



the tools

What software should I use to model my character?

In this class we use 3D Max and Sculpttris.



3D Max is a great for what modelers call "Box Modeling". You can quickly build "low poly" characters. see below.



Sculptris is great for modeling "hi-poly", characters with lots of detail. see below.



Both of these programs are free to students and can be downloaded onto your home computers