


Updating a channel's thumbnail

Last Modified on 06/11/2024 2:54 pm IDT

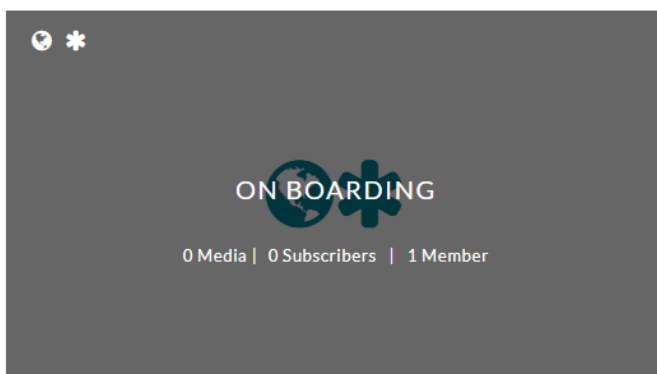
 This article is designated for all users.

 The following instructions apply to non-Theming users. For information about changing the thumbnail for Theming, please visit our article [Edit a channel - advanced settings](#).

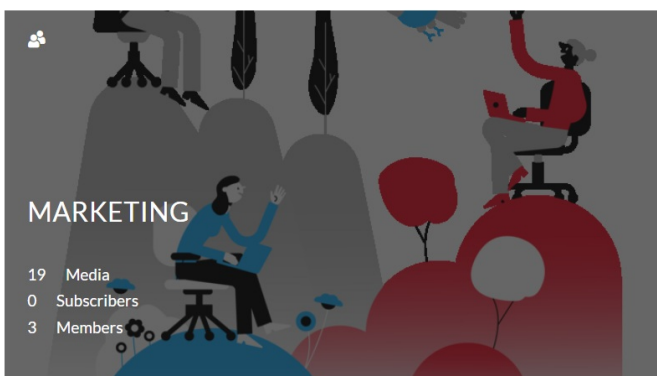
About

When you create a new channel, the default thumbnail is used initially. If no media is available, the thumbnail is determined by the channel type (open, private, moderated, shared repository). As a Channel manager, you have the ability to set a new thumbnail for your channel after the channel has been created.

The image below shows an open and moderated channel without any media.



The image below shows a public, open channel with media.



Set an entry's thumbnail as the channel's thumbnail

1. Navigate to the desired channel. Visit our article [Understanding channels](#) if you

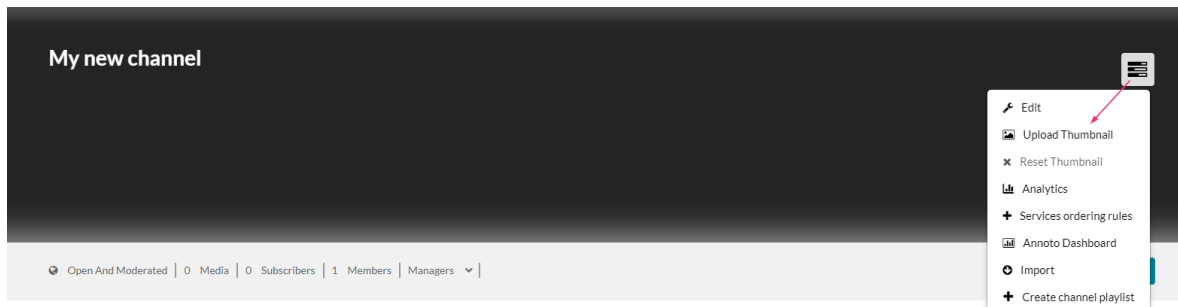
need guidance.

2. On the channel's page, click the **three dots** on the lower right of the desired entry.
3. On the lower left of the entry, click the image icon (a Set as Channel Thumbnail tooltip will display).



Upload a thumbnail from your desktop

1. On the desired channel page, click the **Edit** button (three bars icon).
2. Click **Upload Thumbnail**.



3. Click **+Choose a file to upload**.
4. Choose an image file.

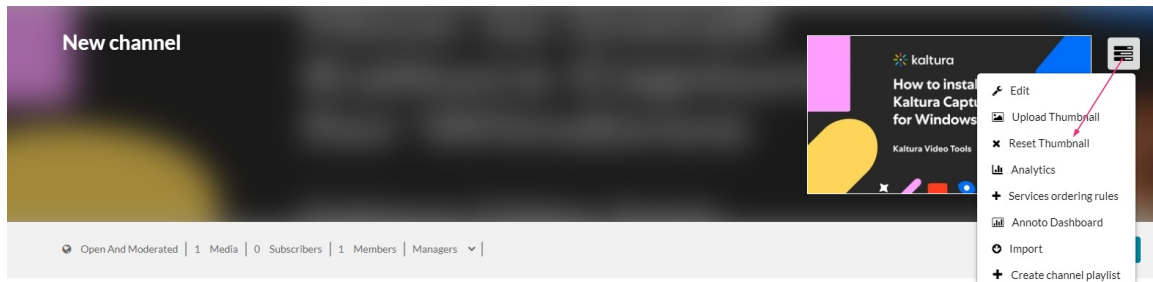


5. Click **Save**.

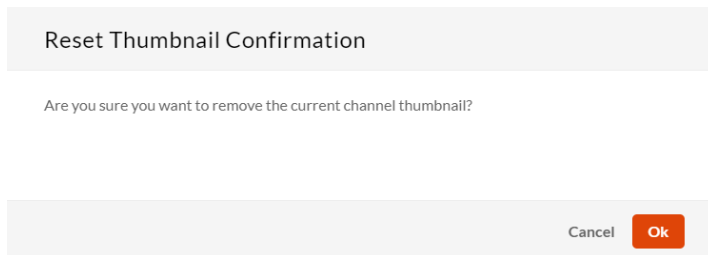
Reset thumbnail

You can reset the channel thumbnail to the default one chosen by the system. This default thumbnail is automatically selected based on the last media item published to the channel. If there's no media, the system selects a thumbnail based on the channel type (open, private, moderated, shared repository).

1. On the desired channel page, click the **Edit** button (three bars icon).
2. Click **Reset Thumbnail**.



A confirmation message displays: Are you sure you want to remove the current channel thumbnail?



3. Click **OK** to continue.
The thumbnail is removed.