



Free or Open Source Software & Resources for Graphics 2020

*** (An incomplete, yet hopefully helpful list compiled by **Bryn Hovde**, Art Instructor
Note that I am not including any subscription models as alternatives)*

Figure



Daz Studio Pro
[Daz](https://www.daz3d.com/)

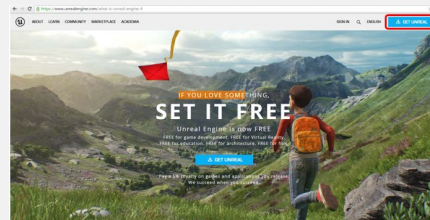


Makehuman
[makehuman.org](https://www.makehuman.org/)
[3d.com](https://www.3d.com/)

Landscape

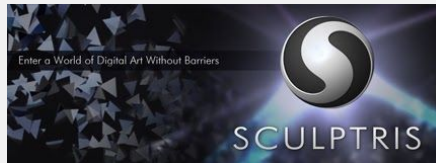


Unreal 4
[Unreal Engine Landscape Tools](https://www.unrealengine.com/landscape-tools)



*(For non-subscription alternatives:
[World Creator](https://www.worldcreator.com/) \$290 or [Gaea](https://www.gaea3d.com/) from
\$100-200)*

Sculpture



Sculptris
pixologic.com/sculptris/
(Upgrade to [Zbrush](#) from \$180 - \$795)



Blender 2.8
<https://www.blender.org/>

Architecture



SketchUp
Available as an app
through Hillcrest Academy
<http://www.sketchup.com/>
(Upgrade to Sketchup Pro \$590)



Free Add Ons for *Blender*: [Sorcar](#),
[Archipack](#), Archimesh

Fractals



Mandelbulb 3d,
subblue.com/projects/mandelbulb



Apophysis 7X, apophysis7x

Mandelbulber

Mandelbulber mandelbulber.com

Font Creation



Fontforge
fontforgebuilds.sourceforge.net

3D Modeler & Animation



Blender 2.8
blender.org

Photo Editor



Gimp
Gimp.org

([Affinity Photo](#) is an inexpensive option as well for \$50)

Desktop Publishing



Scribus
Scribus

([Affinity Publisher](#) is an inexpensive option as well for \$50)

Anime / Animation



Synfig
[.synfig.org](http://synfig.org)

(Upgrade to Moho \$400
or PaintTool Sai \$53
or low cost for comics/manga:
[Affinity Suite](#) - Publisher \$50,
Designer, \$50, Photo \$50)

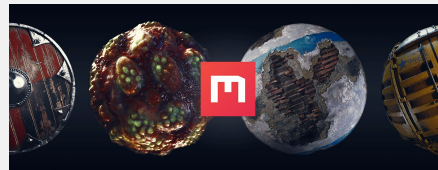
Font Creation



Inkscape
inkscape.org

(for an inexpensive alternative:
[Affinity Designer](#) for \$50)

Texture Map Creation



Quixel Mixer and Bridge
quixel.com/mixer

Video Editing / Compositing



DaVinci Resolve
<https://www.blackmagicdesign.com/products/fusion>



Natron
<https://natrongithub.github.io/>



Blender
<http://www.blender.org/>



Hitfilm Express
<https://fxhome.com/hitfilm-express>



OpenShot
<http://www.openshot.org/>



Kdenlive
<http://www.kdenlive.org/>



Buttle
<https://buttleofx.wordpress.com/>



Lightworks
<https://www.iskysoft.us>

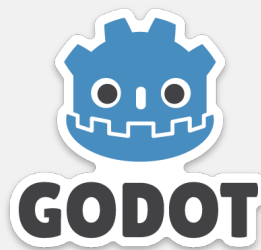
Game Engines



Unreal Engine
<https://www.unrealengine.com/products/udk>



Unity
<http://unity3d.com/unity/download>



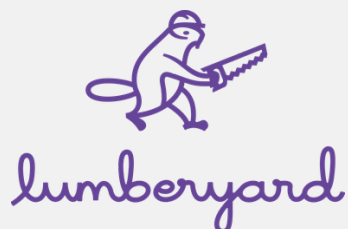
Godot
<https://godotengine.org/>



Armory3d
<https://armory3d.org/>



Cryengine
<https://www.cryengine.com>



Lumberyard
<https://aws.amazon.com/lumberyard/>

3D Texture sources

(Note: a few textures are free, but they have many you can pay for)

<https://www.poliigon.com>
<https://source.substance3d.com>
<https://www.textures.com>
<https://gumroad.com>
<https://3dtextures.me>
<https://quixel.com>

Youtube Channels

[Proko](#)
[FZDschooL](#)
[Blender Guru](#)
[Flipped Normals](#)
[GDC](#)
[PiXimperfect](#)
[Game Maker's Toolkit](#)
[Gamesfromscratch](#)
[askNK](#)
[The Art of Aaron Blaise](#)
[AAaron Rutten](#)
[Team Bradley](#)
[Ctrl+paint](#)
[Marc Brunet](#)
[Hokiroya Digital Art](#)

Instructional Websites

[Ctrl+Paint](#)
[The Virtual Instructor](#)
[Blender Guru](#)
[Flipped Normals](#)
[The Futur](#)

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[Udemy](#)
[Cubebrush](#)
[Skill Share](#)
[CG Society](#)

Online Digital Art Communities

[Artstation](#)
[CG Society](#)
[Pinterest](#)
[Instagram](#)
[Tumblr](#)
[Deviantart](#)
[Behance](#)
[Dribbble](#)