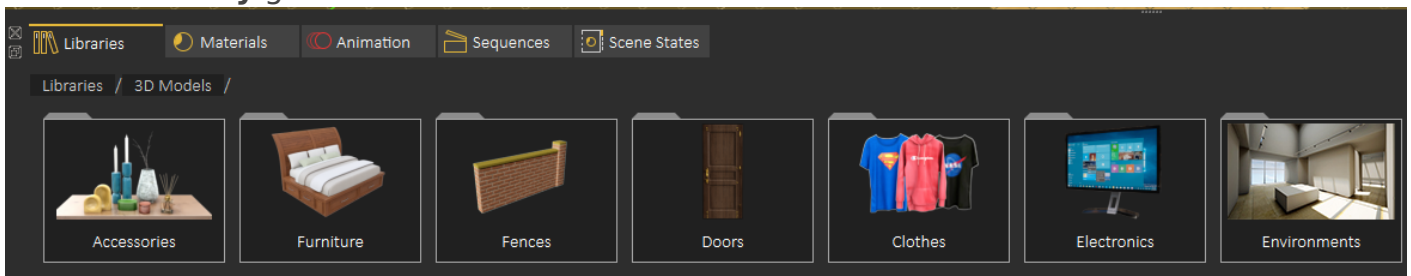


# Assets Library

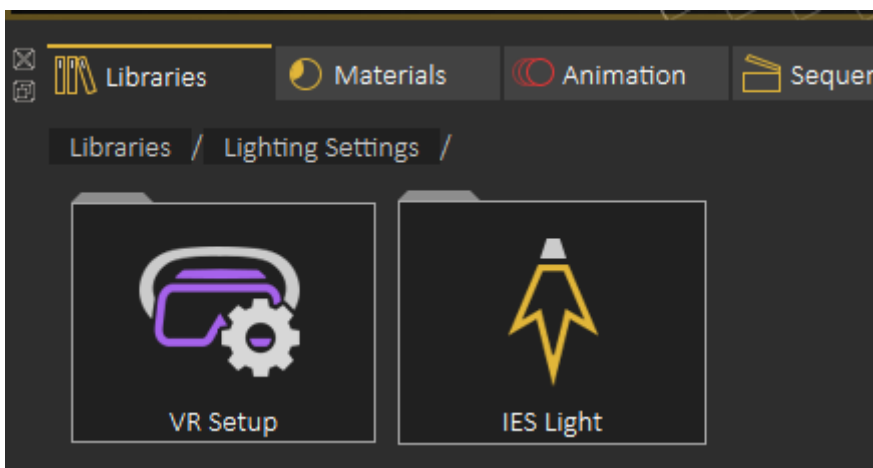


**Assets Library** gives user access to **3D models** to be added to the scene

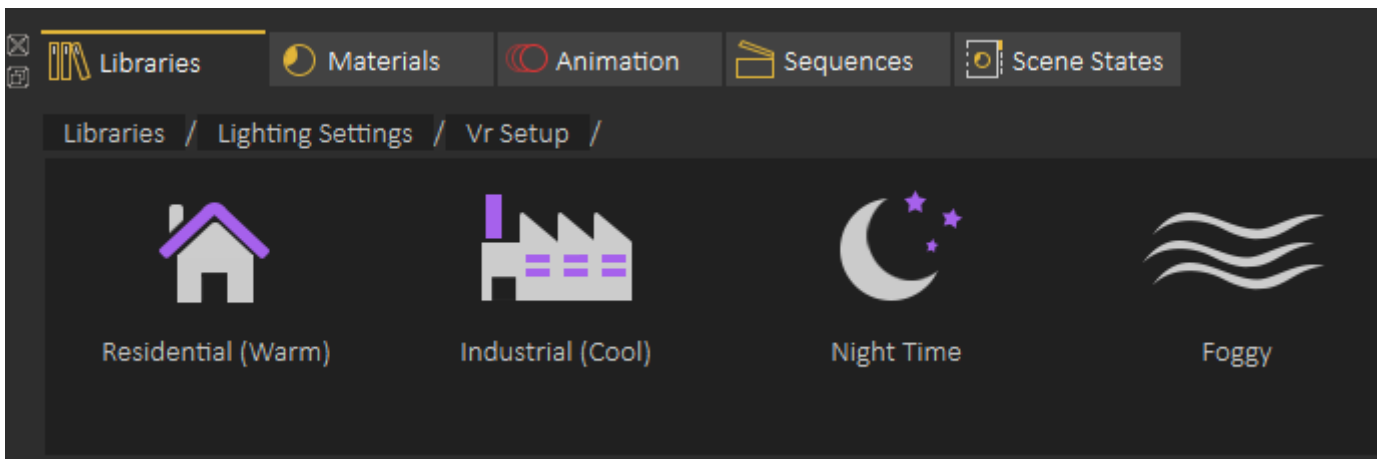


The user can add also scene **Backgrounds** and **HDR** (Environment images)

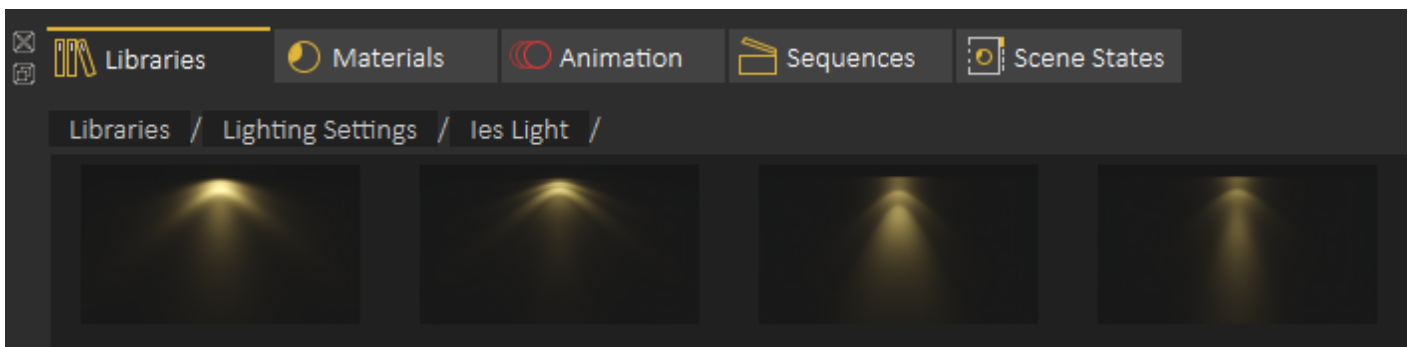
Lighting settings gives user access to some predefined **Lighting Settings**, and to add **IES lights** to the scenes



**Predefined VR Lighting settings** are shown in the following image



The following image shows some of the **IES lights** included in SimLab Composer



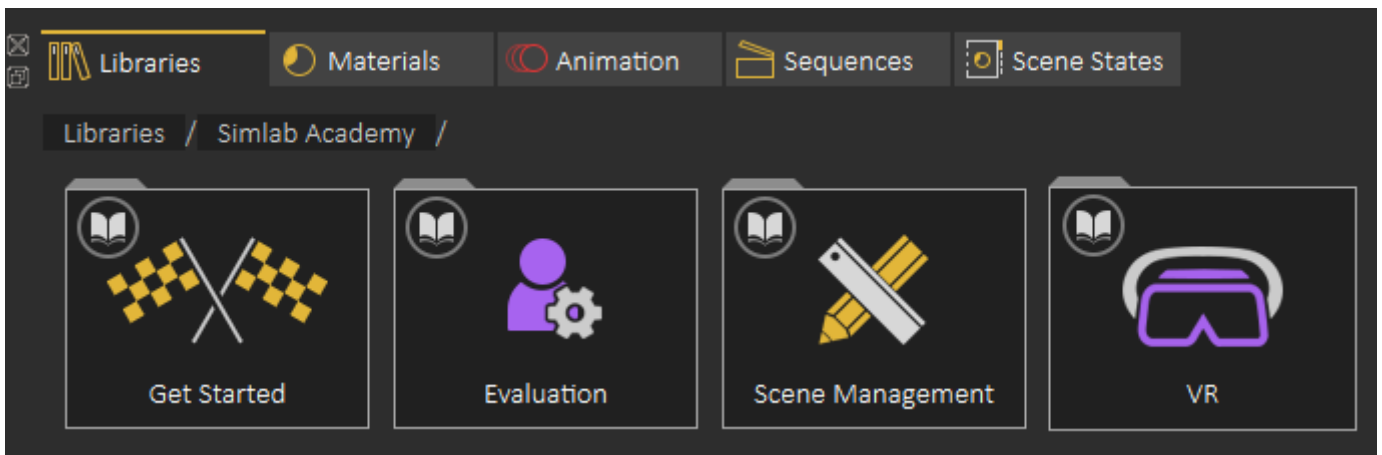
Adding an element from **Asset Libraries** to current scene can be done in one of two ways

- 1- **Dragging** and element from the library and **dropping** it on the 3D area
- 2- **Double** clicking the element in the Asset Library

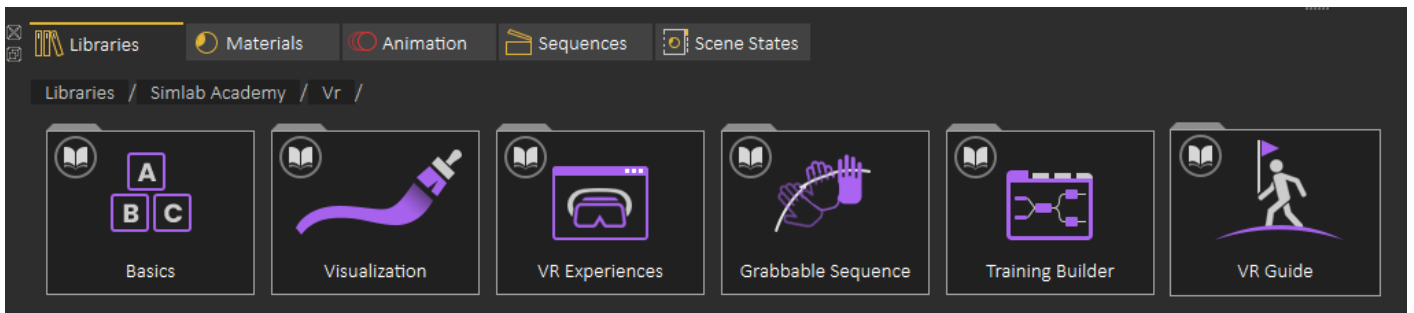
## SimLab Academy

**SimLab Academy** the last element in the Asset Libraries in SimLab Academy, **SimLab Academy** includes free step by step tutorials with all models needed to follow the tutorial.

For example to start learning VR creation, the use starts by clicking on SimLab Academy, then selecting VR



Then select what do you want to learn like Basics



The following video shows SimLab Academy in action

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

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