

LAPTOP REQUIREMENTS

Students in Game Design, Graphic Design, and Studio Art are expected to have a laptop that meets departmental recommendations, in line with Samford University's general laptop requirement for all students. Having a personal computer allows students to work comfortably outside of class, manage assignments more easily, and stay on track throughout the semester. Since students may occasionally need to participate remotely, it's important that everyone has the necessary technology readily available. Starting with an appropriate computer helps ensure a smooth learning experience and lets students focus on their creative work rather than technical concerns.

GRAPHIC DESIGN

Minimum Hardware Requirement

- [MacBook Air](#) (Apple silicon, M4 or newer)
- 16 GB unified memory
- 512 GB SSD storage

Preferred Hardware

- [MacBook Pro](#) with M5 Pro chip (14-inch or 16-inch)
- 24 GB or 48 GB unified memory
- 1 TB or more SSD storage

Required Software - [Adobe Creative Cloud](#) – Student Plan \$19.99/month

STUDIO ART

Minimum Hardware Requirement

- [MacBook Air](#) (Apple silicon, M4 or newer)
- 16 GB unified memory
- 256 GB SSD storage

Preferred Hardware

- [MacBook Pro](#) with M5 chip (14-inch or 16-inch)
- 24 GB or 48 GB unified memory
- 256 GB SSD storage

Software Used in Selected Courses

- [Adobe Creative Cloud](#) – Student Plan
\$19.99/month - Used in Digital Foundations Art 110

GAME DESIGN

Recommended minimum student computer specs

- **Operating System: Windows 11, 64-bit**
- **Processor: Intel Core i7 or AMD Ryzen 7 or better**
- **Memory: 32 GB RAM**
- **Graphics Card: Dedicated NVIDIA GeForce RTX graphics card with 8 GB VRAM or more**
- **Storage: 1 TB SSD or larger**
- **Display: 15-inch or larger screen recommended**
- **Peripherals: A 3-button mouse is strongly recommended for 3D software workflows**

These recommendations are intended to provide a smooth experience across the full software pipeline, especially when working in Unreal Engine, Maya, Substance tools, and Photoshop. Official requirements from Epic, Autodesk, Adobe, and Maxon consistently point toward modern 64-bit systems, strong CPUs, SSD storage, and higher memory and GPU capacity for better performance.

Important note

A basic consumer laptop may be able to run some of these programs, but it will likely struggle with larger scenes, real-time rendering, sculpting, texture painting, lighting, and compiling game projects. For that reason, we strongly recommend a Windows laptop with a dedicated RTX-class GPU rather than a lightweight or entry-level machine. This is a practical program recommendation based on the performance expectations of the software we teach.

- **Software:**
 - **Adobe Creative Cloud** (required throughout the program semesters)
Cost: \$19.99/month (student rate)