



Creative Cloud Libraries Implementation Guide

FEATURING TEAM LIBRARIES

As an integral part of your creative system, Creative Cloud Libraries speed workflows and help enterprise designers adhere to brand guidelines.

Note: Team libraries is launching for Creative Cloud for enterprise or Creative Cloud for teams customers who have had their [storage allocation](#) updated to provide storage at the organization level. If you are uncertain whether or not team libraries is available to you, please contact your administrator.

FEBRUARY 2021

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Creative Cloud Libraries and your creative system

Consumers today are exposed to more marketing content than ever before, so for a brand to thrive in a crowded market, it must stand apart and deliver consistent, cohesive experiences across every customer touchpoint. The challenge is that most brands have multiple teams that create content: video, UI/UX design, graphic design, product design, marketing, and social media teams. They may use different apps, but they are ultimately working on the same projects with the same tight deadlines.

Businesses need one centralized way to access and manage creative elements, and guidelines for their use, in order to deliver cohesive brand experiences. Businesses need a **creative system** to empower individuals and teams to work more efficiently, more confidently, and more effectively—whether they're building a brochure, a digital campaign, a new app, or a new game.

Creative Cloud is the only place where you'll find the essential apps and services, including Creative Cloud Libraries, for building and managing your creative system. Creative Cloud Libraries are already part of the key apps—Photoshop, InDesign, Premiere Pro, XD, and

more—that you use to design your marketing content and experiences.

Creative Cloud Libraries, including the new team libraries functionality, accelerate work and ensure consistency in the creative process. This guide will highlight these use cases:

CORPORATE STYLE GUIDE

Store corporate colors, character styles, and brand elements in a read-only library to maintain control, ensure brand consistency, and know that designers and other stakeholders always have the most up-to-date elements.

TEAM LIBRARIES

Teams may easily share design elements, colors, text styles, stock photos, brushes, audio, video, and more when collaborating. These items, as well as updates, are automatically synchronized across all users.

UI/UX DESIGN SYSTEMS

Web, mobile, and UX design teams often use buttons, menus, and other user interface elements across multiple design projects. These elements can be saved from Adobe XD and then utilized as Components across multiple XD projects.

DEEP INTEGRATION

The Creative Cloud Libraries API enables developers to bring libraries to all the third-party and custom enterprise workflows used by creative teams.



Creative Cloud Libraries basics

The benefits of libraries for creative work

Creative Cloud Libraries make it easy to capture design elements from Adobe creative apps and Adobe Stock and then re-use those elements virtually anywhere.

While Creative Cloud Libraries are simple to use, organizations should have a good understanding of how they work in order to derive maximum benefit.

Enterprise creative organizations may think about a library as a curated brand asset repository or a live, real-time style guide, ensuring that any materials utilized from that library will be the most current versions of those files. Libraries have unique qualities that help solve typical collaboration issues:

CROSS DOCUMENT

Items stored in a library aren't document-specific, so you can create a library item in one document and use it in another.

CROSS APPLICATION

Store frequently used elements in one app and use them in another.

COLLABORATIVE CONTROL

Create team libraries to instantly share elements with your entire team. Create and share individual libraries for personal work or to share with collaborators outside your organization. Read-only invitations offer enterprises control over their brand elements.

CLOUD CONVENIENCE, LOCAL PERFORMANCE

Elements are automatically synced to your desktop so they work fast, even when you don't have an internet connection.

HIGH VOLUME

You can have a virtually unlimited number of libraries, each with a unique name. Each library can store up to 10,000 elements. You are limited only by the amount of your Creative Cloud storage.

8x
FASTER
WITH CC LIBRARIES

Independent research study on Creative Cloud Libraries

According to Pfeiffer Consulting LLC, by making it easy for designers to use the right elements, and for enterprises to control the use of elements, Creative Cloud Libraries improve efficiency almost 8x.

DOWNLOAD THE REPORT HERE:

[Adobe Creative Cloud Libraries:
Boosting productivity for creative teams](#)

How Creative Cloud Libraries work

Creative elements stored in libraries can be created in many ways: via drag and drop, by clicking the Add Elements button at the bottom of the Libraries panel, with the Adobe Capture mobile app, or by using the Creative Cloud desktop app. When a library element is updated, it synchronizes with Creative Cloud and each subscribed user receives the change.

You don't need to be online to use library elements since they are synchronized between your hard drive and the cloud. For example, if you travel, the next time your computer connects to the internet, the library will update with the most recent changes.

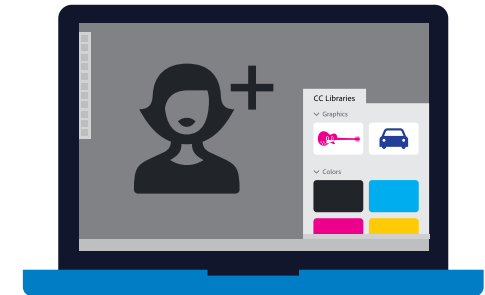
1

Using the Libraries panel in almost any Adobe Creative Cloud app, **Ashton** creates a team library and adds creative elements to it. The library is saved locally on his computer and syncs to Creative Cloud. The library is immediately available to every other member of Ashton's team, and will display in the list of libraries they are eligible to follow.



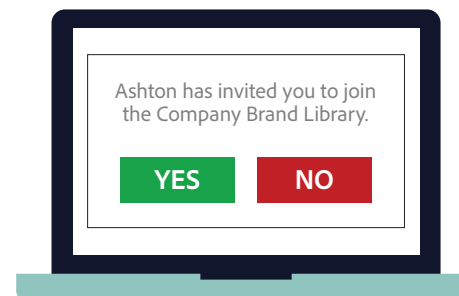
2

Ashton invites Emily (who is outside his organization) to the library he created.



3

Emily accepts the invitation to the library.



4

The library and its contents are synced from Creative Cloud to **Emily's** computer.

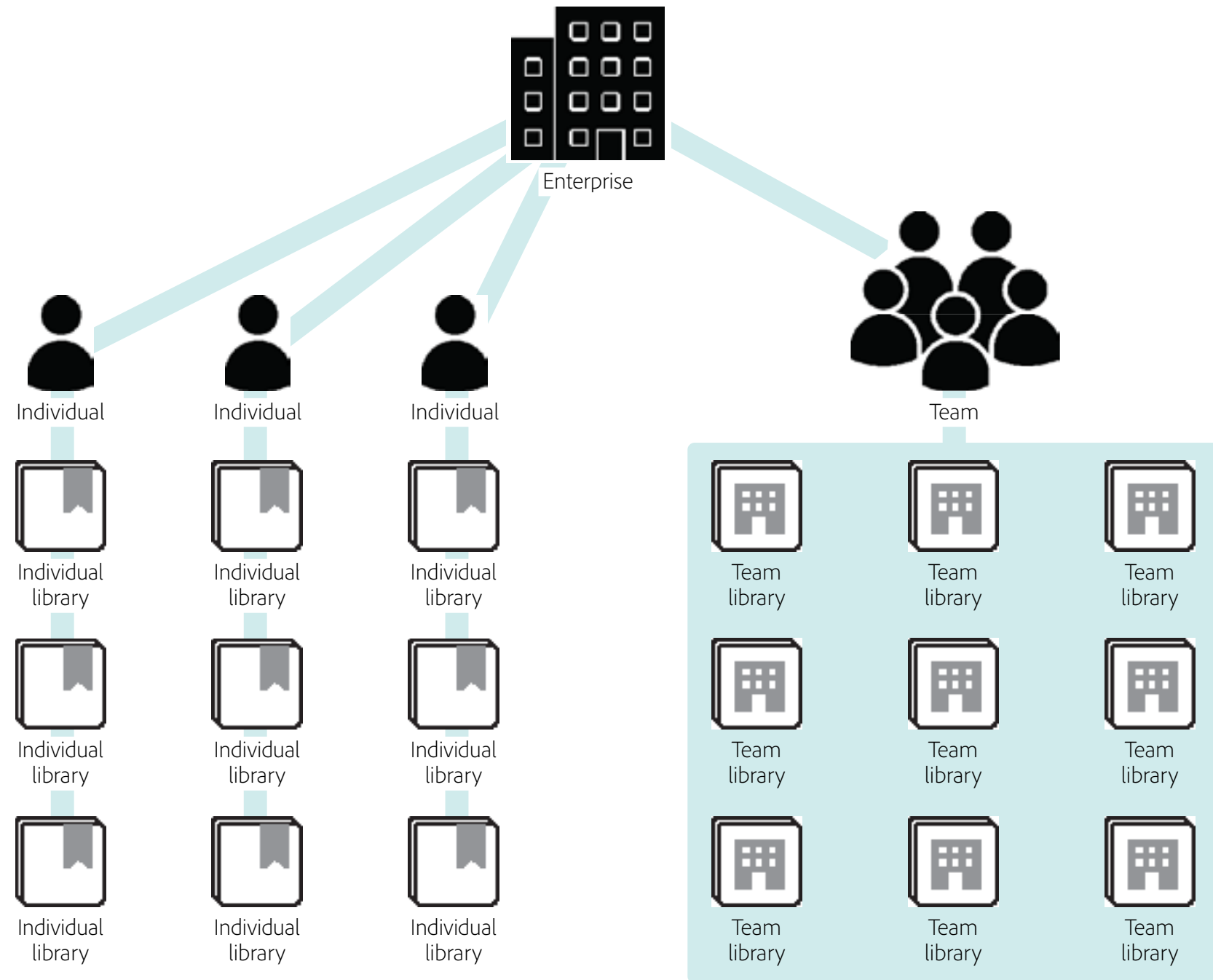


How team libraries work

Creative Cloud for enterprise as well as Creative Cloud for teams members can create, use, and share two types of libraries: individual libraries and team libraries.

Individual libraries are tied to an individual user account and stored in the user's individual storage space, while team libraries are tied to an organization's account and stored in the shared team space.

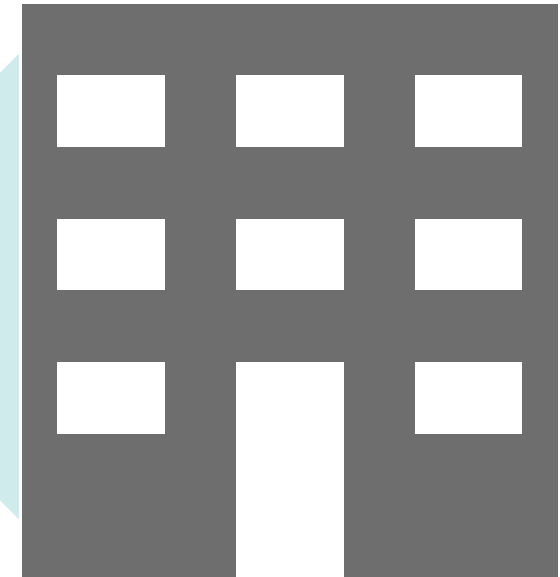
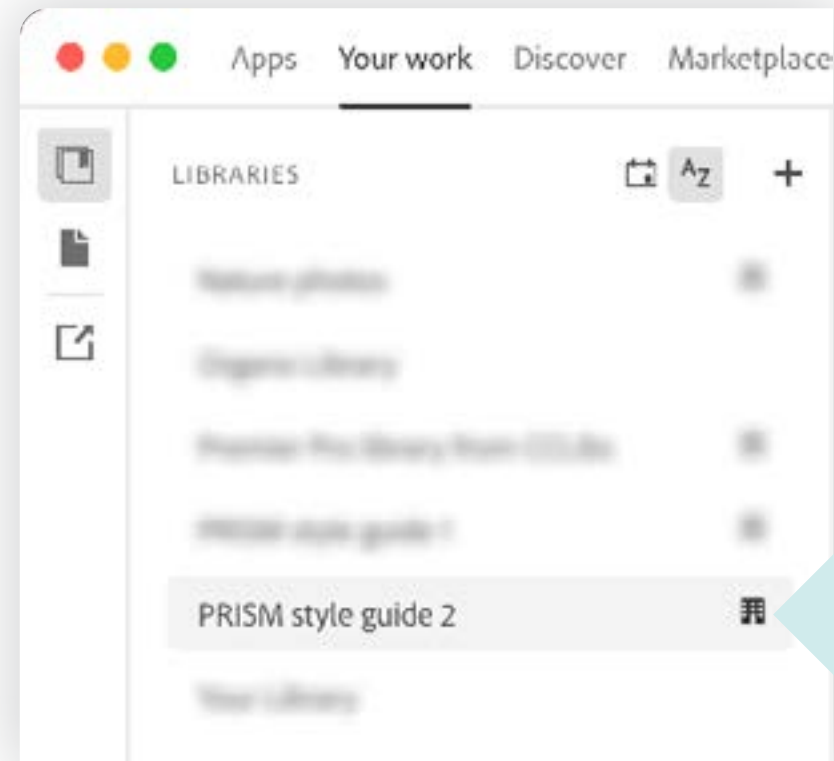
Note: Team libraries is launching for Creative Cloud for enterprise or Creative Cloud for teams customers who have had their storage allocation updated to provide storage at the organization level. If you are uncertain whether or not team libraries is available to you, please contact your administrator.



How team libraries work

Both team libraries and individual libraries are listed together in the Libraries panel and the Creative Cloud desktop app. Team libraries are identified by a building icon, and have the following benefits:

- After you create a team library, you have the option to give your entire team read-only access to the library. This is perfect for a corporate style guide library, for example.
- Beyond team-wide read-only access, you can grant edit access to team libraries to specific individuals or named groups within the team.
- Team libraries are not tied to an individual user account. The creator of a team library is not the owner of the library — the library belongs to the team. Instead of just one owner, you can assign any number of editors to the library. Editors can join or leave the collaboration without impacting access to the library for other users.
- If an individual creates a team library and adds elements to the library, and then later leaves the organization, the library continues to exist — the library elements will still be accessible to others in the organization.
- The storage size of all the team libraries in an organization are “pooled” together, and don’t count against individual user’s storage quotas.



What can go into a library?

Creative Cloud Libraries make your favorite elements available to you anywhere. You can add images, colors, text styles, and other elements in most Creative Cloud desktop and mobile apps, and then easily access them across other apps for a seamless creative workflow. Here are the types of elements that each application can save to a library or access from a library.

“All the digital designers at Atlantic Records use Creative Cloud Libraries differently, but we all have one collaborative library. This is our asset locker, which contains all of our templates and common assets for quick, easy reference. The majority of the work we do has a really tight deadline, so having one centralized location is vital.”

Dana Tandoi
Senior Manager, Atlantic Records

	Ps	Ai	Id	Pr	Ru	Ae	An	Xd	Dw	Dn	Br	Ca	St	Fr	Sp	Microsoft Word	Microsoft PowerPoint	Google Workspace*
	Photoshop	Illustrator	InDesign	Premiere Pro	Premiere Rush*	After Effects	Animate	XD	Dreamweaver	Dimension	Bridge	Capture*	Stock	Fresco*	Spark			
Colors	●	●	●	●	●	●	●	●	●	●				●		●		●
Color themes	●	●	●	●	●	●	●	●	●	●		●		●		●		
Gradients	●							●				●						
Paragraph styles		●	●													●		
Character styles	●	●	●					●				●				●		●
Text		●	●								●					●		
Graphics ¹	●	●	●	●		●	●	●	●	●	●	●	●	●	●	●	●	●
InDesign page items	●	●	●	●		●	●	●	●	●	●			●	●	●	●	
Illustrator artwork	●	●	●	●		●	●	●	●	●	●		●	●	●	●	●	●
Photoshop layers/layer groups	●	●	●	●		●	●		●	●	●		●	●	●	●	●	
Photoshop layer styles	●																	
Adobe XD Components	●	●	●	●		●	●	●	●	●						●	●	
Bitmap patterns	●	●										●						
Vector patterns	●	●										●						
Pixel brushes	●											●		●				
Vector brushes		●					●					●						
Animate animations/symbols			●				●				●							
3D models and lights										●	●		●					
3D materials										●	●	●	●					
Audio ²				●				●			●		●					
Video ³				●		●					●		●					
Lumetri color looks	●			●		●					●	●						
Templates	●	●	●	●	●						●		●					

1 Graphics files in the ai, png, bmp, psd, svg, gif, jpg, jpeg, tif, tiff, pdf, heic, heif, and dng formats.

2 Audio files in the aac, mp3, mp2, m4a, aiff, aif, and aifc formats.

3 Video files in the mp4, mov, wmv, mpeg, mpg, and wav formats. File type support is determined by the application.

* As of the publication date of this guide, only individual libraries are available in this application.



Create a corporate style guide library

Create a corporate style guide library

Step 1: Create a library

In the next few pages we'll use a corporate style guide as an example to show you how to create and use a library. The library can be created right in your creative application of choice by using the Libraries panel.

"Whenever we introduce a new feature, we create a new Creative Cloud Library with all of the icons and other design elements so we're all in sync."

Marie West
Senior UX Manager, Poshmark

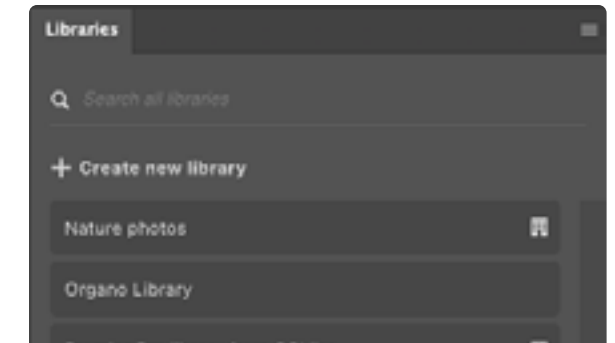
A

Display the Libraries panel on your screen.

- In most Creative Cloud applications you'll find the panel in *Window > Libraries*.
- In Animate, InDesign, and Dreamweaver you'll find the panel in *Window > CC Libraries*.
- In Adobe XD and Dimension, you'll find Libraries in the panel on the left side of the screen.

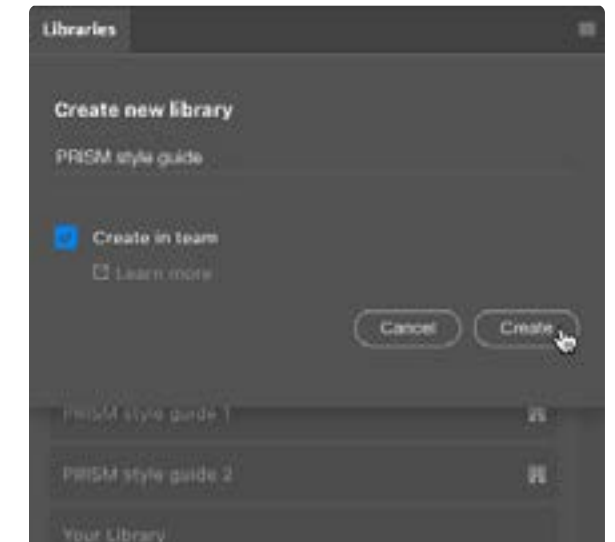
B

Click **Create new library** in the Libraries panel.



C

Give the library a name, and select the **Create in team** option. Creating a team library will automatically give read-only access to the library to everyone on your team. Click **Create**. Next, you can populate the library with design elements.




Create a corporate style guide library


Step 2: Add design elements to a library

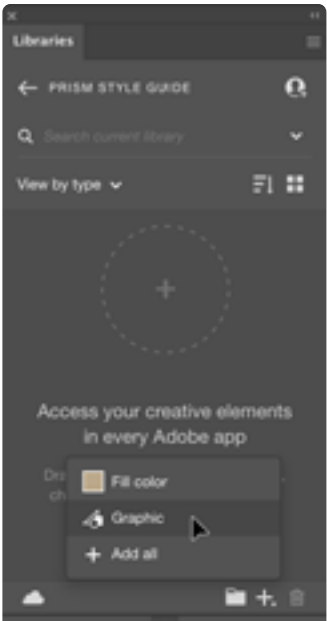
Creative Cloud Libraries provide a mechanism to capture design elements from a variety of apps: Photoshop, Illustrator, InDesign, XD, and more. You're not limited to desktop applications. You can capture inspiration, whenever it strikes, using mobile apps such as Adobe Capture, or download creative elements from Adobe Stock.

This example uses Illustrator.

A

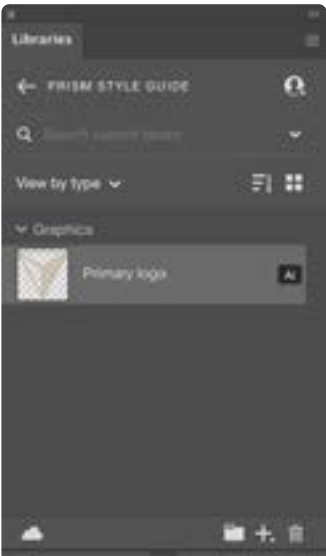
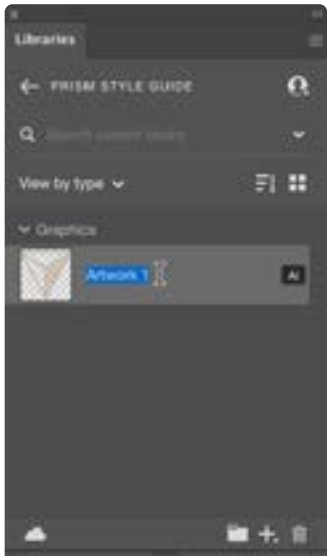
Select some artwork in Illustrator, then click the Add Content button  and select **Graphic** to add the artwork to the library as a graphic.

You can also drag and drop artwork from an Illustrator artboard into a library, but clicking the Add Content button  provides more control over which properties of the artwork are added to the library.



B

Double-click the element name and change the name to something meaningful.



Create a corporate style guide library


Step 3: Add color swatches

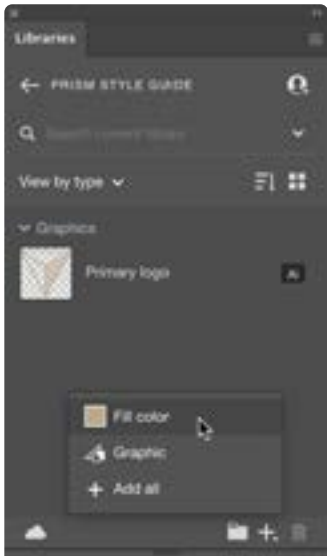
You can greatly simplify and standardize color communication across your teams by adding swatch colors to a library.

Brand guidelines often specify RGB, CMYK, HEX, and spot color versions of each color. You can either create multiple libraries, one for each color space, or create a single library and organize the colors by groups (see page 27).

This example uses Illustrator.

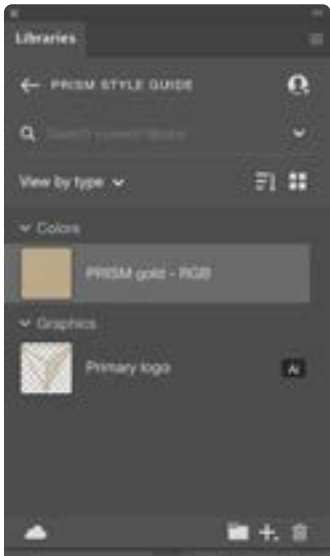
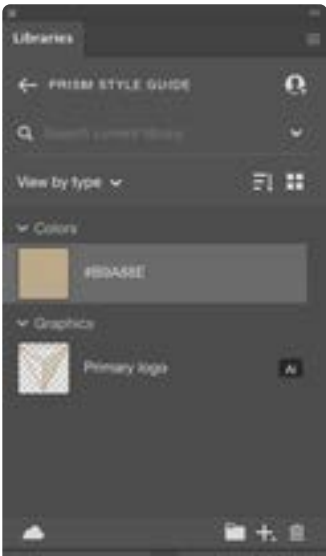
A

Select an object that has a color fill or stroke in Illustrator, then click the Add Content button  and select **Fill Color** or **Stroke Color** to add the color to the library.



B

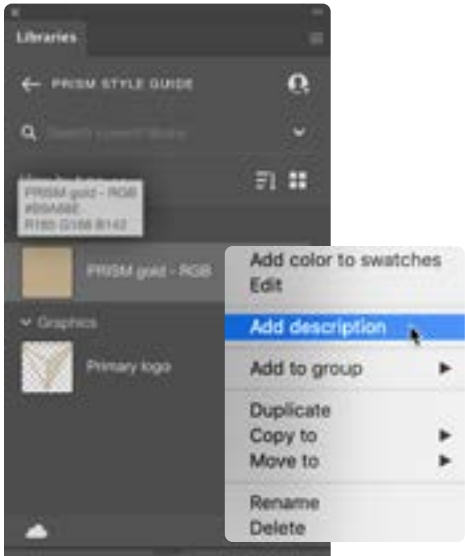
The element is automatically named with the Hex value of the color. If you wish to rename it to something else, double-click the name and type a new name.



C

Hover over the color, and you'll see the CMYK or RGB value of the color displayed. The color is added to the library as a CMYK color if it is added from a CMYK document, as an RGB color if it is added from an RGB document, or as a spot color if the added color is a spot color.

You can also right-click on a color swatch to add a Description. This can be helpful to provide context for when a certain color should be used.



Create a corporate style guide library


Step 4: Add text styles

Standardizing typographic styles is important for maintaining brand compliance. Using paragraph and character styles in your layouts reduces clicks and increases productivity.

Photoshop, Illustrator, InDesign, and XD all support character styles in libraries. Illustrator and InDesign also support paragraph styles in libraries.

This example uses InDesign.

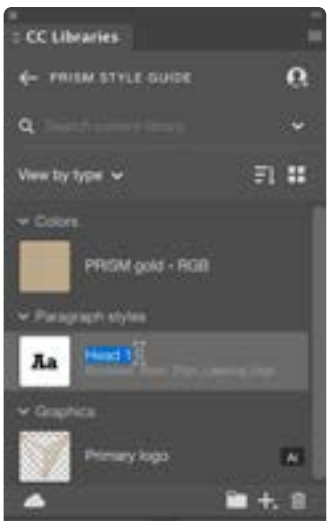
A

Select some text in an InDesign document, then click the Add Content button  and select **Character Style** or **Paragraph Style** to add the text style to the library.




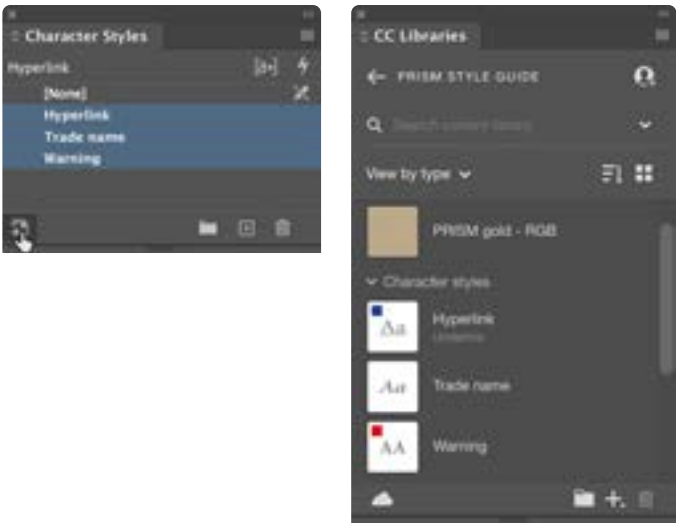
B

Double-click the element name to change the name to something meaningful.



C

If your document contains named Paragraph Styles or Character Styles in the Paragraph Styles or Character Styles panels, you can add these styles to a library by selecting one or more styles in the panel and clicking the Add to library button  at the bottom of the panel.



Create a corporate style guide library

Step 5: Use library elements

Once elements are saved in Creative Cloud Libraries, you can reuse them in your designs—in the same file, another project, or another app—without worrying that you’ll grab the wrong versions.

To add a graphic element to your project, you can drag it directly from the library onto your Illustrator artboard, Photoshop canvas, or InDesign layout, or into projects in other Creative Cloud applications.

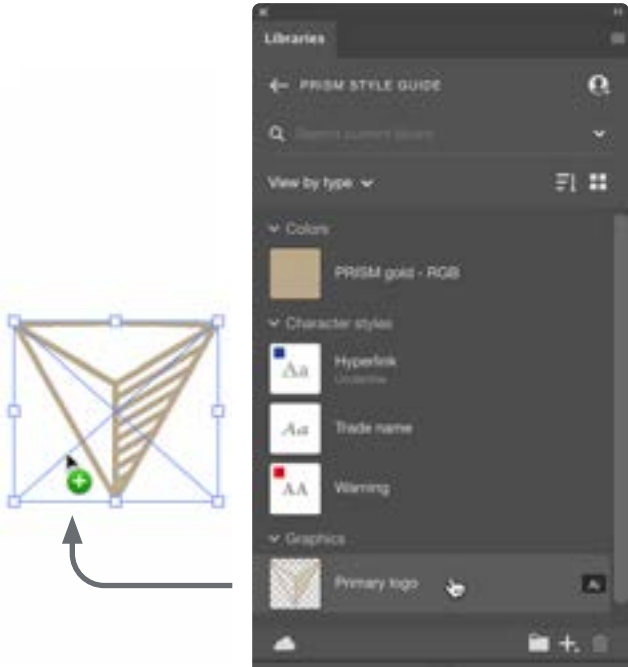
To apply colors, text styles, layer styles, and certain other types of elements, select the object, text, or other item to which you want to apply the element, and click the thumbnail of the element in the Libraries panel.

This example uses Photoshop.

A

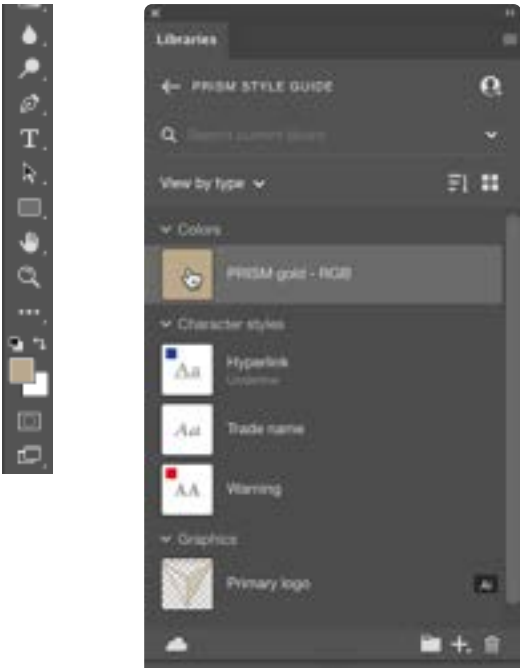
In an existing or new Photoshop document, drag a graphic from the Libraries panel onto the canvas.

Adjust the transform handles to scale the item, then click the **Commit** button or press Enter.



B

Click the thumbnail for a color that you’ve stored in your library. You’ll see that the color is applied as the current foreground color in Photoshop.



Create a corporate style guide library

Step 6: Add editors and viewers for collaboration

If you selected the **Share as Team Library** option when creating the library in step 1 on page 11, everyone on your team automatically has read-only access to the team library.

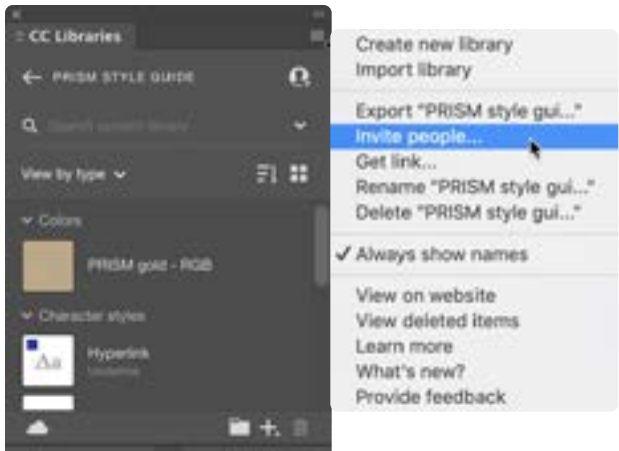
You can invite other Creative Cloud users within or outside your organization to collaborate on individual or team libraries you create. Each collaborator you invite can be given either **Can Edit** or **Can View** permission.

When you provide Can Edit permission to a library, collaborators can use, modify, rename, move, and delete library content. Can View (aka read-only) permission allows recipients to view and use elements, but not modify the elements or the library itself.

A library with Can View access ensures your creative elements stored in Creative Cloud can't be changed or deleted by other collaborators, while still making those elements available for use by others.

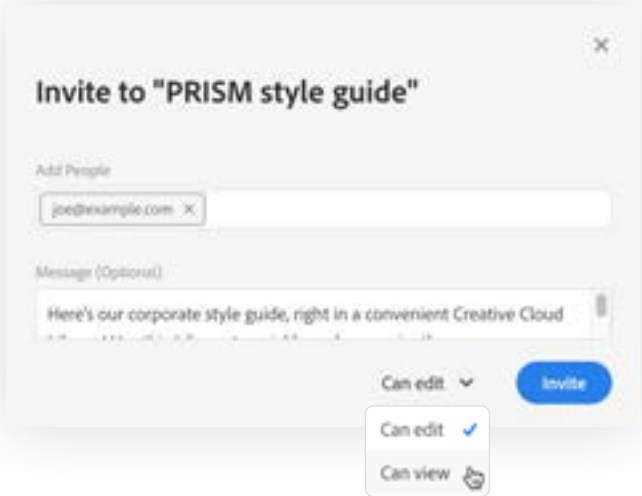
A

Choose **Invite people** from the Libraries panel menu.



B

The Creative Cloud desktop app is launched. Type the email addresses of your collaborators. For each address you type, choose **Can View** or **Can Edit**, and then click **Invite**.



C

Each collaborator will receive an email invite, and must click through the email to accept the invitation (or respond to a notification they will receive through the Creative Cloud desktop app). Once they have done so, the library you have shared, along with all of its elements, will appear in their Libraries panel.



Create a corporate style guide library

Step 7: Use and update linked elements

Photoshop, Illustrator, and InDesign can use elements from a library as either “linked” or “copied” (unlinked) elements. It’s important to understand the difference.

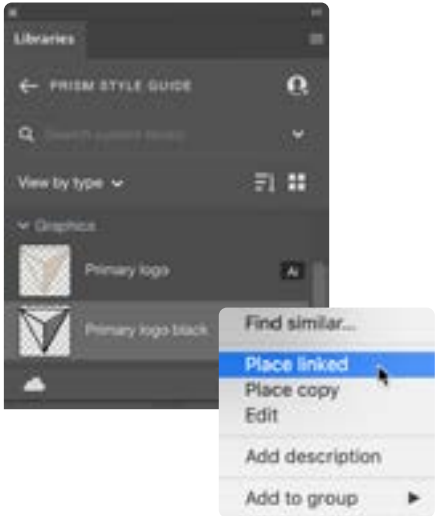
Linked elements remain associated with the original element in the library. When the original element is changed or updated, all instances of its use in Photoshop, Illustrator, or InDesign documents are automatically updated.

Copied, or unlinked elements, do not change in the Photoshop, Illustrator, or InDesign documents where they have been used when the original library item is changed.

This example uses Photoshop.

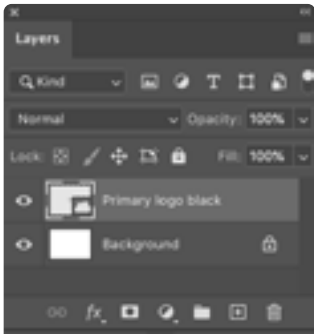
A

In an existing or new Photoshop document, right-click on a graphic element in a library and select **Place Linked**.



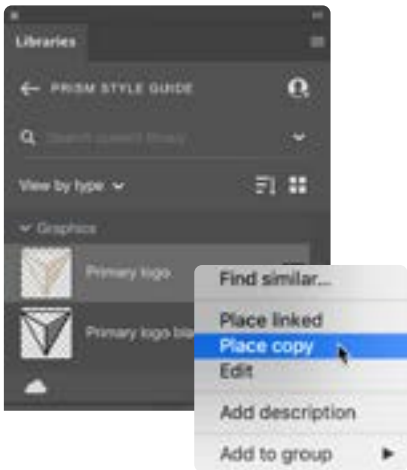
B

Note the cloud icon on the layer in the Layers panel. This indicates that the element is linked to a library. When the library element is changed by you or a collaborator, the element will update in this document.



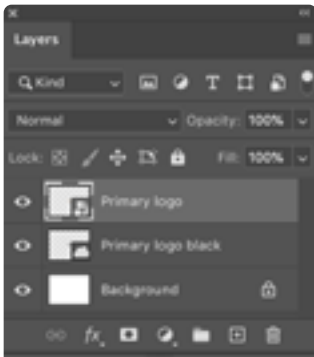
C

Right-click on another graphic element in a library and select **Place Copy**.



D

Note the Smart Object icon on the layer in the Layers panel. This indicates that the element is embedded in the Photoshop document as a smart object. The element is not linked to a library, and will not update in the document if the library element is changed.



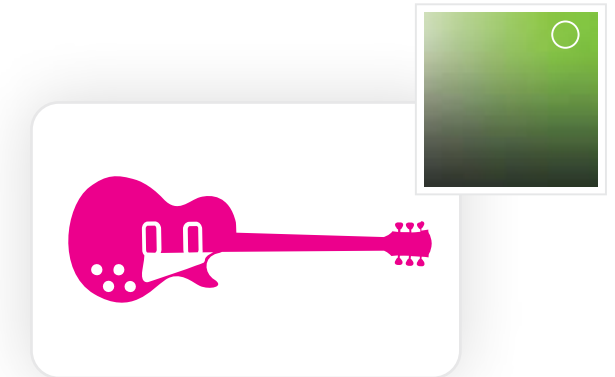
Update library elements in a collaborative workflow

Working with linked graphic elements in a collaborative workflow is very powerful. The workflow for working with linked graphic library elements is similar in InDesign, Illustrator, Photoshop, XD, and Dimension.

- 1 **Matt** has “Can View” privileges to a shared library. He places an Illustrator graphic from the library into his InDesign layout as a **linked** element.



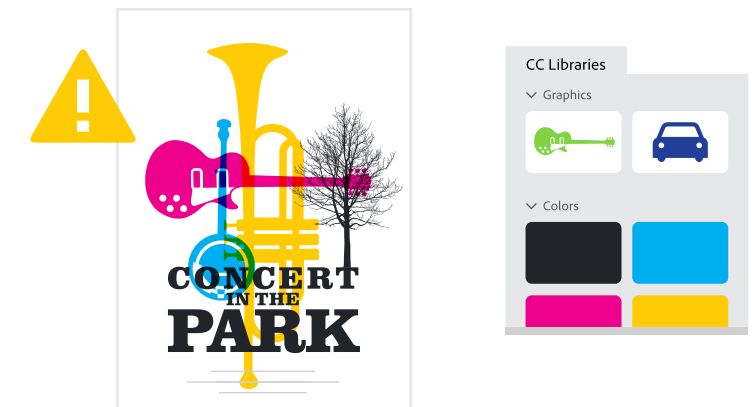
- 2 **Carol** has “Can Edit” privileges to the same shared library. She decides to change the color of the library element that Matt used. She double clicks on the element **in the library** to edit it. The graphic opens in Illustrator, where she changes the color.



- 3 **Carol** saves her changes in Illustrator and closes the file. The library item is updated on her local drive and synced to Creative Cloud and to all her collaborators.



- 4 The revised library item is automatically updated in **Matt's** Libraries panel. Working in his InDesign layout, Matt receives an alert that the graphic is out of date in his layout, so he updates it in the InDesign Links panel.





Create a UI/UX design system with Adobe XD

Create a UI/UX design system

Adobe XD and Creative Cloud Libraries are a powerful combination to help you build, manage, and distribute a design system. You can easily share design system elements with your team, allowing them to design consistently and at scale across their design projects. Most importantly, you can centrally manage updates to the design system so that everyone uses the latest elements.

Step 1: Create document elements

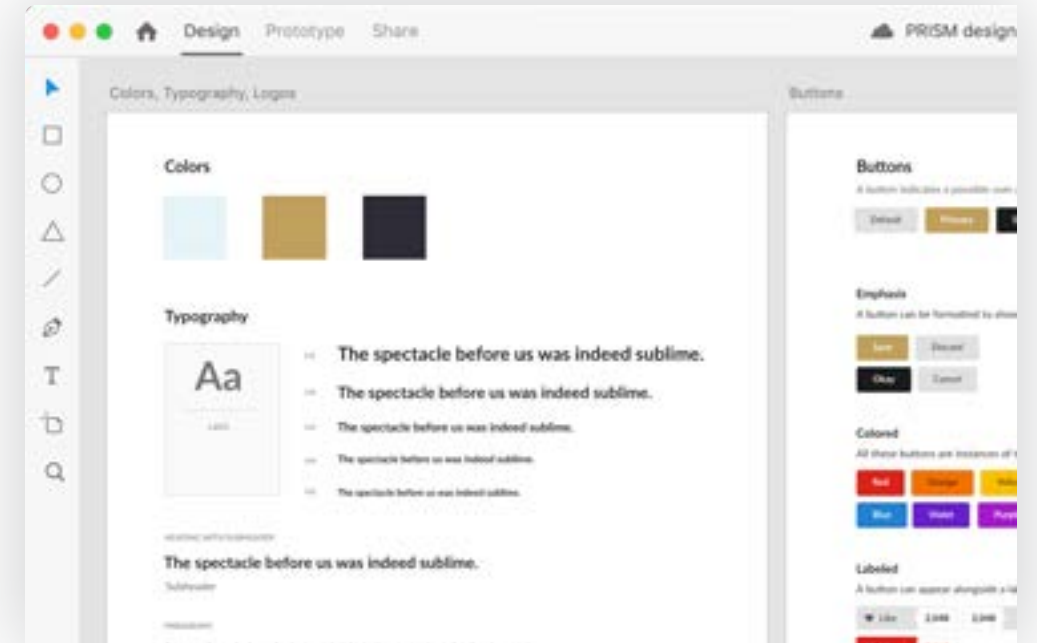
Create a document in XD and assemble the elements of your design system. You can arrange the elements on artboards however you wish, making it easy to build out a system of elements that look good in relationship to each other.

In addition to colors and character styles, you can include Components in your design system. Components can be simple artwork like a static button, or complex assemblies of multi-state objects complete with interactions.

A

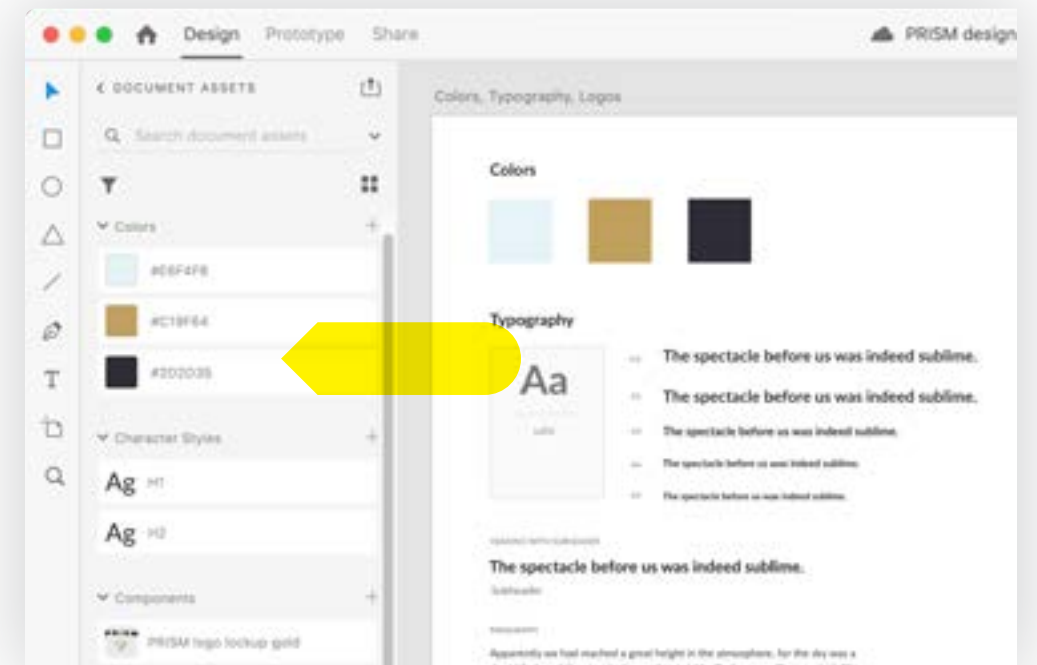
Create an XD document, assembling and creating design elements such as colors, character styles, and components.

Save the document as a Cloud document.



B

Add design elements as document assets (right-click and choose **Add Color to Assets**, **Add Character Style to Assets**, **Make Component**, or click the plus icon in the Document Assets panel).



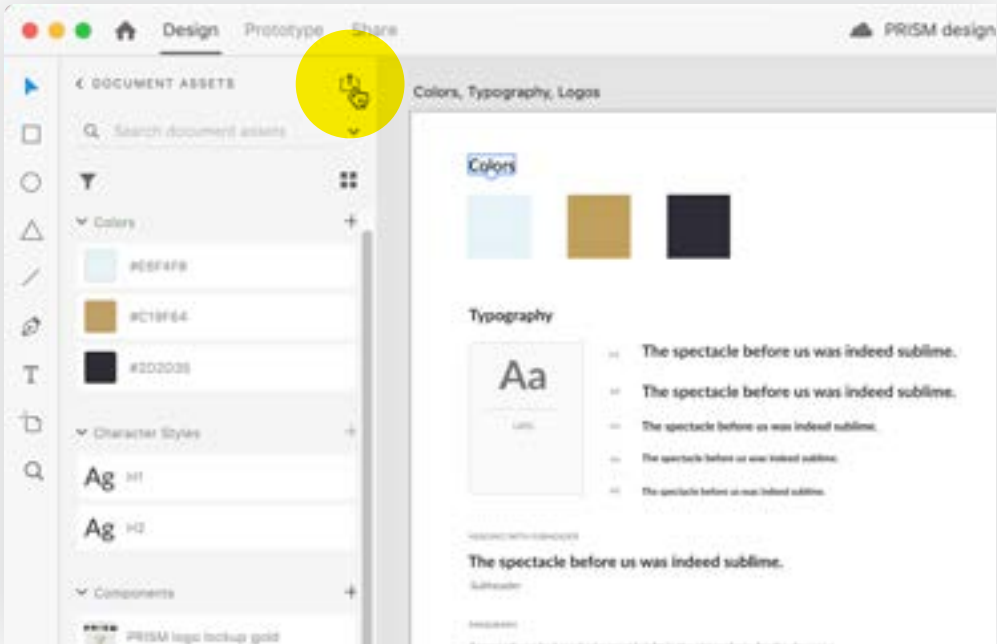
Create a UI/UX design system

Step 2: Publish document elements as a new Creative Cloud Library

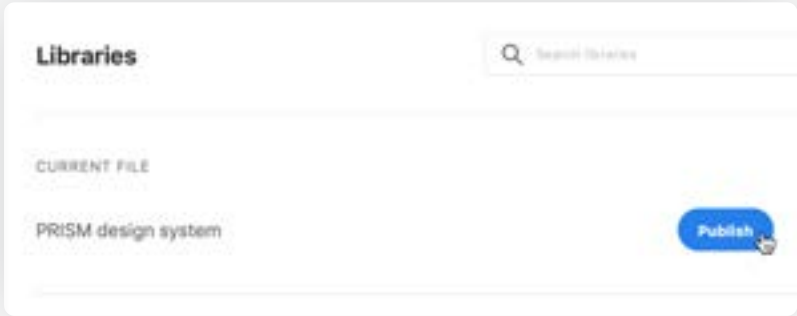
This enables you to share the library with others as a design system.



Click the Publish as a Library icon at the top of the Document Assets panel.



In the Libraries manager, give the library a name and click the Publish button.



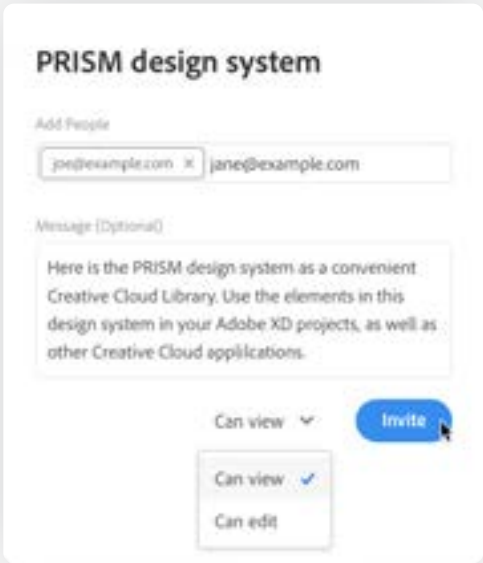
Create a UI/UX design system

Step 3: Share the library with your team to be used in other projects

You can grant others the rights to edit the library elements, or only to view and use the elements in their projects.

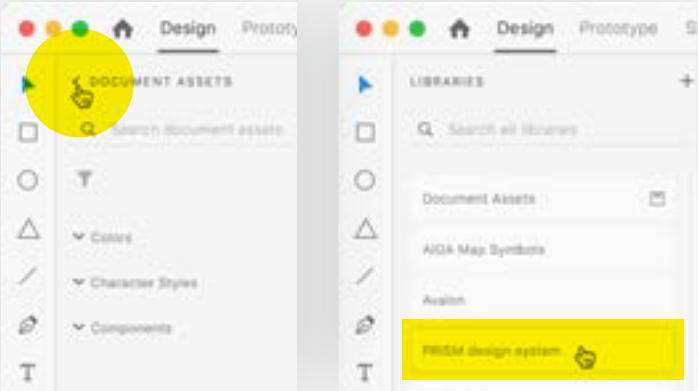
A

Invite others to the library, and assign them **Can view** or **Can edit** access.



B

In any XD project, users can click the back arrow next to Document Assets, and choose the shared design system library.

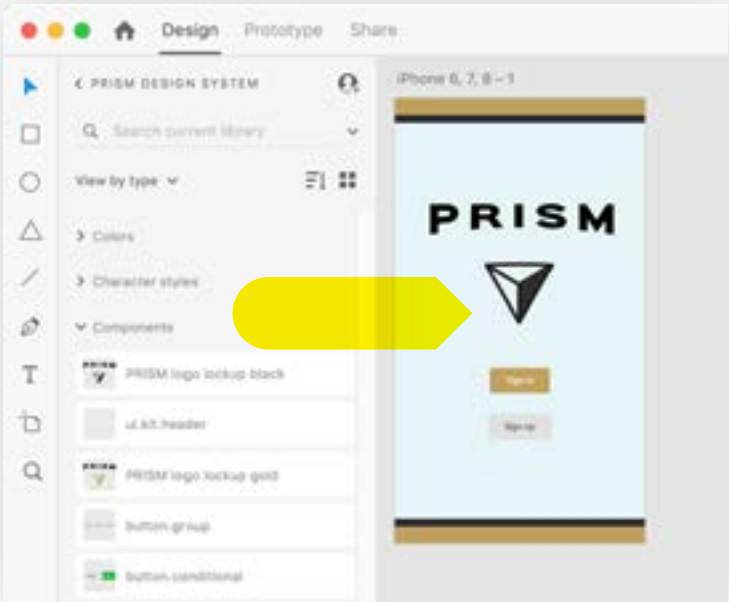


C

Designers in XD can use elements from the design system library in their designs. They have full access to all the colors, character styles, and rich components in the design system. They can create unlimited instances and variations of components, without affecting the integrity of the master component.

As libraries grow in size with a large number of assets to manage, XD makes it easy for users to find assets quickly using filter and search features within the Document Assets panel.

The colors and character styles in the library can be also be used in most other Creative Cloud applications. Components will appear in other applications as static vector graphics.



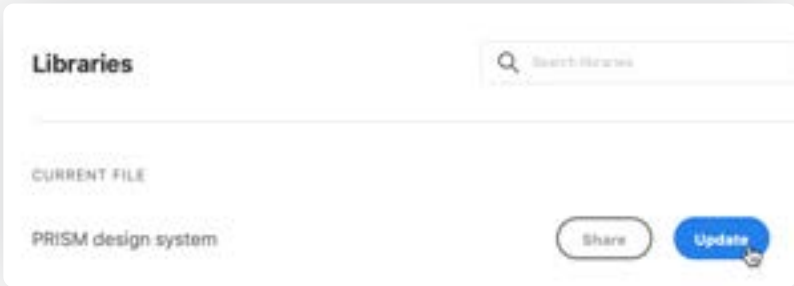
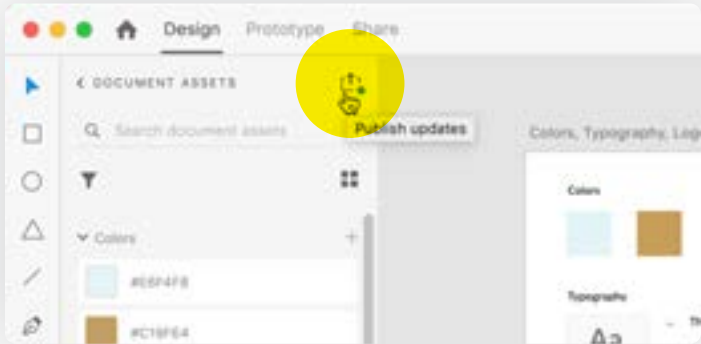
Create a UI/UX design system

Step 4: Keep the design system library up to date

Whenever you make updates to the design system library, users who open a document using the system are notified that updates have been made, and can choose to incorporate the updates if they wish.

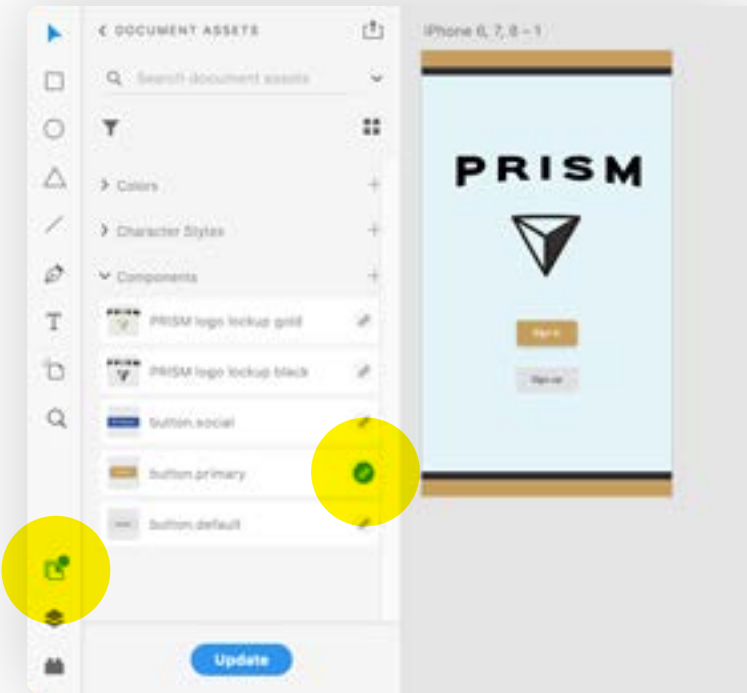
A

To edit and maintain design system assets, open the original design system cloud document in XD. Make your changes to design assets, then click the Publish Updates icon to update the design system library, making the updates available to all users with whom you've shared the library.



B

Designers who are using elements from the design system library are notified which elements used in their design have changed. They can preview updates from the Document Assets panel or the design canvas before accepting library updates.



Create a UI/UX design system

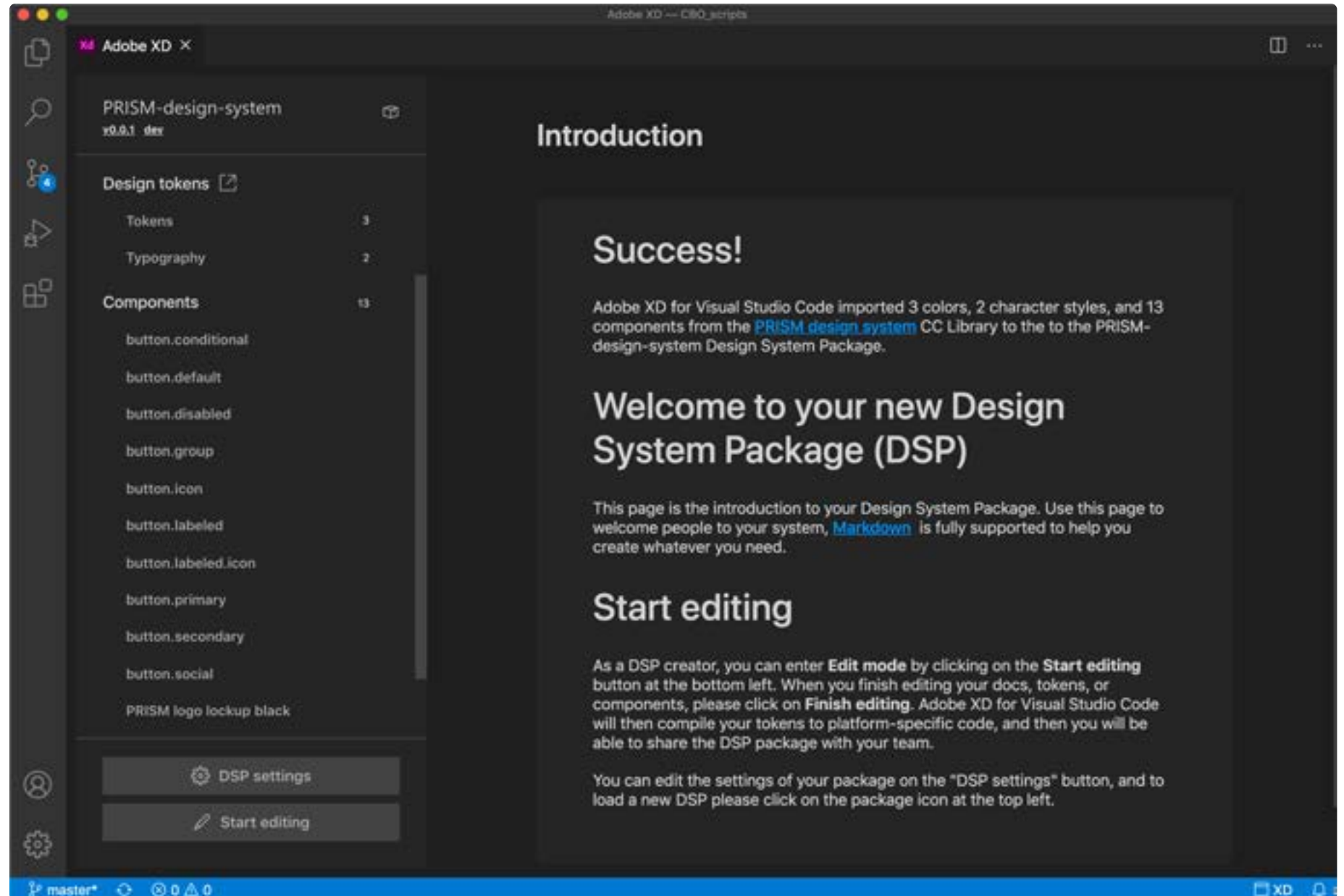
Step 5: Streamline development handoff and implementation with libraries

Design systems are the link between Design and Development. To build a successful, tailored, and widely-adopted system, both designers and developers need to have a seat at the table. XD facilitates this in two ways. First, sharing design specs in Share mode gives developers easy access to all the design specs, red lines, and assets in an XD project right in their browser.

Second, the [Adobe XD Extension for Microsoft Visual Studio Code](#) allows DesignOps teams to visually map design sources, created in XD and saved in Creative Cloud Libraries, to platform-specific code using design tokens. These tokens are saved in a [Design System Package \(DSP\)](#). DSP is an open-format folder structure created to help teams share design system information across tools.

These DSPs can then be used by developers to accelerate the coding process. The DSP can contain all the information developers need while coding, including tokens, code snippets, examples, and documentation.

For more information about this workflow, see letsxd.com/vscode.



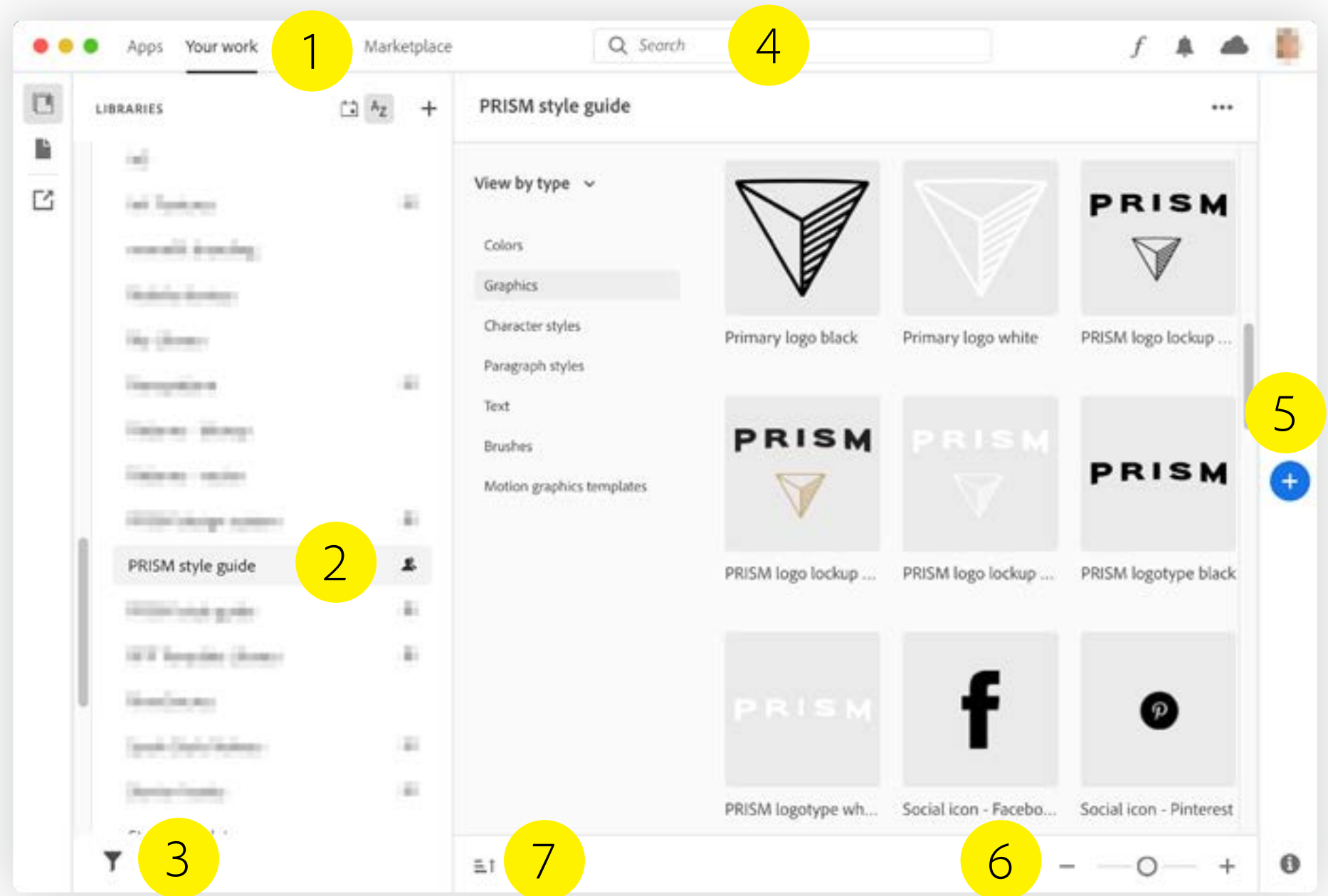


Manage library elements with the Creative Cloud desktop app

Benefits of the Creative Cloud desktop app

The Creative Cloud desktop app is a convenient place to manage and organize your elements in a workspace that provides more “elbow room” than the Libraries panel in applications.

- 1 Show a list of all your libraries
- 2 Select a library
- 3 Filter the library list
- 4 Search library elements
- 5 Add elements
- 6 Display large thumbnails
- 7 Change the sort order



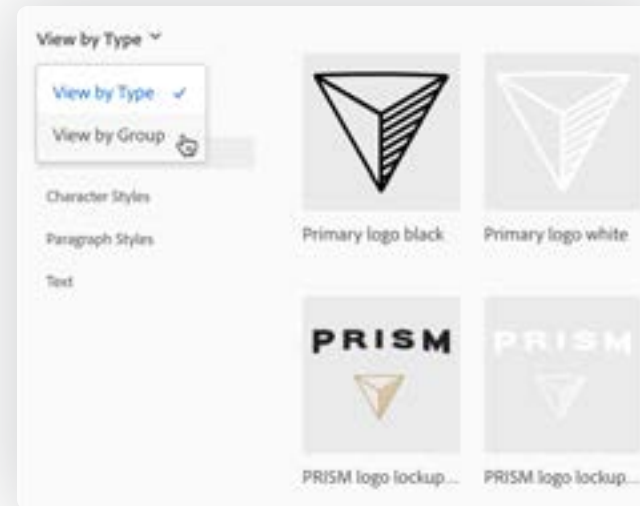
Create groups

There are two ways to organize and view elements in a library. “By type” organizes the elements according to file type, displaying all swatches together, all graphics together, all type styles together, and so on.

“By group” allows you to create groups (much like folders) to fit your organizational needs. For example, you could organize your logos into groups named Primary Logos and Alternate Logos, or your colors into CMYK, RGB, and Spot Color groups.

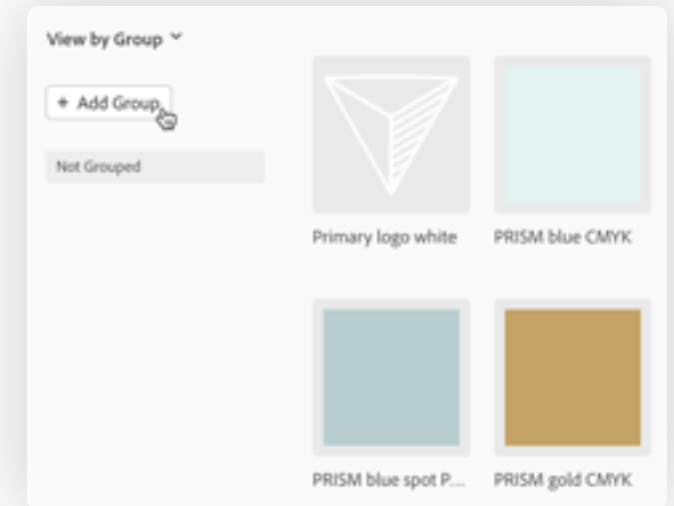
1

Choose **View by Group**.



2

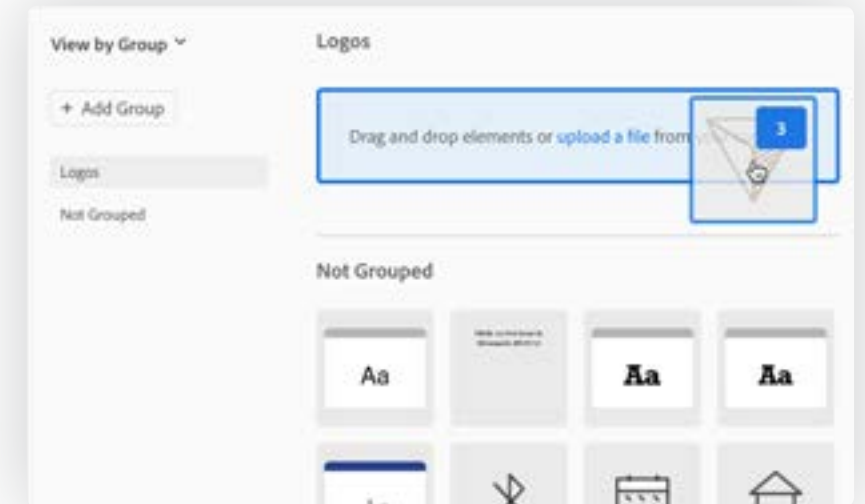
Click **Add Group**, and then give the group a name. Each library can have as many groups as you wish.



3

Drag elements into the group. By default, the elements are sorted in chronological order in the group, with the most recently added elements at the top.

You can drag and drop library elements within the group or between groups to specify the order. When you change the order of elements in a group, the same order is visible across all applications and for all the collaborators with whom you've shared the library.

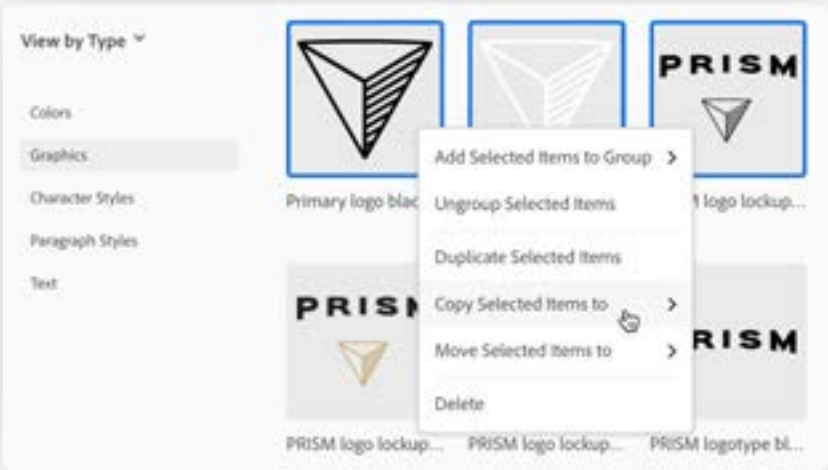


Move elements

There are two easy ways to copy or move elements from one library to another—right-click or drag and drop.

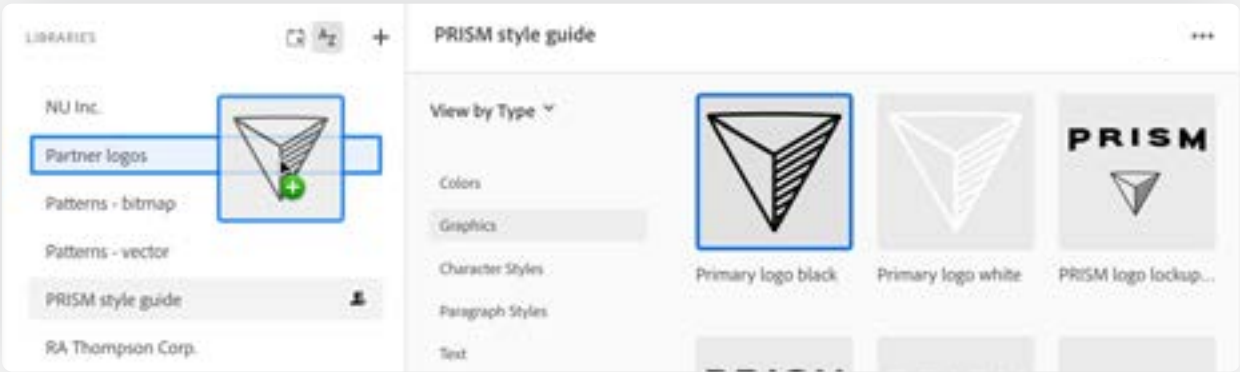
1

Select the elements you want to copy or move, right-click, choose **Copy Selected Items to** or **Move Selected Items to**, and then select the destination library.



2

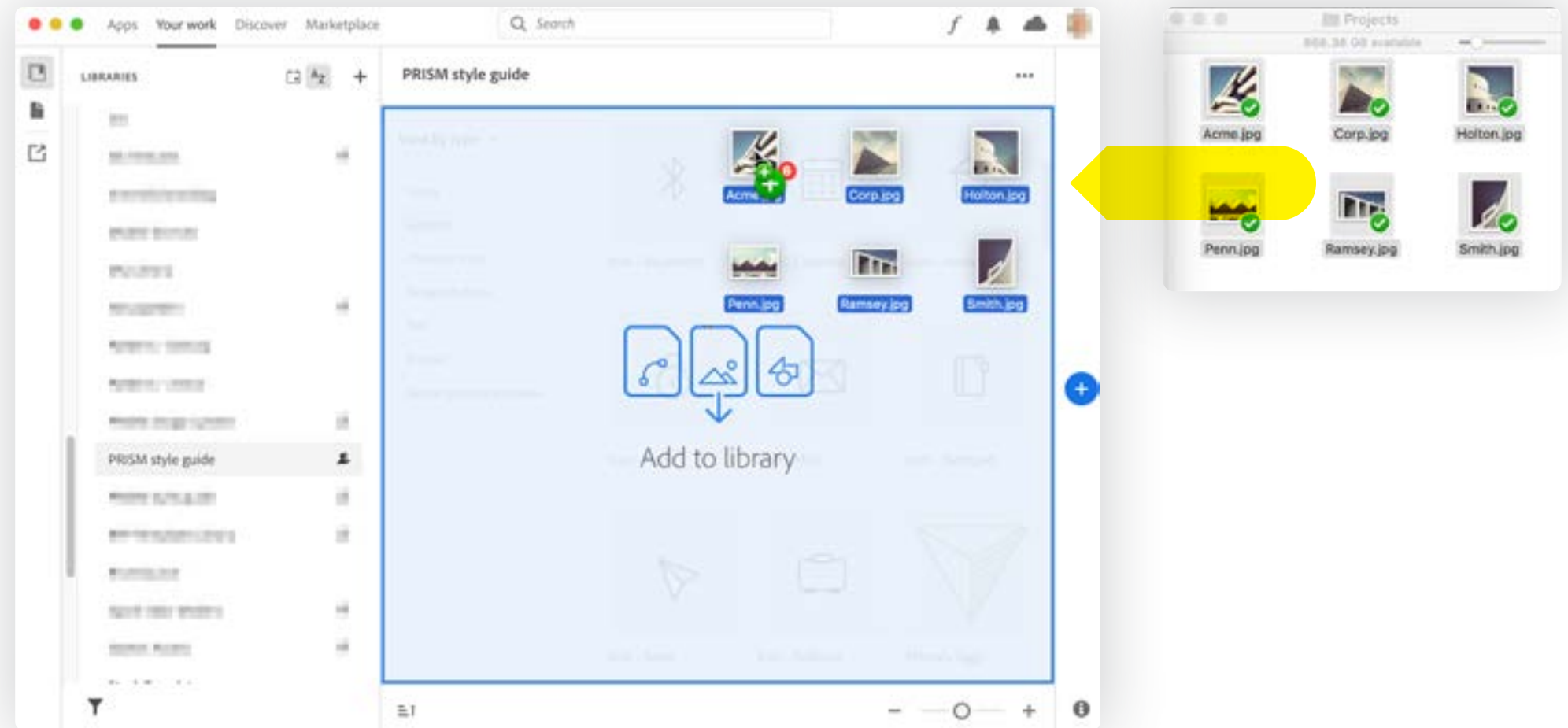
Or, drag and drop elements from one library to another. Add the Option key (macOS) or Alt key (Windows) to copy the items instead of moving them.



Add elements

The Creative Cloud desktop app offers a fast way to “bulk load” elements into a library. Just drag and drop one or more files from the macOS Finder or Windows File Explorer into a library in the Creative Cloud desktop app.

This is a great way to populate a library from an existing folder of elements in any of the following file formats: ai, png, bmp, psd, svg, gif, jpg, tif, pdf, heic, heif, dng, psdt, ait, indt, fla, mp4, mov, wmv, or mpeg.





Manage team libraries

Browse and join team libraries

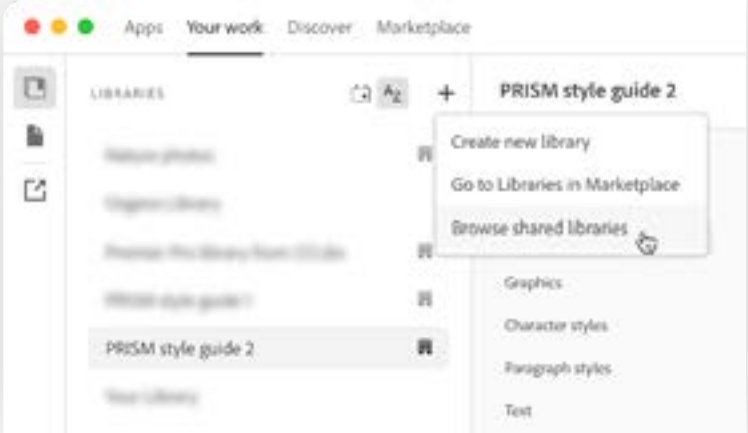
Using the Creative Cloud desktop app, you can browse a list of all team libraries that have been created by members of your team.

This list will also include any libraries that others inside or outside your organization have shared specifically with you.

You can also view and manage all your libraries with a web browser at assets.adobe.com/libraries.

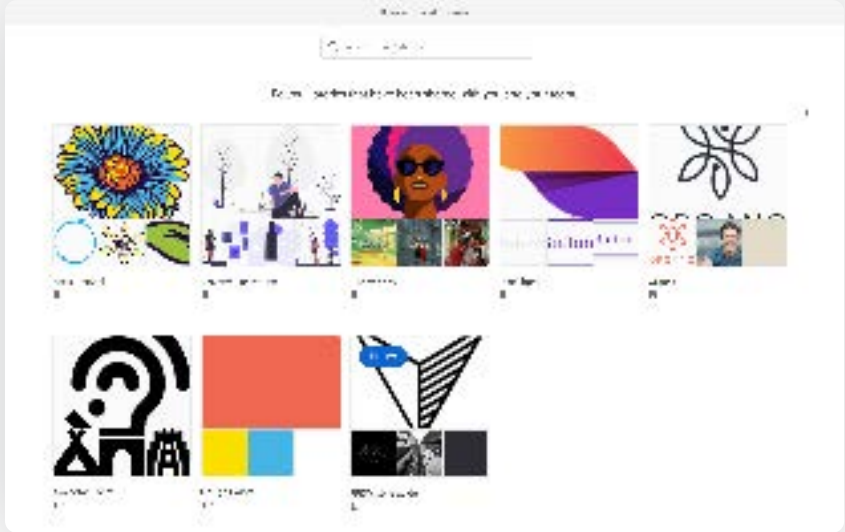
1

Choose **Your work**, click the + icon, and then choose **Browse shared Libraries**.



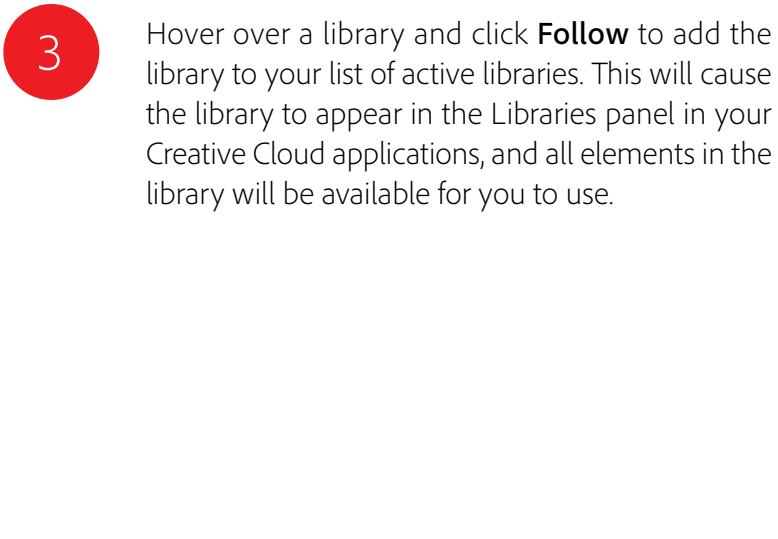
2

This will display a list of all team libraries available to you, as well as any individual libraries that have been specifically shared with you.



3

Hover over a library and click **Follow** to add the library to your list of active libraries. This will cause the library to appear in the Libraries panel in your Creative Cloud applications, and all elements in the library will be available for you to use.



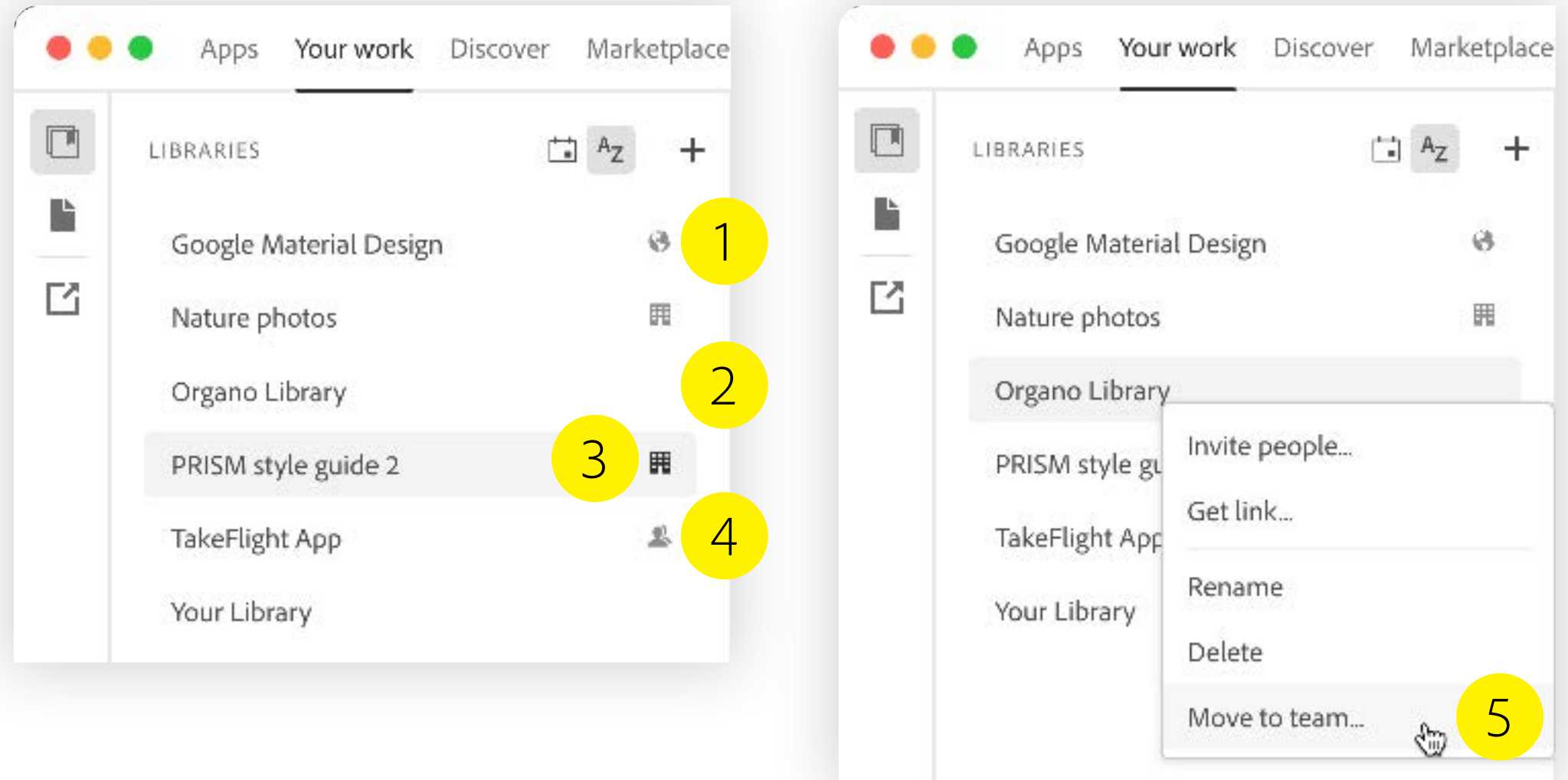
PRISM style guide 1
ADOBE PRODUCTION TEST - CCXESM...

Identify library type by icon

Icons that display next to a library indicate what type of library it is — individual or team, shared or not.

- 1 A “public” library
- 2 The absence of an icon indicates an individual library that is not shared
- 3 A team library
- 4 A library that you have shared with others, or that someone else has shared with you

Right-click an individual library 5 and select **Move to team** to convert the individual library to a team library.





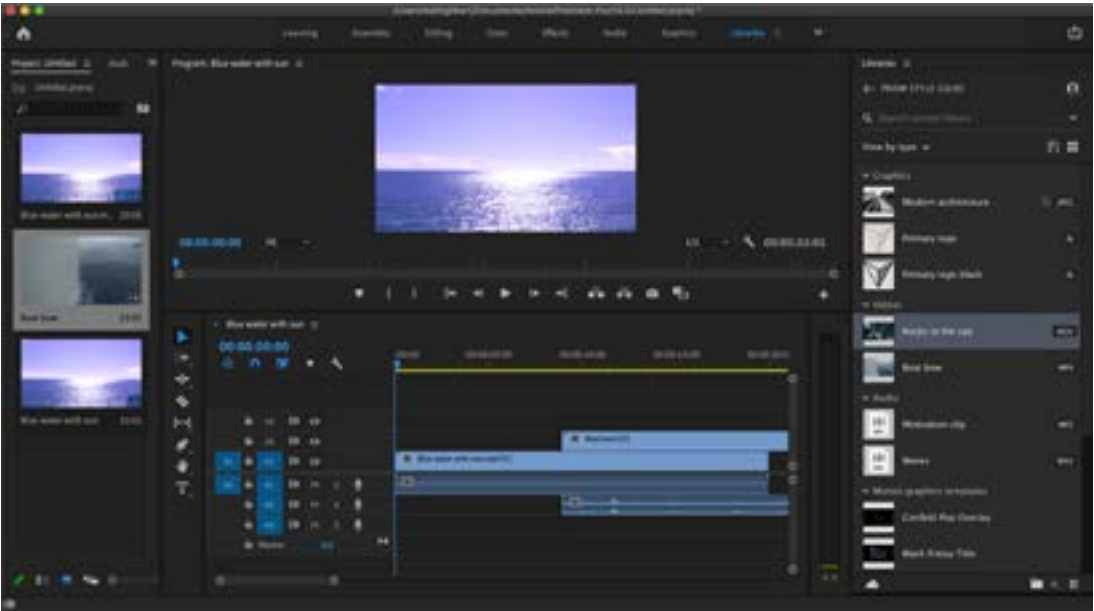
Creative Cloud Libraries and apps

Adobe Premiere Pro

Adobe Premiere Pro supports graphics, videos, color looks, audio, motion graphics templates, colors, color themes, and components in libraries, making it easy to include these elements in your video projects.

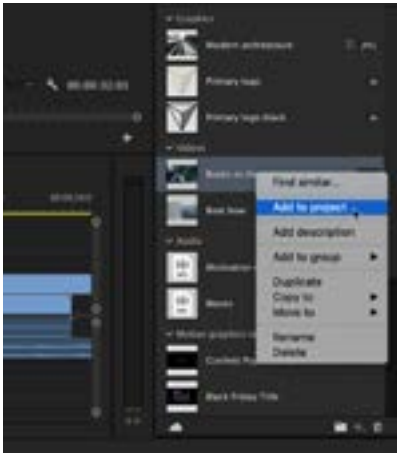
1

Choose **Window > Libraries** or **Window > Workspaces > Libraries** to display the Libraries panel.



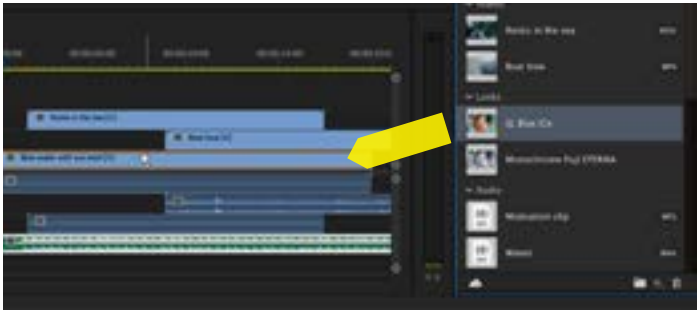
2

Right-click on video or audio clips in the library and choose **Add to Project** to include them in your composition.



3

Drag graphics, looks, and motion graphics templates to the timeline to add them to your project.

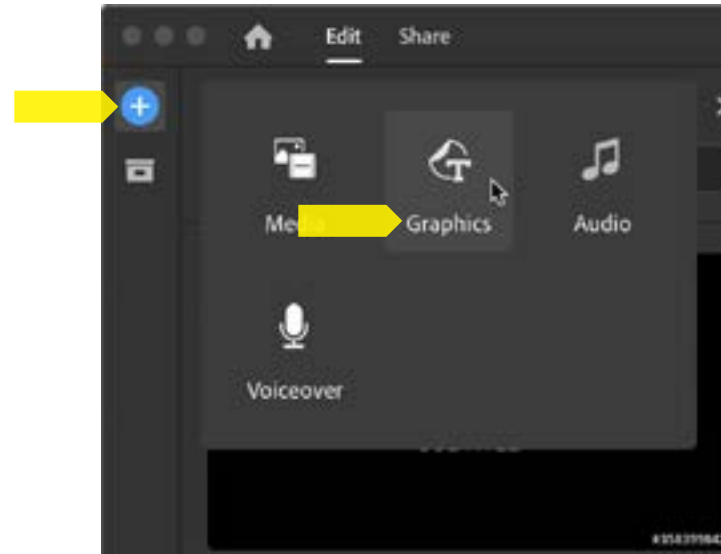


Adobe Premiere Rush

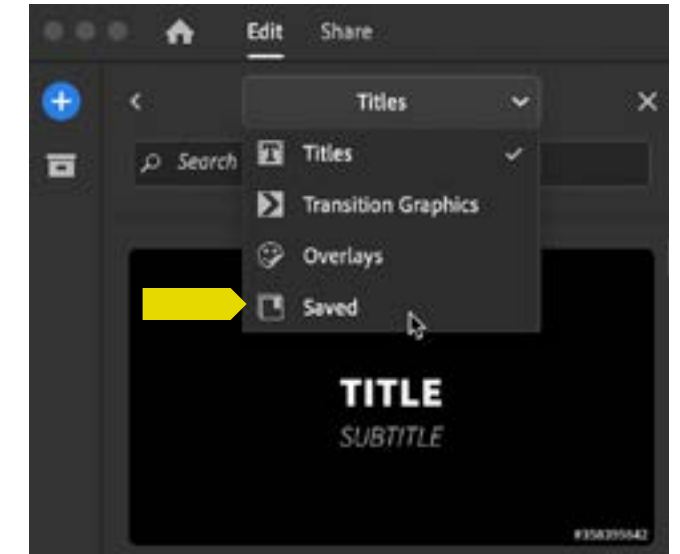
Adobe Stock features a large collection of motion graphics templates, many of which are compatible with Adobe Premiere Rush. These templates can be saved to a library and then used in both the mobile and desktop versions of Rush.

As of the publication date of this guide, team libraries are not visible in Premier Rush. We are actively working to make team libraries available in all applications that support individual libraries.

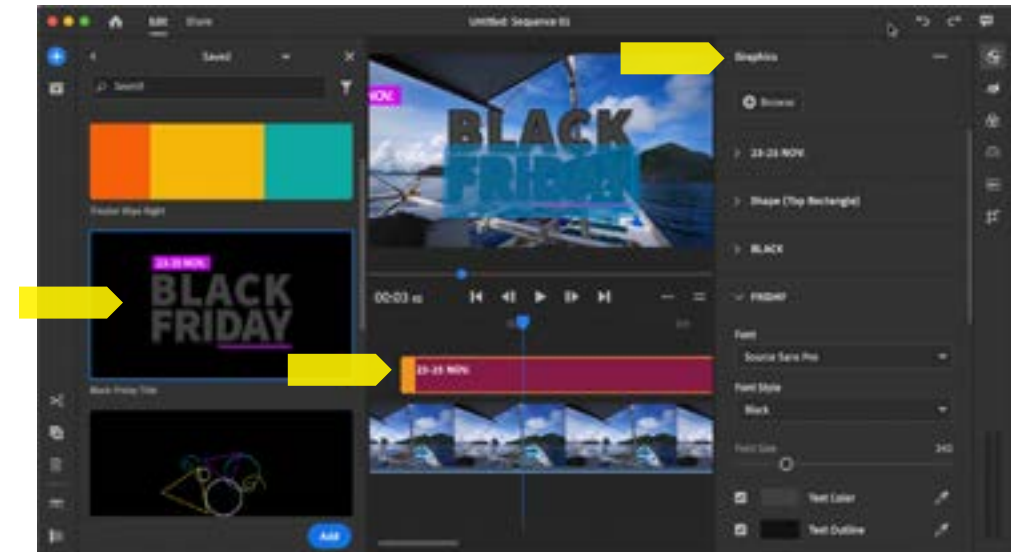
- 1 Click the plus icon, and then click Graphics.



- 2 Select Saved. This will display all motion graphics templates that are saved in any of your libraries.



- 3 Double-click the motion graphics template that you want to use in your project.
The element will be added to the project timeline.
Edit the template attributes in the Graphics panel.

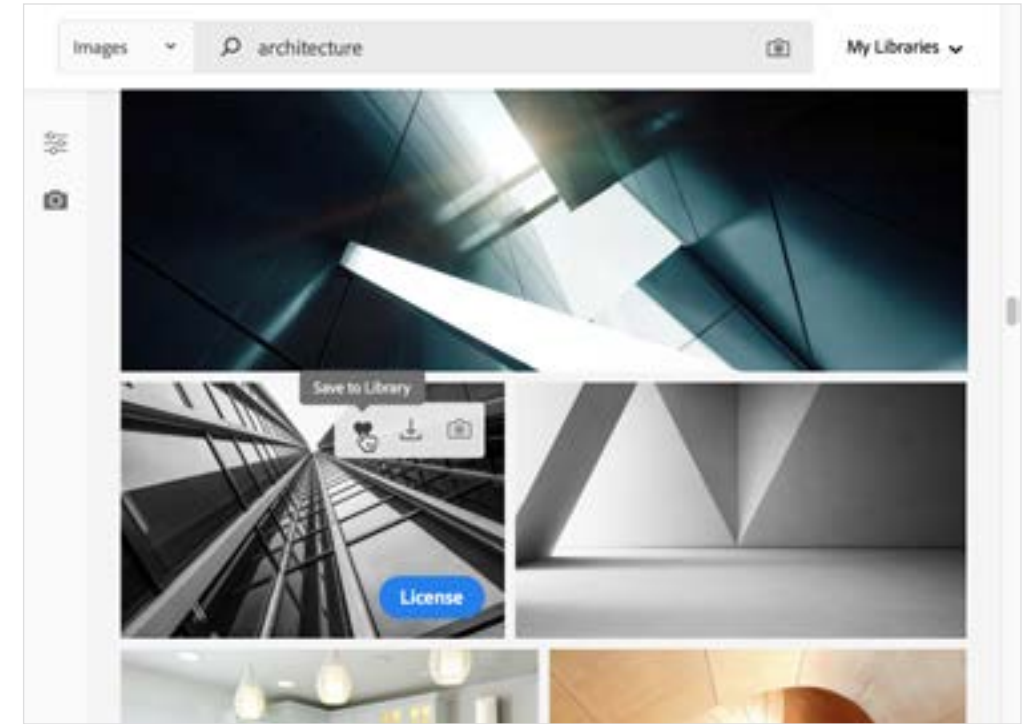


Adobe Stock

Adobe Stock delivers the creative elements that you need with the tools to find and use them quickly and efficiently. Adobe Stock is deeply integrated with Creative Cloud Libraries.

1

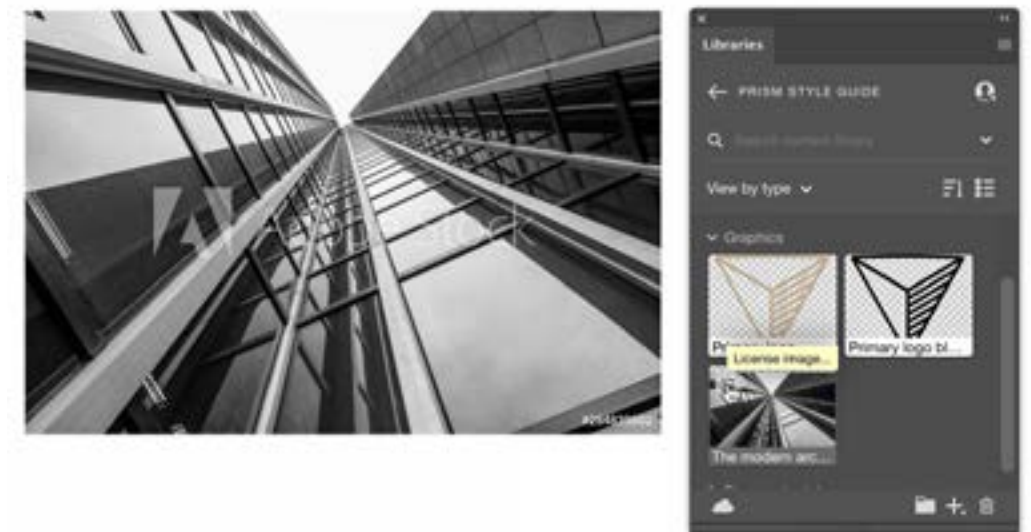
Search for Adobe Stock creative elements in the Libraries panel within most apps, or use the Adobe Stock website to add a watermarked preview of any stock element to any of your libraries.



2

Drag the watermarked stock element from the Libraries panel to your creative project. When you're satisfied that the stock element is appropriate for your project, you can license the stock element right in the Libraries panel.

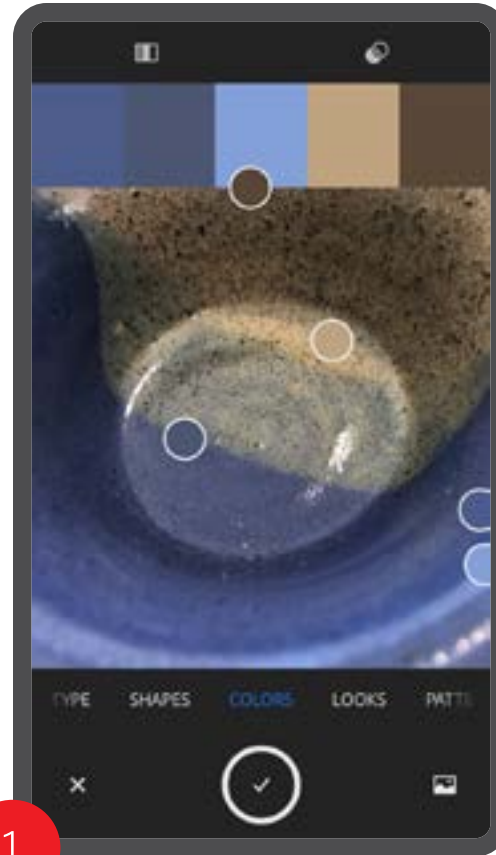
Photoshop, Illustrator, InDesign, Premiere Pro, and After Effects take this integration even deeper. When you license the stock asset, all linked instances of the stock image in your open documents are automatically updated. In Photoshop, any non-destructive edits made to the element are automatically preserved—potentially saving hours of rework.



Adobe Capture mobile app

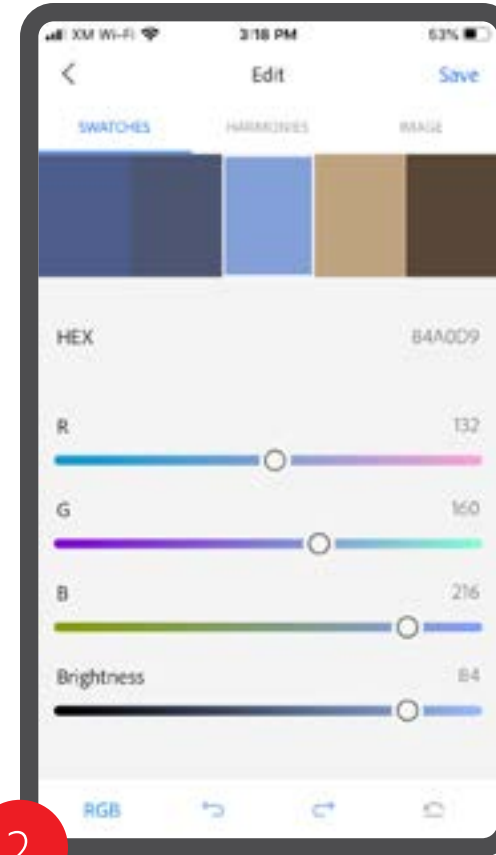
The purpose of Adobe Capture is to help you capture inspiration from the world around you and generate design elements you can add to your libraries and then use in your creative projects. Starting with your device camera, or a photo from your camera roll, you can create seven different types of elements:

- Capture **materials** that can be applied to the surface of a 3D model in Adobe Dimension.
- Automatically identify the type style in a photo and save it as a **text style** to use in Photoshop, Illustrator, InDesign, or XD.
- Convert images into vector SVG **shapes** to use in many other Creative Cloud applications.
- Extract five-color **color themes or gradients**.
- Capture color and light, then generate unique **looks** to enhance your video projects.
- Generate geometric bitmap and vector **patterns** to use in Photoshop and Illustrator.
- Create custom bitmap and vector **brushes** to use in Photoshop, Illustrator, and Fresco.



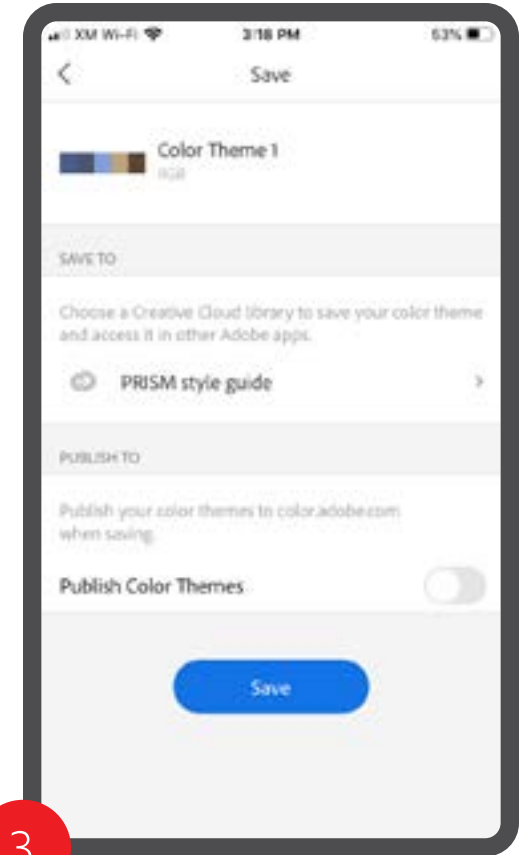
1

Here's how to capture a color theme: choose **Colors** and then snap a photo.



2

Capture extracts the dominant colors from the image, and builds a color theme. Edit the colors in the theme as you wish..



3

Name the theme, choose a library to save the theme to, and then tap **Save**. As of the publication date of this guide, team libraries are not visible in Premier Rush. We are actively working to make team libraries available in all applications that support individual libraries.

4


In almost any Creative Cloud application, go to the library in which you've saved the theme to, and use it in your design.

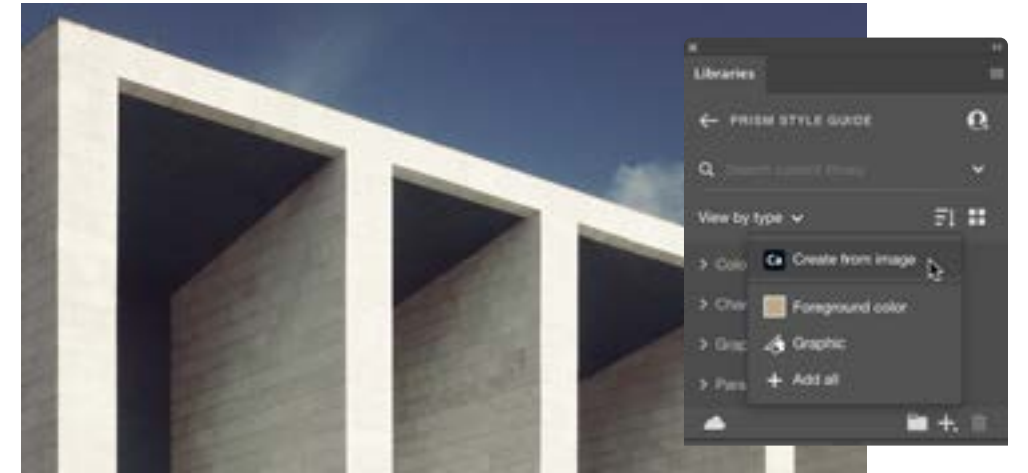
Adobe Capture in Photoshop

Much of the creative fun built into the Adobe Capture Mobile App (see page 37) is also available right in Photoshop. This allows you to quickly create four types of elements from one or more Photoshop image or layers:

- Generate geometric bitmap **patterns** to use in Photoshop.
- Convert images into vector SVG **shapes** to use in many other Creative Cloud applications.
- Extract five-color **color themes**.
- Create **gradients** with up to fifteen colors extracted from your image.

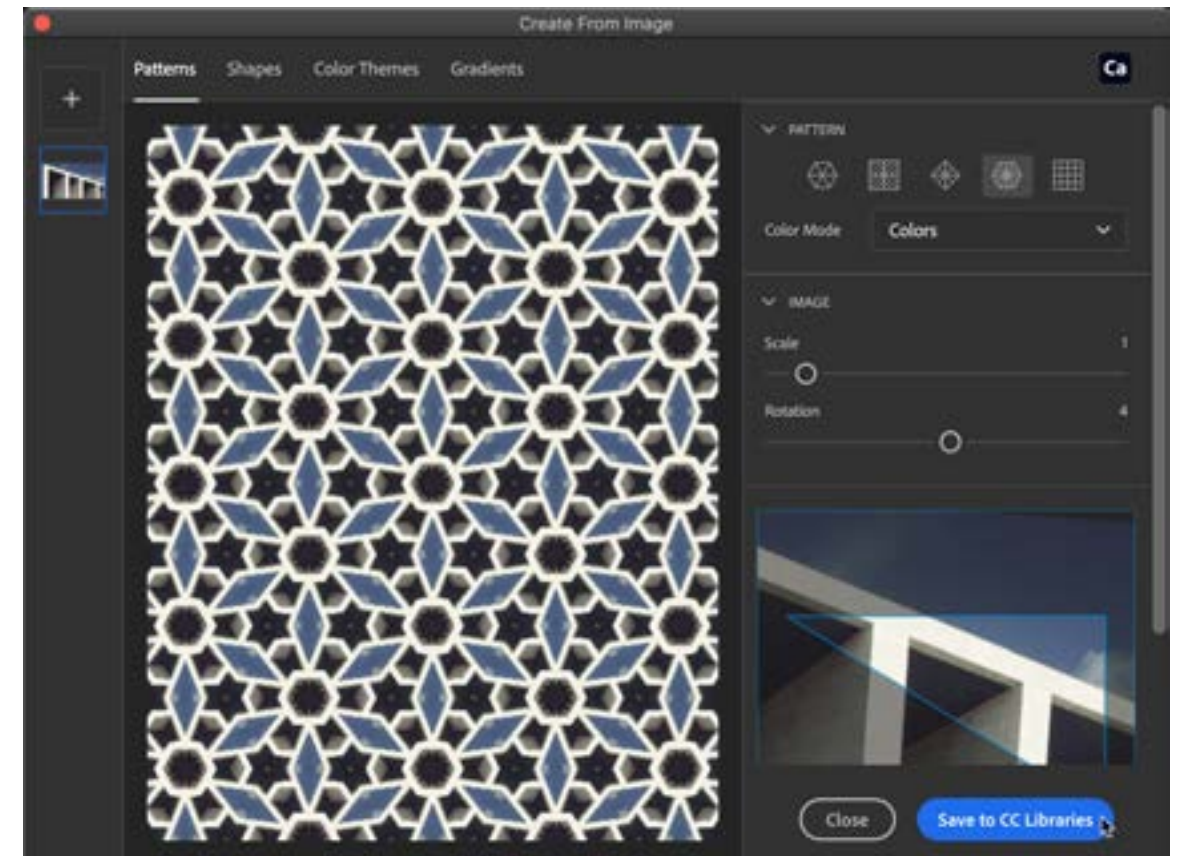
1

With a document open in Photoshop, choose a library in the Libraries panel. Click the Add Content button  in the panel and select **Create From Image**.



2

Select **Patterns, Shapes, Color Themes**, or **Gradients** at the top. Choose the desired options at the right, and then click **Save to CC Libraries**.

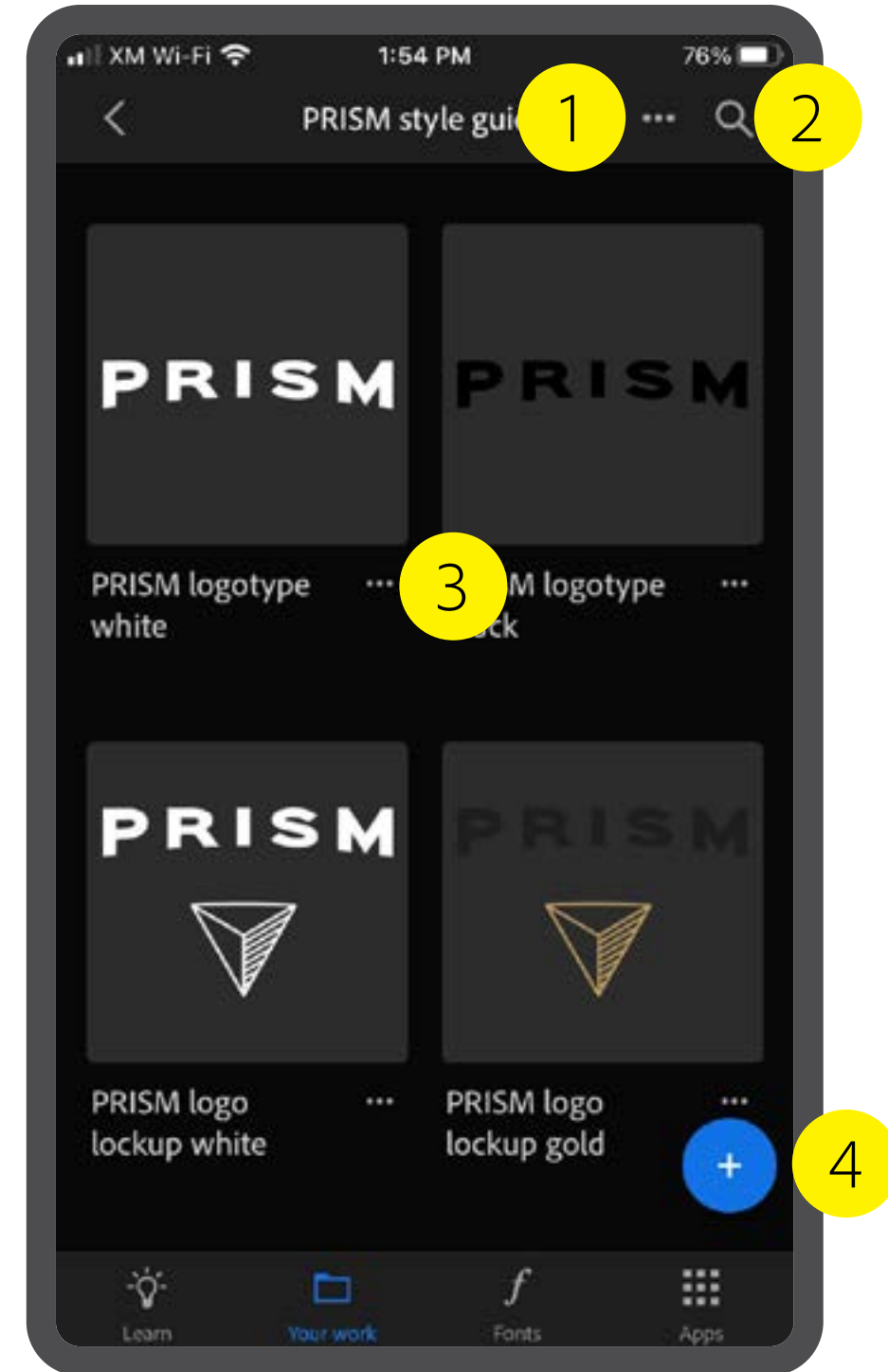


The Creative Cloud mobile app

The Creative Cloud mobile app lets you view and manage your libraries on the go.

As of the publication date of this guide, team libraries are not visible in the Creative Cloud mobile app. We are actively working to make team libraries available in all applications that support individual libraries.

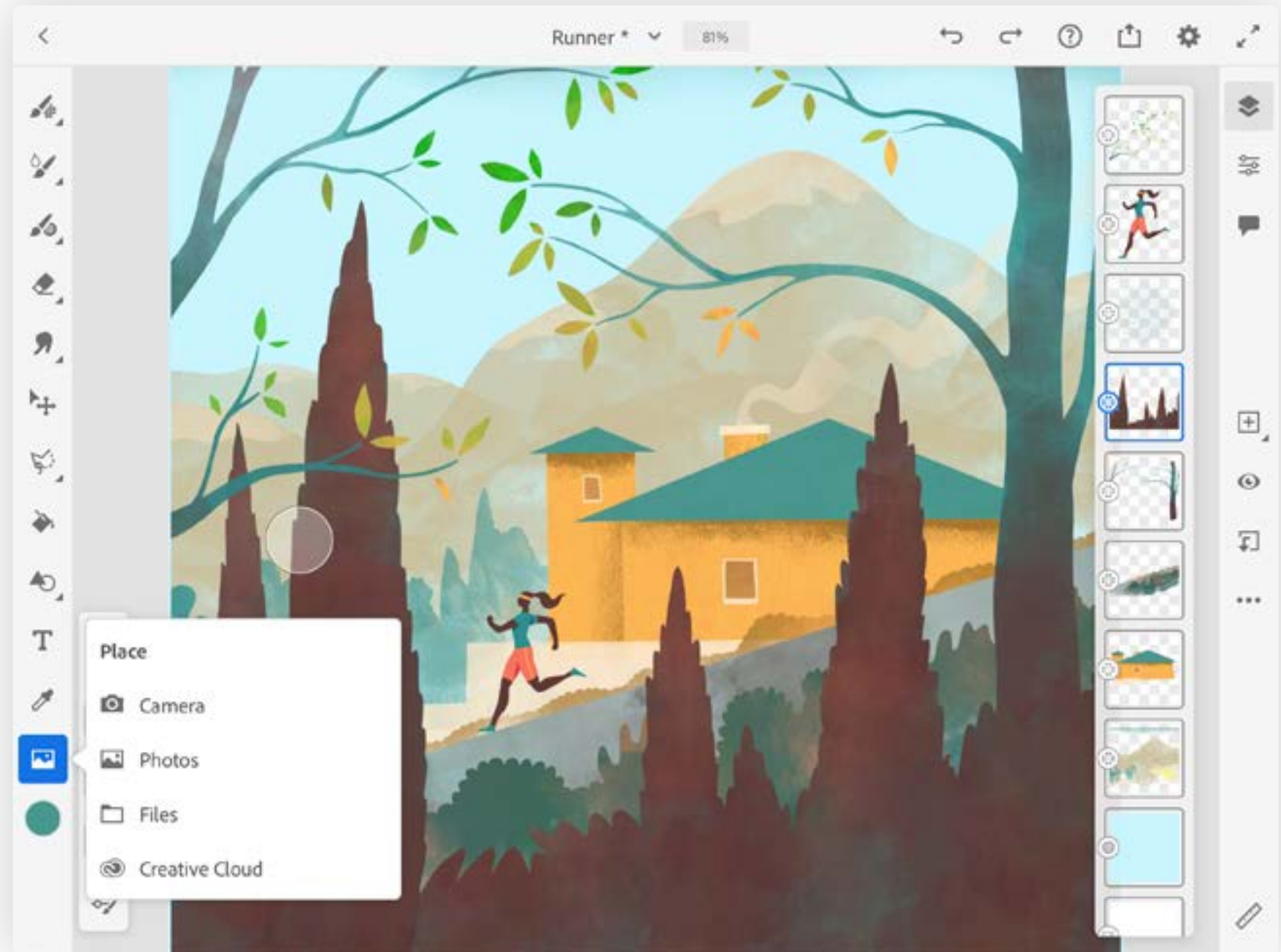
- 1 Change the way items in the library are displayed and sorted. Invite others to join the library.
- 2 Search for elements in your libraries by name.
- 3 Export, download, rename, duplicate, move, or delete elements.
- 4 Add items to the library from Adobe Stock, the camera, your camera roll, or other files on your device.



Adobe Fresco, Photoshop on the iPad, and Illustrator on the iPad

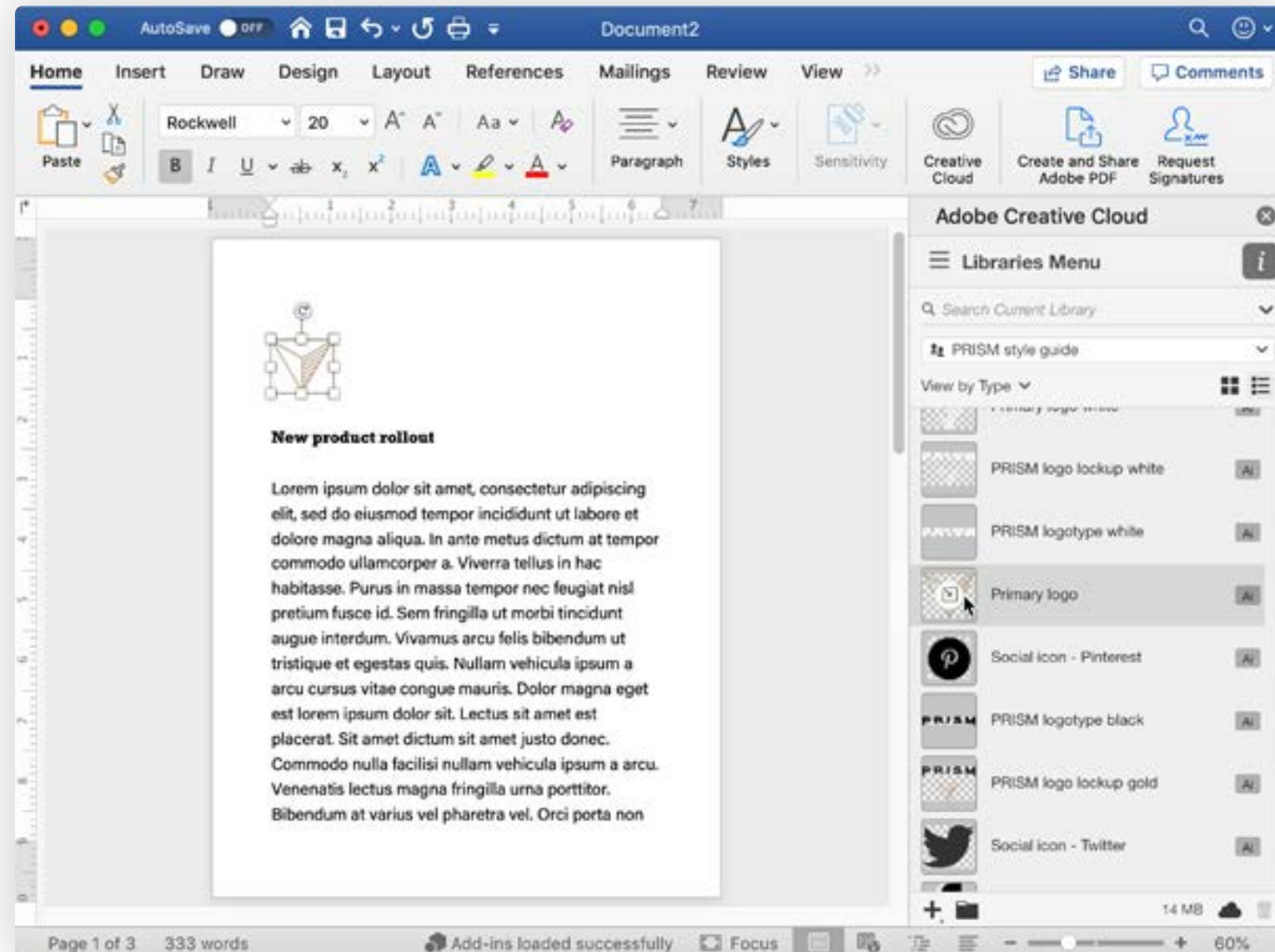
Fresco is a drawing and painting app built specifically for touch-first and stylus-powered platforms like the Apple iPad with Pencil, Wacom Mobile Studio Pro, and select Microsoft Surface devices. You can access your Creative Cloud Libraries in Fresco as well as in Photoshop and Illustrator on the iPad.

As of the publication date of this guide, team libraries are not visible in Photoshop on the iPad or Illustrator on the iPad. We are actively working to make team libraries available in all applications that support individual libraries.



Microsoft Word and PowerPoint integration

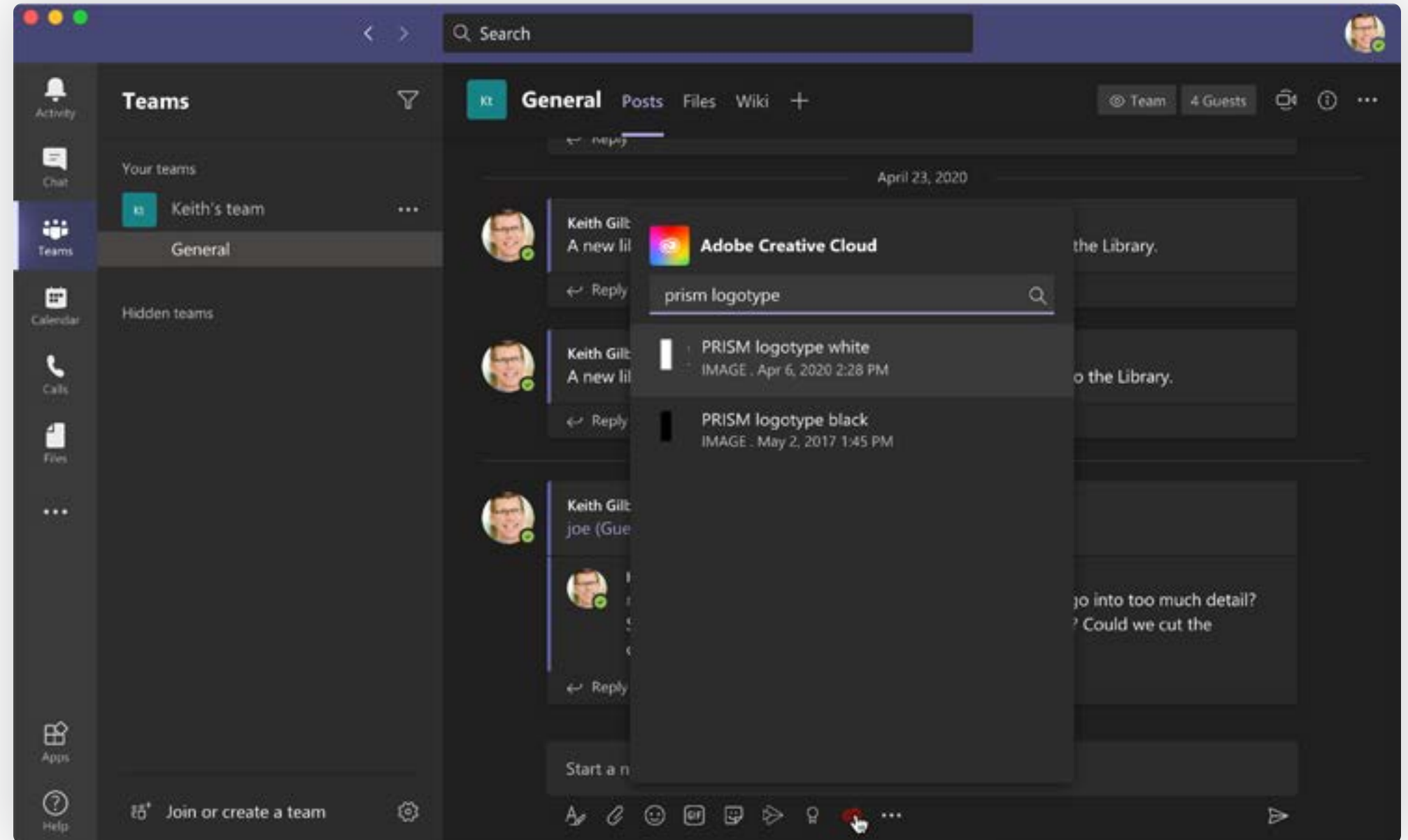
The Adobe Creative Cloud Add-in for Word and PowerPoint allows you to use elements from Creative Cloud Libraries in Microsoft Word and Microsoft PowerPoint, and save elements to your libraries from both programs. Graphics, colors, character styles, paragraph styles, and text elements are supported. System requirements and instructions for downloading, installing, and using the Add-in can be found [here](#).



Microsoft Teams integration

Integration of Creative Cloud Libraries with Microsoft Teams gives easy access to all of the elements in your Creative Cloud Libraries, and all your other Creative Cloud files, right in Teams. Search for library elements by name and add them to your conversations and share them with your teams.

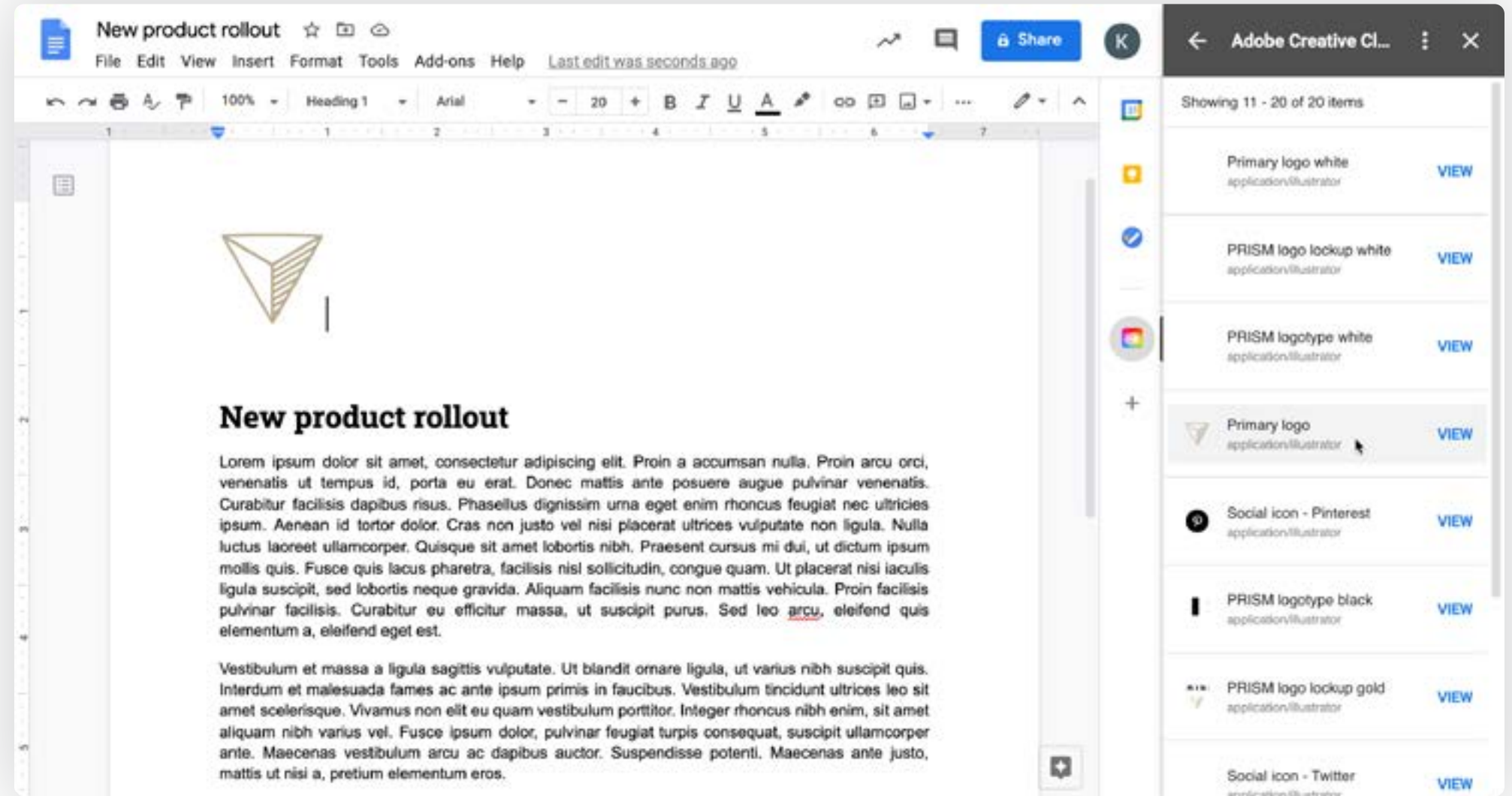
As of the publication date of this guide, only individual libraries are available in Microsoft Teams.



Google Workspace integration

The Adobe Creative Cloud Add-on for Google Workspace allows you to use elements from Creative Cloud Libraries in Gmail, Docs, and Slides, and save elements to your libraries from those applications. Graphics, colors, and character styles are supported. System requirements and instructions for downloading, installing, and using the Add-on can be found [here](#).

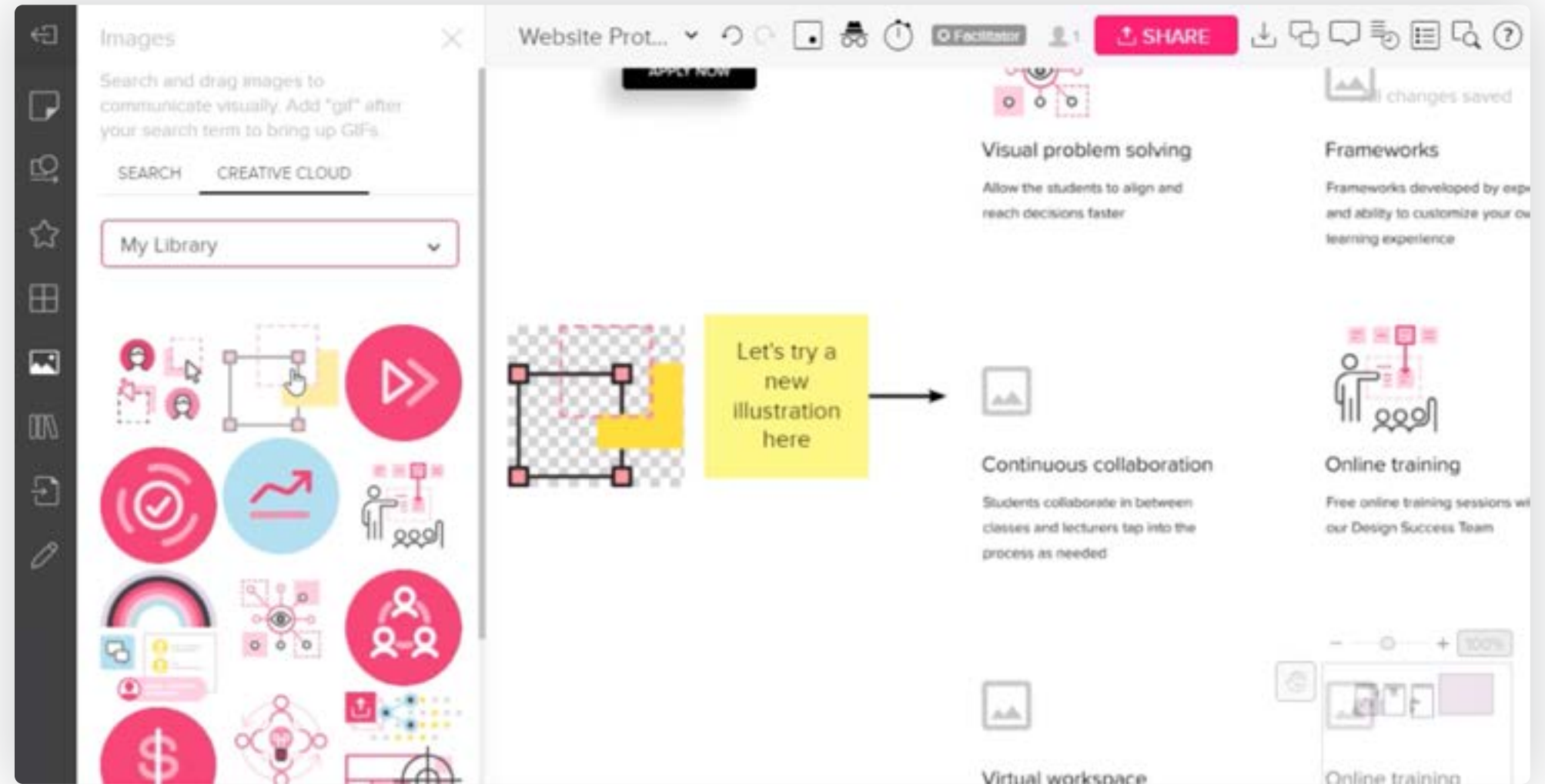
As of the publication date of this guide, only individual libraries are available in Google Workspace.



MURAL integration

The integration of Creative Cloud Libraries with MURAL, a digital workspace and visual collaboration tool, allows collaborators to access creative elements stored in Creative Cloud Libraries for use inside MURAL. More information can be found [here](#).

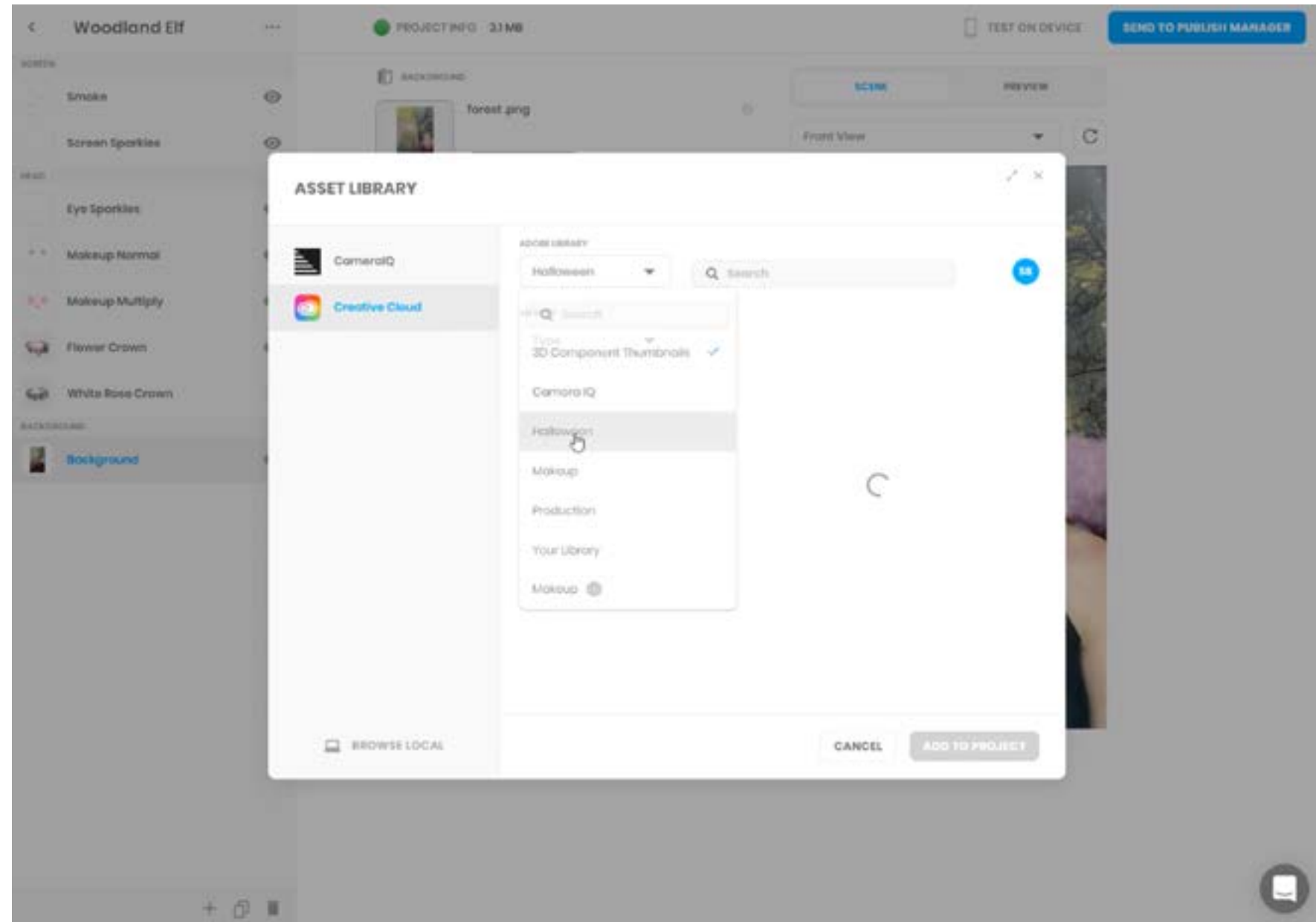
As of the publication date of this guide, only individual libraries are available in MURAL.



Camera IQ integration

Creative Cloud Libraries are integrated with Camera IQ, allowing you to create Augmented Reality experiences with assets stored in Creative Cloud Libraries. More information can be found [here](#).

As of the publication date of this guide, only individual libraries are available in Camera IQ.



Frontify integration

The integration of Creative Cloud Libraries with Frontify, an all-in-one brand management solution, allows you to curate brand assets—like imagery or color palettes—in Frontify and then easily copy them into your own Creative Cloud Libraries. More information can be found [here](#).

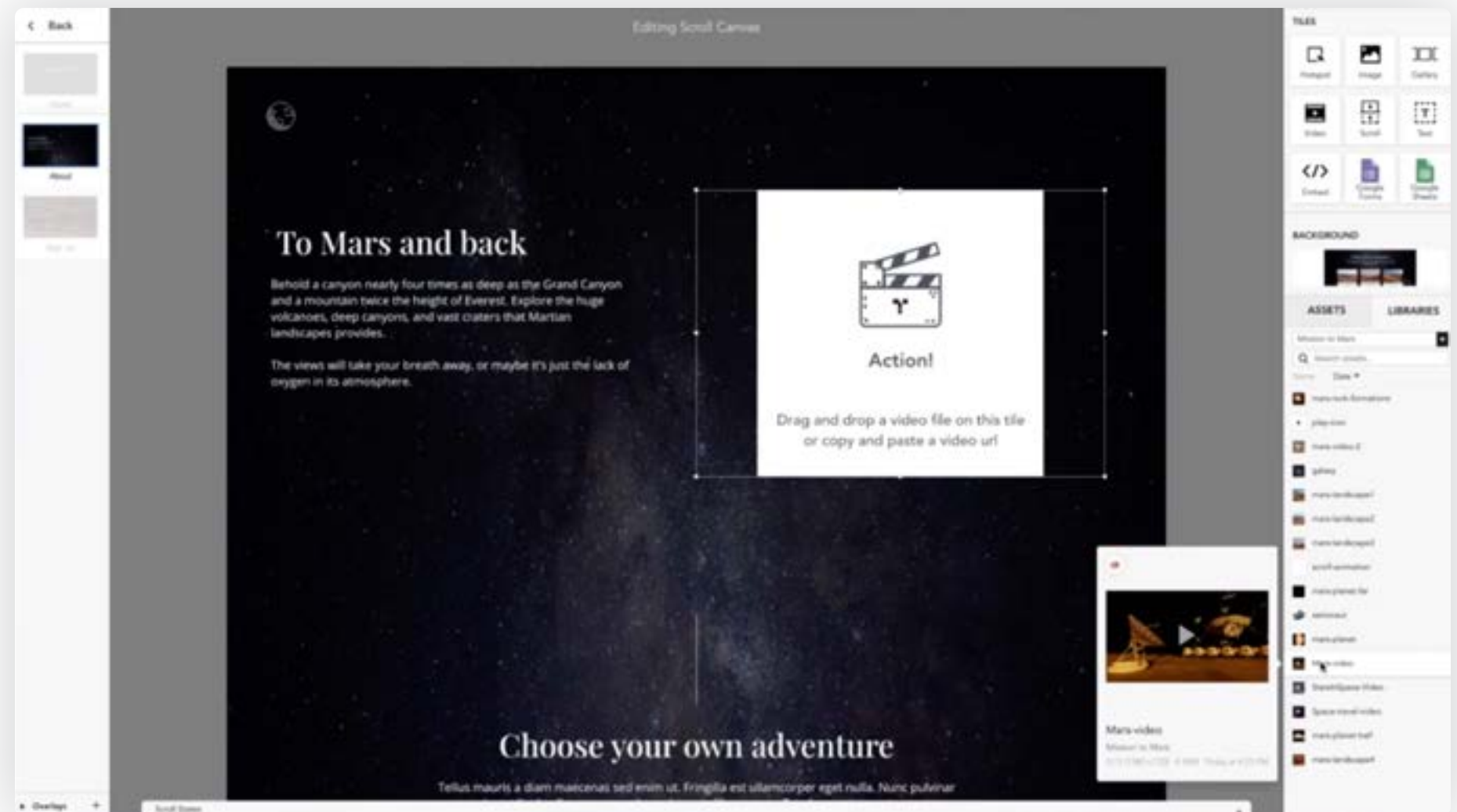
As of the publication date of this guide, only individual libraries are available in Frontify.



Tiled integration

The Creative Cloud Libraries integration with Tiled allows you to access all your library elements from within the Tiled application, allowing you to stay on-brand while focusing on creativity. More information can be found [here](#).

As of the publication date of this guide, only individual libraries are available in Tiled.





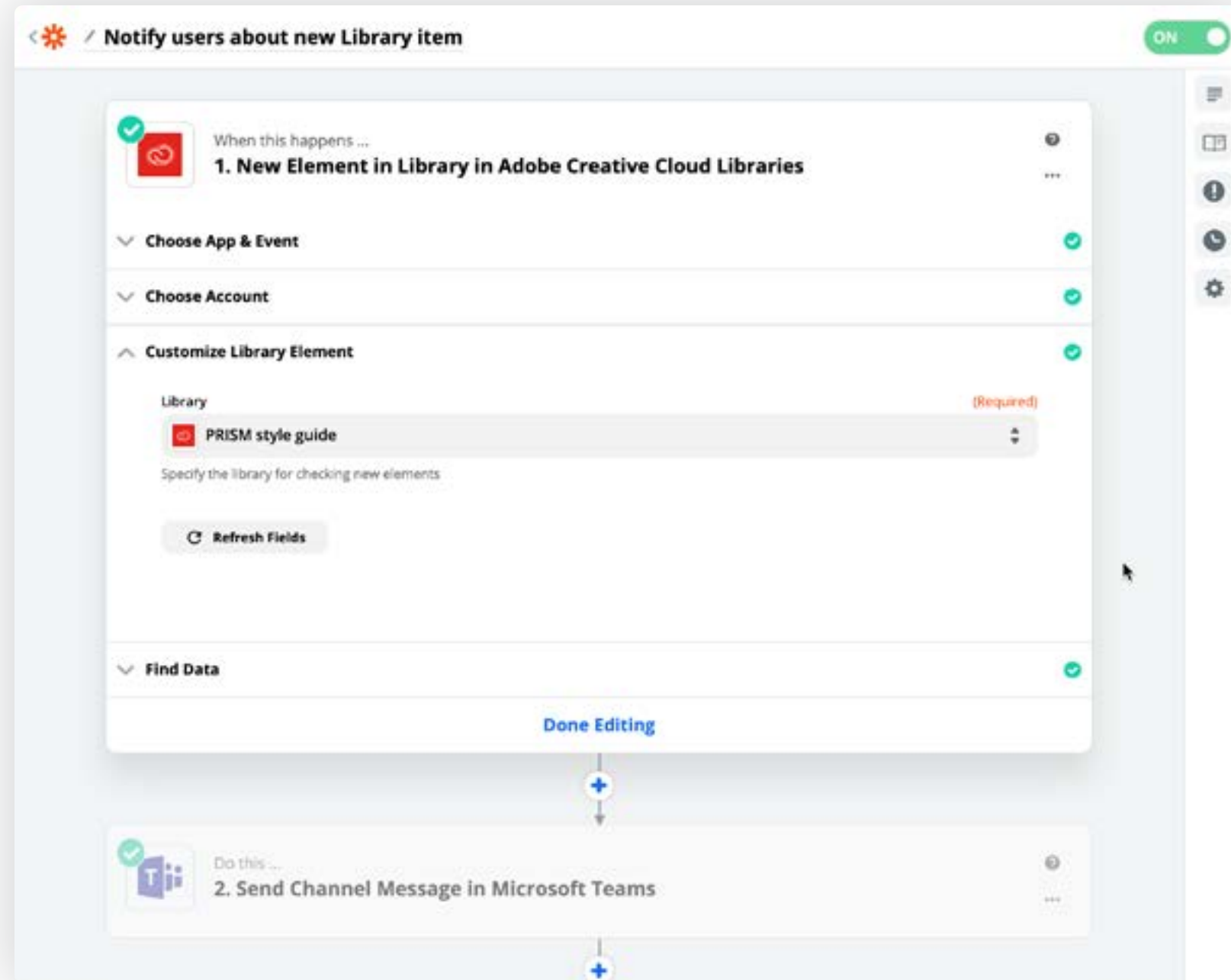
Automating and developing with Creative Cloud Libraries

Automation with Zapier

Create automatic workflows (called “Zaps”) by connecting your Creative Cloud Libraries with Google Sheets, Slack, or any of the other 1,500+ apps available on Zapier. .

For instructions on how to connect your Creative Cloud Libraries account with Zapier, see adobe.ly/2UxJ2gl.

As of the publication date of this guide, only individual libraries can be connected with Zapier.



Developing with the Creative Cloud Libraries API

You can expand the reach of your creative system by connecting your corporate applications to Creative Cloud Libraries. Let users save and access design elements including colors, character styles, logos, and images within your custom web, mobile, and desktop apps. See adobe.io/creative-cloud-libraries/ for more information.

The screenshot displays the Adobe Developer Console interface for the Creative Cloud Libraries API. The left sidebar lists various API endpoints under the 'Library Service' category. The main panel is titled 'Retrieve Libraries For A User' and shows the 'Query Parameters' section. The parameters listed are:

- orderBy**: A string parameter with a default value of '-modified_date'. It explains that sorting is enabled with a '-' character and that multi-vector sort is possible with commas. Possible values include 'name' (sort by name) and 'modified_date' (sort by last modified date).
- start**: A string parameter with a default value of '0'. It states that this is the first result to include for a paged response, 0-based, and is required if a limit is specified. Paging is not available for public libraries.
- limit**: A string parameter with a default value of '10'. It states that this is the number of libraries to return for a paged response. Paging is not available for public libraries. Possible values are 'Min: 1' and 'Max: 10'.
- owner**: A string parameter with a default value of 'all'. It explains that this parameter customizes which libraries to include based on ownership. Possible values are 'private' (libraries owned by the user), 'incoming' (libraries shared with the user), and 'outgoing' (libraries the user has shared with others).

On the right side of the console, there is a 'Console' tab showing a sample JSON response for the endpoint `/api/v1/libraries`. The response includes fields for 'total_count', 'libraries' (an array of library objects), and '_links' (containing 'page' and 'next' links).



Creative Cloud Library best practices

Export, import, and archive libraries

Exporting a library is useful when you want to transfer ownership of an individual library from one Creative Cloud user to another, or archive the contents of a library you no longer need.

The top three reasons to export libraries:

Pass the baton: If your role changes, you can export your libraries and store the files for the new owner to import.

Clone it: Creating a Creative Cloud library for one seasonal promotion can save a lot of time when the next season rolls around.

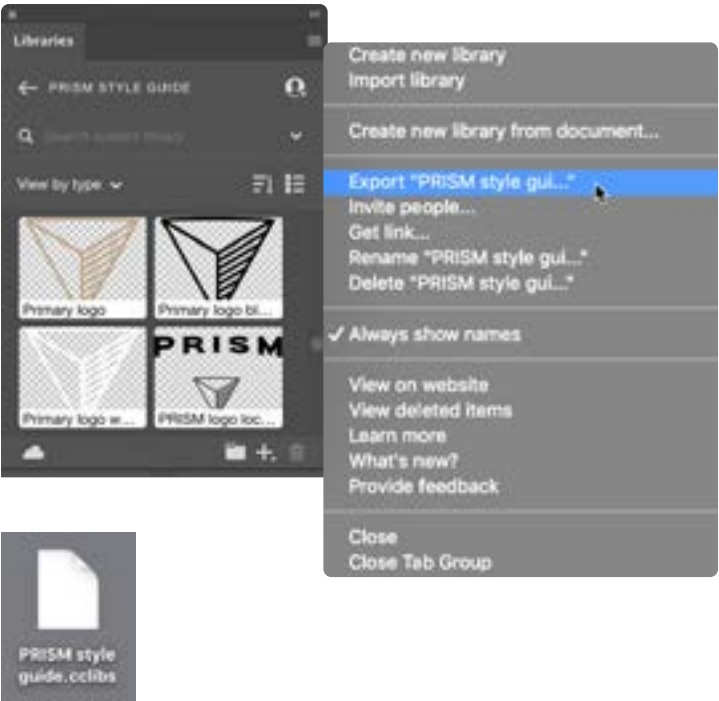
Keep it safe: Store libraries off-line until they're ready to reintegrate into current design projects.

1

To export a library, select the library in the Libraries panel, then choose **Export “(library name)”** from the Libraries panel menu.

This will export all the library items together into a single CCLIBS file. This special file contains all the library elements, as well as element names and groups—everything necessary to create an exact duplicate of the library.

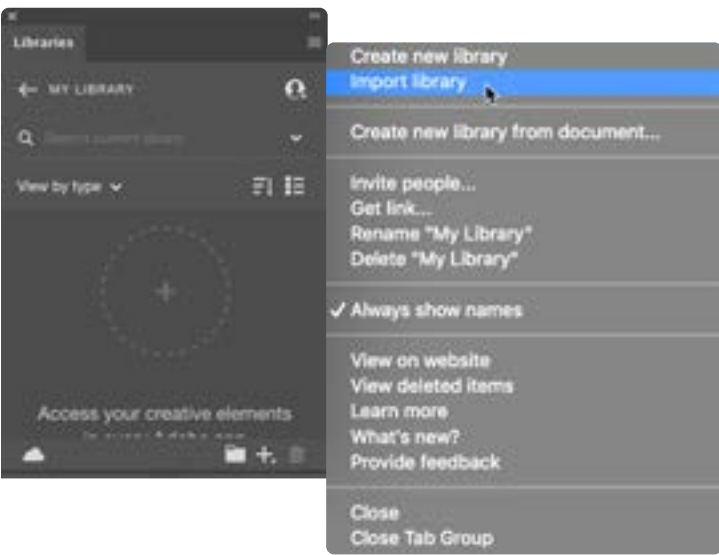
You could archive this file on a server or send it to another user so they can have their own copy of the library.



2

To import a library, choose **Import Library** from the Libraries panel menu, and then select a cclibs file.

This will extract all the elements from the cclibs file, and create a new library with the same name as the original library.



Best practices for enterprise libraries

RGB VS CMYK ELEMENTS

Libraries do not offer a method to filter items by color space. There are three possible workarounds:

- Add text to the library element name such as Logo (RGB) or Logo (CMYK).
- Create separate RGB and CMYK groups within a single library.
- Create separate RGB and CMYK libraries.

RESOLUTION CONSIDERATIONS

Some disciplines such as UX design require source files in specific resolutions. Libraries do not offer a method to filter by size or resolution. Consider these workarounds:

- Add text to the library element name such as “1920 x 1080 Logo” or “1024 x 768 Logo.”
- Create a separate group within a single library for each resolution needed.
- Create separate libraries for each resolution needed.

NAMING CONVENTIONS

Be mindful about how you name library elements. The only way to find library elements is either visually or by searching for text in the item name. Be consistent with your naming scheme.

SPOT COLOR SUPPORT

Spot colors in libraries are supported only in Illustrator and InDesign. They are not supported in other Creative Cloud desktop and mobile apps.

AVOID MULTI-LEVEL LINKS

Libraries do not support multi-level links. For example, do not create a library item that contains another library item. Similarly, avoid creating a library item with a link dependency to another file on your local file system or server. One workaround in InDesign and Illustrator is to embed the linked item before adding the element to your library.

NOT ALL APPS TREAT PROPERTIES THE SAME

If you use an InDesign text style element in Illustrator, Photoshop, or XD, those applications will attempt to map the properties of the element with the properties for text styles available in the host application. Any properties not found in the host application are ignored.

ALWAYS ADD AT LEAST ONE EDITOR TO A READ-ONLY LIBRARY

It is likely that you will need to add or update library elements over time. We recommend that you add at least one other person in your company as an “editor” (a collaborator with “Can Edit” privileges) to each of your libraries. This way, if the library owner is not available, the editor can make the changes necessary in the library to keep everyone on deadline.

SHARE THE LIBRARY BEFORE YOU SHARE A DOCUMENT WHICH HAS LINKS TO IT

When multiple creatives across many teams need access to files utilizing library elements, it is a best practice to share the library first. If the source file is shared first, applications will report missing links and each cloud element will need to be relinked. Always share the library first.

RELINKING TO A DIFFERENT LIBRARY IS TIME-CONSUMING

It is a lot of work to redirect links from one library to a different one because each link must be updated individually.

Frequently asked questions

WHO ARE TEAM LIBRARIES AVAILABLE TO?

Team libraries are available to any Creative Cloud for enterprise or Creative Cloud for teams customers who are on the Enterprise Storage Model (ESM) platform who have enabled services.

HOW MANY TEAM LIBRARIES CAN I HAVE?

The number of team libraries you can create is unlimited. You are limited only by your amount of Creative Cloud storage space.

HOW MANY ELEMENTS CAN BE STORED IN A SINGLE LIBRARY?

While libraries can contain up to 10,000 elements, we recommend the use of groups to more efficiently organize elements. Scrolling through very large libraries can be tedious.

HOW MANY COLLABORATORS CAN SHARE A SINGLE TEAM LIBRARY?

The number of collaborators on a single team library is unlimited..

WHAT IS THE DIFFERENCE BETWEEN INVITE PEOPLE AND GET LINK?

Invite people allows multiple users to work together securely and only with others who have been invited. **Get link** creates a public link that lets anyone with the link download a copy of your library elements. The copy is completely independent and not linked to the original library. Get Link is only available for individual libraries, not team libraries.

WHAT HAPPENS WHEN A LIBRARY OWNER DELETES A LIBRARY?

When a library is deleted by the asset curator, all elements linked to the library will remain in the various files, projects, and timelines. They will not disappear. Also, those elements will remember they were formerly associated with a library. Elements will display error messages stating a relink is required. You can either embed the element in the file or drag the element into a new library.

WHAT IS THE MAXIMUM FILE SIZE FOR A SINGLE LIBRARY ELEMENT?

The maximum file size for any single element is 1gb. Library elements must synchronize to the cloud, and huge files take time to upload. Remember that other creatives may be using the same library. The file size of elements like color swatches, text, and paragraph and character styles are negligible, while elements like multi-layer high-resolution Photoshop content are heavy elements.

WHAT IS THE DIFFERENCE BETWEEN TEAM LIBRARIES AND A DAM (DIGITAL ASSET MANAGEMENT) SYSTEM?

Team libraries are not a replacement for a DAM. A DAM system is primarily intended to maintain a large number of approved image assets. Team libraries are best suited for design elements that speed in-application tasks such as creating and applying colors, paragraph styles, page elements, and other creative elements. Team libraries are synced to each user’s desktop. A DAM, by contrast, runs exclusively on a server or in the cloud.

I ALREADY USE ADOBE BRIDGE. HOW IS THIS DIFFERENT?

Adobe Bridge is a desktop application that makes it easy to quickly locate and view large numbers of files in different graphic file formats stored on your local hard drive or file server.

Some people build “libraries” of assets consisting of folders on their hard drive, and use Bridge to quickly navigate those folders and work with the assets. This workflow is similar to that of Creative Cloud Libraries in some respects, but Creative Cloud Library elements are stored in the cloud, appear in a panel in the desktop applications, and are more closely integrated with the functionality of Creative Cloud desktop applications. Creative Cloud Libraries also work closely with Creative Cloud mobile apps and specific third-party applications in ways that Bridge does not.

WHERE CAN I FIND MORE HELP WITH LIBRARIES IN MY FAVORITE APPLICATIONS?

- | | |
|--|---|
| Help with libraries in Adobe After Effects | Help with libraries in Adobe InDesign |
| Help with libraries in Adobe Animate | Help with libraries in Adobe Photoshop |
| Help with libraries in Adobe Bridge | Help with libraries in Adobe Premiere Pro |
| Help with libraries in Adobe Dreamweaver | Help with libraries in Adobe Spark |
| Help with libraries in Adobe Fresco | Help with libraries in Adobe Stock |
| Help with libraries in Adobe Illustrator | Help with libraries in Adobe XD |

Conclusion

Creative Cloud is the only place where you'll find apps and services, including team libraries, that are essential for building and managing your creative system.

Team libraries make it easy to capture, organize, and share creative elements inside your favorite Creative Cloud applications. Libraries increase the efficiency of your team, while helping ensure creative consistency across projects and platforms.

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Adobe Creative Cloud services require an internet connection and are available only to users 13 and older. Use of services and applications require agreement to additional terms and Adobe's privacy policy (see <http://www.adobe.com/privacy/policy.html>). Applications and Services may not be available in all countries or languages and may be subject to change or discontinuation without notice.

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