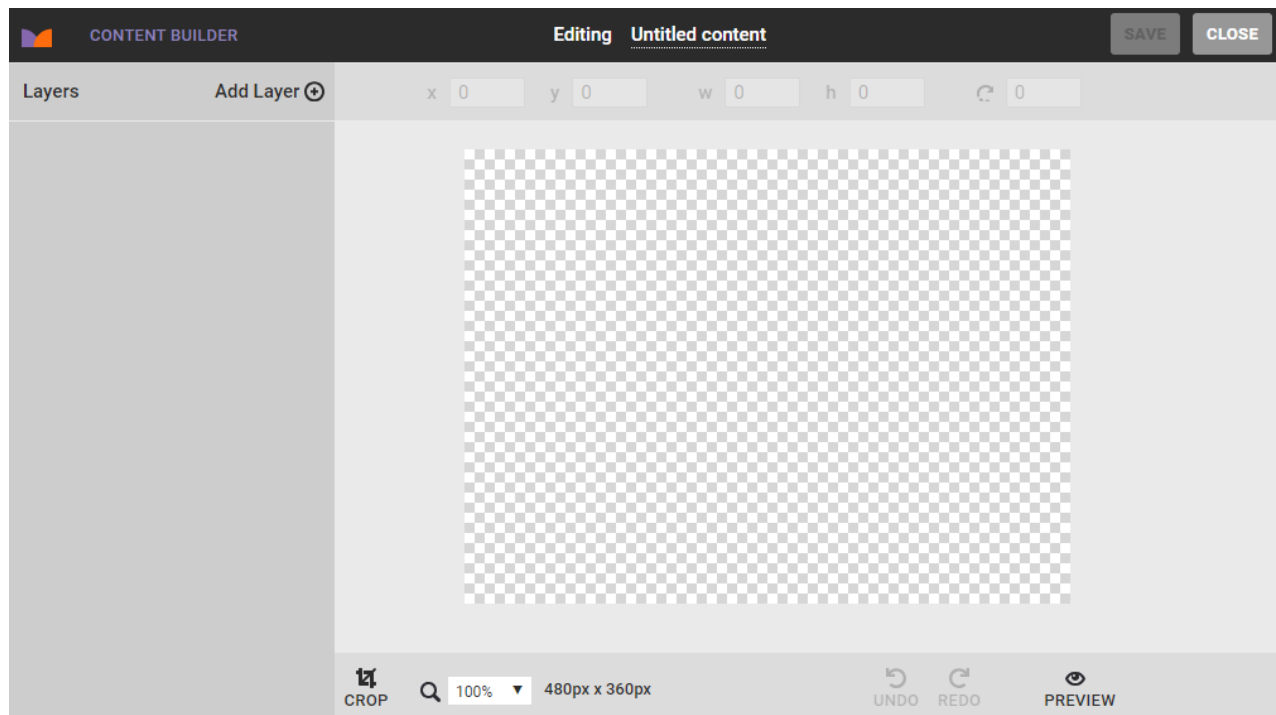
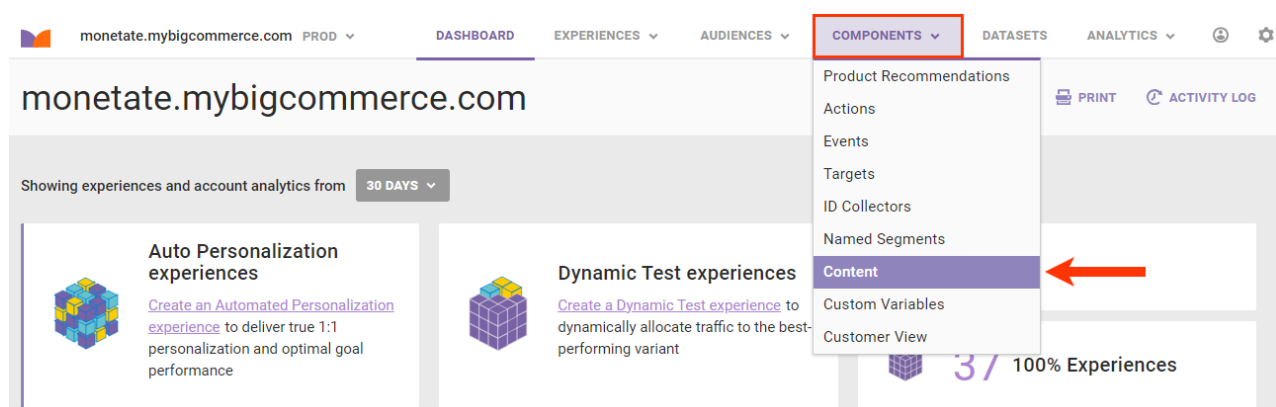


# Introducing Content Builder

Use Content Builder to build layered content to use in experiences across multiple channels. Create layered content that can include dynamic text that you can use in banners, badges, or other formats to fit the needs of experiences that you build. Once you create content for use in an experience, you can leverage Content Builder to easily modify that content for a mobile-friendly experience as well.



All files created or modified in Content Builder are saved to Content Manager, which you access by selecting **CONTENT** from **COMPONENTS** in the top navigation bar.



For more information about Content Manager, see [Content Manager Overview](#).

To launch Content Builder, first open Content Manager and then take one of the following actions:

- Click **UPLOAD FILE** to upload an image file.
- Click **CREATE NEW** to create a new image.


- Click an image in Content Manager, and then click **EDIT IN CONTENT BUILDER**.

## Content Manager


Images Code Fonts Locations

search by name or type  FILTERS

UPLOAD FILE CREATE NEW



arrow.jpg womanbg.jpg image (6).png Copy of Doxie-in-Boxie...



Don't leave just yet because great things could be headed your way! Enjoy free shipping with code **HOTDOG** when you check out.

Return to cart

Copy of Doxie-in-Boxie\_Exit-intent-Free-Ship-Code\_Erda-Estremera-Unsplas

1206 x 765 | Updated Jul 25, 2023  
Created by swalken@monetate.com

Tags: Add/edit (0) tags

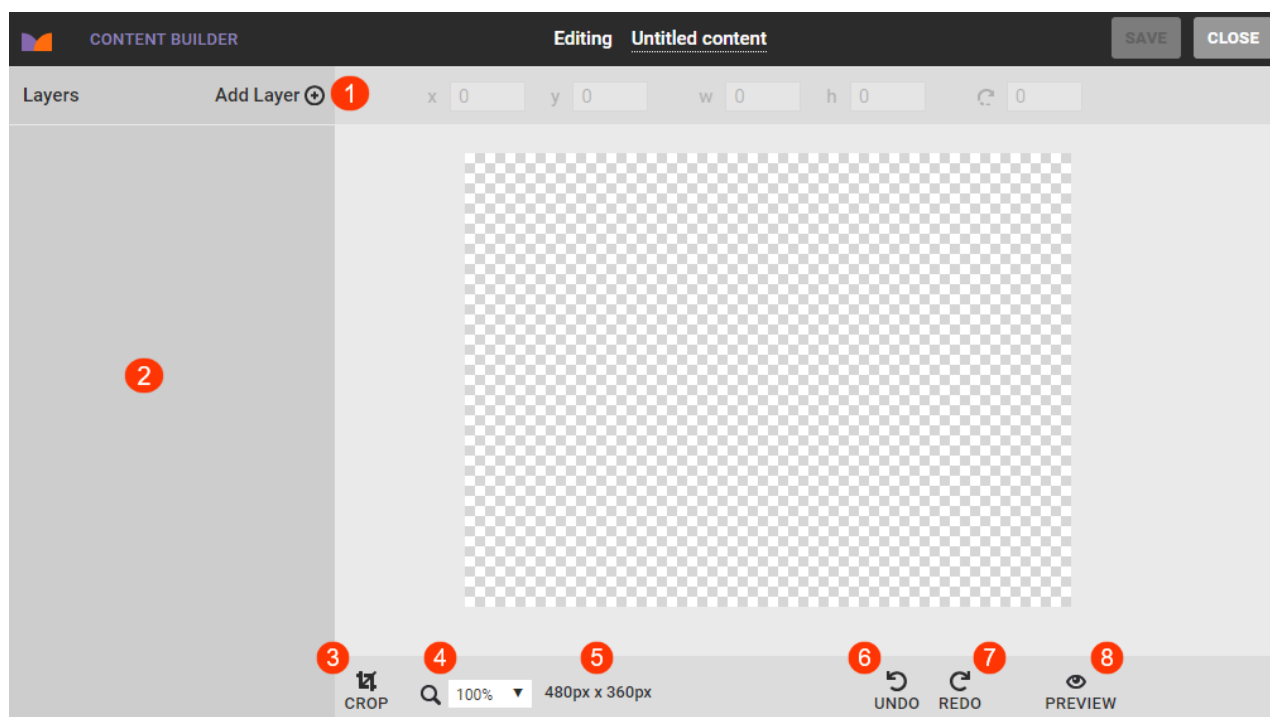
No associated experiences | View (1) included assets

EDIT IN CONTENTBUILDER

DUPLICATE DELETE

## Workspace

The Content Builder workspace includes a number of tools for creating and editing image files.



Some of the workspace tools include the following:

1. **Add Layer:** Select from this menu a type of layer to add to the canvas.
2. **Properties panel:** Use the settings that appear in this panel that are specific to the layer you're working on to customize it.
3. **Canvas size:** Click to change the width and height of the canvas in pixels.
4. **UNDO:** Click to undo changes one step back at a time.
5. **REDO:** Click to restore changes one step forward at a time.
6. **Zoom:** Select an option to enlarge or decrease the canvas view.
7. **CROP:** Click to adjust the canvas size on the vertical, horizontal, or diagonal axis.
8. **PREVIEW:** Click to preview the image as it will appear with all changes saved.

## Keyboard Shortcuts

The following keyboard shortcuts may be helpful when using Content Builder:

| Keyboard Shortcut                | Action  |
|----------------------------------|---|
| Command + Shift (while resizing) | Maintains the proportions of the layer while resizing |
| Command + Z                      | Undo the most recent action                           |
| Command + Shift + Z              | Redo the most recent action                           |
| Alt (while dragging)             | Scale layer symmetrically                             |
| Delete                           | Deletes the current layer                             |

# Working with Layers

Use the options in the **Add Layer** menu to add images, text, rectangles, click zones, and maps to the canvas. See [Create Layered Content](#) for more information.