- Include preview:** ☒ (checked)
- Allow essence download:** ☒ (checked, highlighted with a blue box)
- Require login:** ☐ (unchecked, highlighted with a blue box)
- Buttons:** 'Create' and 'Cancel' buttons at the bottom. The 'Create' button is highlighted with a blue box.

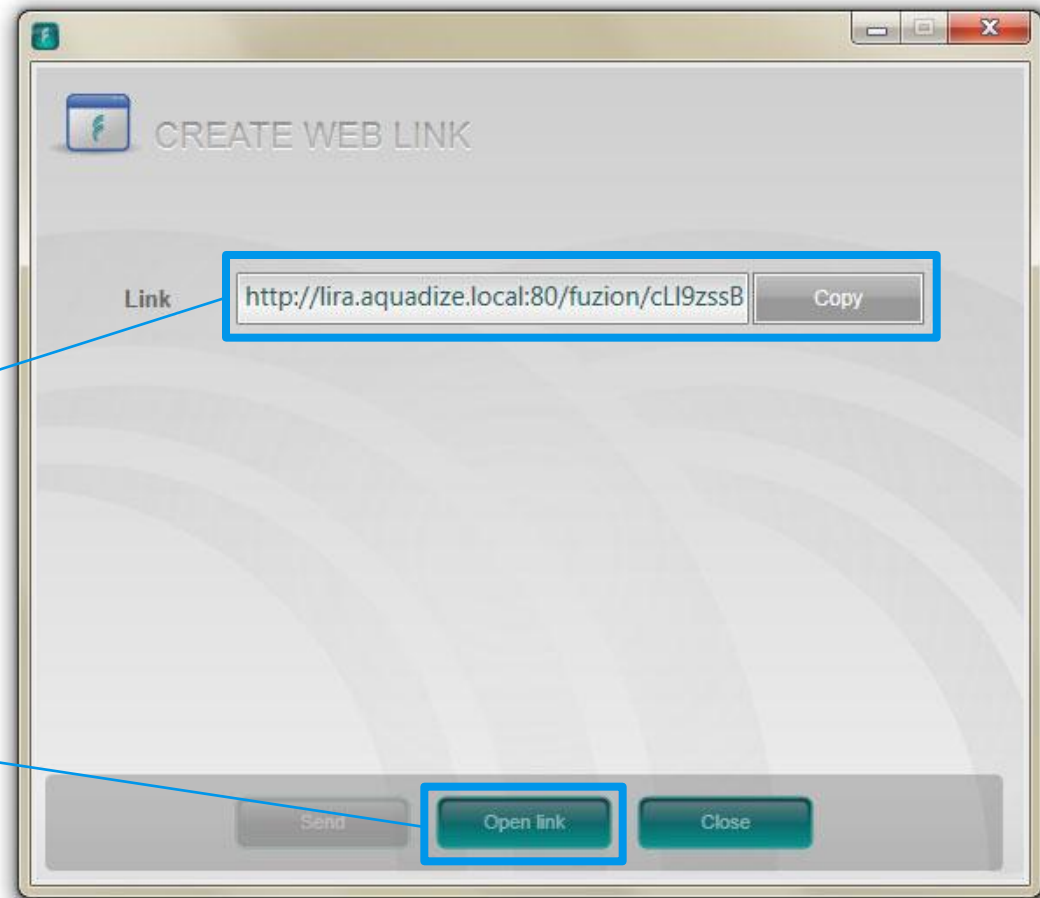
Blue arrows point from the text instructions to the corresponding elements in the dialog box: from instruction 5 to 'Allow essence download', from instruction 6 to 'Require login', and from instruction 7 to the 'Create' button.

Create a WebLink

Fuzion will generate a *tiny URL* to access this WebLink, not visible to search engines.

8. Copy the URL and send it to your customer...

... or you can directly open it on a web browser by clicking Open Link.



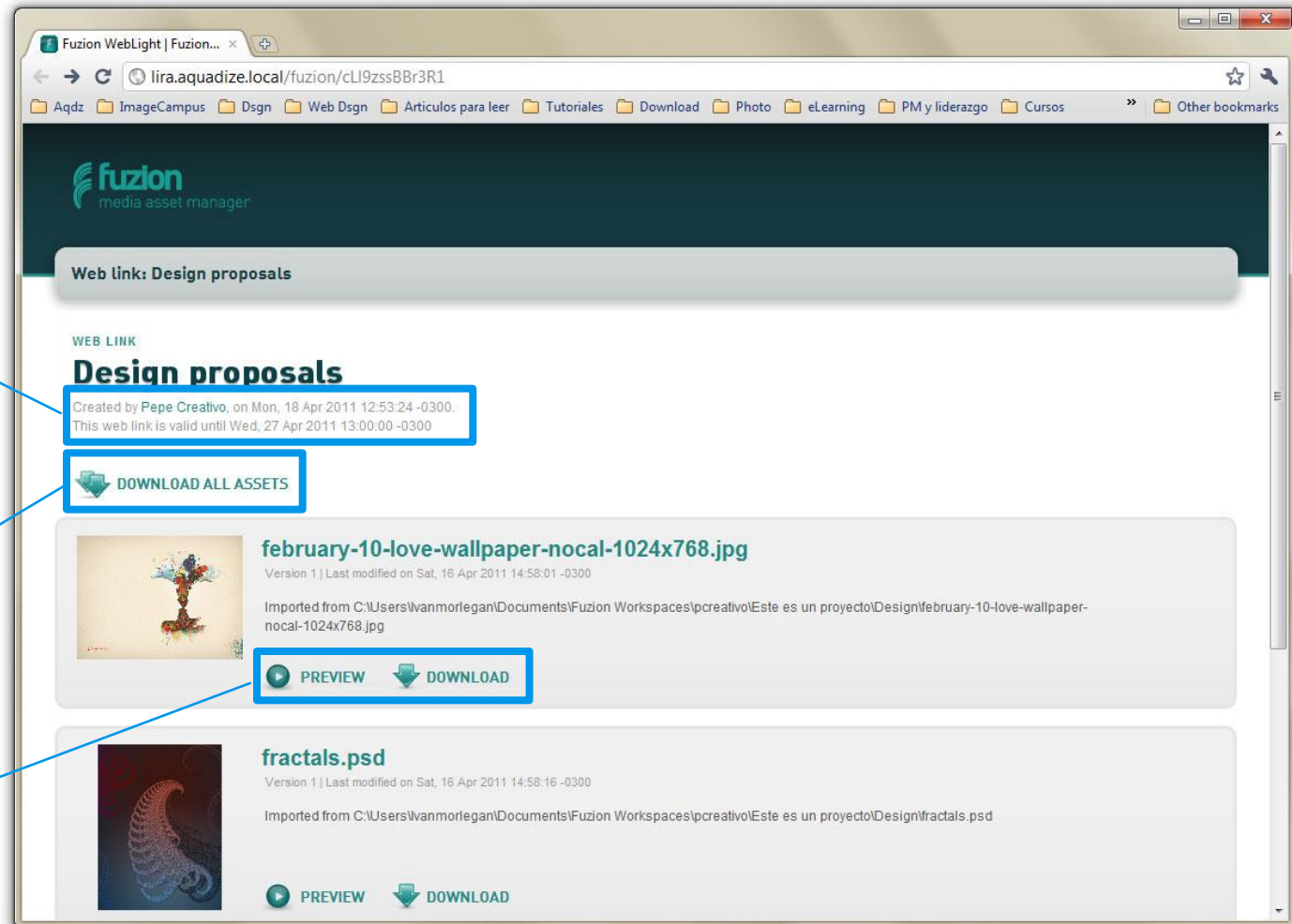
Create a WebLink

Your created
WebLink on a
web browser

Information about the
author, creation date
and expiration date of
this WebLink.

Link to quickly
download ALL
published assets
(compressed in a.zip
file)

Preview and
Download the asset



Asset's details

Fuzion Media Asset Manager - 1.0.6.6

User: admin | Project: Sample project

Admin | Repository | Tasks

Browse | Filters

Folders: Sample assets

Assets: Sample assets

Asset preview: fractals.png version 5

Metadata / Version history

Notes

Asset preview

1b

1c

Metadata

Filename: fractals.png
Path: /Sample assets/
Filesize: 579 KB
Description: Imported from D:\fractals.png
AuthorName: admin
Locked by: admin
Version: 5
HeadVersion: 7

Custom

Tags: fractal, iterations, blue

Image

Width: 600
Height: 900
Depth: 1
BPP: 24
Current: DAB

Notes

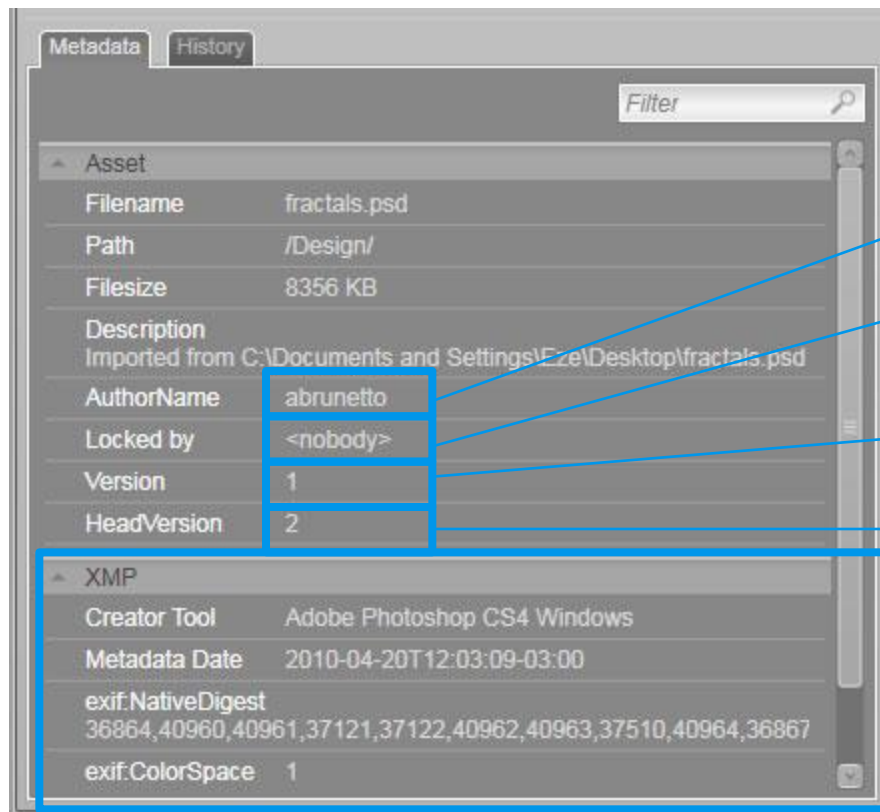
5 version
admin: 6/10/2011 1:30:37 AM
Some more fractals in here would look nice.
Replied by admin: 6/10/2011 1:30:45 AM
Ok, I'll add them.

5 version
admin: 6/10/2011 1:30:00 AM
I don't like how this color looks. Please, change it.
Replied by admin: 6/10/2011 1:30:11 AM
What color would you like?

Preview

Medium

1b) Metadata



Asset author

Who has Checked Out
(locked) the asset

Local (working copy) version

Latest version (in the
Repository)

Other metadata

1c) Notes

Note

Filters

Show / hide all visual notes

Notes

Filter

All authors

1 version

Ivanmorlegan 9/24/2010 9:48:32 PM

Agregar mas fractales en esta parte

1 version

Ivanmorlegan 9/24/2010 9:45:39 PM

Los colores de esta parte no me convencen.

Replied by Ivanmorlegan 9/24/2010 9:45:50 PM

Que colores te parece que funcionarían?

Asset version

Reply to note

Reply to note

Create new nota

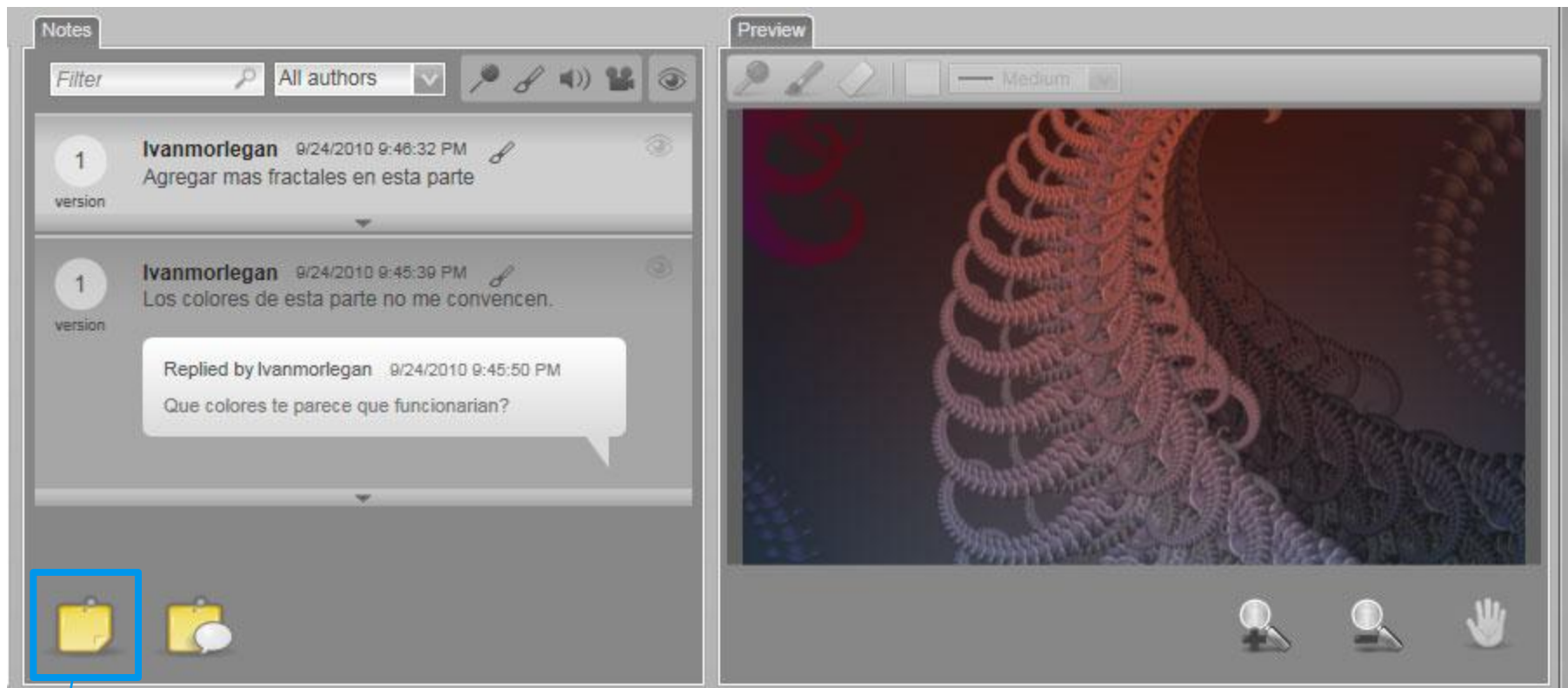
Preview

Medium

The image shows a software interface for managing notes and previewing 3D models. The 'Notes' panel on the left has a search bar and a dropdown for 'All authors'. It lists two notes by 'Ivanmorlegan' from 9/24/2010. The first note is 'Agregar mas fractales en esta parte' and the second is 'Los colores de esta parte no me convencen.'. A reply to the second note is shown: 'Replied by Ivanmorlegan 9/24/2010 9:45:50 PM' with the text 'Que colores te parece que funcionarían?'. At the bottom of the Notes panel are icons for 'Create new nota' (a yellow notepad) and 'Reply to note' (a yellow notepad with a speech bubble). The 'Preview' panel on the right shows a 3D fractal model with a 'Medium' zoom level. At the bottom of the Preview panel are icons for zooming in, zooming out, and panning.

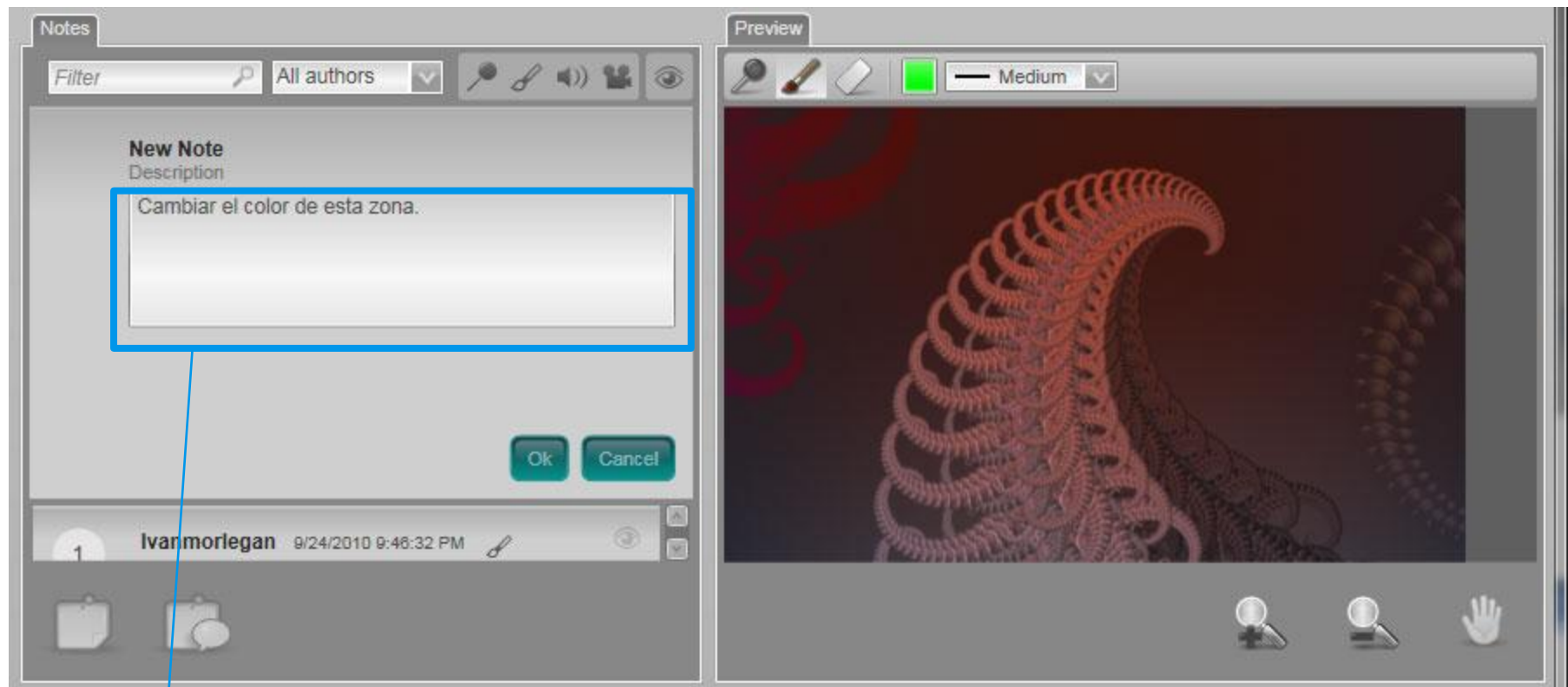
1c) Create a note on an asset

→ To give visual feedback about an asset, create a Note.



1. Click Create note

1c) Create a note on an asset

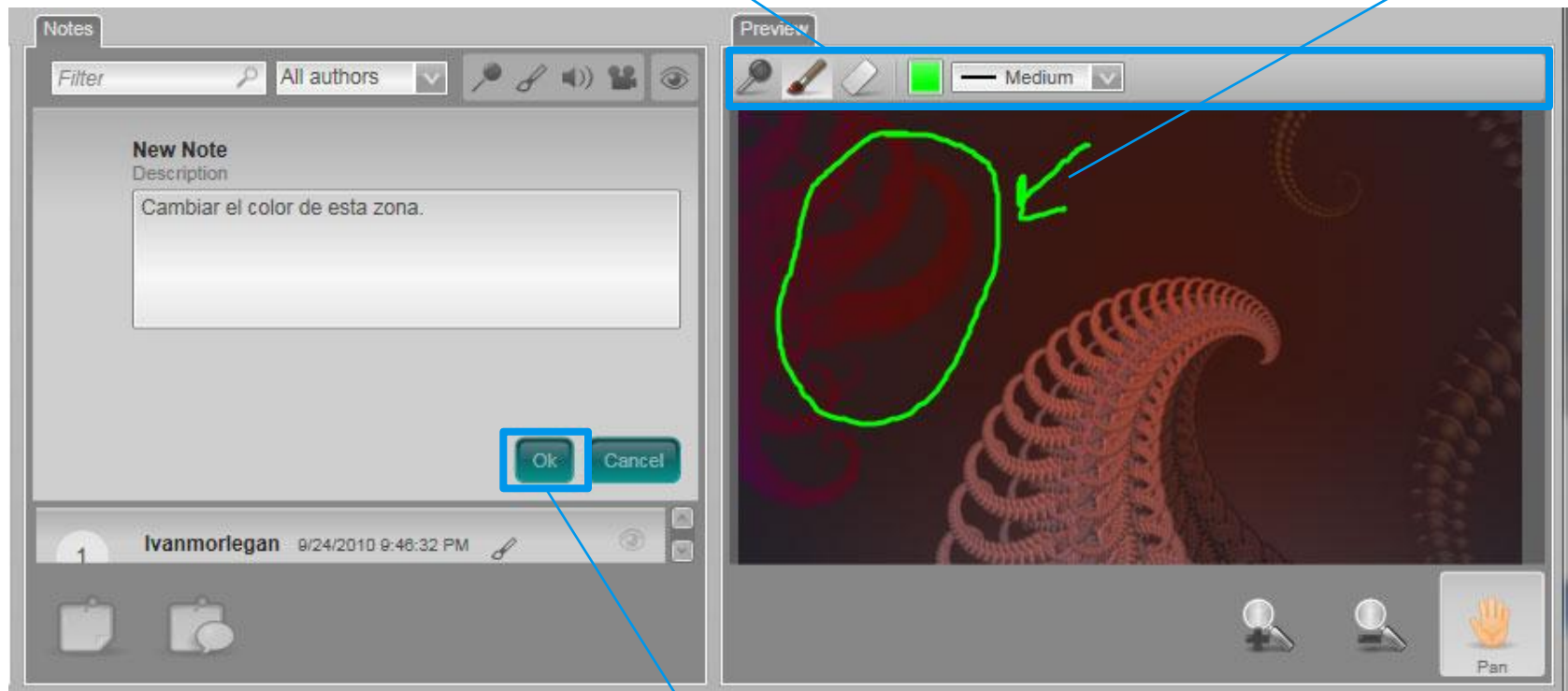


2. Write down a description for the note

1c) Create a note on an asset

3. Choose the drawing tool

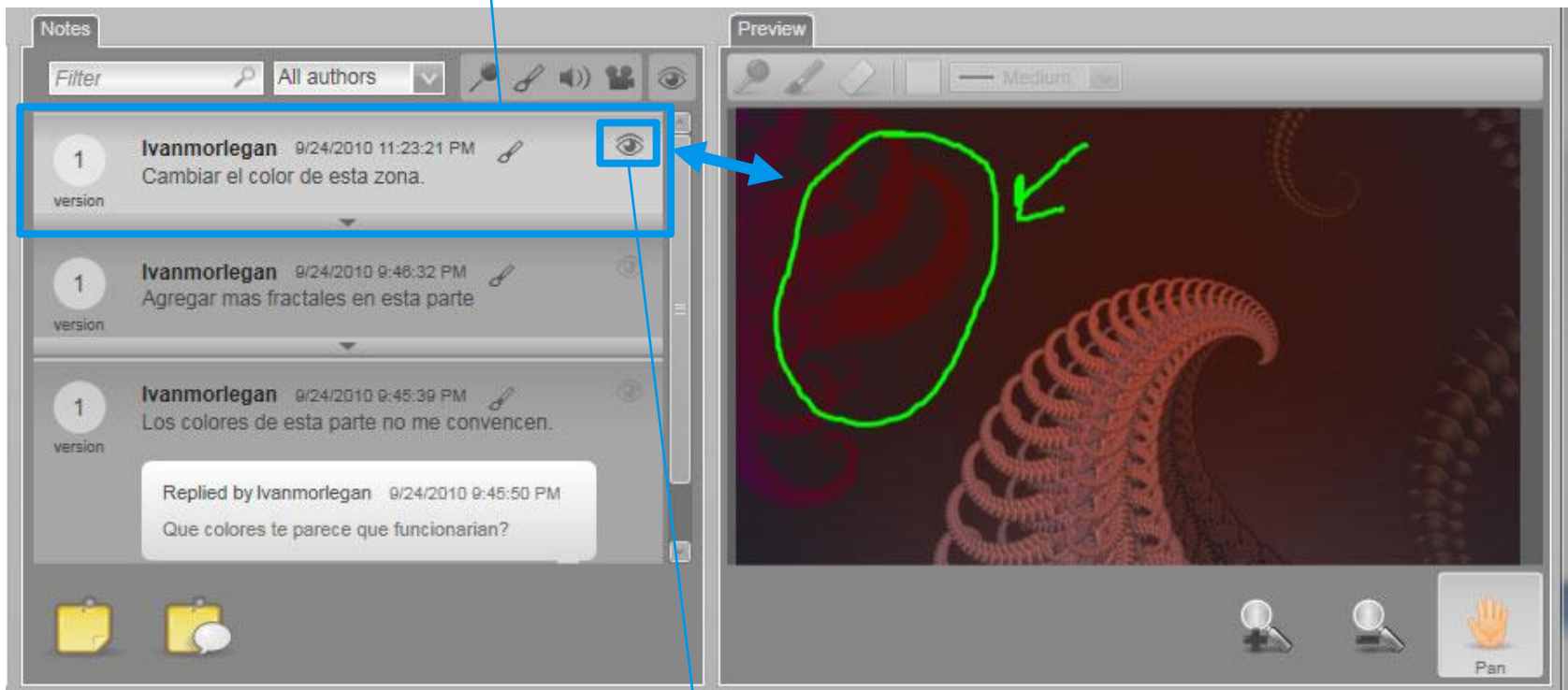
4. Draw a note on the asset.



5. Click OK.

1c) Create a note on an asset

The recently created note will be now visible on top of the list, with the information about who created it and when, and the description of the note.

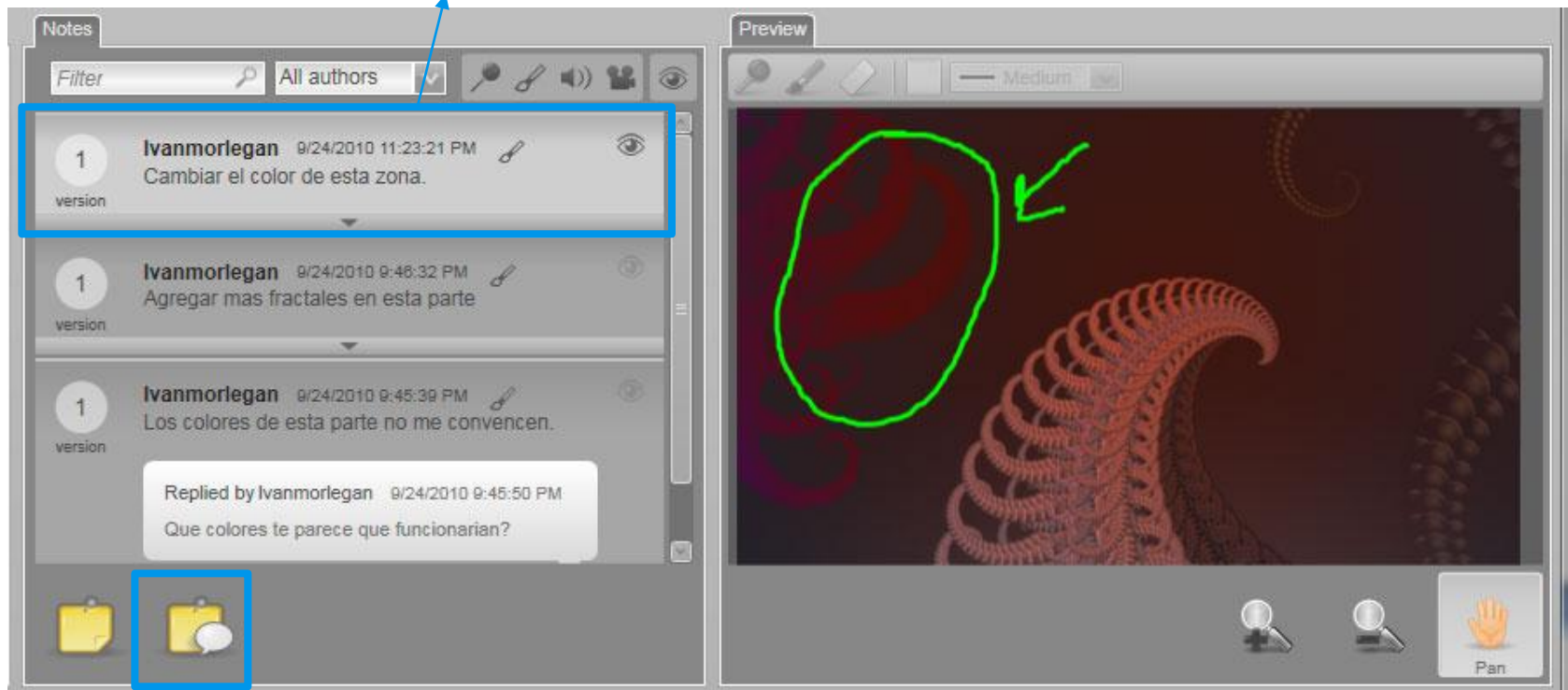


Click on the “eye” to show/hide the visual note (drawing) on the Preview tab.

1c) Reply to a note

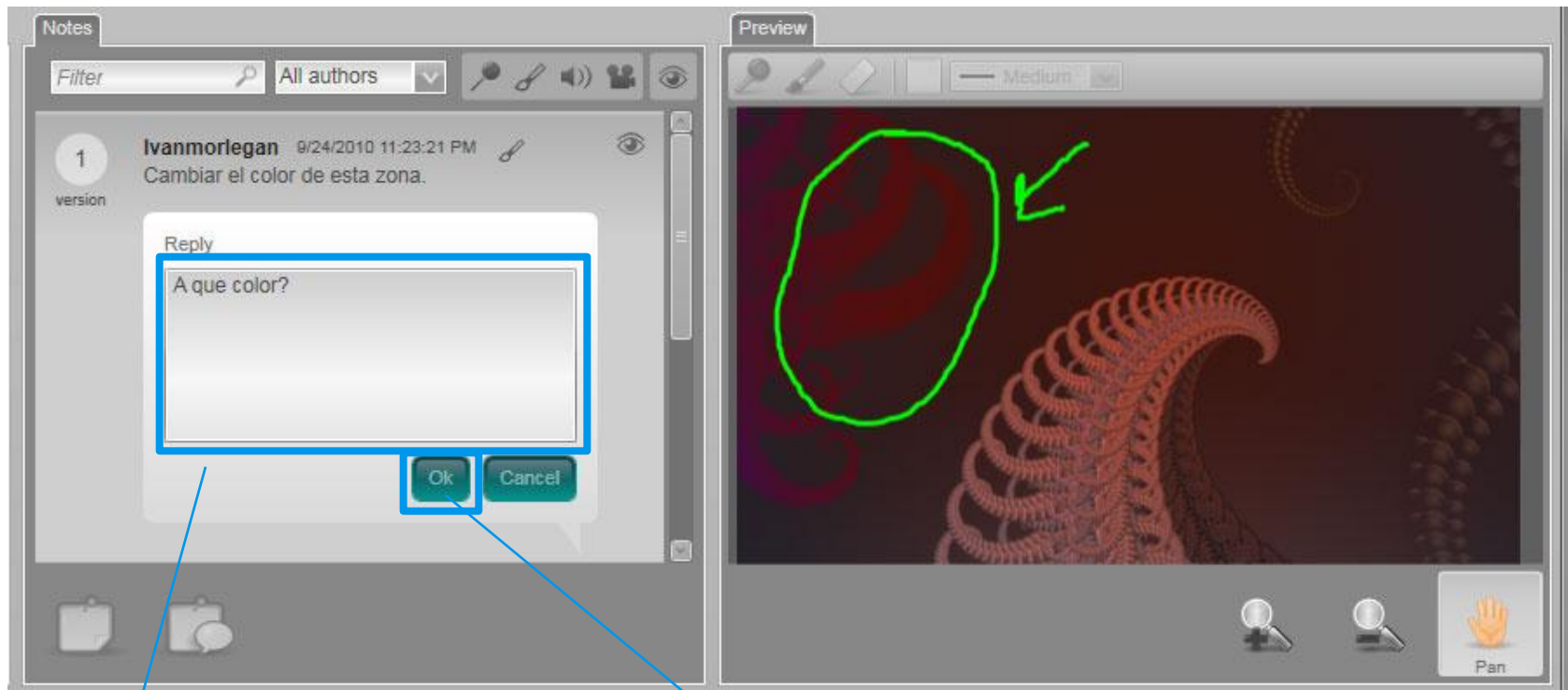
To reply to a note...

1. Select a note



2. Click Reply to note

1c) Reply to a note

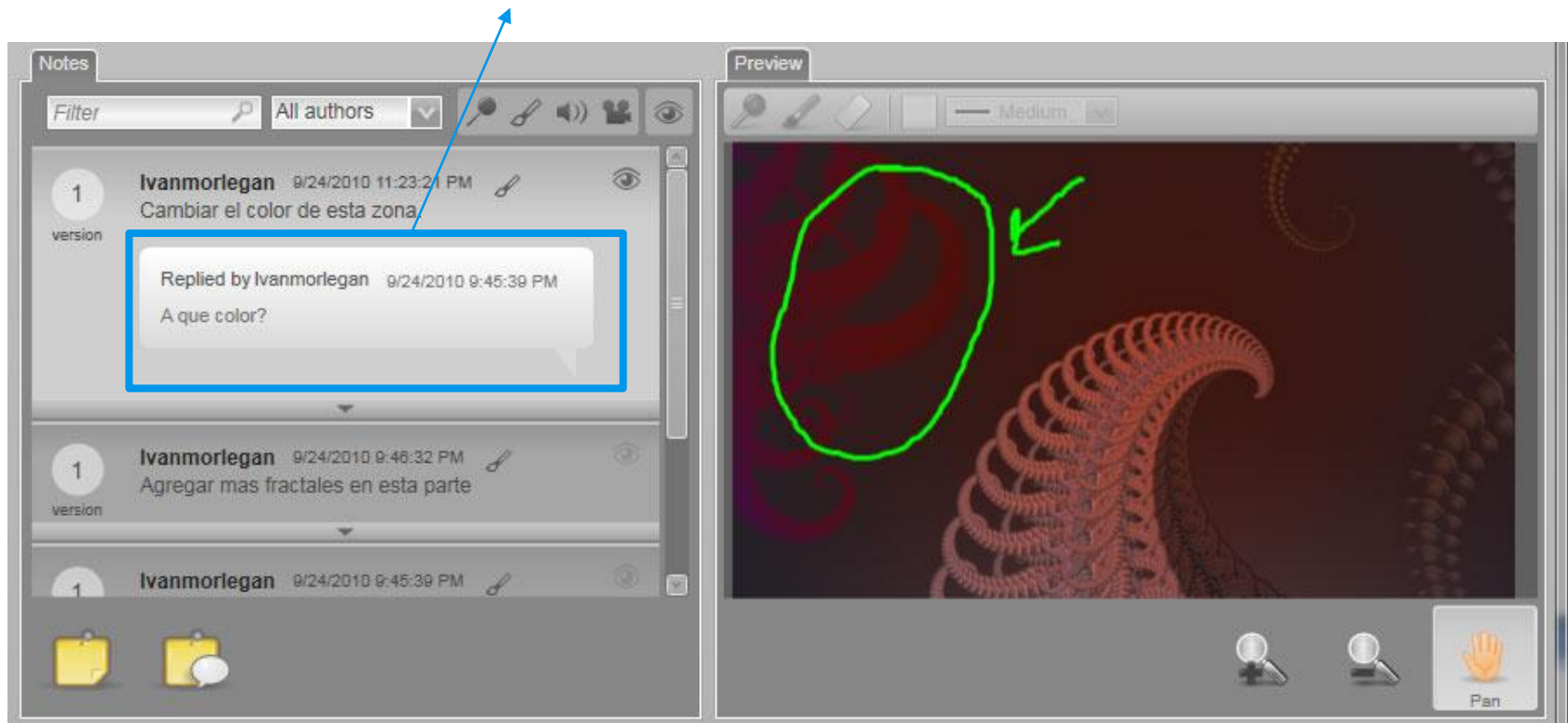


3. Write the reply note

4. Click OK

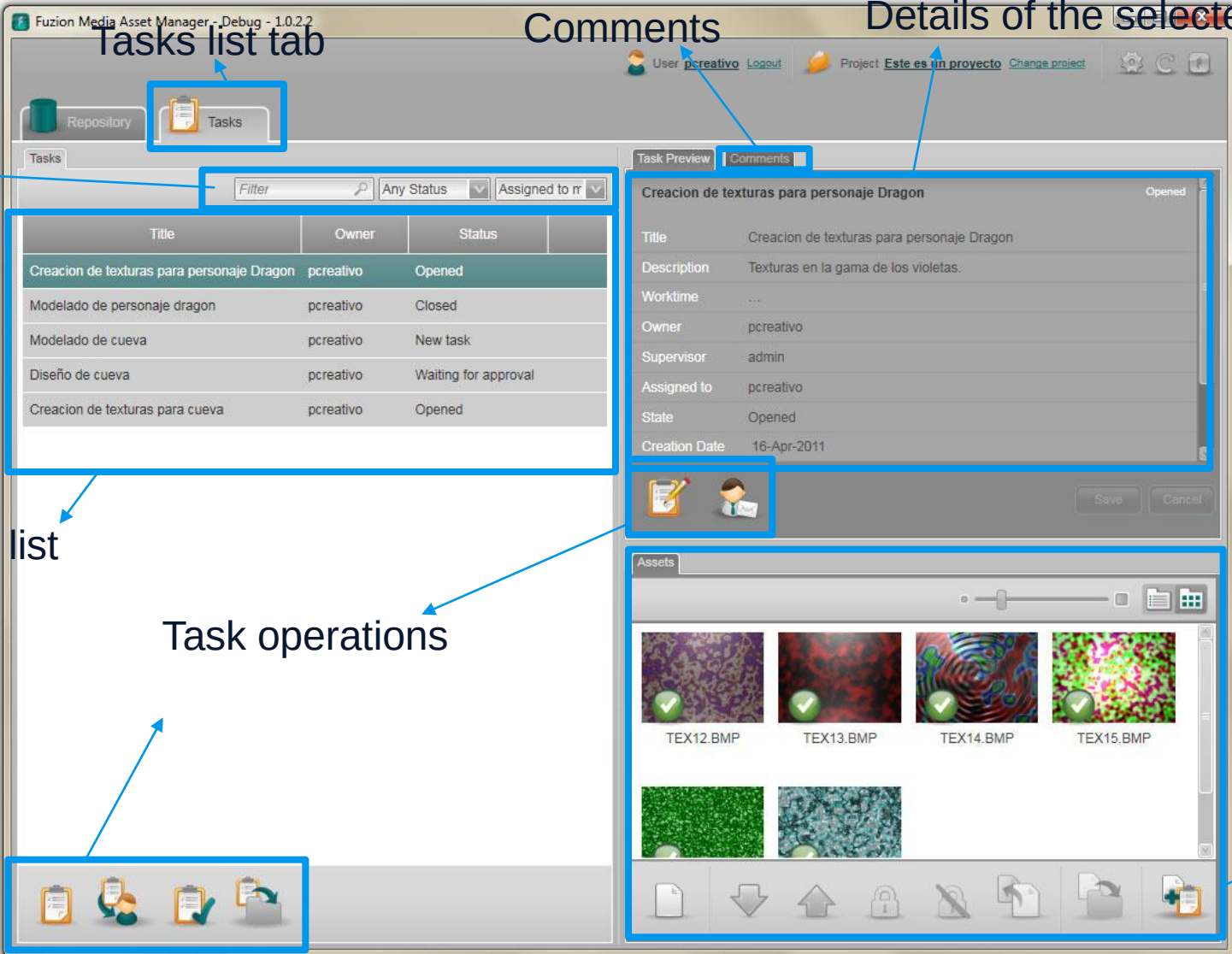
1c) Reply to a note

The reply to the note will appear inside it



2 Tasks

2) Tasks list tab



Tasks list tab

Filters

Tasks list

Title	Owner	Status
Creacion de texturas para personaje Dragon	pcreativo	Opened
Modelado de personaje dragon	pcreativo	Closed
Modelado de cueva	pcreativo	New task
Diseño de cueva	pcreativo	Waiting for approval
Creacion de texturas para cueva	pcreativo	Opened

Task operations

Comments

Details of the selected task

Assets assigned to the selected task

Assets assigned to the selected task: TEX12.BMP, TEX13.BMP, TEX14.BMP, TEX15.BMP

Edit a task

Fuzion Media Asset Manager - Debug - 1.0.2.2

User pcreativo [Logout](#) Project Este es un proyecto [Change project](#)

Repository Tasks

Tasks

Filter Any Status Assigned to

Title	Owner	Status
Creacion de texturas para personaje Dragon	pcreativo	Opened
Modelado de personaje dragon	pcreativo	Closed
Modelado de cueva	pcreativo	New task
Diseño de cueva	pcreativo	Waiting for approval
Creacion de texturas para cueva	pcreativo	Opened

Task Preview Comments

Creacion de texturas para personaje Dragon Opened

Title Creacion de texturas para personaje Dragon

Description Texturas en la gama de los violetas.

Worktime ...

Owner pcreativo

Supervisor admin

Assigned to pcreativo

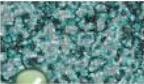
State Opened

Creation Date 16-Apr-2011

  Save Cancel

Assets

TEX12.BMP TEX13.BMP TEX14.BMP TEX15.BMP

Edit task

Edit a task

Fuzion Media Asset Manager - Debug - 1.0.2.2

User **pcreativo** Logout Project **Este es un proyecto** Change project

Task's fields are now editable

Repository Tasks

Tasks

Filter Any Status Assigned to m

Title	Owner	Status
Creacion de texturas para personaje Dragon	pcreativo	Opened
Modelado de personaje dragon	pcreativo	Closed
Modelado de cueva	pcreativo	New task
Diseño de cueva	pcreativo	Waiting for approval
Creacion de texturas para cueva	pcreativo	Opened

Task Preview Comments

Creacion de texturas para personaje Dragon Opened

Title Creacion de texturas para personaje Dragon

Description Texturas en la gama de los violetas.

Worktime 22

Owner pcreativo

Save Cancel

Assets

TEX12.BMP TEX13.BMP TEX14.BMP TEX15.BMP

Assets management icons: New, Download, Upload, Lock, Unlock, Copy, Paste, Delete.

Task's comments

Comments associated to a task

(e.g. to explain why a
change is made)

Fuzion Media Asset Manager - Debug - 1.0.2.2

Tab Comments

User [pcreativo](#) [Logout](#) Project [Este es un proyecto](#) [Change project](#)

Repository Tasks

Tasks

Filter Any Status Assigned to r

Title	Owner	Status
Creacion de texturas para personaje Dragon	pcreativo	Opened
Modelado de personaje dragon	pcreativo	Closed
Modelado de cueva	pcreativo	New task
Diseño de cueva	pcreativo	Waiting for approval
Creacion de texturas para cueva	pcreativo	Opened

Task Preview Comments

Creacion de texturas para personaje Dragon Opened

Title Creacion de texturas para personaje Dragon

Description Texturas en la gama de los violetas.

Worktime ---

Owner pcreativo

Supervisor admin

Assigned to pcreativo

State Opened

Creation Date 16-Apr-2011

Save Cancel

Assets

TEX12.BMP TEX13.BMP TEX14.BMP TEX15.BMP

TEX16.BMP TEX17.BMP

Task's comments



Create new comment

Reply to an existing
comment

Create a new task

Fuzion Media Asset Manager - Debug - 1.0.2.2

User **pcreativo** Logout Project **Este es un proyecto** Change project

Repository Tasks

Tasks

Filter Any Status Assigned to r

Title	Owner	Status
Creacion de texturas para personaje Dragon	pcreativo	Opened
Modelado de personaje dragon	pcreativo	Closed
Modelado de cueva	pcreativo	New task
Diseño de cueva	pcreativo	Waiting for approval
Creacion de texturas para cueva	pcreativo	Opened

Task Preview Comments

Creacion de texturas para personaje Dragon Opened

Title Creacion de texturas para personaje Dragon

Description Texturas en la gama de los violetas.

Worktime ...

Owner pcreativo

Supervisor admin

Assigned to pcreativo

State Opened

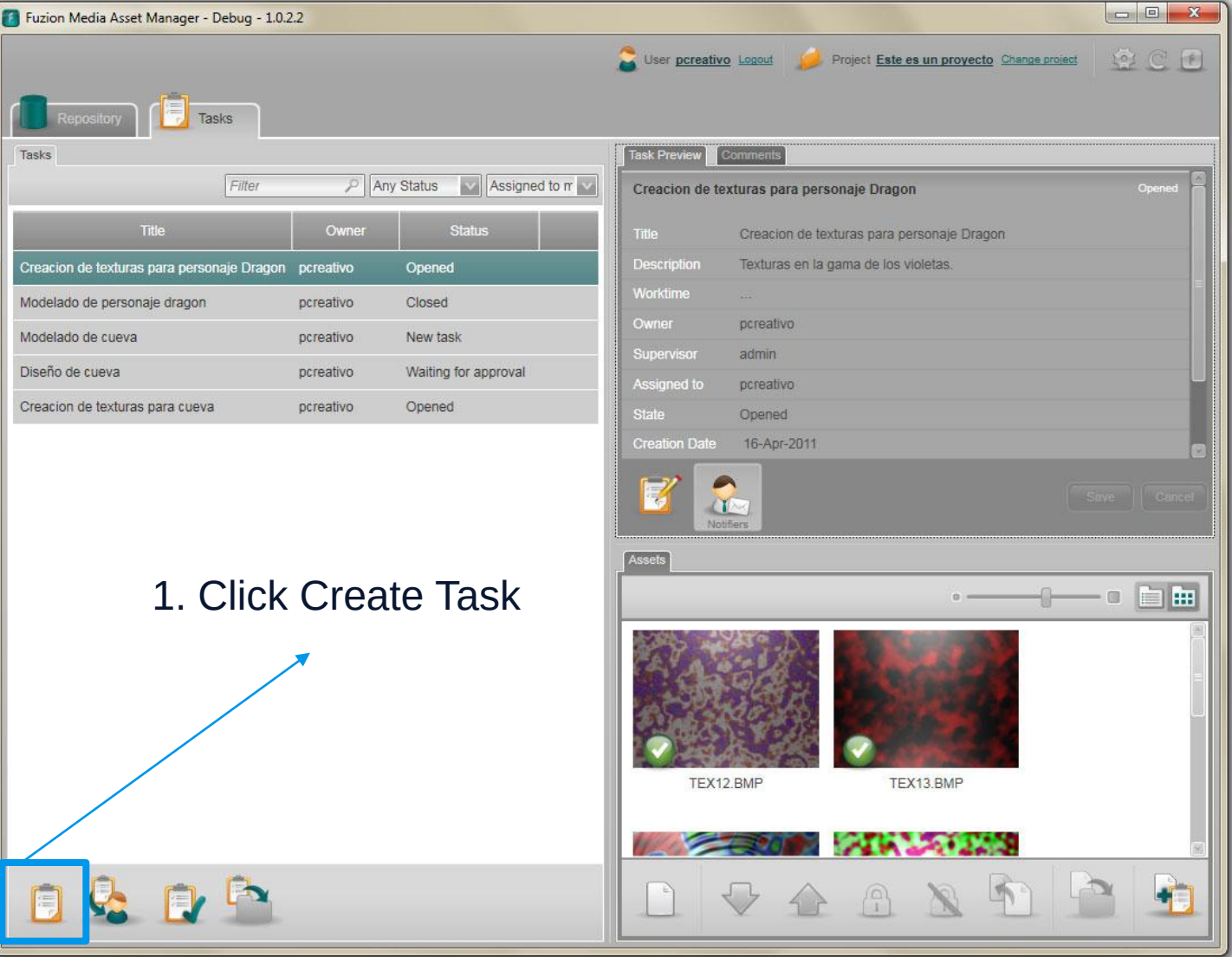
Creation Date 16-Apr-2011

Save Cancel

Assets

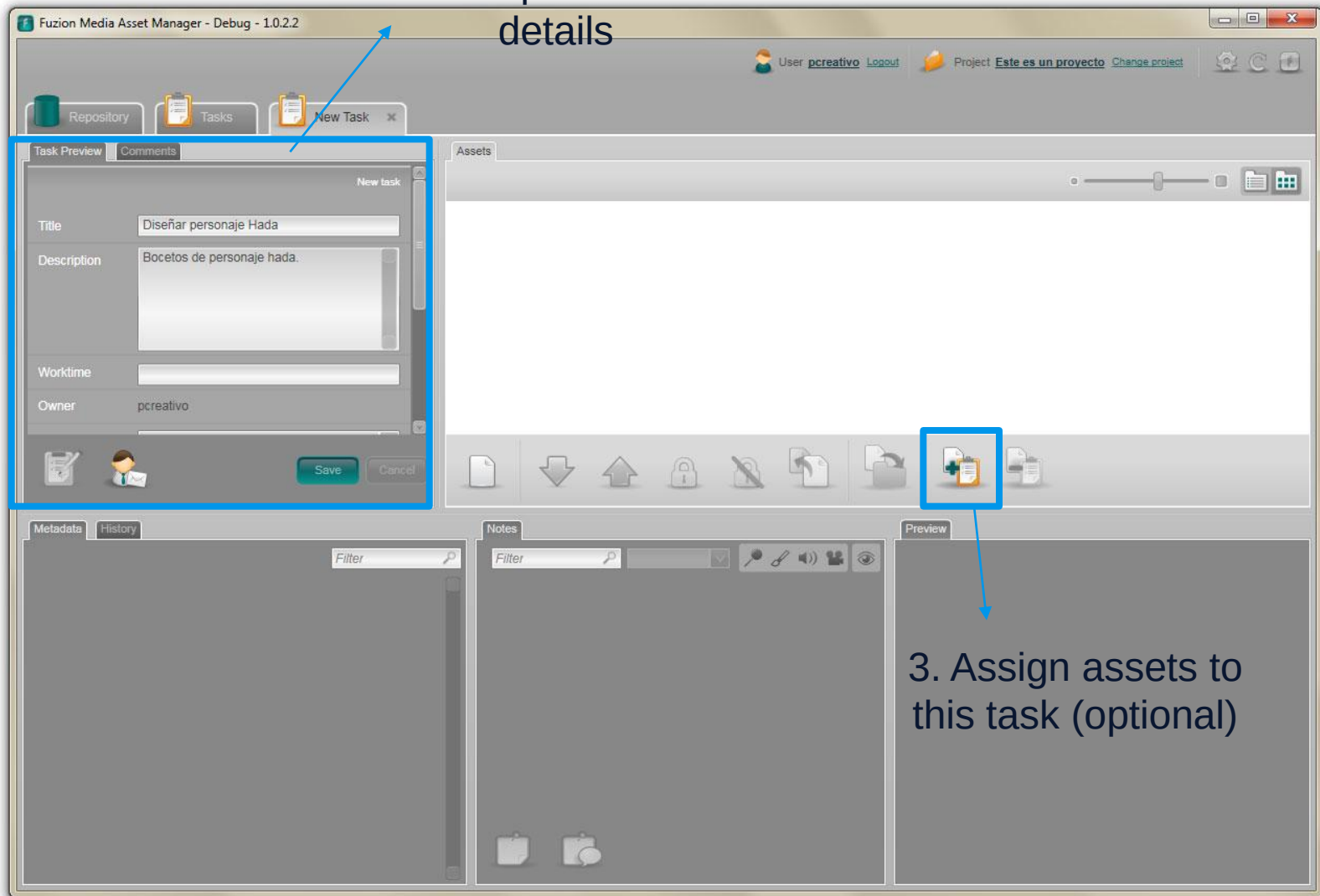
TEX12.BMP TEX13.BMP

1. Click Create Task



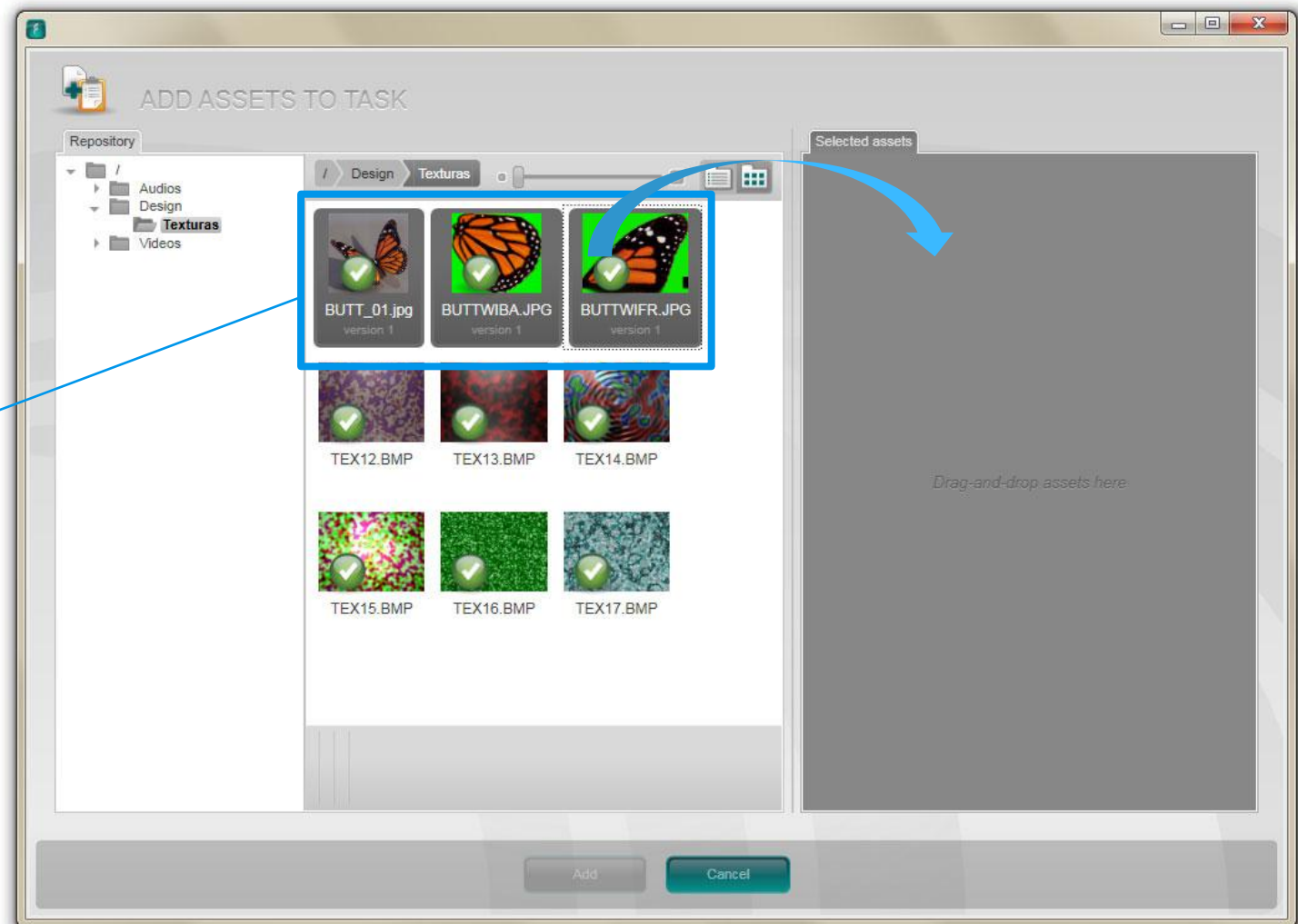
Create a new task

2. Complete task's details



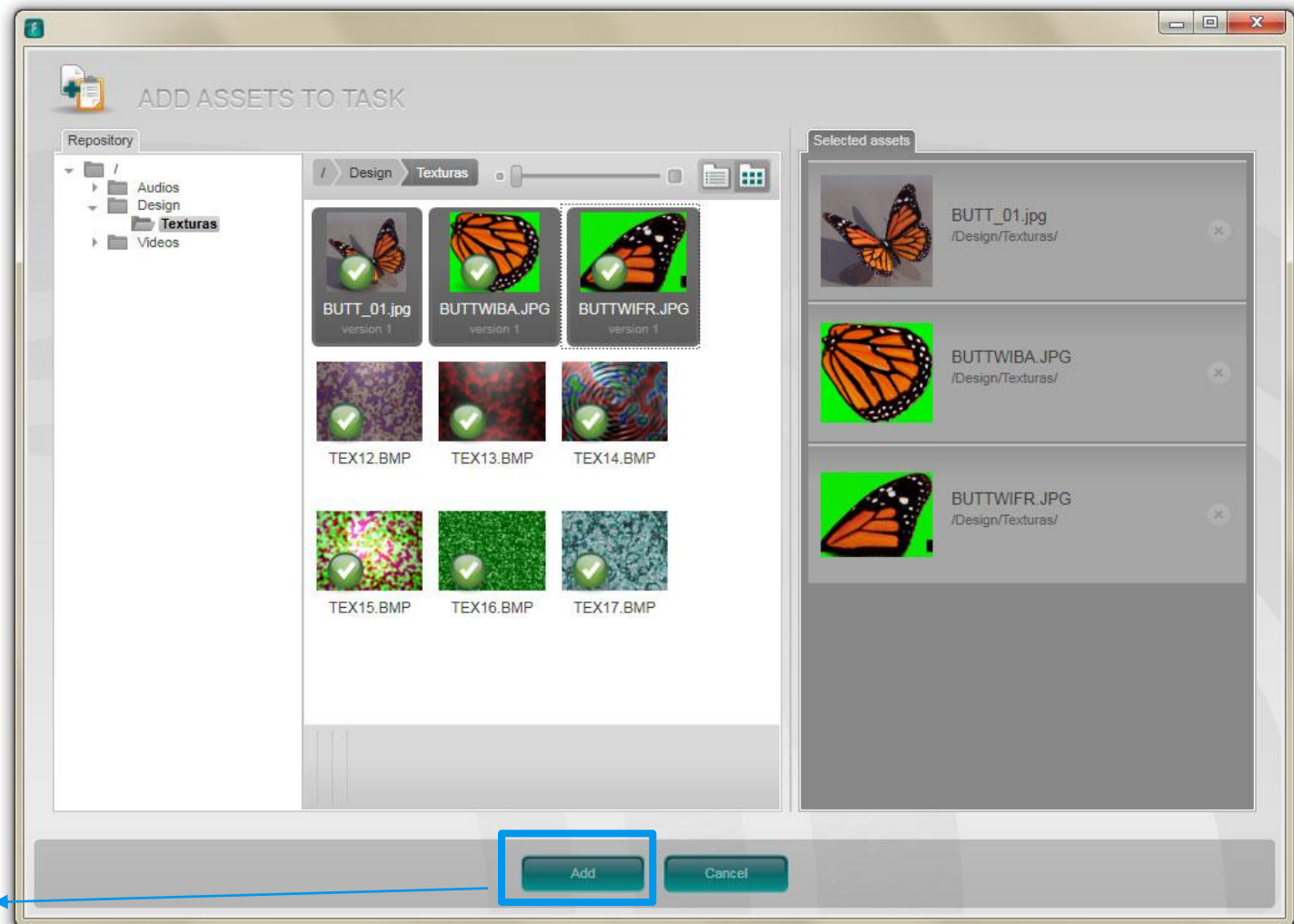
3. Assign assets to this task (optional)

Create a new task (assigning assets)



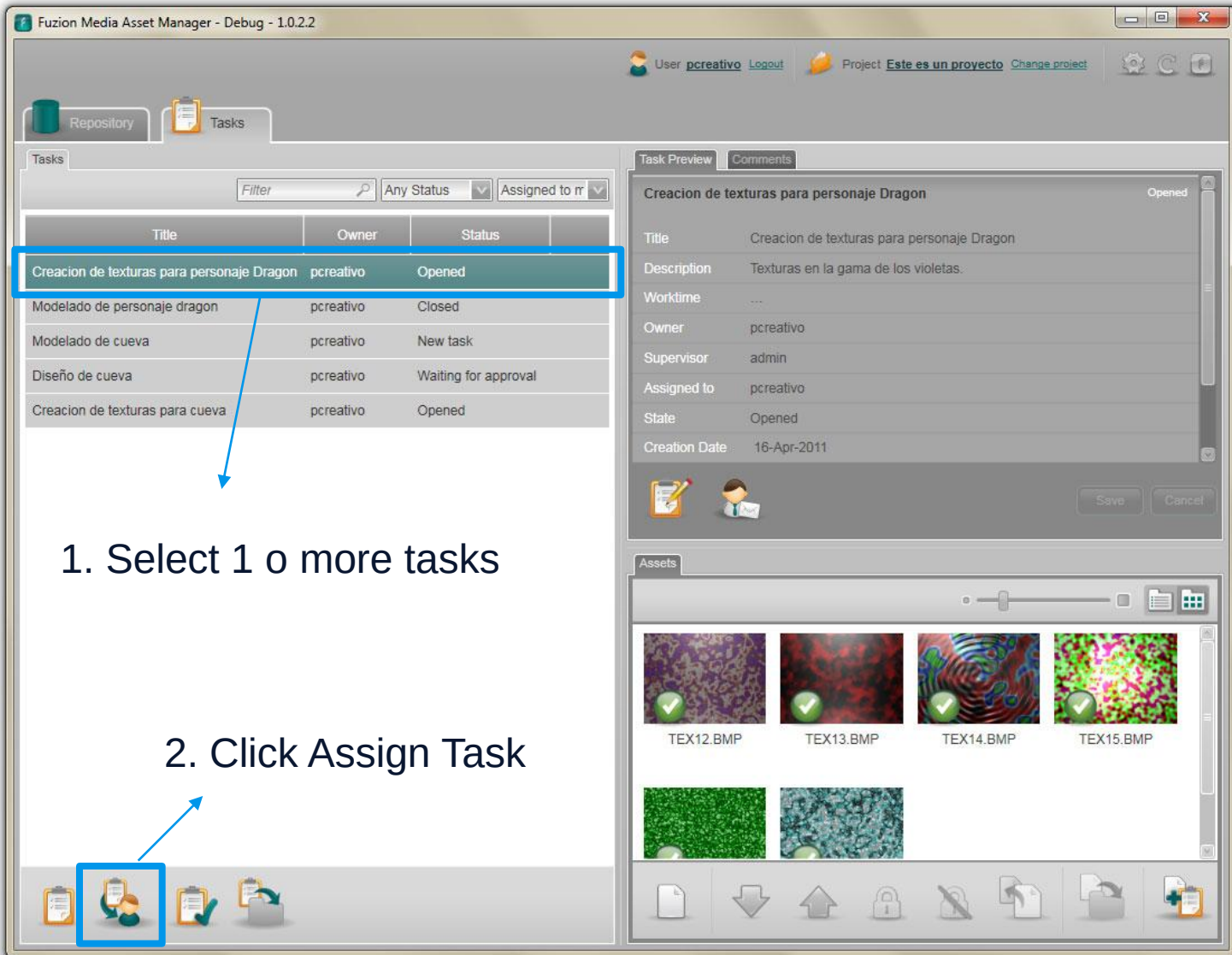
4. Select the assets you wish to assign, and then drag-and-drop them to the tab on the right

Create a new task (assigning assets)



5. Click "Add"

Assign a task to a user



Fuzion Media Asset Manager - Debug - 1.0.2.2

User: pcreativo Logout Project: Este es un proyecto Change project

Repository Tasks

Tasks

Filter Any Status Assigned to m

Title	Owner	Status
Creacion de texturas para personaje Dragon	pcreativo	Opened
Modelado de personaje dragon	pcreativo	Closed
Modelado de cueva	pcreativo	New task
Diseño de cueva	pcreativo	Waiting for approval
Creacion de texturas para cueva	pcreativo	Opened

Task Preview Comments

Creacion de texturas para personaje Dragon Opened

Title: Creacion de texturas para personaje Dragon

Description: Texturas en la gama de los violetas.

Worktime: ...

Owner: pcreativo

Supervisor: admin

Assigned to: pcreativo

State: Opened

Creation Date: 16-Apr-2011

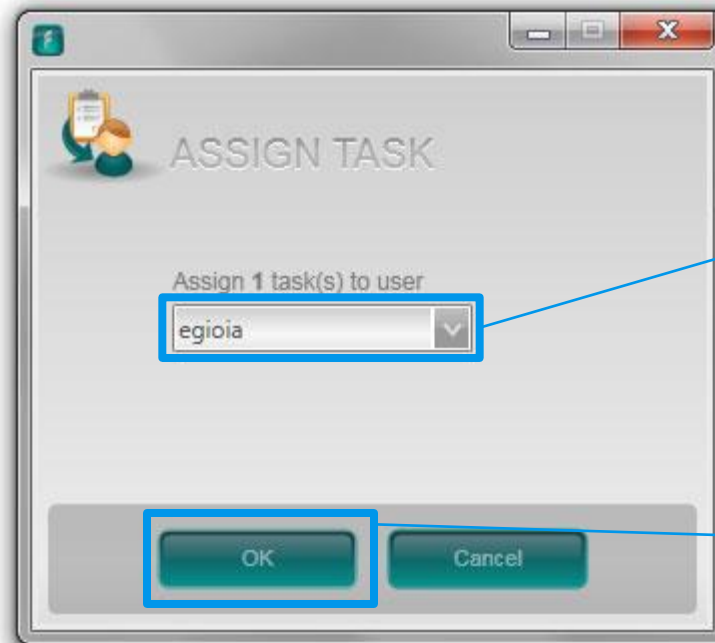
Assets

TEX12.BMP TEX13.BMP TEX14.BMP TEX15.BMP

1. Select 1 o more tasks

2. Click Assign Task

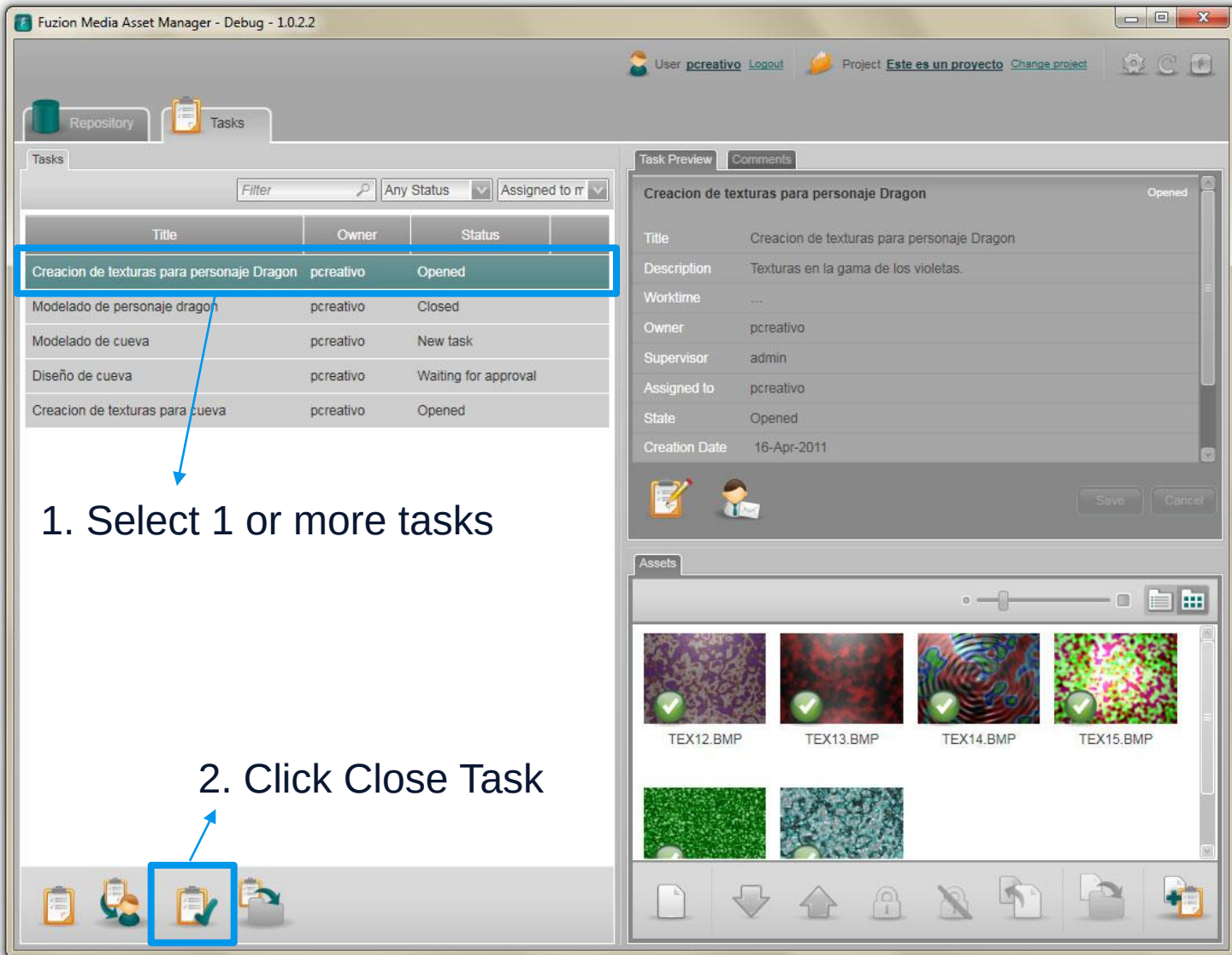
Assign a task to a user



3. Select the user to whom the task(s) will be assigned

4. Click "OK"

Close a task



The screenshot shows the Fuzion Media Asset Manager - Debug - 1.0.2.2 interface. The 'Tasks' tab is active, displaying a table of tasks. The first task, 'Creacion de texturas para personaje Dragon', is highlighted with a blue box. A blue arrow points from this task to the first instruction. The 'Task Preview' panel on the right shows details for the selected task. The 'Assets' panel at the bottom shows a grid of texture assets. A blue arrow points from the second instruction to a 'Close Task' icon in the bottom toolbar.

Title	Owner	Status
Creacion de texturas para personaje Dragon	pcreativo	Opened
Modelado de personaje dragon	pcreativo	Closed
Modelado de cueva	pcreativo	New task
Diseño de cueva	pcreativo	Waiting for approval
Creacion de texturas para cueva	pcreativo	Opened

Task Preview

Creacion de texturas para personaje Dragon Opened

Title: Creacion de texturas para personaje Dragon
Description: Texturas en la gama de los violetas.
Worktime: ...
Owner: pcreativo
Supervisor: admin
Assigned to: pcreativo
State: Opened
Creation Date: 16-Apr-2011

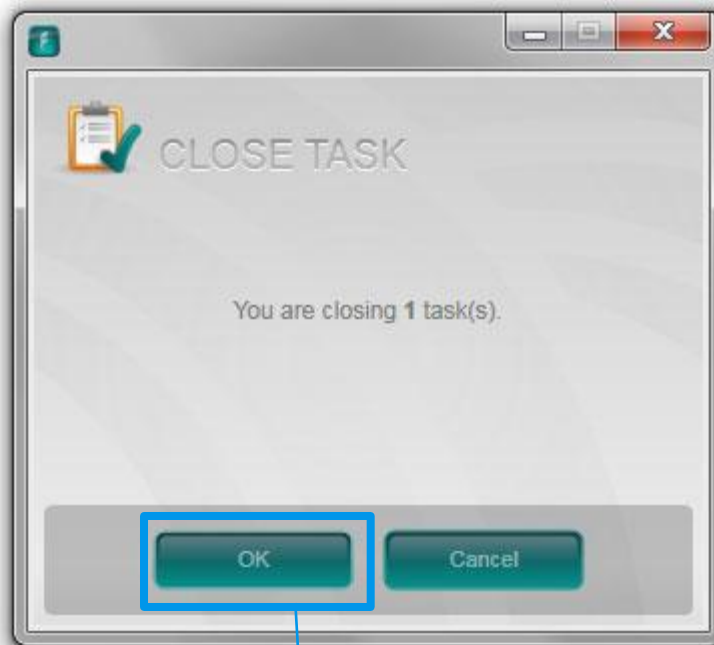
Assets

TEX12.BMP TEX13.BMP TEX14.BMP TEX15.BMP

1. Select 1 or more tasks

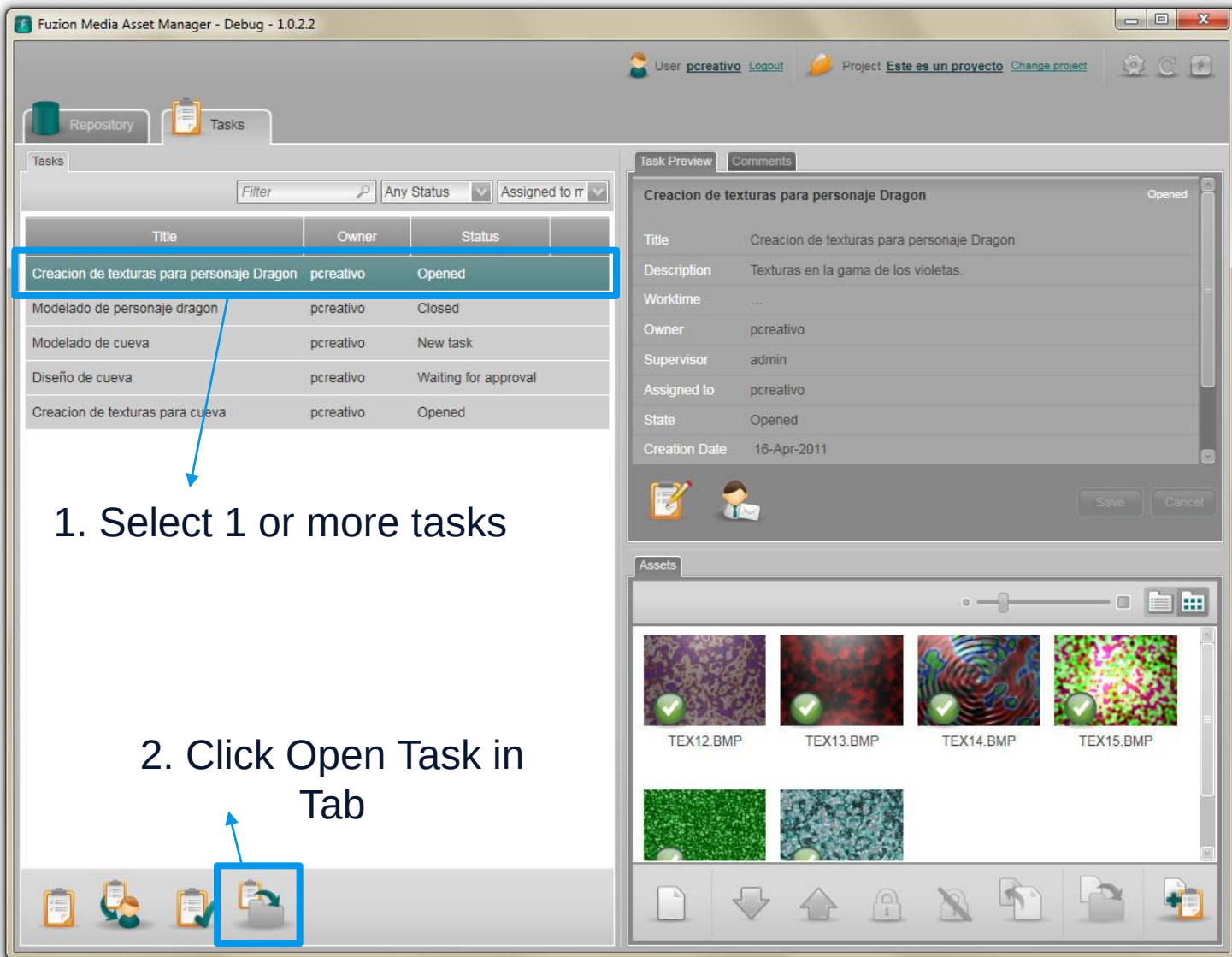
2. Click Close Task

Close a task



3. Click "OK" to confirm

Open a task in a new tab



The screenshot shows the Fuzion Media Asset Manager - Debug - 1.0.2.2 interface. The 'Tasks' tab is active, displaying a table of tasks. The first task, 'Creacion de texturas para personaje Dragon', is highlighted with a blue box. A blue arrow points from this task to the first instruction. The 'Task Preview' panel on the right shows details for the selected task. The 'Assets' panel at the bottom shows a grid of texture assets. A blue box highlights the 'Open Task in Tab' icon in the bottom toolbar, with a blue arrow pointing to the second instruction.

Title	Owner	Status
Creacion de texturas para personaje Dragon	pcreativo	Opened
Modelado de personaje dragon	pcreativo	Closed
Modelado de cueva	pcreativo	New task
Diseño de cueva	pcreativo	Waiting for approval
Creacion de texturas para cueva	pcreativo	Opened

Task Preview

Creacion de texturas para personaje Dragon Opened

Title: Creacion de texturas para personaje Dragon
Description: Texturas en la gama de los violetas.
Worktime: ...
Owner: pcreativo
Supervisor: admin
Assigned to: pcreativo
State: Opened
Creation Date: 16-Apr-2011

Assets

TEX12.BMP TEX13.BMP TEX14.BMP TEX15.BMP

1. Select 1 or more tasks

2. Click Open Task in Tab

Task detail tab

Task detail tab

Assets assigned to this task

Task's details

The screenshot displays the Fuzion Media Asset Manager interface. The top bar shows the application name 'Fuzion Media Asset Manager - Debug - 1.0.2.2' and user information 'User pcreativo Logout'. The main interface is divided into several sections. On the left, the 'Task's details' section is highlighted with a blue box and an arrow. It shows the task name 'Creacion de texturas para personaje Dragon', its description 'Texturas en la gama de los violetas', and other metadata like 'Owner: pcreativo', 'Supervisor: admin', and 'Assigned to: pcreativo'. The 'Task detail tab' is also highlighted with a blue box and an arrow. The 'Assets' section on the right is highlighted with a blue box and an arrow, showing a list of assets assigned to the task: 'TEX12.BMP version 1', 'TEX13.BMP', 'TEX14.BMP', and 'TEX15.BMP'. Below the assets list, there is a toolbar with various icons for managing assets. At the bottom, the 'Metadata' section is highlighted with a blue box and an arrow, showing detailed information for the selected asset 'TEX12.BMP', including its path, size, description, and image dimensions (640x480). The 'Preview' section on the right shows a visual representation of the selected asset.

Task Preview

Comments

Creacion de texturas para personaje Dragon

Opened

Title: Creacion de texturas para personaje Dragon

Description: Texturas en la gama de los violetas.

Worktime: ...

Owner: pcreativo

Supervisor: admin

Assigned to: pcreativo

State: Opened

Creation Date: 16-Apr-2014

Save Cancel

Assets

TEX12.BMP version 1

TEX13.BMP

TEX14.BMP

TEX15.BMP

Metadata

History

Filter

Asset

Filename: TEX12.BMP

Path: /Design/Texturas/

Filesize: 900 KB

Description: Imported from D:_d o w n z _\ 3D _\ 3d models _1200_Texturas_Programas3D [IndiceDownload.com]TEX12.BMP

AuthorName: pcreativo

Locked by: <nobody>

Version: 1

HeadVersion: 1

Image

Width: 640

Height: 480

Notes

Filter

All authors

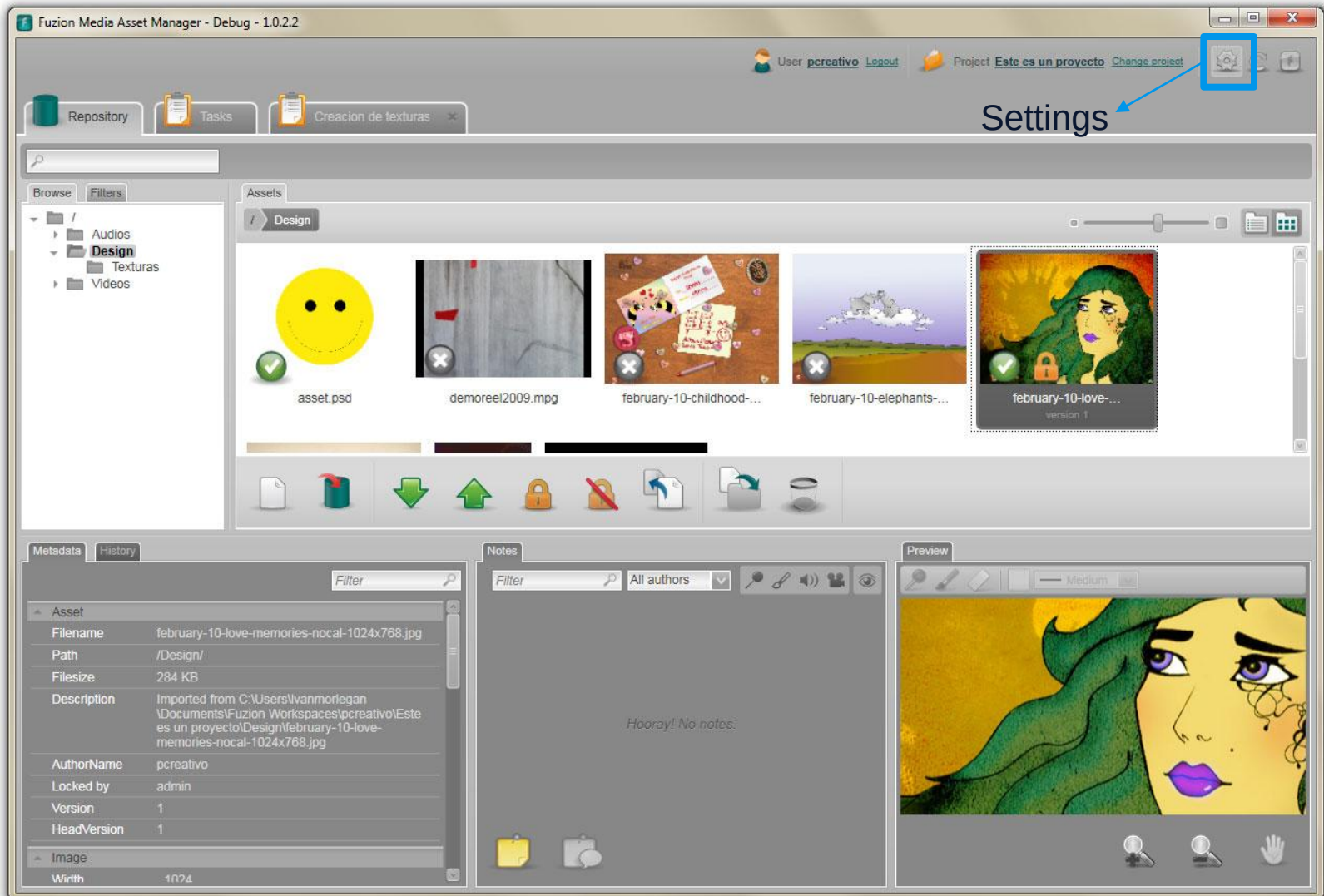
Preview

Medium

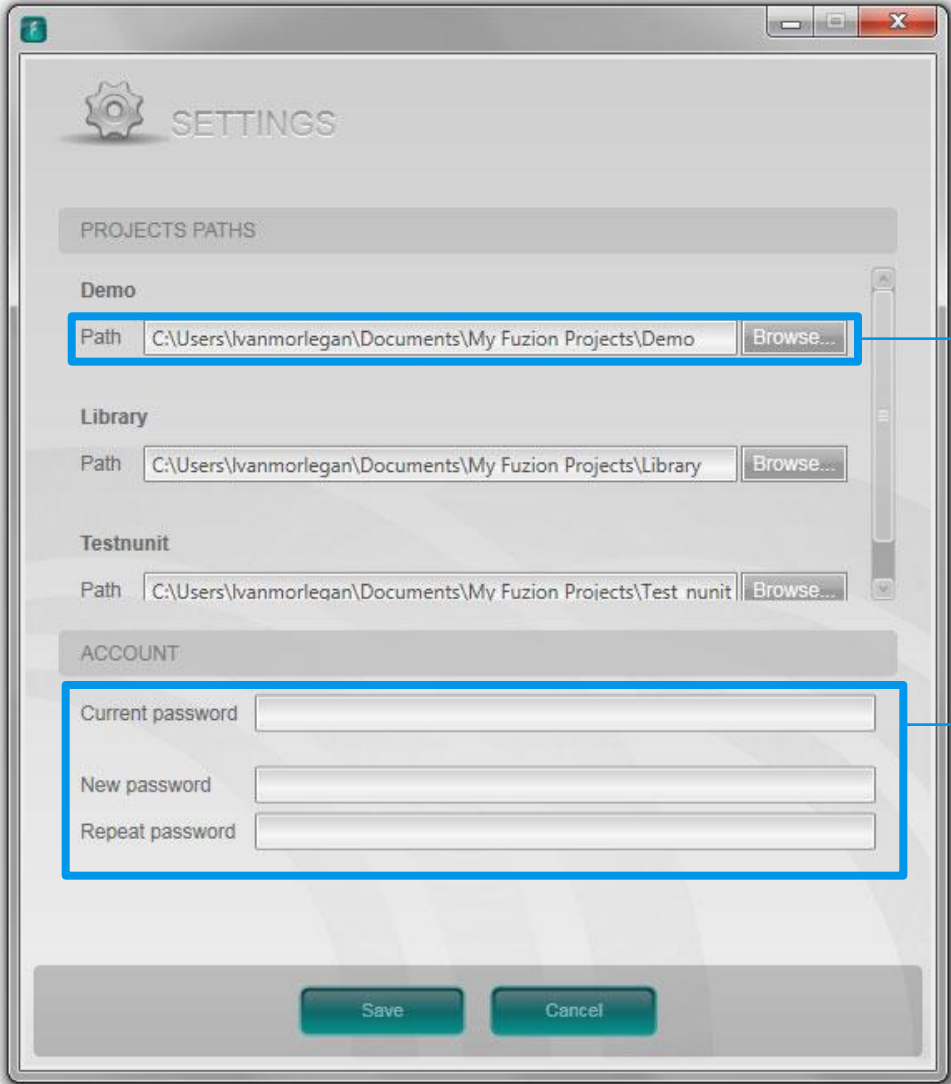
Details of selected asset

3 Settings

3) Settings



3) Settings



SETTINGS

PROJECTS PATHS

Demo

Path

Library

Path

Testnunit

Path

ACCOUNT

Current password

New password

Repeat password

Local project path
in your computer
(folder in your computer
where your working copy
of the project files will be
stored).

Password change



¡Thanks for choosing Fuzion!

www.fuzionassets.com/en

For help and support, please contact us at



support@fuzionassets.com