

Animation and 3D Programs- continued

3D Canvas – A real-time 3D modeling and animation tool. Easily create 3D scenes with drag-and-drop controls. Customizable toolbars and interface and frame by frame animations are only the start of this programs features.

Graphix – An open source graphics editor built to edit and create both raster and vector images. Works one WINE and WinXP operating systems.

3D Plus – This program definitely lacks some of the features of other full scale 3D programs, but it is very ease to use and works well for small quick jobs. You can also purchase the extended version for \$9.99.

Daz 3D – Calls itself a figure posing and animation tool, basically you can use pre-created people, animals, vehicles, scenes and more, to edit and manipulate them to create your own 3D and animated scenes. The program itself is free, however most of the additional add-ons will cost you money. With that said this is a very nice program to use for people of all skill levels and highly recommended by many.

Anim8or – A 3D modeling and animation program, that is available for download, but kind of a still in progress program. It does have its bugs but is a very nice program created by one person to handle what they wanted out of 3D software. Some of its features include, a built in 3D object browser, true-type font support, 3D modeler, jointed character editor and a bunch others.

Synfig – A very powerful, well developed 2D vector animation program. This program was designed for studio quality animations, why it was released under the GNU license for free, I have no idea, but I am glad it was. It is currently available for Windows, Mac and Linux operating systems.

BRL-CAD – A cross platform 3D modeling program that includes ray-tracing for rendering, interactive geometry editor and more. This program is not recommended for non-tech users.

MindsEye – A nice freeware 3D modeling and rendering suite for Linux users. Features include a multi-scene/user concept that allows multiple people to work on the same scenes or visa-versa, object oriented modeling, network support in the MindsEye kernal and more.

Maya Personal Learning Edition – Maya is an excellent, although expensive 3D graphics program. This is the free edition developed to give you the opportunity to learn and use the program before purchasing. This edition has most every feature available as in the standard version but it is for non-commercial use and your images will be watermarked among other things.