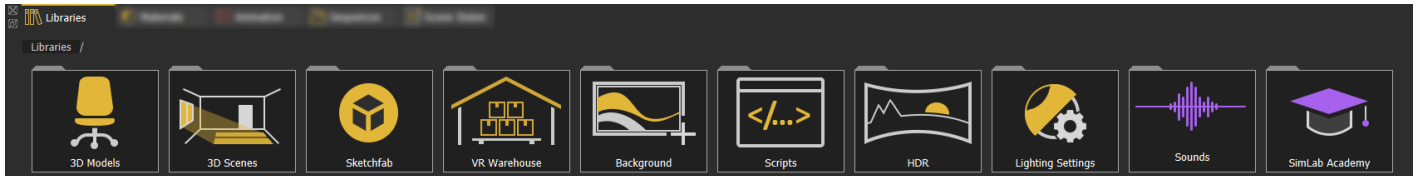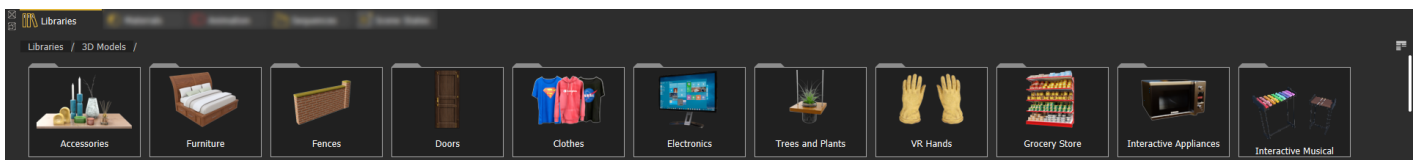# Assets Library

The libraries tab has assets categorized into groups: 3D Models, 3D Scenes, Sketchfab, VR Warehouse, Backgrounds, Scripts, HDR, Lighting Settings, Sounds, and SimLab Academy.
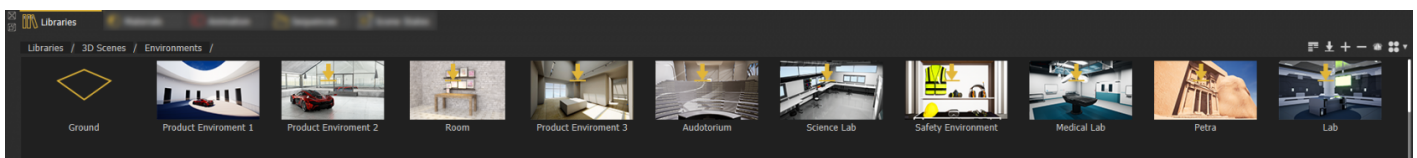


## 3D Models

The 3D Models category provides the user with stock 3D models to compose scenes out of them.
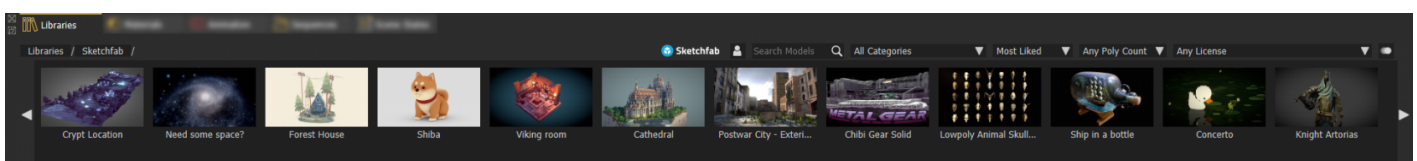


## 3D Scenes

The 3D Scenes category contains complete environments to be used for desktop and VR experiences.



## Sketchfab

The Sketchfab library allows users to display 3D, VR, and AR content from the Sketchfab platform website right in-app without the need for an Internet browser. The user is allowed to browse, review, and instantly download public models into an open scene.

# VR Warehouse

The VR Warehouse is the market where to publish, sell, and buy VR experiences. Go to the VR Warehouse section for more information.
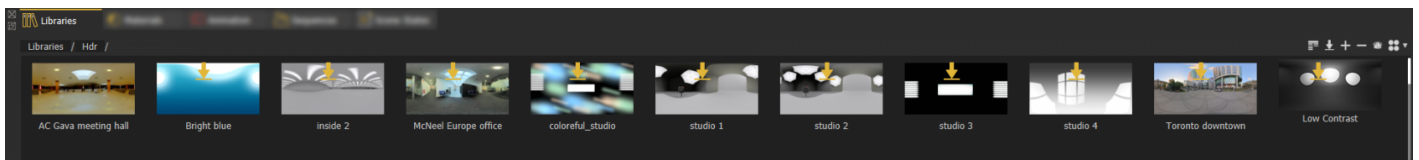
# Backgrounds

The Backgrounds category consists of image and spherical backgrounds.

# Scripts

The Scripts category is where the user finds ready-to-run Python scripts that automate certain tasks in SimLab Composer.
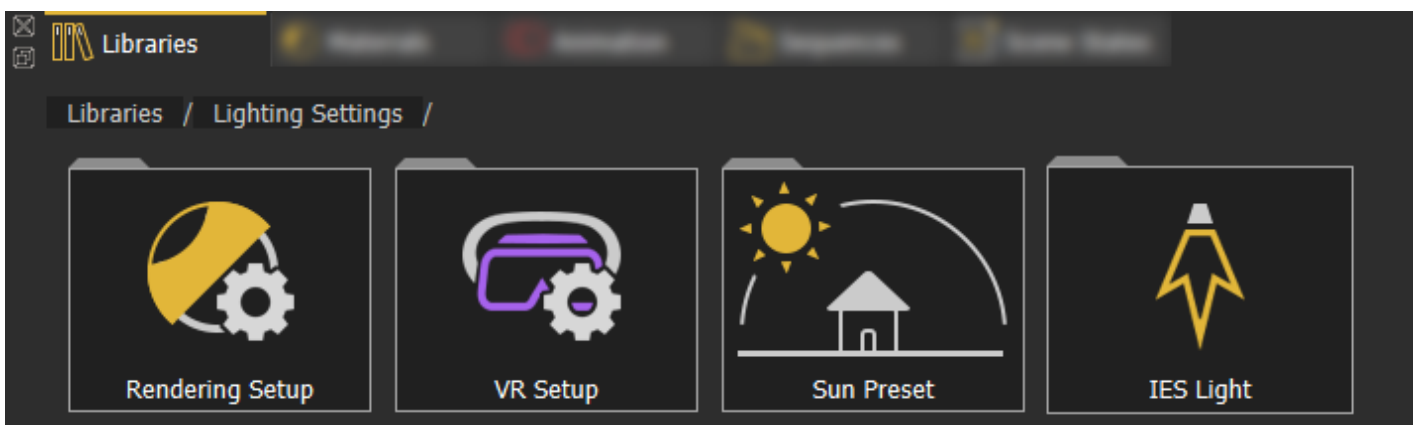
# HDR

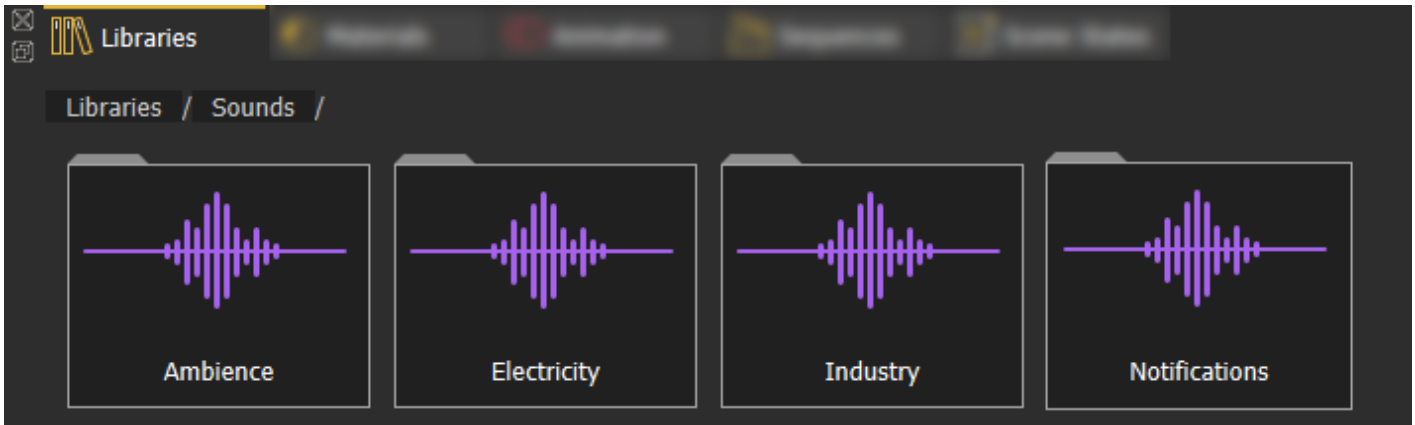The HDR (High Dynamic Range) category has various options to select from.



# Lighting Settings

The Lighting Settings category provides lighting presets for rendering, VR, sun, and IES.



# Sounds

The Sounds category has a collection of sample sound effects for ambiance, electricity, industry, and notifications.
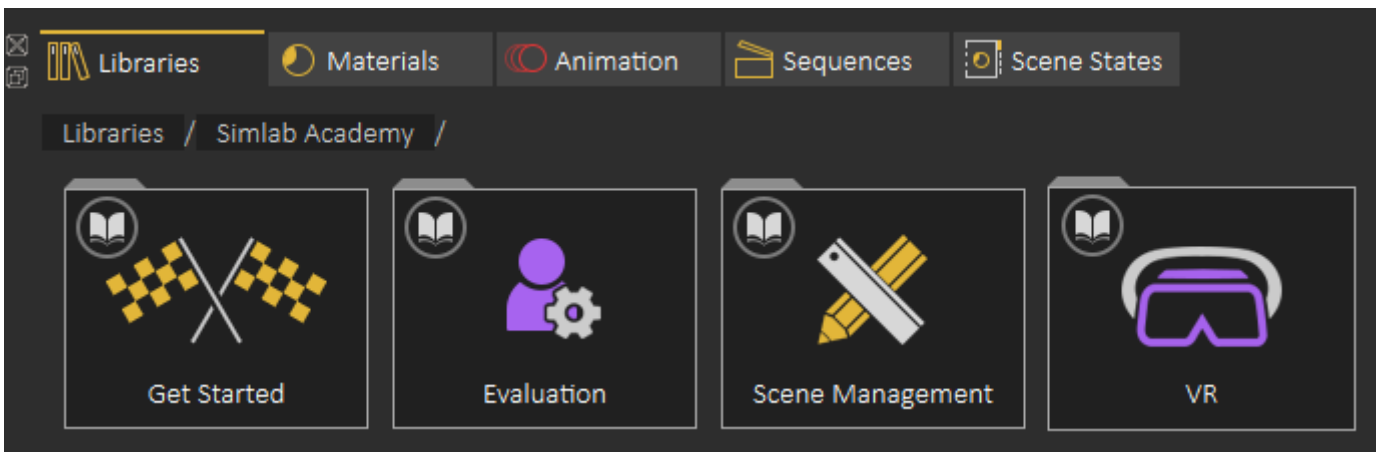
Adding an element from Asset Libraries to a scene can be done in one of two ways: **(1)** Dragging an element from the library and dropping it in the 3D area. **(2)** Double-click the element on the Asset Library.
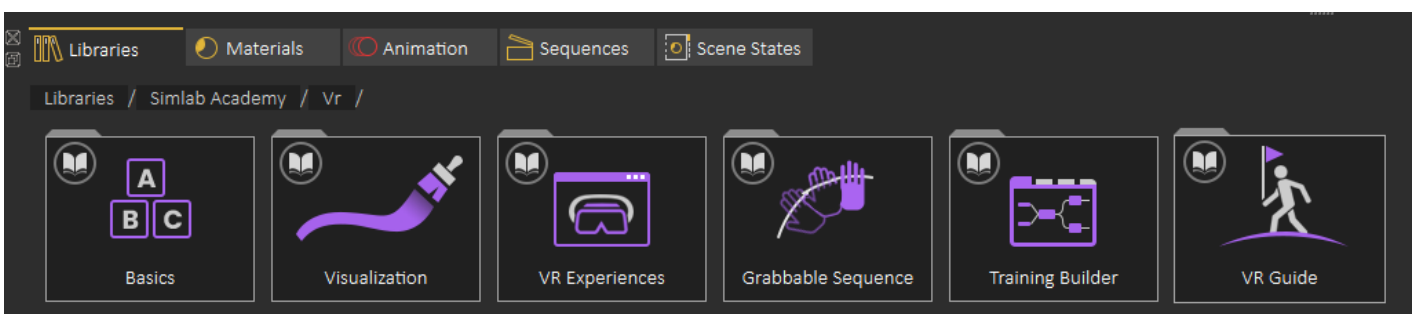
# SimLab Academy

SimLab Academy includes free step-by-step tutorials with all models needed to follow along with the available tutorials.

For example: to start learning VR creation, the user clicks on SimLab Academy, then selects VR.



Then the user selects what he/she wants to learn such as Basics.

The following video shows SimLab Academy in action

https://www.youtube.com/embed/IxnOLrPTav0