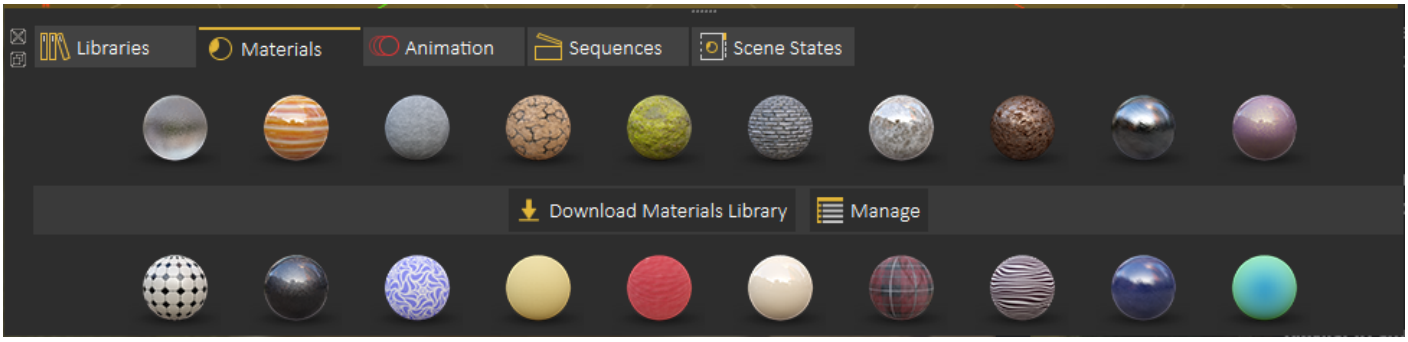
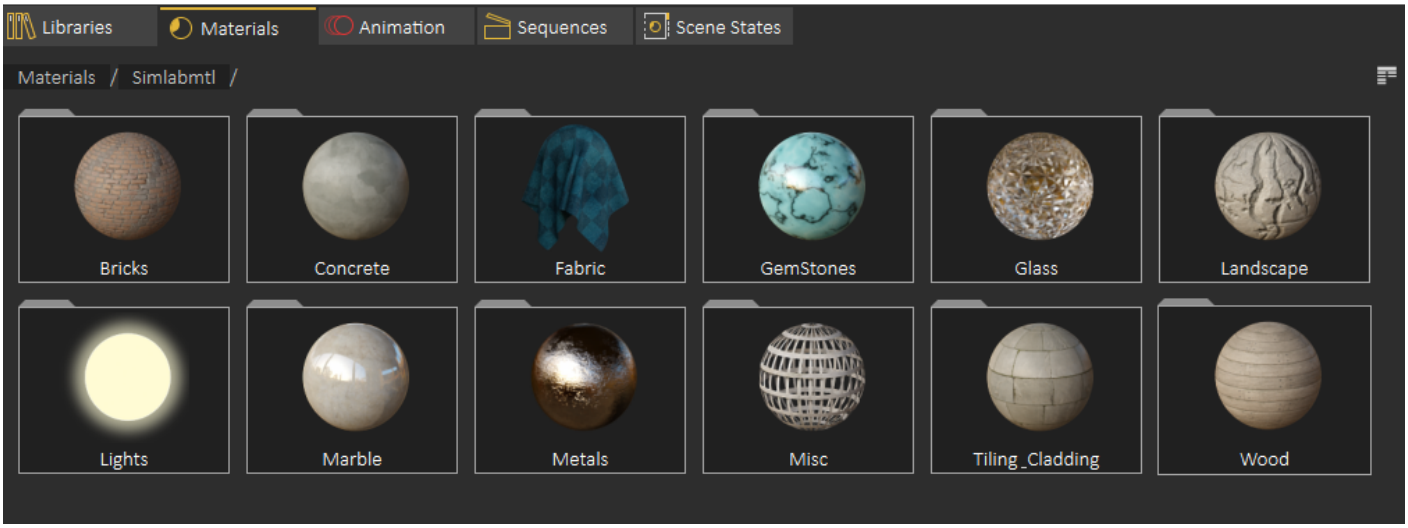
# Material Library

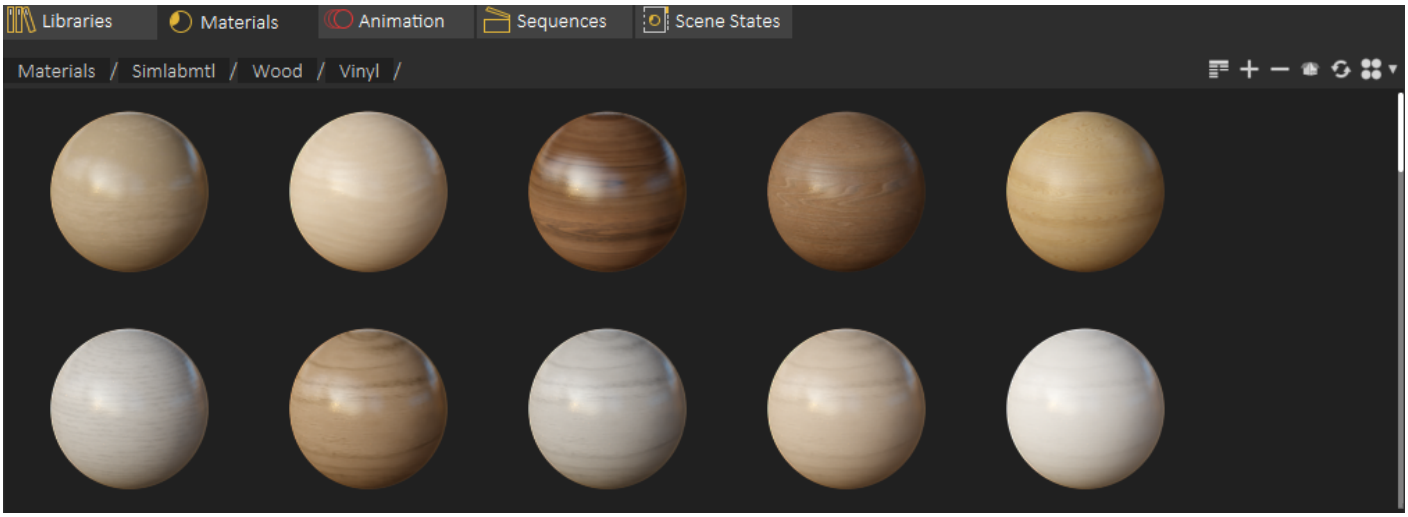
Default Material Library can be downloaded by selecting the **Material** tab in the **Library**, and clicking **Download Materials Library**.




After installing the library the user can select the material group



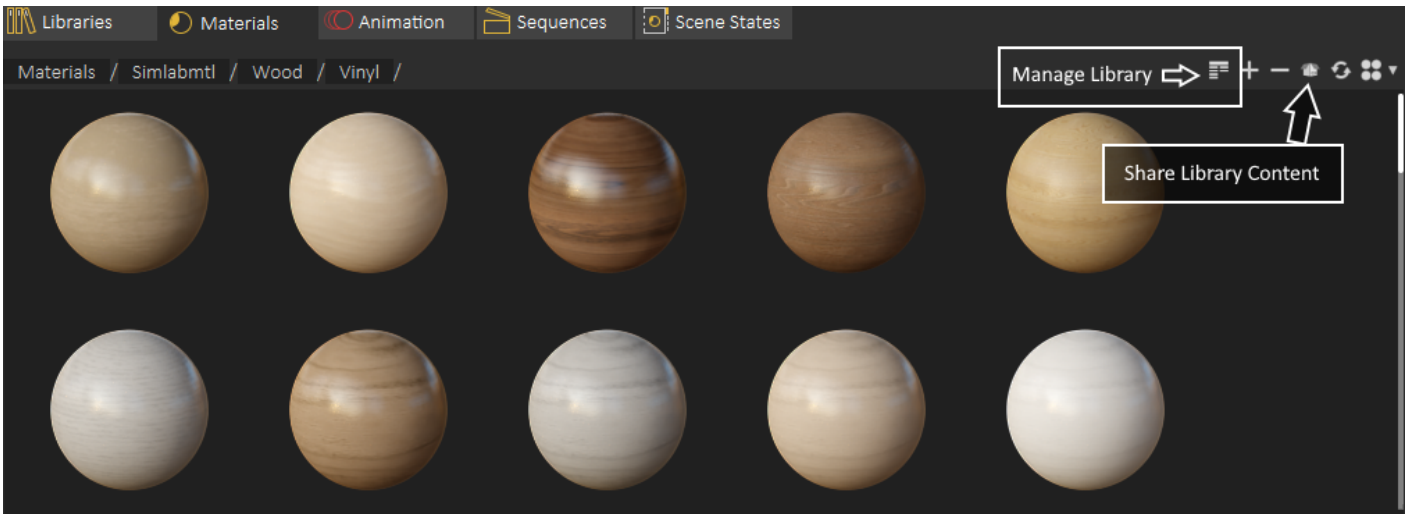

To assign a material to an object in the scene just drag the material and drop it onto that object in the **3D Area** or in the **Scene Browser**.




The following tutorial shows the material management capabilities:

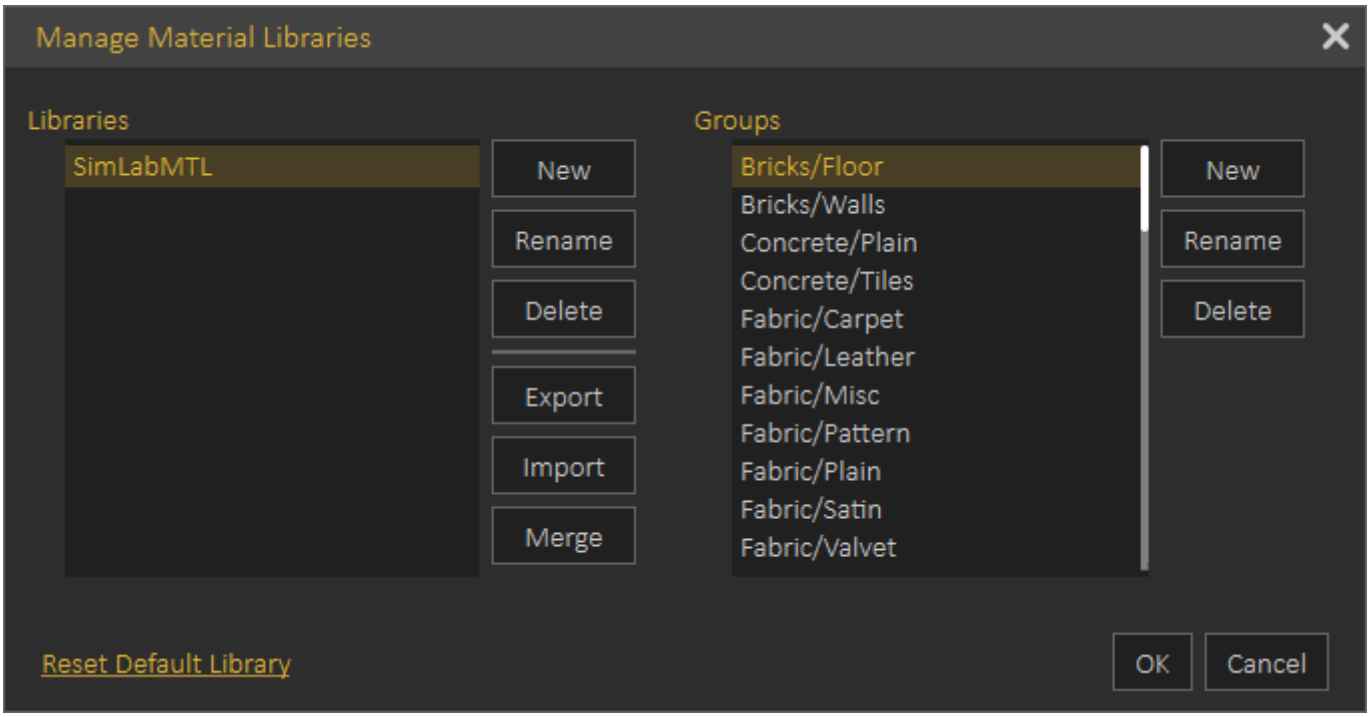
https://www.youtube.com/embed/MNCHsoOeWvs

Using **+/-** at the top right side of the Materials Library the user can add new materials, and delete unused ones.




For managing Material Library the user can click on **Manage Library**, For sharing part of contents library (Materials or 3D models), the user can use **Share Library Content**

The following image shows the **Manage Library** dialog

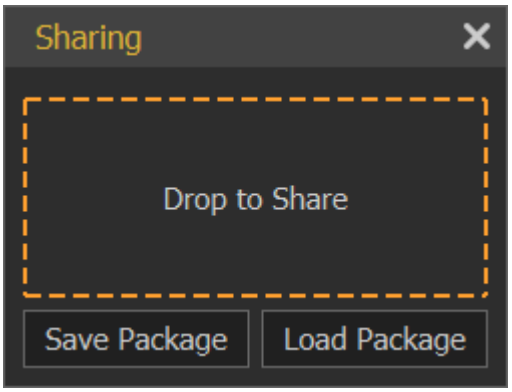



## Share Contents

With this feature, sharing different resources is simplified significantly. The rule is clear, if a resource exists in a library, then it can be shared.

Resources can be:
Materials
HDRs
Models
Background Images
And even more...

To share a resource, just drag and drop it from the **Library Panel** to the area with the title **Drop to Share,** surrounded by orange dotted border. Sharing dialog includes the following control elements, as shown in the following image:



**Drop to Share:** Area where the user should drop in the resource to be shared
**Save Package**: Exports the recourse to be shared with colleagues and save it as *.spk (SimLab Package).
**Load Package**: Allows the recipient to import the *.spk package received into SimLab Composer library.

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