**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. Mixamo provides free motion capture and rigging for student character models. It is accessible by any student from a computer, just create an account. <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 without pain.