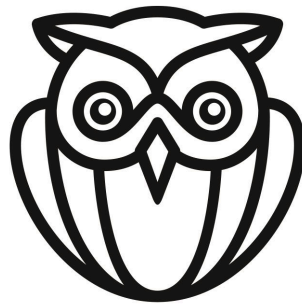


animation.fhsalzburg

STUDENT BENEFITS



FH Salzburg



Unreal Academic Partner



A Note on Your Home Workstation.....	3
Lemon & Lime Labs.....	4
In Case of Hardware or Software Issues in the 3D Labs.....	4
Where to Save Your Files in the 3D Labs.....	4
Render Server.....	5
Installed Software.....	5
Motion Capture System.....	6
3D Printer, Green Screen & Workshop.....	6
Maya (& other Autodesk products).....	7
Unreal Engine & ArtStation.....	8
ArtStation Pro Account.....	8
Unreal Student Showcase.....	9
FAB Purchases.....	9
Your ArtStation Work on the animation.fhsalzburg Page.....	10
PackDev FAB Assets.....	10
Houdini.....	11
Houdini Student Home License.....	11
Houdini Student Reel.....	12
Houdini Alumni License.....	12
Cargo.....	13
Render Farm.....	13
Student Freebies.....	14
Adobe Substance 3D Collection.....	14
Faceform ZWrap.....	14
Notion Plus.....	14
Quadspinner Gaea.....	14
RizomUV.....	14
Student Discounts.....	15
Adobe Creative Cloud.....	15
Amazon Prime.....	15
Apple Music.....	15
Foundry Nuke, NukeX, Nuke Studio, Mari, Katana.....	16
Marvelous Designer.....	16
Maxon ONE.....	16
Spotify.....	16

Hardware

A Note on Your Home Workstation

If you are a 3D student, we highly recommend you use a desktop PC as your main workstation at home - not a Mac and not a laptop.

3D software on Macs can have different (not necessarily worse) issues than on PC. Far fewer 3D professionals use Macs, making it harder to troubleshoot issues (e.g. via Google, forums, AI prompts, or asking teachers).

As for laptops, they are generally slower than desktop PCs, which can slow down your workflow, so we do not recommend laptops as your primary workstation.

That being said, those are only recommendations, and in the end your choice of hardware is entirely up to you.

Here are some hardware suggestions for 3D students. Of course, the better your workstation, the easier your life will be when doing 3D work. These are only suggestions - you can choose lower specs if you are willing to spend extra time optimizing your workflow.

	Minimum	Decent
CPU	AMD Ryzen 7 3700X (8 cores / 16 threads) or Intel Core i7-10700 (8 cores / 16 threads)	AMD Ryzen 9 5950X (12 cores / 24 threads) or Intel Core i9-12900K (16 cores / 24 threads)
GPU	NVidia RTX 3060 (8 GB)	NVidia RTX 4070Ti (12 GB)
RAM	32 GB	64 GB
Storage	1 TB NVMe SSD	1 TB NVMe SSD + 2 TB SSD
Monitors	1x 1440p	2-3x 1440p

Please keep in mind that you are always welcome to work in our 3D Labs (Lemon & Lime Labs). Same goes for the Lunar Lab (Audio Lab), which has the same software installed as the 3D Labs. More information on the labs will follow on the following page.

If you need a temporary PC workstation for a student project, we have a limited amount of PC workstations available for rent (for up to 2 months).

Write an email to jakob.christensen@fh-salzburg.ac.at with the project you are working on and the dates on which you need the workstation.

3D Labs (313 & 314)

Lemon & Lime Labs

You are always welcome to use the PCs in the Lemon & Lime Labs (313 & 314) at the FH Salzburg during opening hours (MO-SA 7:30 a.m. to midnight, closed during holidays). The same goes for the Lunar Lab (Audio Lab 315).

Two important rules to remember if a class is taking place that you are not part of:

1. You need to be absolutely quiet while that class takes place. 'Quiet' means: Do not talk or make loud noises during that class.
2. If there is not enough room for everyone to participate in that class, you need to leave immediately until that class is over. There will highly likely be room for you in the other 3D lab (Lemon or Lime Lab).

In Case of Hardware or Software Issues in the 3D Labs

If you experience problems with any hardware or software in the Lemon & Lime Labs, please contact our lab manager Johannes Eder at jeder.rvee-m2024@fh-salzburg.ac.at

Where to Save Your Files in the 3D Labs

On each PC in the Lemon & Lime Labs there are different drives/partitions you can use:

→ Z: Your Personal Drive

- Accessible from any Lab PC
- Never deleted/formatted
- 5 GB Limit
- Only you have access

→ D: Local Drive

- Accessible only on that PC
- Wiped every July
- Useful for large files/projects
- Everyone has access

→ C: System Drive

- **Do not save files here**
- For software only

→ \\mmarender01: Render Server

- Accessible from any Lab PC
- Wipes occur every 3-4 summers (with a warning ahead of time)
- Useful for large files/projects
- Everyone has access
- for storing files only, too slow for working directly on it

Render Server

The render server is not only for hosting/managing the render farm, and rendering large amounts of files, but also for you to store large (or small) files and being able to open them across different Lab PCs.

How to access the Render Server

1. Open the File Explorer (Hotkey: Windows-Button + E).
2. In the address line type **\\mmarender01**
3. Inside \\mmarender01 there is a folder called **MMAShare**. The MMAShare folder is there for anyone to store and share files. Inside your folder you can put in whatever you want. Just make sure to create a folder called **LastnameFirstname**.

Installed Software

The following software is installed on every PC in the Lemon, Lime and Lunar Lab:

- AVID Media Composer
- Adobe CC (PS/AFX/Premiere)
- Adobe Substance 3D Collection
- Android Studio
- Autodesk Arnold
- Autodesk Maya
- AUTOMATIC1111
- Blackmagic DaVinci Resolve
- Blender
- Cascadeur
- Citavi
- comfyUI
- DaVinci Resolve Studio
- Docker Desktop
- Epic Games RealityCapture
- Epic Games Unreal Engine
- Filezilla
- Foundry Nuke
- GitSCM
- Google Chrome
- JangaFX EmberGen
- JangaFX LiquidGen
- Marvelous Designer
- Maxon ZBrush
- Maxon Cinema 4D
- Maxon Redshift
- Microsoft Visual Studio 2022
- Microsoft Visual Studio Code
- MySQL Server
- MySQL Workbench
- Notion
- Notepad++
- PureRef
- Python
- Royal Render
- ScreenTask
- SideFX Houdini
- SideFX Houdini Engine
- SideFX Labs
- SonicPi
- SourceTree
- Steam
- tortoisegit
- Unity
- Windows Subsystem for Linux
- XAMPP

Should you desire any other software to be installed in the labs, please contact jakob.christensen@fh-salzburg.ac.at and we may consider it.

OptiTrack

Motion Capture System

We offer a high-end OptiTrack Motion Capture System on-location at the FH that you can use for your student projects.

How to get access to the Motion Capture System

1. In order to use our Motion Capture System, you will need a motion capture actor (can be a student or any other person), as well as permission from Fabian Sonnleithner.
2. Contact fabianzachariah.sonnleithner@fh-salzburg.ac.at and briefly let him know what you want to do and how many performances you wish to capture (i.e. 3 shots or 30 shots?).

Very important: After you're done with your motion capture session, always leave the room as you have found it before entering. Make sure to gather all cables and return all equipment and cables back to Fabian. If you fail to do so, we will have to ban you from using the MoCap system.

HCI Lab (316)

3D Printer, Green Screen & Workshop

The HCI Lab (316) offers students access to physical prototyping equipment: A 3D printer, as well as electronic workstations, prototyping material and a study area.

The Workbench is prepared for all kinds of projects, providing tools, cutting mats, soldering equipment, and a sewing machine for prototypes; please return all items and keep the area clean. The Observation Area is dedicated to user studies and tests, facilitating observation, interviewing, and green screen use.

We also offer additional material, including scissors, cutters, foamheads, and glue guns. Feel free to use these materials whenever you need them.

You will find a range of tools as well as cutting mats and soldering equipment. There is also a sewing machine if you need a wearable prototype. Please return anything you have used to the designated area and keep the area clean.

Autodesk

Maya (& other Autodesk products)

As a CT student, you get a free license for Maya and other Autodesk products that you can also use at home.

Important for WS 2025:

For stability reasons we currently use **Maya 2024** (not Maya 2025 or Maya 2026). When you download Maya at home, please download **Maya 2024**. It is more stable and the new features of Maya 2025 and 2026 are negligible for most students.

How to download and install

A detailed guide can be found here in English:

<https://myfhs.fh-salzburg.ac.at/spaces/ITHDESK/pages/217746197/Logging+in+to+Autodesk+software+with+SSO>

And here in German:

<https://myfhs.fh-salzburg.ac.at/spaces/ITHDESK/pages/217744238/Anmelden+in+Autodesk-Software+via+SSO>

Epic Games

Unreal Engine & ArtStation

The FH Salzburg is an official Unreal Academic Partner School. Each year the company Epic Games reviews our school based on certain criteria to see if we fulfill the partnership requirements.

As a CT student, this grants you the following benefits:

ArtStation Pro Account

Once per year, CT students are entitled for a **free** ArtStation Pro 1-year subscription (normally costs 120\$/year).

Deadline: October 27, 2025

You can view the differences between ArtStation Pro and ArtStation Free here:

<https://www.artstation.com/subscribe/compare>

How to get an ArtStation Pro Account

1. Create a free account on ArtStation (if you don't already have one). www.artstation.com
You do not have to use your FH e-mail address for this account. Also, you can use an already existing ArtStation account, if you want.
2. Follow us on ArtStation: https://www.artstation.com/animation_fhsalzburg
3. Fill out the following form: <https://forms.cloud.microsoft/e/SK9HBkfBKb>

It can take up to a month for Epic Games to process the data and activate your Pro account.

Unreal Student Showcase

Once per year, CT students have the opportunity to submit their Unreal work for the yearly official Unreal Student Showcase, created by Epic Games.

You may submit multiple projects.

Deadline: Epic will announce the official submission deadline around spring. This deadline will likely (no guarantees) be around **July**.

How to submit your Unreal work

4. For each project you want to submit, fill out this form:
<https://forms.office.com/e/OK1jCLKJm4>
5. Jakob Christensen will submit all student projects at once, once he gathers all projects.

Epic's recommended Video Specs

- Container: MOV Codec: ProRes 422 HQ or MP4 Codec: H264
- Frame Rate: 30 fps or 60 fps (preferred)
- Aspect Ratio: 4k preferred, Native Source
- Video Bit Rate: 60 mbps
- Audio Bit Rate: Uncompressed Stereo / 320 kbps

FAB Purchases

Also as part of the Unreal Academic Partner program, each semester Epic Games grants us a certain amount of FAB credits that we can spend on assets or plugins for our students. If you see an asset that you like on [FAB.com](https://www.fab.com) don't hesitate to contact us and we might get it for you.

How to request a FAB item:

1. Contact jakob.christensen@fh-salzburg.ac.at, listing the www.fab.com link to the item(s) that you want and the project you want to use it for.
2. Our credit amount is finite, so we will decide on an item-by-item basis, whether we will buy an item that you request or not, based on the following criteria:
 - Price: Is it affordable?
 - Usefulness for other students: Can other students get use out of the item you requested?
 - Overall quality of the item: Any red flags (for instance bad ratings)?

Your ArtStation Work on the animation.fhsalzburg Page

If you want your ArtStation work to appear on the animation.fhsalzburg ArtStation school page, submit it by following the below guidelines. Submitted work will be reviewed by at least two members of the FH Salzburg Animation Team who will decide whether it will be displayed or not.

How to submit your work:

1. Click on your ArtStation profile (top right corner).
2. Choose the project you want to submit.
3. Click on “Edit Project” on the right side.
4. Under “School” tick the box “animation.fhsalzburg”.
5. Save the project.

PackDev FAB Assets

While this has nothing to do with our Unreal Academic Partnership, it’s still an amazing benefit for our students: Former MMA3D student Milos Baskic is part of the asset creation team at packdev.art and gifted us a ton of their assets, for our students to use for free.

You can find the assets here: <https://www.fab.com/sellers/PackDev>

How to request PackDev assets from Fab:

Contact jakob.christensen@fh-salzburg.ac.at with the [FAB.com](https://www.fab.com) links to the PackDev assets you want.

SideFX

Houdini

The FH Salzburg is an official Houdini Certified School. Each year a panel of industry judges decides whether a school remains qualified as a Houdini Certified School.

As a CT student, this grants you the following benefits:

Houdini Student Home License

Starting in the second bachelor semester, each 3D student gets a **free** Houdini Student Home License (which usually costs 75€ per year).

Differences to the Houdini Apprentice License

Unlike the Apprentice License (which is free for everyone), the Student Home License can render without watermarks, has no 1280x720 resolution limitations for renders, is compatible with third-party software (like Redshift or Octane), and allows batch rendering.

How to get your Houdini Student Home License

When entering either your second bachelor semester at MMA3D or your first master semester at RAVE, you will receive an email by SideFX with license activation instructions.

Troubleshooting

If you can't see the email from SideFX:

1. Search your emails for "Houdini License Entitlements" (without the quotation marks) and look for an email by SideFX.
2. If you still can't find the email, please contact jakob.christensen@fh-salzburg.ac.at

Should there be any other problems regarding your license activation:

1. First refer to the SideFX FAQ:
<https://www.sidefx.com/faq/question/how-do-i-start-the-license-administrator>
2. If the problem still persists, please contact jakob.christensen@fh-salzburg.ac.at

Houdini Student Reel

Each year, CT students have the opportunity to submit their Houdini work for the yearly official Houdini Student Reel, created by SideFX. **You may submit multiple projects.**

Deadline: SideFX will announce the official submission deadline around spring. This deadline will likely (no guarantees) be around **June**.

How to submit your Houdini work

1. Upload your work on a cloud platform like Google Drive or Dropbox (**not** WeTransfer or SwissTransfer, as the download link expires after a week or two).
2. **Important:** Make sure that you grant access permissions to your link.
3. Send the download link to luiz.cruz@fh-salzburg.ac.at

Whether your work will be picked for the Houdini Student Reel will then be decided by SideFX.

Houdini Alumni License

As a graduate of a Houdini Certified School, you are entitled to a free commercial Houdini license for a limited time. Commercial license means you are allowed to make money from the work you create with it.

For **up to 6 months** after your graduation (either Bachelor's or Master's degree - this can only be claimed once), you can choose **one** of the following two options:

- Houdini FX: a 6-month commercial license, free of charge.
- Houdini Core: a 12-month commercial license, free of charge.

How to Get Your Houdini Alumni License

1. Fill out the following form: <https://forms.cloud.microsoft/e/sV6AKzESWY>
2. Send an email to jakob.christensen@fh-salzburg.ac.at with a quick message, like: "I've filled out my Houdini Alumni License form"
3. Once your entry has been processed (should take 1 week max.), you will receive an email from SideFX to your FH email address with license activation instructions. During that activation process, you can then select your desired license (Houdini Core or Houdini FX).

KitBash3D

Cargo

The CT department has a subscription to KitBash3D Unlimited. This means that every CT student can get free access to the **entire** KitBash3D asset library.

How to get access to the KitBash3D library

1. Fill out this form:
https://drive.google.com/file/d/1rPCk_I0vETAVoECirhju3gBfWCgEoElg/view
2. Send your filled out and signed form to animation@fh-salzburg.ac.at

Royal Render

Render Farm

We offer a Render Farm in our Lemon & Lime Labs via the software Royal Render.

The currently supported software is:

- Maya (Arnold, Redshift, RenderMan)
- Blender (Eevee, Cycles, Redshift, RenderMan)
- Houdini (Karma, Mantra, Redshift, RenderMan)
- Cinema 4D (Physical Renderer, Redshift)
- Unreal
- After Effects
- Nuke

How to use the Render Farm

Please refer to the student guide on how to use our render farm, created by Philip Wersonig:

<https://shorturl.at/62sic>

If you have any questions or problems with the render farm, please contact Philip Wersonig at

pwersonig.rvee-m2025@fh-salzburg.ac.at

FH independent Student Freebies

As a student you get the following software for **free**:

Adobe Substance 3D Collection

Link: <https://substance3d.adobe.com/education>

Faceform ZWrap

Link: <https://faceform.com/request-academic-license>

Notion Plus

Link: <https://www.notion.com/help/notion-for-education>

Quadspinner Gaea

Link: <https://quadspinner.com/Order/Education/Students>

RizomUV

Link: <https://www.rizomuv.com/real-space/plans-prices>

FH independent Student Discounts

As a student you get the following software at a **discount**:

Adobe Creative Cloud

Cost for students: 69% discount

Link: <https://www.adobe.com/at/creativecloud/buy/students.html>

Black Friday Sale

If you are not in a hurry, it is advised to wait for the Black Friday sale, at the end of November, when Adobe usually offers an even bigger discount for a limited time.

Link: <https://www.adobe.com/products/special-offers/black-friday.html>

Please note, that you can use the Adobe Creative Cloud on our Lab PCs **for free**. Just log in with your free private Adobe account. However if you want to use Adobe CC at home, you will need to refer to the above offers.

Amazon Prime

Cost for students: 50% discount

Link: <https://www.amazon.de/b?ie=UTF8&node=469664031>

Apple Music

Cost for students: 5.99€ / month

Link: <https://support.apple.com/de-at/106008>

Clo3D

Cost for students: \$25 / month

Link: <https://www.clo3d.com/en/plans>

Foundry Nuke, NukeX, Nuke Studio, Mari, Katana

Cost for students: 89€

Cost for graduates: 212€

Link:

<https://support.foundry.com/hc/articles/14075442828434-Q100680-How-to-apply-for-a-student-or-faculty-license>

Marvelous Designer

Cost for students: \$99 per year

Link: <https://www.maxon.net/de/buy/plan-pricing-for-students>

Maxon ONE

Cost for students: 73.80€ per year

Link: <https://www.maxon.net/de/buy/plan-pricing-for-students>

Spotify

Cost for students: 6.99€ per month

Link: <https://www.spotify.com/at/student>