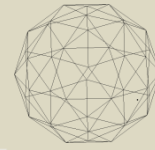


Basic 3D animation using Blender

SKANI101x



System Requirements

Dr. Sameer Sahasrabudhe

Nitin Ayer and Sneha Sanglikar

IIT Bombay

Outline



- Software requirement
- Hardware requirement
 - System configuration

Software requirement

Available for all major operating systems



Windows






Mac OS



Linux

32 bit and 64 bit versions available

Operating systems

Operating systems	Versions
Windows 	Windows XP*, Windows Vista, Windows 7 and Windows 8
MacOS 	10.6 and above
Linux 	All current versions of Linux (Ubuntu, Fedora, etc.)

* Requires Visual C++ 2013 Redistributable Package

Hardware requirement: Basic peripherals

Mouse with three buttons and scroll



Keyboard with numpad



Monitor which supports the display size of 1280×768 pixels



Hardware requirement

Levels of usage:

- Basic
- Advanced
- Professional

Suggested configurations

Basic User

- 32-bit dual core
2Ghz CPU
- 2 GB RAM
- OpenGL-compatible
graphics card with
256 MB RAM
(on board)

Advanced user

- 64-bit quad core
CPU
- 8 GB RAM
- Full HD display
- OpenGL-compatible
graphics card with
1 GB RAM

Professional user

- 64-bit eight core
CPU
- 16 GB RAM
- Two Full HD display
- Dual OpenGL-
compatible graphics
card with 3 GB RAM

Next session

Download and install Blender