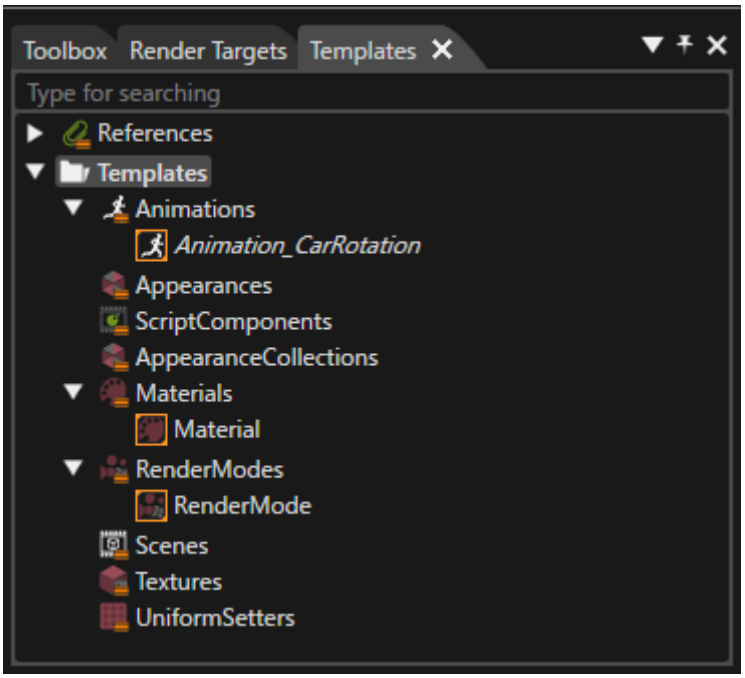
Template

The following items in a solution can be saved as templates. Using templates can help you streamline work when you need to use similar items repeatedly.

- Animation
- Node Attachment
  - Appearance
  - AppearanceCollection
  - Material
  - RenderMode
  - Texture
  - UniformSetter
- ScriptComponent
- Scene

Saved templates are displayed in the Templates panel, which can be displayed by checking [View > Libraries > Templates] on the menu bar.



For details on how to save and use templates for each item, please refer to the following pages.

- Template Animations
- Node Attachment Templates
- Script Component Templates
- Scene Templates

> You can import and use templates saved in another solution by using [Import > ImportFrom Solution...] on the menu bar.

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