Faculty of Engineering & Technology
Computer Science Department

Comp3351 3D Modeling and Animation

Name : Hoson Hasqoor.
ID: 1191003.

Instructor: **Mr. Ahmad Sabah**.
Section: (1).

Conduct bibliographic research on three modeling tools: Blender, Maya and 3ds Max

Create a table comparing these tools using the following scales:

- **Easy to use in 3D industry**

- **the performance**

- **Jobs**

- **documentation**

	Blender	Maya	3ds Max
Easy to use in 3D industry:	Easy to use, particularly for beginners.	flexible and able to handle complex scenes.	Relatively easy to use, particularly for in the gaming and architectural visualization and product design.
The performance:	to be good, particularly for rendering	Good with large and complex scenes, but criticized for slow rendering times	Good with large and complex scenes, particularly in architectural visualization and product design , and was found to be faster than Maya but slower than Blender.
Jobs :	Increasingly popular in film, television, and gaming industries	It is used in the film, television, and gaming industries, especially for animation and visual effects.	It is used in the architectural visualization, product design, and film and television industries.
Documentation:	It has a comprehensive and well-documented user manual, which covers all aspects of the software tutorial, has a vast online community with active forums and websites, free courses and webinars.	It has a lot of documentation, user guides, tutorials and community forums, it can be difficult to navigate the documentation and find specific information, the company behind Maya's free online courses and certification programs and a large community of experienced users available to help beginners.	Containing documented user guides and tutorials, the software also has an active community of users, which can be confusing and difficult to navigate for beginners.