

- 1) Drag image into Assets folder.
- 2) Click image in Project and go to Inspector.
- 3) Change the Texture Type to Sprite (2D and UI).
- 4) In the Hierarchy, right click, 2D Object, Sprite.
- 5) Click newly created Sprite, go to Inspector.
- 6) Drag the image from the Assets folder to the Sprite box underneath Sprite Renderer.
- 7) Reposition the background in the scene.

