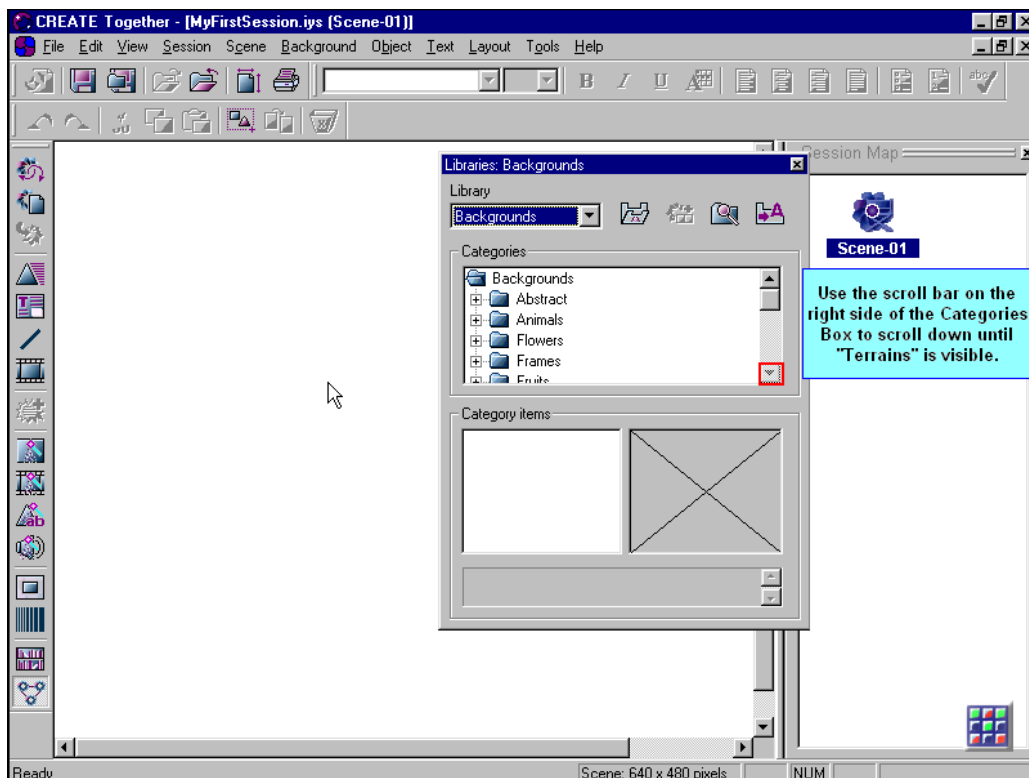
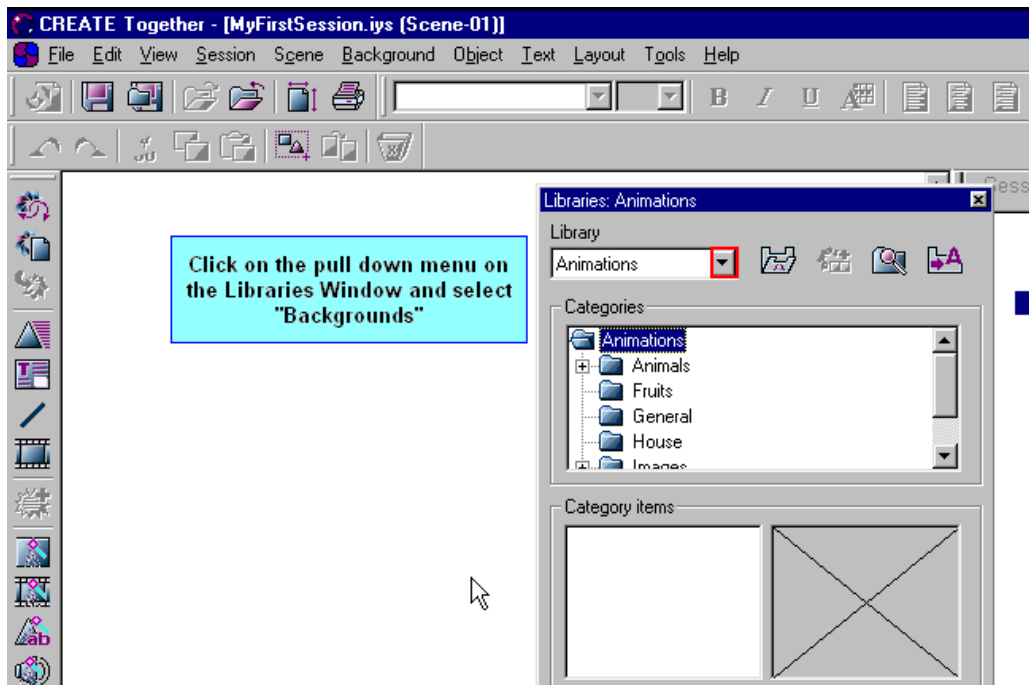


# Lesson 2: Using a Library

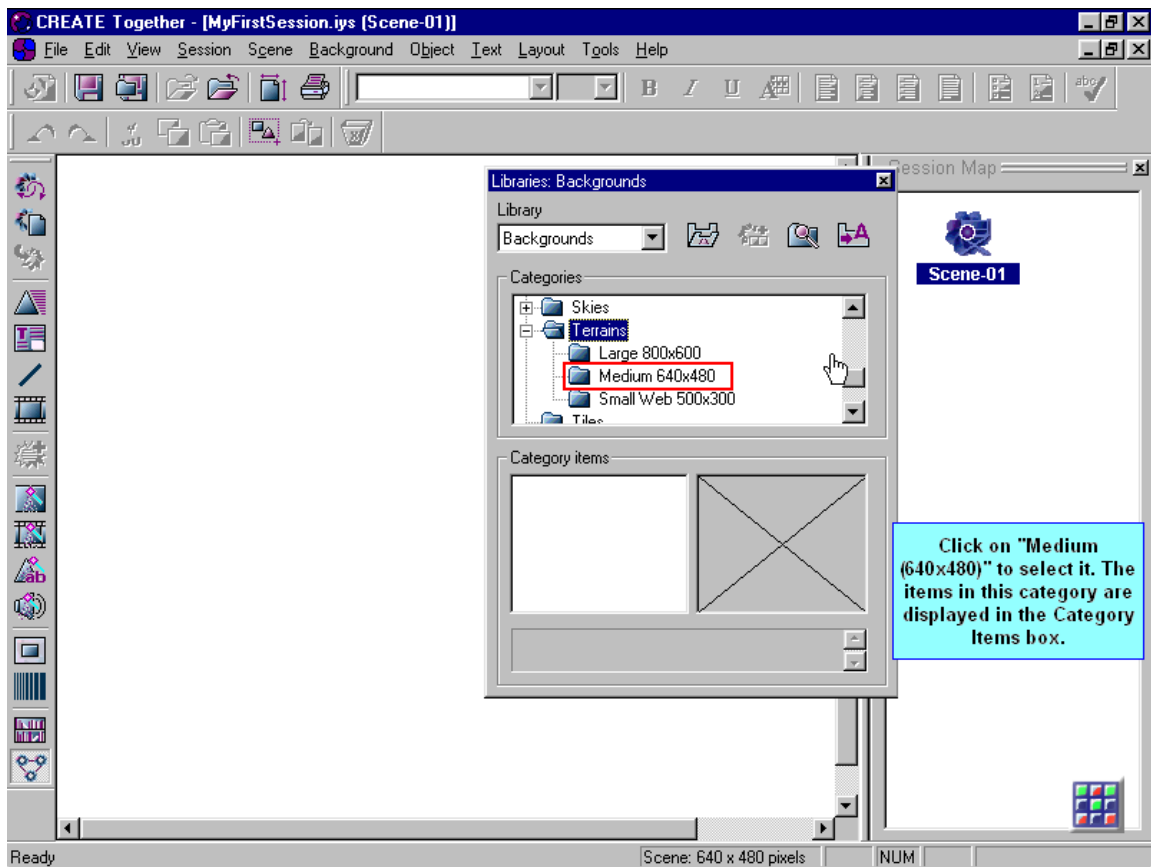
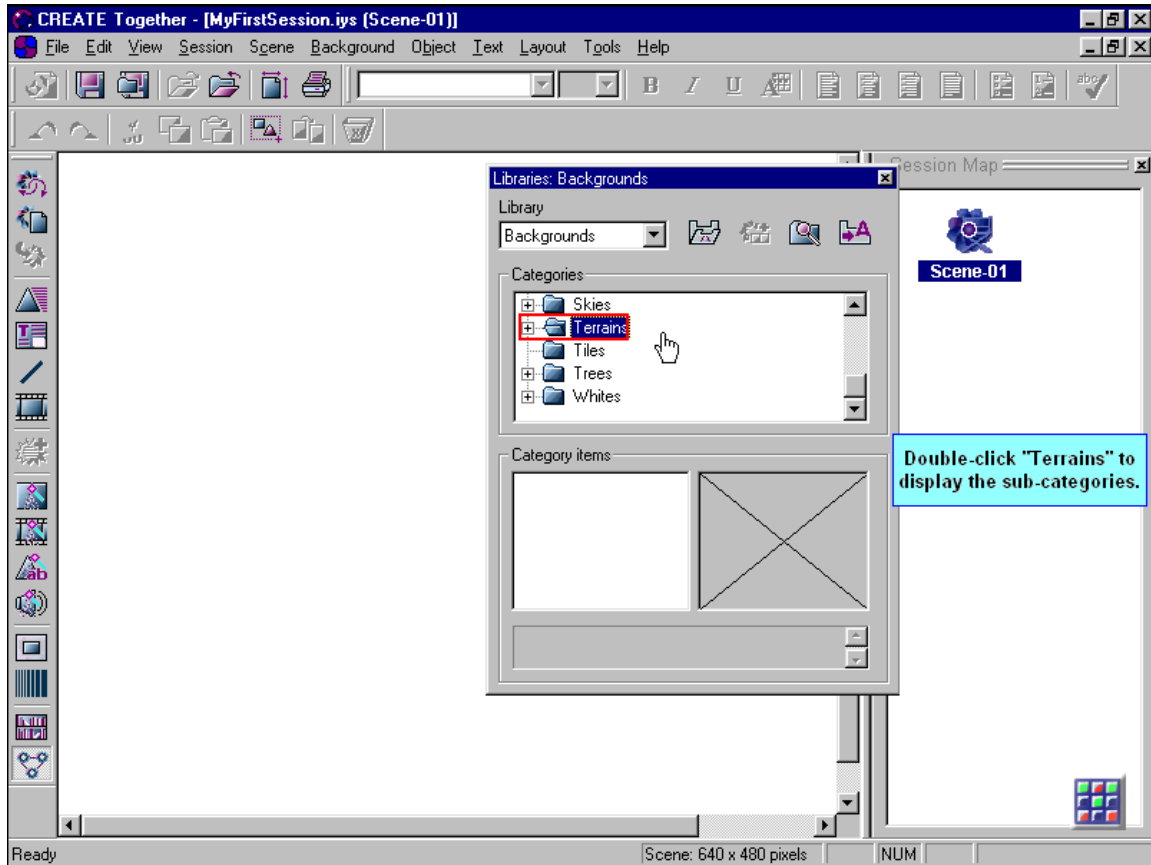
Libraries are collections of CT objects that can be easily placed in any scene. Libraries also store media files such as pictures, movies and sounds.

This lesson guides you through selecting and applying a background from a library. You will learn more about objects, media files and libraries later in the tutorial.

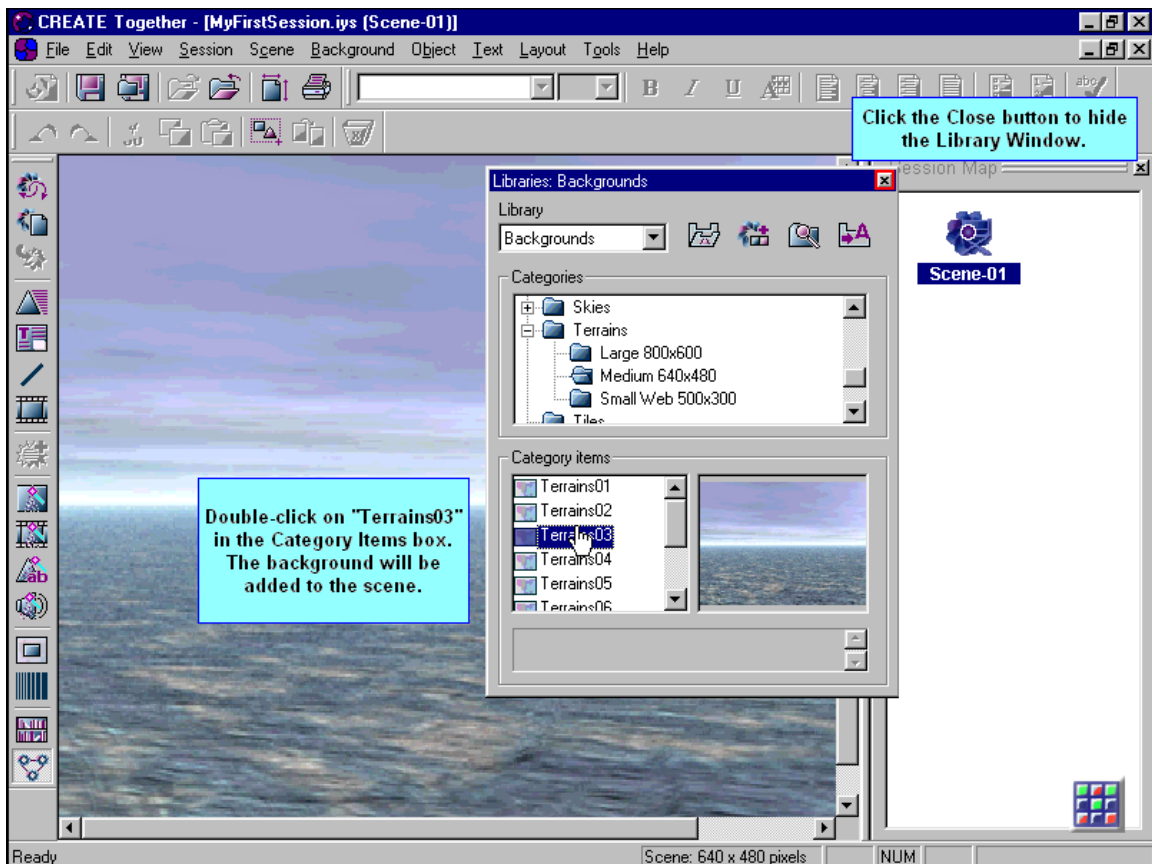
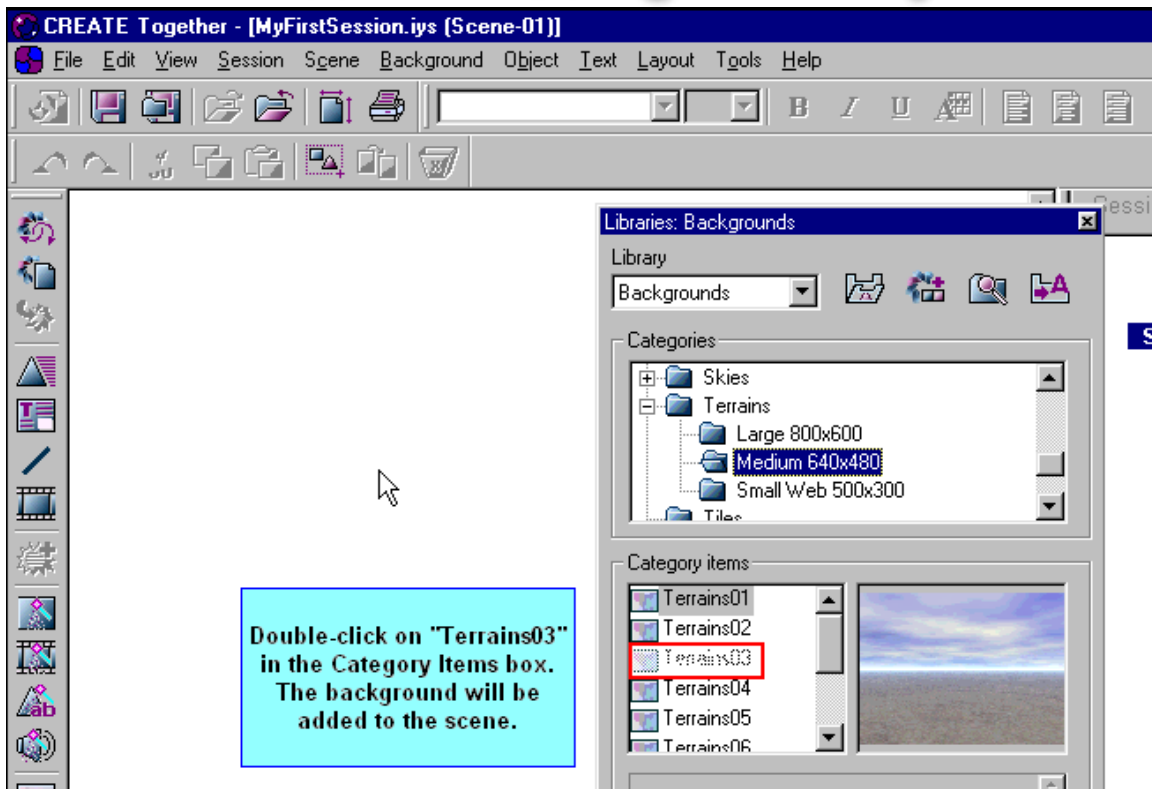
This lesson will guide you to a specific (image/video/text) file. When working on your own project you can use any (image/video/text) file in your computer



# Lesson 2: Using a Library



# Lesson 2: Using a Library



**Congratulations!**

**You have completed Lesson 2: Using a Library**

The selected background is more than just a picture. It is an object with a picture image. The background could contain actions, sounds and other elements.