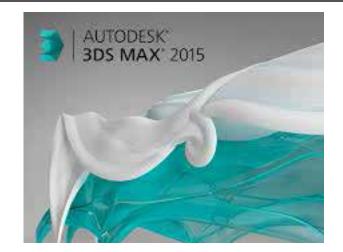


What software should I use to model my character? In this class we use *3D Max* and *Sculptris*.

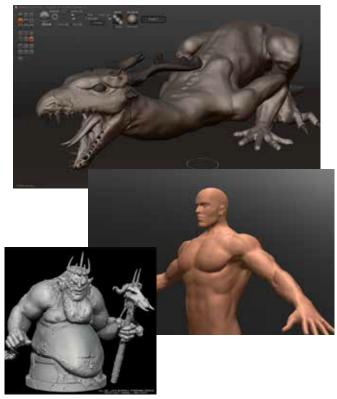


**3D Max** is a great for what modelers call "Box Modeling". You can quickly build "low poly" characters. see below.





**Sculptris** is great for modeling "hi-poly", characters with lots of detail. see below.



Both of these programs are free to students and can be downloaded onto your home computers