



**Computers should be acquired before classes start.**

**If you have any questions regarding the purchase of your computer, we will be holding regular workshops throughout the Spring and Summer.**

The College of Design requires all students to have a laptop to be able to do their work within their studio classes with the following **Minimum Requirements:**

- 64-bit Intel® Core i7 or i9, 2.6 GHz or greater speed
- 64-bit Microsoft® Windows 11 (Any version)
- 32GB of Ram or better. 64GB highly recommended
- 1TB Hard Drive or larger
- Dedicated NVIDIA Graphics Card with 4GB memory minimum (8GB recommended)
- Wireless Network Card
- 2 Button Mouse with scroll wheel required, 3 Button Programmable Mouse preferred

Some *examples* of current systems that will work for our program:

**Other Equipment:** A minimum 32GB flash drive or external hard drive is required. A separate backup hard drive is highly recommended to have and leave at your home (1 terabyte minimum). Please backup weekly. A printer is recommended but not required as there are Black & White and Color printers available in most of the campus computing labs for a small printing fee. The Pence Hall Computing Lab is equipped with wide format plotters for studio printing projects. A large external monitor is also recommended but not required for home or studio use. Never keep your backup drive and your computer in your backpack or studio at the same time. Hard Drives can crash resulting in lost work; backing up your data is an essential practice. Students also have access to unlimited storage space on Microsoft and Google Cloud Drives.

**Software we use:** Please do not purchase software before checking with our IT staff or your Professors to get the best price. Many of these packages are available for free or reduced price through the University or the manufacturer. We currently use Microsoft Office, Autodesk AutoCAD, Autodesk Revit, Rhinoceros 3D, Adobe Photoshop, Adobe Illustrator, Adobe Acrobat, Adobe InDesign, and Google Sketchup. Other programs may be used in specific studios or by specific faculty members.

**Useful Links:**

College of Design: <http://design.uky.edu>

Software Purchase: <http://novedge.com>

Autodesk: <https://www.autodesk.com/education/home>

Software Downloads: <http://download.uky.edu>

Rhino (modeling software): <http://www.rhino3d.com>

Adobe: <http://www.adobe.com>

UK Digital Store: <http://www.uky.edu/ebuy>



## **PC**

### **Pros**

- Significant value relative to their performance.
- Numerous PC manufacturers with countless models that are appropriate for our program.
  - o This makes it easier to find a lower purchase price when compared to Apple's single-source sales model.
- All of our required programs are compatible with a Windows computer.
- Savings in initial cost would be useful for the purchase of a personal 3d printer or other equipment on the optional list of supplies that are really beneficial to your work and will likely save you money and increase your productivity over time.

### **Cons**

- The existence of numerous brands and models mean that build quality and software integration varies wildly.
- A byproduct of this variation is that some Windows computers have a higher fault-rate and are more difficult to troubleshoot than other Windows computers.
- There is a great disparity in how much a Windows computer depreciates.
  - o Some models can lose as much as 90% of their purchase value within the first year.