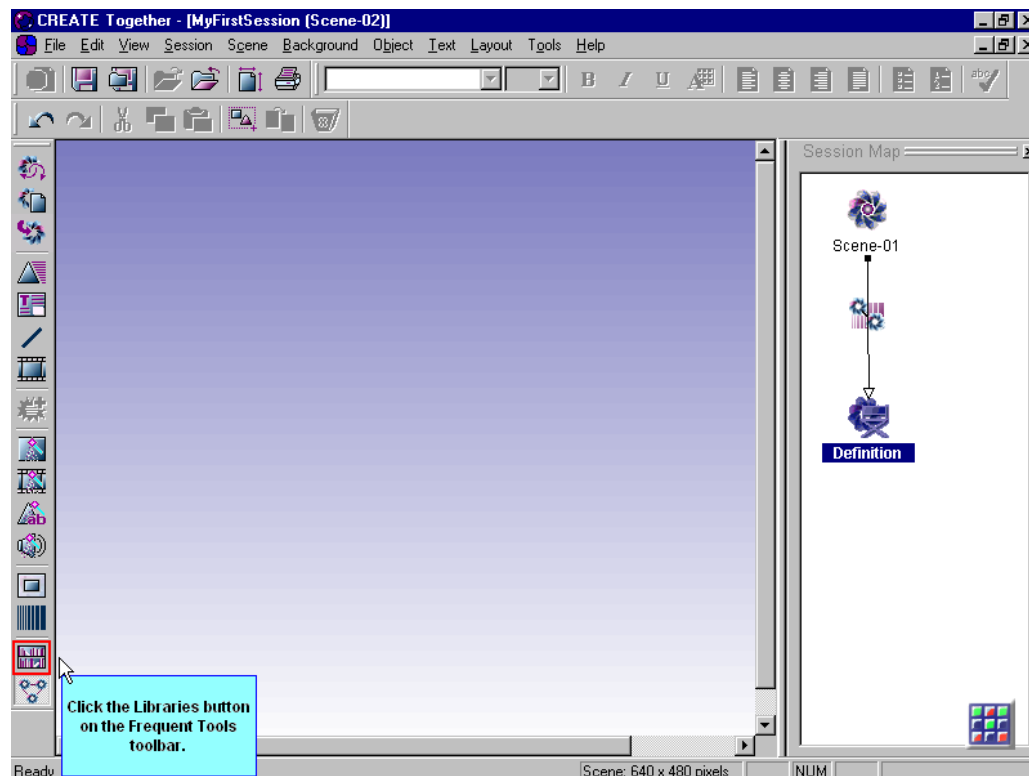
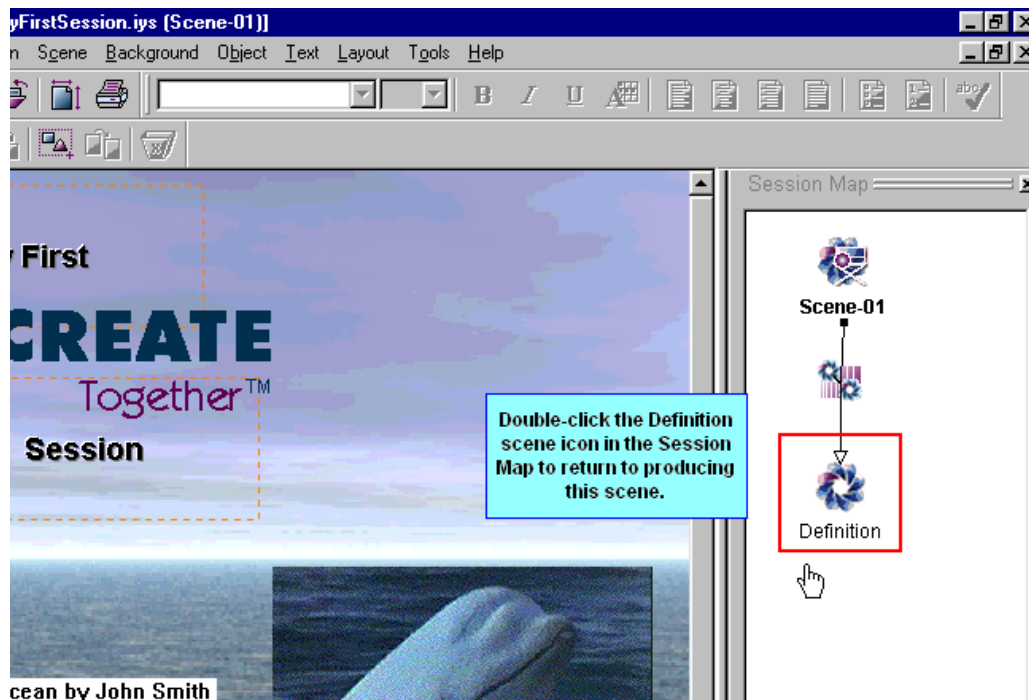


Lesson 13: Adding Objects from the Library

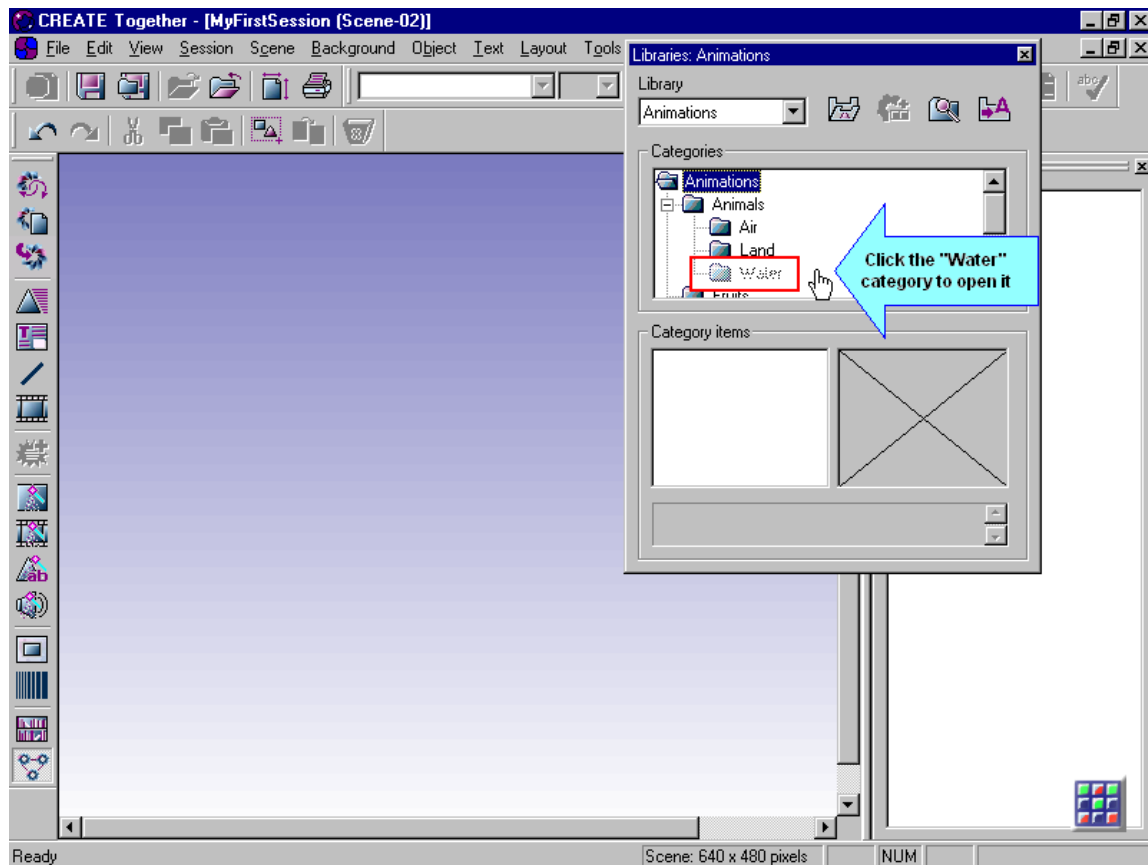
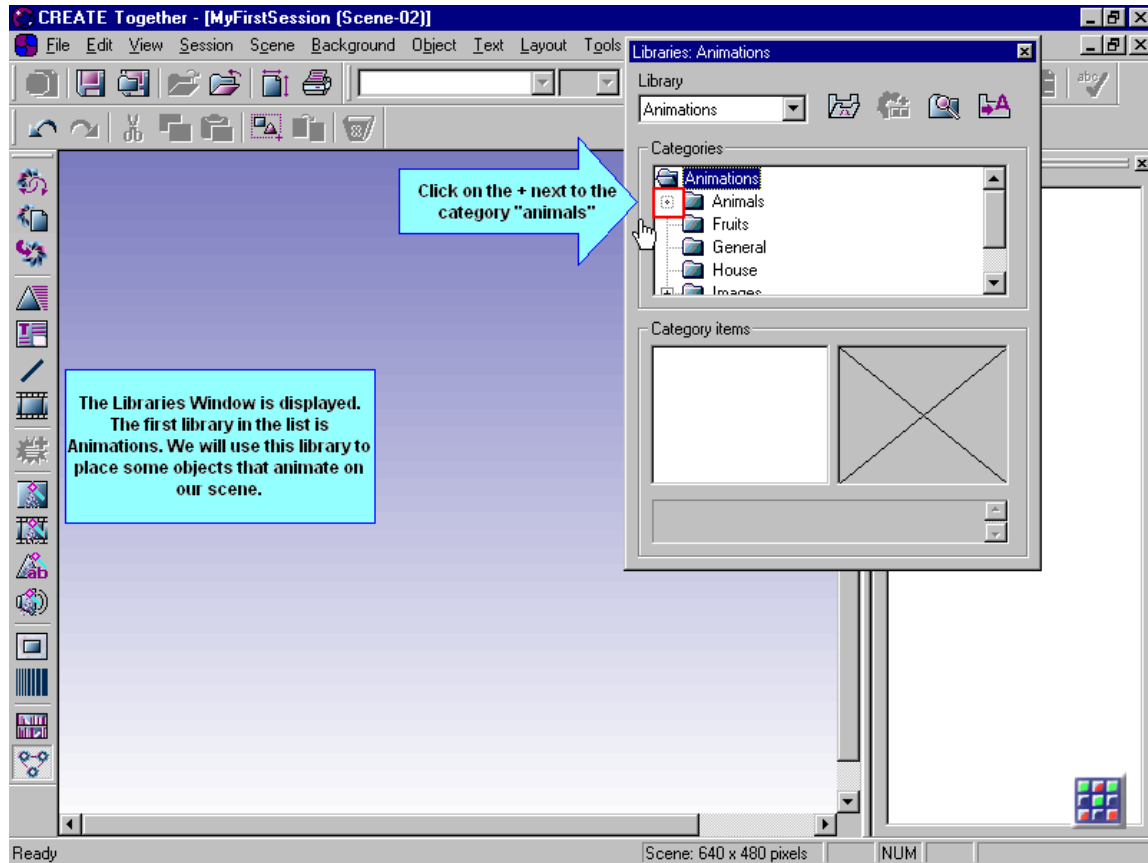
CT arrives with an extensive library of objects which you and collaborating partners can further add to. Scenes can be quickly developed by drawing on the library's contents.

This lesson guides you through the process of placing several objects on the scenes by picking them from a library.

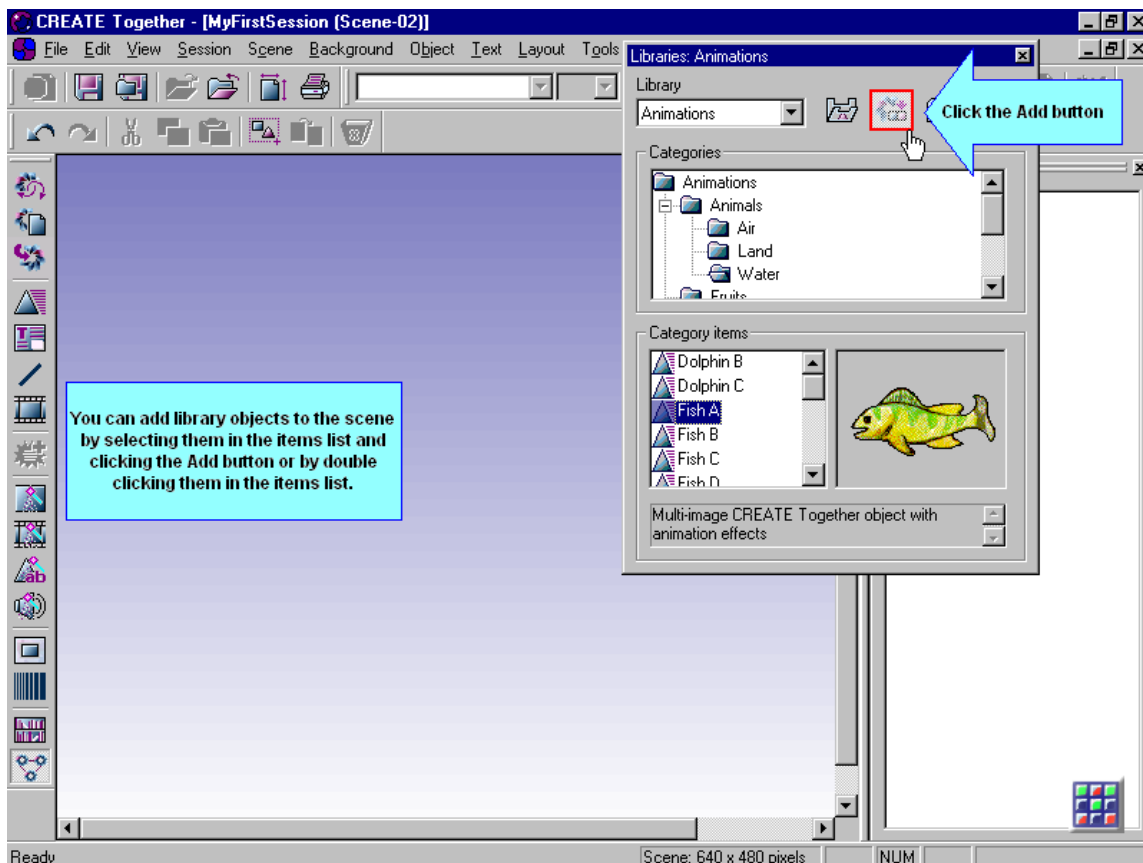
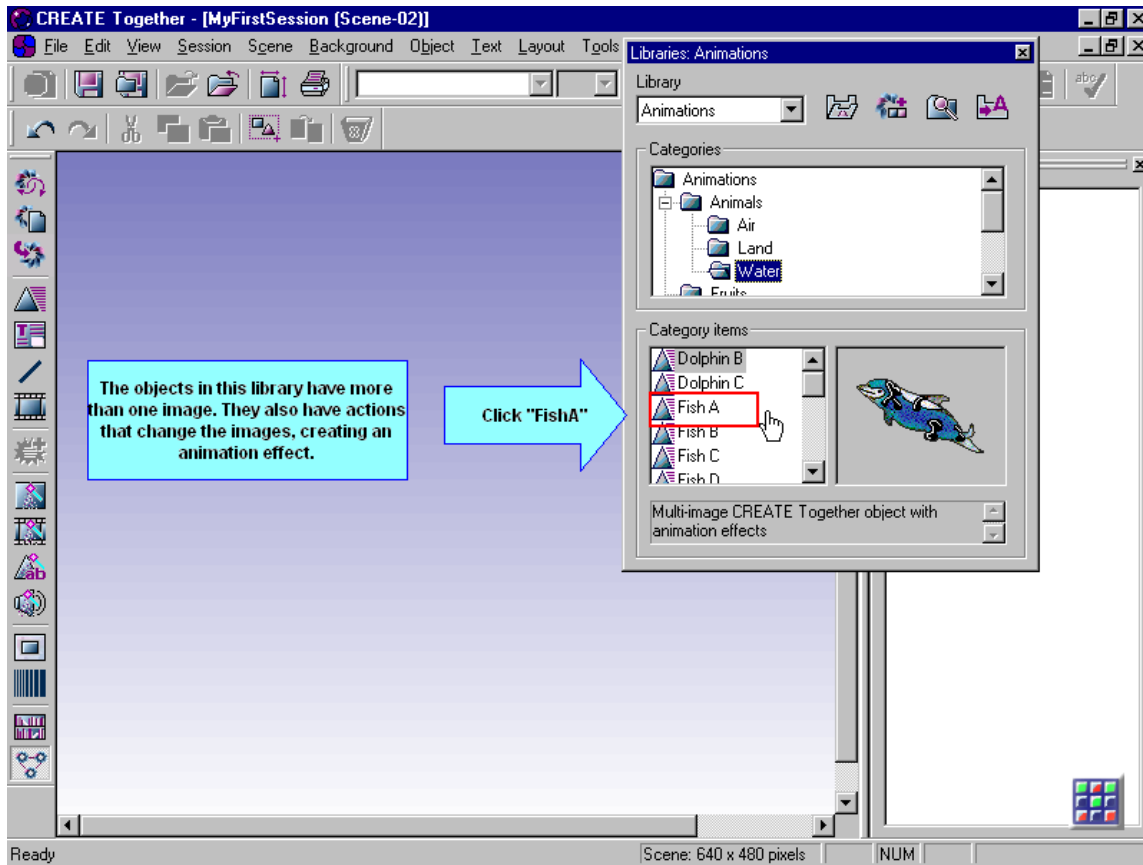
This lesson will guide you to a specific (image/video/text) file. When working on your own project you can use any (image/video/text) file in your computer



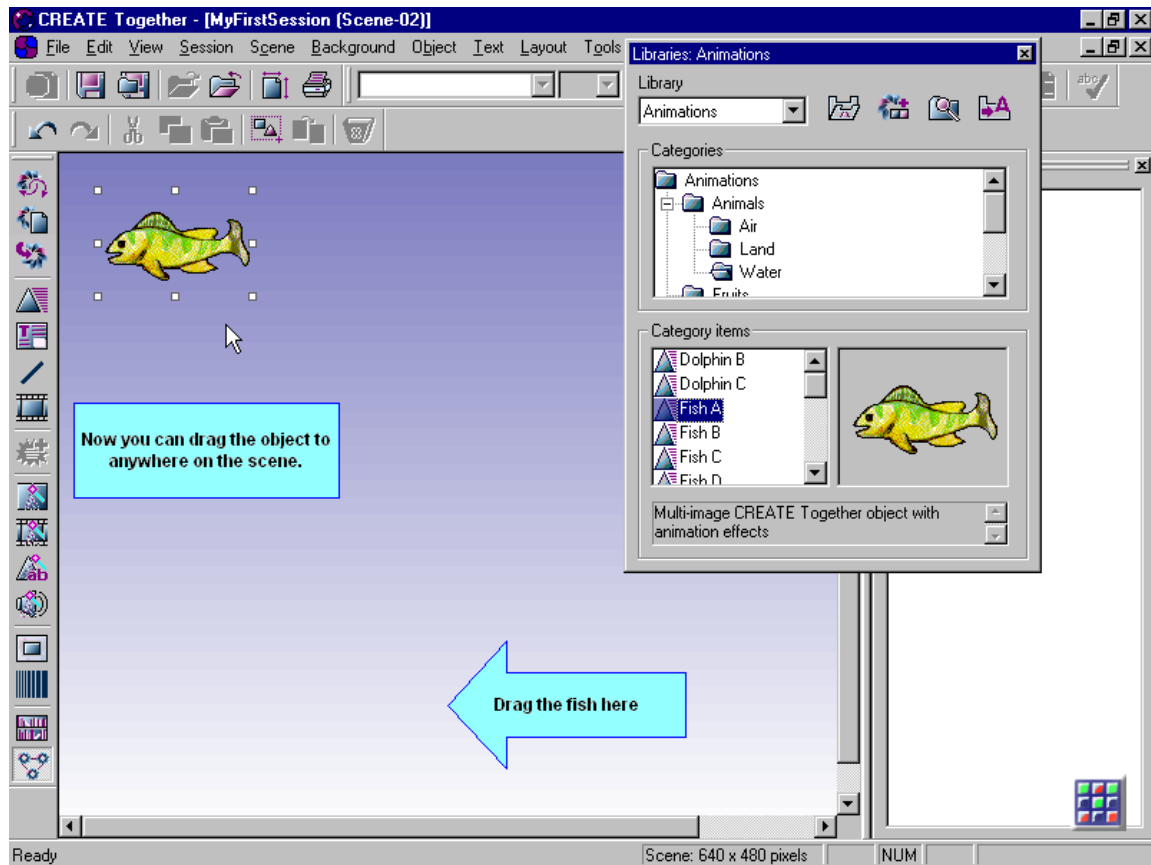
Lesson 13: Adding Objects from the Library



Lesson 13: Adding Objects from the Library



Lesson 13: Adding Objects from the Library



OK!

You have completed Lesson 13: Adding objects from a library.

In addition to media files and objects, whole scenes can be stored in a library. Sessions can also be stored in libraries and used as templates.