



Model & Texture



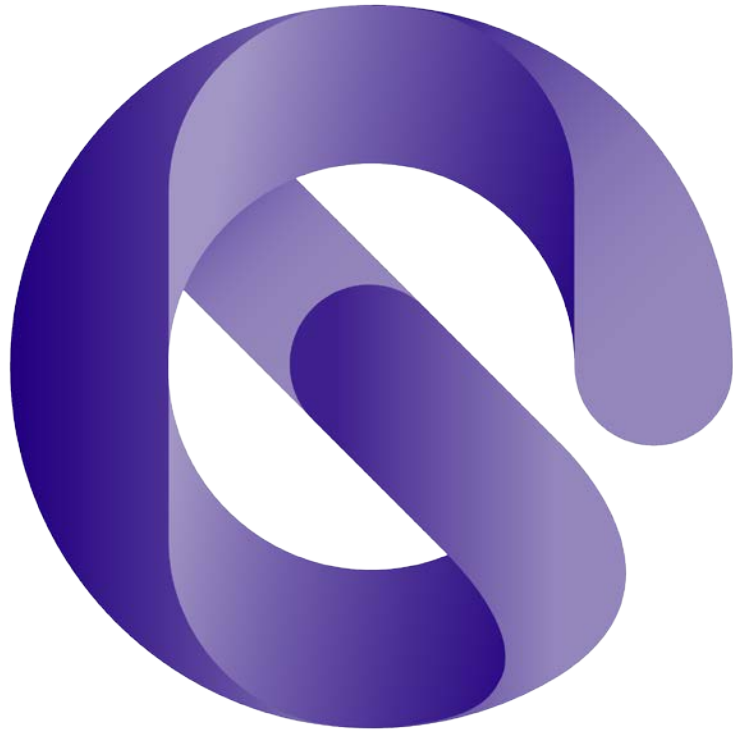
BLOCKS

By Google (Open source)

Hands on modeling + .OBJ exporting

Very Easy to use, YET limited to blank obj creating.
(no Texturing happening in Blocks, but basic plain colors)

Friendliness ★★★★★



GRAVITY SKETCH

Newly Found 3D modeling Software in VR

Seems that it allows

**More controlled 3d Sculpting and Modeling
in VR environment.**

Not an Open Source Software so != No extension.

<https://uploadvr.com/gravity-sketch-impressive-vr-3d-modelling-tool-available-today/>

Friendliness : NOT YET KNOWN



BLENDER

Open source

3D Modeling + Texturing + Map baking

Also Available for rendering animation

Friendliness ★★★★★

Extended Applications

Friendliness



AUTODESK MAYA AUTODESK 3DS MAX



3D modeling + Texturing + Mapping

Maya – [Prof Animation](#)

Zbrush – [Digital Sculpting](#)



Zbrush

[Available in ProvWash Lab](#)



Texture
Pic- Process



PHOTOSHOP

Provided by OIT

Picture processing+ 2D animations

Basic tool for all students

Friendliness ★★★★★



USER CONTROL+
ENVIORNMENT+
LIGHT RENDERING



Unity 3D

Open Source (Free Basic Version)

Basic 3D Modeling + Real time Rendering + Game/App Engine

Also requires some Programming in C# to well use

Friendliness ★ ★



TILT BRUSH

By Google (Open source)

Hands on painting+ Basic Limited Rendering

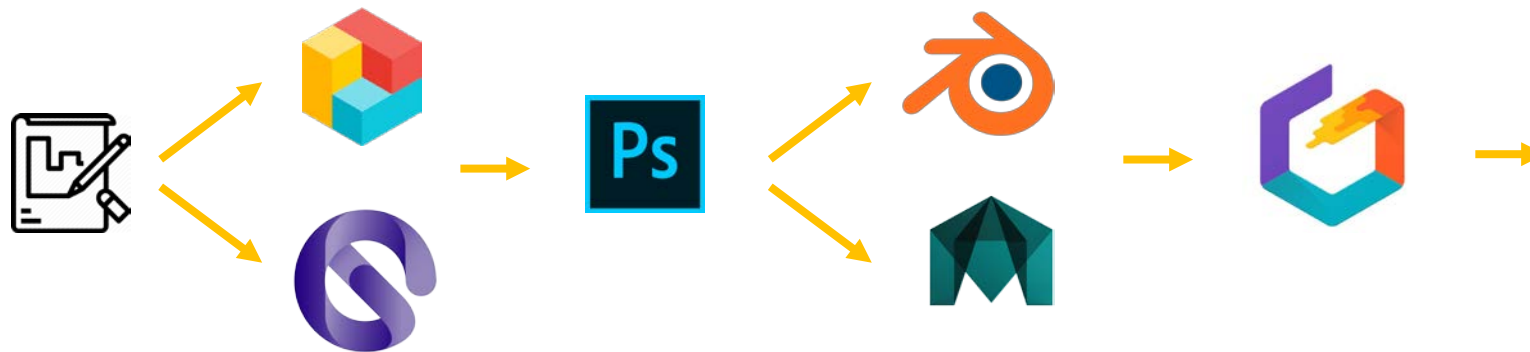
Very Easy to use, but requires more **Extension**
(exp. Extensions on inporting OBJs, Textures and Interactive objects)

Friendliness ★★★★★

Controlled Out-put: (Typical)



VR experienced Out-put:



OR MORE?