

## Additional Course Costs

<p><b>BA (Hons) Game Design Rochester</b></p>	
<p>Equipment/materials needed</p>	<p>We ask students to equip themselves with a graphics tablet for digital sketchbook and painting - the Intuos Pro Medium.</p> <p>Students will also need a Portable Hard Drive (1TB +) or USB Memory Stick/ Flash drive (16GB+).</p> <p>Students are asked to equip themselves with storage devices to help transfer and back up their work.</p> <p>The course currently uses the following core software:          - Autodesk Maya Entertainment Suite 2019: Maya, Matchmover, and Mudbox.          - Adobe Creative Suite CS6: Photoshop, Illustrator, After Effects, Flash, Audition and Premiere Pro.</p> <p>Autodesk offer a range of software which is FREE to download. Software can also be purchased on a student discount to be used with your own computer. Software can be anything upwards of £500 depending on the need.</p> <p>You also need to put together a traditional artist's toolkit before you join us in September:</p> <ul style="list-style-type: none"> <li>- Pencils</li> <li>- Pens</li> <li>- Charcoal</li> <li>- Putty Rubbers</li> <li>- Masking Tape</li> <li>- Ink</li> <li>- Paints</li> <li>- Brushes</li> <li>- Sketchbooks</li> </ul>
<p>Equipment/materials recommended</p>	<p>You are not required to own your own computer for this course as we have access to extensive Mac and PC suites.</p>

