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3D Modeling and Animation
Cptr.240 | Cptr.250 | Cptr.350

Fall 2020 | Southwestern College
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Assignment #0
"Software"

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Install the free software **Blender**.

Gain a free student license to **Substance3D** and install it.

Acquire a free student license to **Autodesk Maya** and install it.

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In this course we'll be working with powerful software capable of creating naturalistic (or realistic) models and animations.

All software is free to students; you will not need to enter any payment information. Follow the above links for instructions, using your college email address to sign up to Substance3D and Autodesk Maya (those two will verify your email to authorize you for free access).

All software should be installed on a laptop you can work on at home and at class. That might be your college-issued laptop, although generally another laptop is okay so long as it runs Windows/macOS. On a college-issued laptop you will need to ask someone from the Help Desk to type in an administrator's password to complete installation.

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For motivation, I'd recommend you watch any of the thousands of videos and games using 3D modeling and animation; that's exactly the kind of stuff we'll be doing.