Required Hard- and Software

The studies require the use of a private laptop in class, which must fulfil the following requirements.

Internet: Sufficient internet access

Laptop	
CPU:	Quad Core Prozessor
RAM:	Minimum 8 GB, required 16 GB;
Graphics:	Minimum 2 GB graphics memory
Hard disk:	Minimum 500 GB hard disk
Display:	Display resolution of 1280 x 800 pixels or higher; 16"-17" laptop screen
Operating sytem:	from Windows 10 or MacOS El Capitan or higher
External devices	Mouse, Headset, Built-in or external camera for online classes
Software	
Microsoft Office	Will be provided by Macromedia. (You can find the link to download in our ServiceHub)
Adobe Suite:	A full subscription will be provided in artistic courses[1] of study. (You can find the link to download in our ServiceHub)

The notebook should also be protected by up-to-date anti-virus software.

Please make sure that your notebook is provided with the latest updates.

If one or more of these conditions are not fulfilled, the courses cannot be attended to the required extent for this reason.

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[1] B.A. Design, B.A. Fashion Design, B.A. Game Design & Development, B.A. Film

Study programme VISUAL ART

Additional Purchases:	Materials for your artistic work
	Basic painting equipment (recommended)

Study programme DESIGN

External devices:	2. Monitor 20inch
	External hard drive for data backup
	Printer and scanner

Only for Media Design Communication Design Illustration

External devices:	SLR camera

Study programme FASHION DESIGN

External devices:	Extra Mouse (also for laptop)
	Built-in camera (for online classes)
	Smartphone / Photo camera
Additional Purchases:	Set square, pins, pointed copying wheel (for paper), paper scissors, Fabric scissors, fabrics, materials, sewing supplies
	Drawing Materials for figure drawing, Presentation forms, fashion design: Drawing pad A3 & A2 (recommended paper thickness 170 g/mÇ); coloured / tinted paper (A3); Charcoal pencils; Plasticine, eraser; Fixing spray; Pencils (various thicknesses, including 4B/6B); Felt-tip pens; Coloured pencils; Markers (black, narrow and broad); India ink and bamboo nib; Ballpoint pens (various colours); White drawing materials; Oil and pastel crayons; Charcoal pencils; Gouache, acrylic and / or watercolours; Brushes; Fixing spray; Sketchbook A3 or A4
	For Show, presentation, photo, video: Shoes, Styling Elements, Make Up for Fashion Show

Only for self-study / recommendations

Software:	GRAFIS Student version
	CLo 3D Student version (in the 5th semester)
Additional Purchases:	Sewing machine with automatic buttonholer

Tailor Doll Stockmann (Woman/Man)

Study programme FILMMAKING

External devices:	External hard drive (min. 2 TB)
	Headphones for sound editing/post-production

Recommendation only

Software:	Shot Designer Pro (Storyboarding-Software) for Preproduction (Storyboards, Shotlist etc.)
	DaVinci Resolve - editing and grading software incl. effects and audio (Free Version)

Study programme GAME DESIGN und DEVELOPMENT

Hardware	Operating system: Windows 10 and 11, 64 bit version only; Processor CPU: X64 architecture with SSE2 Instruction Set Support Intel Core i3 - i9 - Intel processor i3-i9
	External graphics card: DX10, DX11 and DX12-capable GPUs (min. 2GB, OpenGL 4.3 - rec. 8 GB); GeForce; usually Nvidia GeForce graphics card
	Hard drive: 500 GB
External devices:	Graphics tablet min Din. A5 - rec. Din A4
	External hard drive

Study programme DIGITAL TECHNOLOGIES & CODING

Hardware:	Sufficient internet access for participation in online lectures
Software:	Further software and licences are provided by the university.
External devices:	External screen for programming

Study programme DESIGN MANAGEMENT

Recommendation only

Software:	Adobe Creative Suite

Study programme ACTING

Hardware:	To edit your own show reels, self-tapes, e-castings, you need your own computer that is suitable for video editing.
Software:	Adobe Premiere, alternative: DaVinci Resolve
Additional Purchases:	Individual expenses for costume, make-up (make-up, small props)

Study programme DIGITAL MUSIC PRODUCTION

Hardware	In/Output DAW (e.g.: Focumente)