

**The laptop specifications for Film Visual Effects for 2023-2024 can be found here below:**

## **Hardware**

- Operating system: Windows 10/11 with the latest (driver) updates
- Processor (CPU): 11th or later gen Intel Core i7 or AMD Ryzen 5000/7000 series  
**Example** of a good CPU: Intel Core i7 12th Gen 12700K / AMD Ryzen 7700X
- Memory (RAM): 32gb, 64gb recommended
- Graphics card (GPU): RTX 3070 or better  
The RTX 3060/2070 will be OK but may be insufficient before you graduate.
- Storage (SSD): 2TB SSD drive  
By default, it will likely be of type "M.2 NVMe 1.3 or 1.4" which is what you want

If you're trying to save money, a good option would be to buy a refurbished laptop. A model that's a few years old (think max 3 years), could still be effective for a fraction of the price. Do make sure that if you go this route, that your pc has been refurbished and comes with a warranty. You can also purchase a new laptop that is up to specs but with less RAM and install additional RAM yourself as this is often a bit cheaper than one with the recommended RAM preinstalled.

## Software

- Sidefx Houdini.  
Install latest production build apprentice free version. When you are here in September we will distribute educational licenses to all.
  - <https://www.sidefx.com/download/>
- Adobe Photoshop.
  - Discounted version for students: <https://www.surfspot.nl/>
  - Directly from the source:  
<https://www.adobe.com/creativecloud/buy/students.html>
- Substance painter and Substance designer
  - With your BUAS email you can register and install the educational versions for free: <https://substance3d.adobe.com/education/>
- Autodesk Maya
  - Available for free. Make sure you register with your BUAS account and install it: <https://www.autodesk.com/education>.
- Foundry NUKE
  - <https://www.foundry.com/education/students>
- Unreal Engine 5
  - <https://www.unrealengine.com/en-US/download>
- Da Vinci Resolve 18 (Free version)
  - <https://www.blackmagicdesign.com/products/davinciresolve>

For all these applications, there is an extensive learning community available with downloadable files and YouTube channels. Look for tutorials for beginners to get you started and focus on basic modeling and texturing workflows for film. Anything additional is welcome.