

## **Industry Standard Software**

Many programs are available directly from the Internet when purchasing an education version or multi-pack. Demo versions of most software are also available on the Internet, with early versions often made available free of charge. This is an excellent way to discover if the software meets the needs of students and teachers and allows for the assessment of the computer's ability to handle the speed, memory, sound card, etc. requirements needed to utilize the full power of the software. This is especially true for digital video and animation.

Use of industry standard software is encouraged. Selection of a particular application should consider:

- existing hardware and upgrade path
- cross-platform capability
- instructor training requirements
- time spent on student skill development versus curricular intent
- cross-curriculum applicability
- general flexibility and utility
- cost and affordability

Software is constantly changing and evolving, with levels of difficulty ranging from entry to professional. The chart of industry standard software called *Suggested Visual Arts Software for Grades 11 and 12* provides examples of software that are produced by companies that have been active in the software field for some time. In many cases, the software might fit into more than one category – e.g., Painter fits into Paint/Draw and 2 D animation, iMovie and Casablanca can provide enough versatility for most classes in video production, while Final Cut Pro and Adobe Premiere systems can be used jointly with software in all categories. Most of the titles listed include teaching aids and help menus in the form of Internet access on-line help and lessons, CD-ROMS, books, and user groups.

The *Suggested Visual Arts Software for Grades 11 and 12* chart is included at the end of this package. Inclusion in this list does not constitute recommended status or endorsement of the product.

## Visual Arts 11 and 12 Software List

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### Paint/Draw Software

- **Corel Draw - Corel**  
Intermediate level draw and paint software. Cross platform
- **Painter 7 - Corel**  
Advanced level paint and 2d animation software. Cross platform
- **Illustrator - Adobe**  
Advanced level Vector based drawing software.
- **Freehand - Adobe**  
Advanced level Vector based drawing software. Cross platform

### Image Manipulation Software

- **Photodeluxe - Adobe**  
Introductory level Image manipulation tool. Cross Platform
- **Photoshop - Adobe**  
Advanced level Image manipulation tool. Cross platform
- **Knockout - Corel**  
Intermediate level Image manipulation tool. Cross platform

### Animation Software

- **Flash - Macromedia**  
Intermediate level vector based 2d animation. Cross platform
- **3DS Max - Discreet**  
Advanced level comprehensive 3d animation software. Cross platform
- **Ray Dream 3D - Fractal Design**  
Advanced level comprehensive 3d animation software. Cross platform
- **Ray Dream Studio - Fractal Design**  
Advanced level comprehensive 3d animation software. Cross platform
- **Lightwave - Newtek**  
Advanced level comprehensive 3d animation software. Cross platform
- **Character Studio - Discreet**  
Advanced level 3D animation character generation tool. Cross platform
- **Poser - Fractal Design**  
Advanced level 3D animation character generation tool. Cross platform
- **Bryce 5 - Fractal Design**  
Advanced level 3D animation environment generation tool. Cross platform
- **True Space - Caligari**  
Advanced level 3D animation environment generation tool. Cross platform