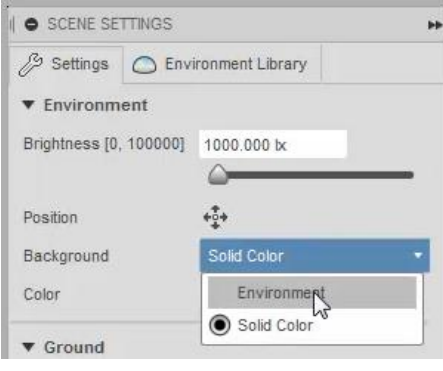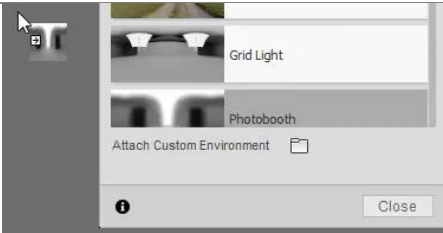# Lesson: Setting up a scene

In this lesson, you will apply an environment to the Lamp model.

Learning Objectives:

- Set up a scene.
- Adjust camera and light settings.
- Change a background image.

Step 1: Apply appearances to the model.

1. Carry on with the drawing file from the previous example. Select Setup> Scene Settings to display the Scene Settings properties panel. For the Background option, choose Environment.	
2. Navigate to the Environment Library tab and choose the Photobooth environment by clicking and dragging the environment onto the Canvas area.	
3. Investigate the other options in the properties panel then click Close. Save the file.	