Below are several asset creation tools categorized by asset type. Both industry standard, commercial software AND free alternatives are listed.

Bitmap Graphics

- Adobe Photoshop (http://www.adobe.com/products/photoshop.html)

- Corel Painter (http://www.painterartist.com)

- Pixelmator (http://www.pixelmator.com)

- GIMP (http://www.gimp.org) (free)

- Krita (https://krita.org) (free)

- Pixlr (https://pixlr.com/editor/) (free)

Vector Graphics

- Adobe Illustrator (http://www.adobe.com/products/illustrator.html)

- Adobe Flash (http://www.adobe.com/products/flash.html)

- Corel Draw (http://www.coreldraw.com)

- Inkscape (https://inkscape.org) (free)

3D Graphics

- Autodesk Maya (http://www.autodesk.com/products/maya)

- Autodesk 3dsmax (http://www.autodesk.com/products/3ds-max)

- Zbrush (http://pixologic.com)

- Blender (https://www.blender.org) (free)

✕ (?)

How likely are you to recommend this course to a friend or colleague?

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

Not likely

Very likely

Digital Sound Editors

- Adobe Audition (http://adobe.com/products/audition.html)

- Avid Pro Tools (http://www.avid.com/us/products/family/pro-tools)

- Audacity (http://audacityteam.org) (free)

Music Creation

- Apple Logic Pro (http://www.apple.com/logic-pro/)

- Avid Pro Tools (http://www.avid.com/us/products/family/pro-tools)

- Apple GarageBand (http://www.apple.com/mac/garageband/) (free)

- Image-Line Fruit Loops (https://www.image-line.com)

- Propellerhead Reason (https://www.propellerheads.se/reason)

- Sony Acid (http://www.sonycreativesoftware.com/acidsoftware)

- Ableton Live (https://www.ableton.com)

- Mixxx (http://mixxx.org) (free)

- Hydrogen (http://www.hydrogen-music.org/hcms/) (free)