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.

