**SOFTWARE NEEDED FOR 3D CHARACTER MODELING AND ANIMATION**

**3D MAX**

Autodesk is the company that makes our primary program – 3D Studio Max. This is a link to their educational page <https://www.autodesk.com/education/home>

This is a link to the 3D Max page <https://www.autodesk.com/education/free-software/3ds-max>

This is a link to the system requirements. Send this to whoever is installing the software. <https://knowledge.autodesk.com/support/3ds-max/troubleshooting/caas/sfdcarticles/sfdcarticles/System-requirements-for-Autodesk-3ds-Max-2019.html>

**SCULPTRIS**

Pixelogic makes Sculptris, our high poly organic modeling software. It is also free. Here’s a link.

<http://pixologic.com/sculptris/>

**UNREAL 4**

Unreal 4 is a game and simulation program we use for creating interiors, landscapes and animating.

It is made by EPIC GAMES and is free. <https://www.epicgames.com/>

**MIXAMO**

Mixamo is an online service supported by Adobe. It is accessible by any student from their computer. All they need to do is make an account. Mixamo provides free motion capture and rigging for student character models. <https://www.mixamo.com/>

**PHOTOSHOP**

PS is the standard paint program used. It is not free. It is available on the cloud to schools for $14.99 per month (<https://www.adobe.com/creativecloud/plans.html?promoid=695P7SPW&mv=other> )

**NVIDIA – NORMAL MAP FILTER**

This is a plugin for PhotoShop. It is free from <http://www.nvidia.com/page/home.html>

I will also need a physician’s stool like this one on Amazon - <https://www.amazon.com/PARTYSAVING-Supportive-Hydraulic-Massage-Salon/dp/B0167NO9JQ/ref=sr_1_1?ie=UTF8&qid=1524587993&sr=8-1&keywords=physicians+stool>

My knees began giving out several years ago. This chair gets me through the day in a computer lab.