Welcome to GAM536

In this course, we will be using 2 pieces of software. As the software is not part of a typical programming course installation, you really should make sure that you are able to run the software and use it with relative ease.  Here are the software you will need and where to get it:

3DS Studio Max 2019 - you absolutely need this, its 90% of the course.

* You can get a education license here: <https://www.autodesk.com/education/free-software/3ds-max>
* DO NOT go for the easier to get 30 day free trial. The course is longer than 30 days and there were problems in the past of modifying files created in one version with the other. Take the time, get confirmed and get the education license
* Get 2019 Version (there are 4 versions available, 2019, 2020, 2021 and 2022).  2019 is the version you want.
* 3DS Max is windows only... those of you with non-windows machine can do one of the following things.
  + Intel based macs -> install windows on a bootcamp partition and either boot into it directly or run something like parallels to access it
  + M1 macs (or older windows machines that doesn't meet min req. for max or whatever reason where you can't run windows locally) -> try Virtual commons.  I haven't tested this yet so not sure how responsive this is.  Information about virtual commons is available here: <https://employees.senecacollege.ca/spaces/77/it-services/wiki/view/7637/virtual-commons>
* Photoshop - This can be done on any platform. You can get an adobe account free of charge through the school which will give you access to photoshop. Photoshop is also available for mobile devices and that will be good enough for the course. You can get photoshop here: <https://employees.senecacollege.ca/spaces/65/software/wiki/view/1343/adobe-creative-cloud>

<https://cathyatseneca.gitbooks.io/3d-modelling-for-programmers/content/index.html>