

# Uploading media



## Uploading media

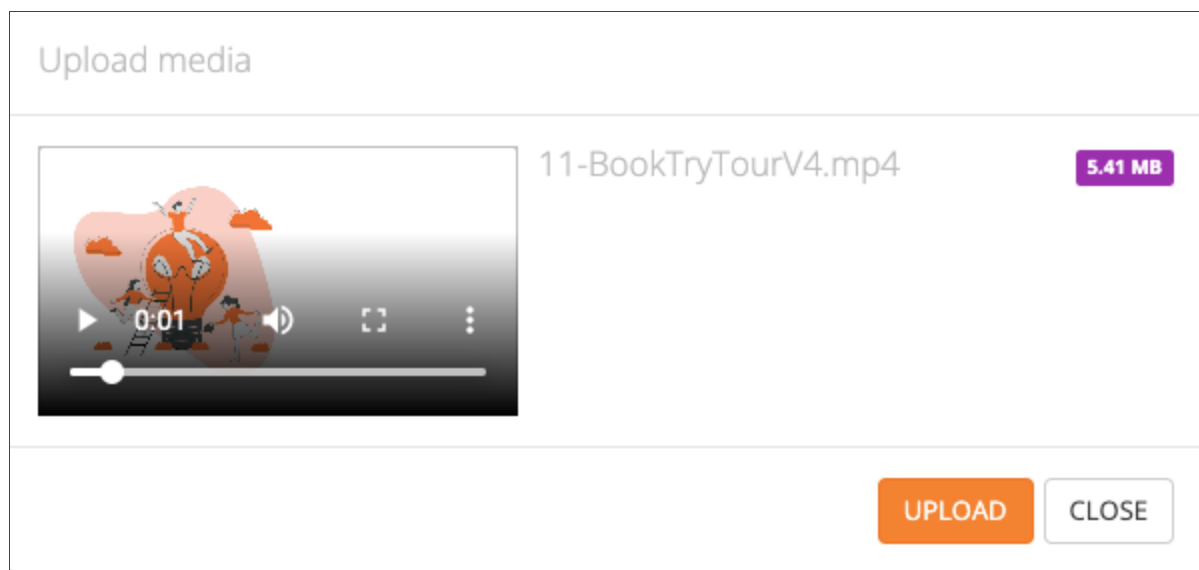
You don't have to upload any media to use Near-Life CREATOR to create interactive scenarios. But if you want to take your interactive projects to the next level, CREATOR allows you to upload images, 2D and 3D video assets to create truly unique projects. You can upload media in a variety of ways and we'll show you all the methods in this short tutorial.

### Uploading media in the canvas

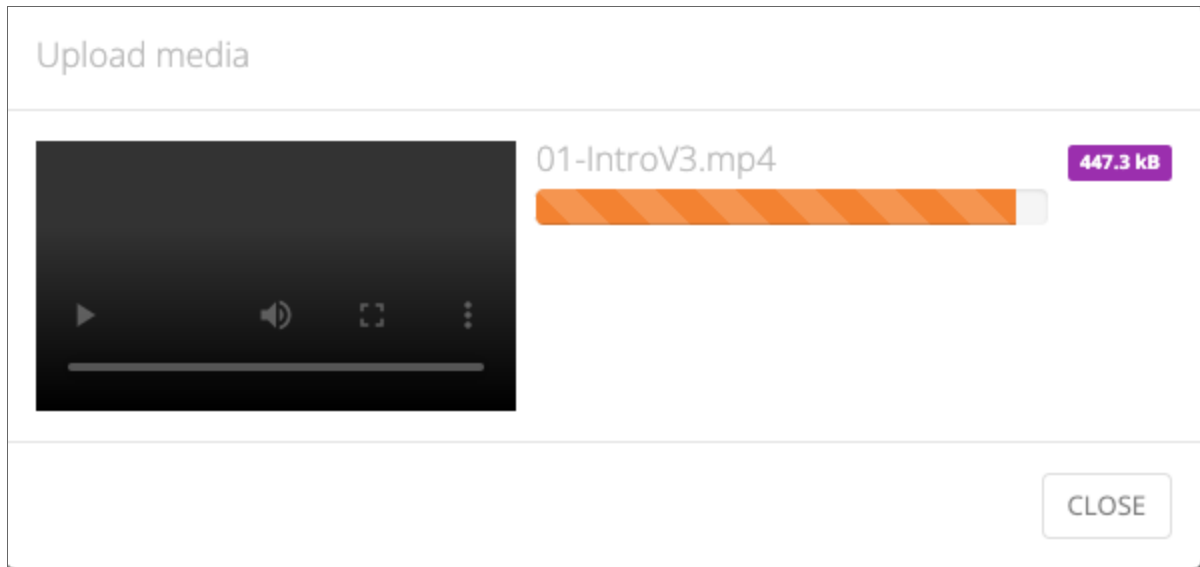
1. You can upload media by clicking the Upload Media button in the Canvas.



2. Select the file(s) you want to upload.
  - a. If you are uploading video files, you can select the thumbnail that you want to appear in the canvas nodes. This is helpful if you have a lot of clips that you want to identify quickly.
  - b. To set the thumbnail, slide the playbar slider across until you can see the image you want to use as the thumbnail for that clip. Setting the thumbnail is completely optional. If you do not want to set a thumbnail, then CREATOR will simply choose and set the first frame of all your video clips as their thumbnails.



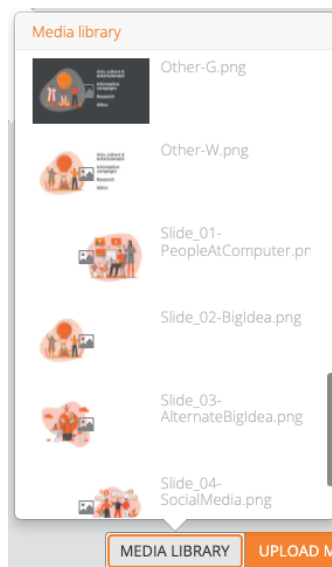
3. Click the Upload button when you are ready. The upload will start and you'll see a progress bar.



4. Once all of your media is uploaded, the Upload media window will automatically close and you'll be able to see your media via the Media Library button on the Canvas.



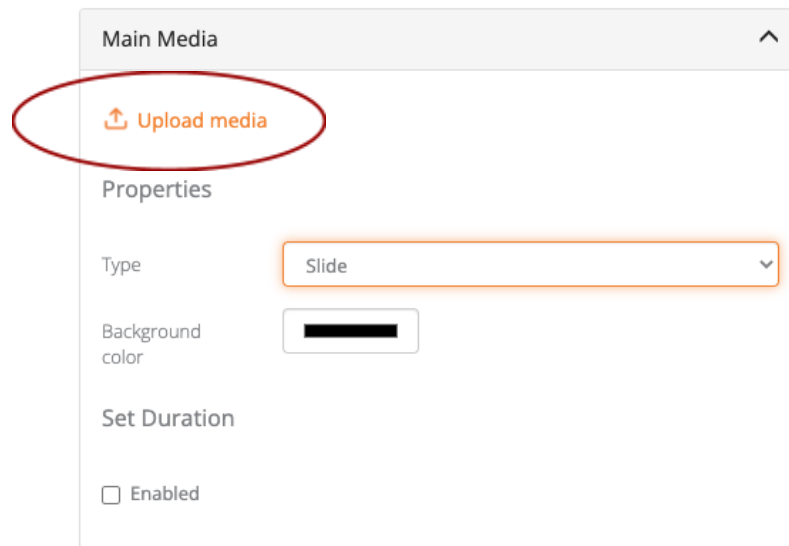
5. Once uploaded, you can drag media from the Media Library and drop it directly into your nodes.



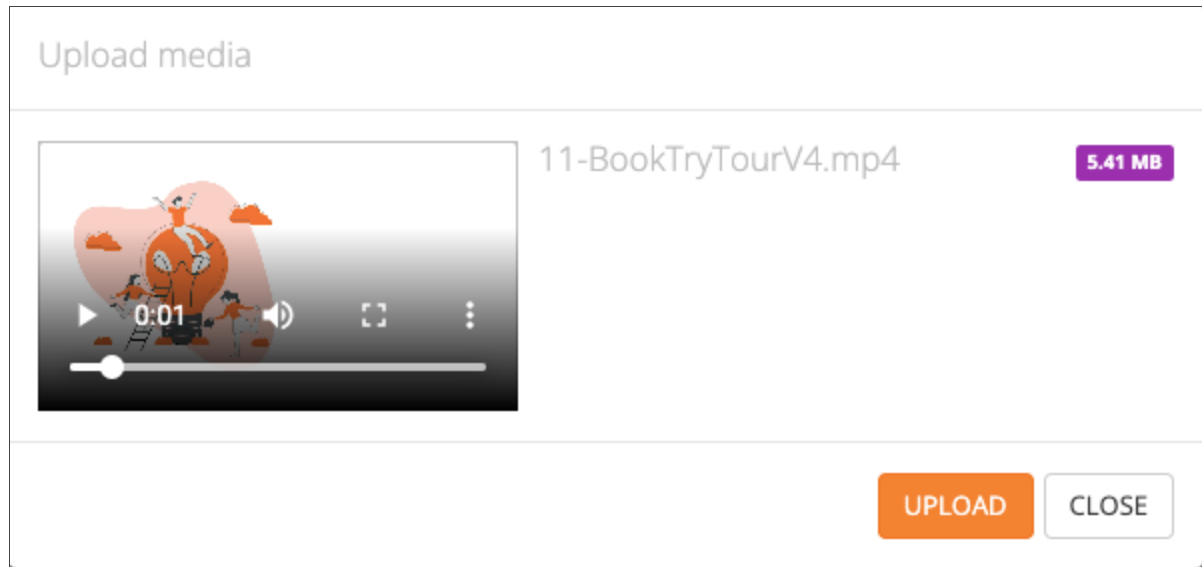
## Uploading media in a node...

You can also upload media directly via a node. This is super convenient when you're in the middle of adding Overlays, especially if you want to make a quick change to a media asset and upload it straight away.

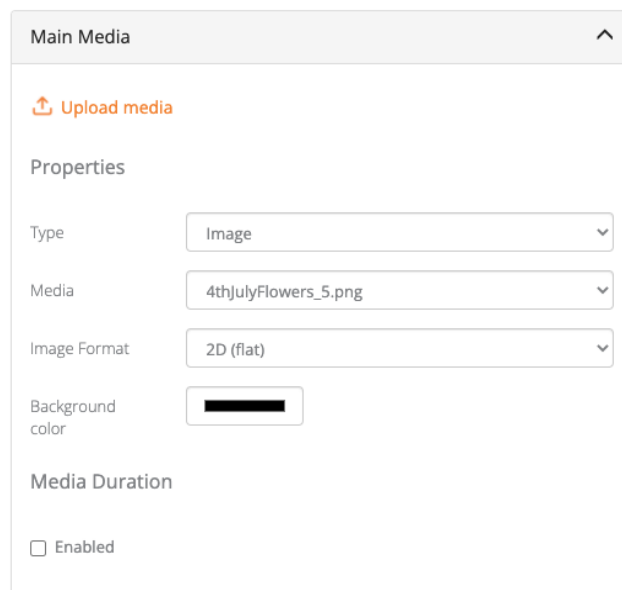
1. While in the Node Editor, click on the Upload media link in the Main Media section



2. Select the file(s) you want to upload.
  - a. If you are uploading video files, you can select the thumbnail that you want to appear in the canvas nodes. This is helpful if you have a lot of clips that you want to identify quickly.
  - b. To set the thumbnail, slide the playbar slider across until you can see the image you want to use as the thumbnail for that clip. Setting the thumbnail is completely optional. If you do not want to set a thumbnail, then CREATOR will simply choose and set the first frame of all your video clips as their thumbnails.



3. Click the Upload button when you are ready. The upload will start and you'll see a progress bar.
4. Once all of your media is uploaded, the Upload media window will automatically close and you'll be able to select the media file by choosing the correct media Type and file via the Media dropdown menu.



## Uploading media via the Media Library

When you open a project, you'll see a list of all the Scenarios in that Project. Click on the Media link, to see a list of all the media associated with that Scenario.

[Media](#) | [Settings](#) | [Delete](#)

In this area, you'll be able to view and delete media files. If you are working with 2D video media, you can also add Subtitles here. **Subtitles are covered in a separate tutorial.**

At the bottom of the list you'll see an Upload Media button. Your file browser window will open and you'll be able to upload media and select video thumbnails in the usual way.