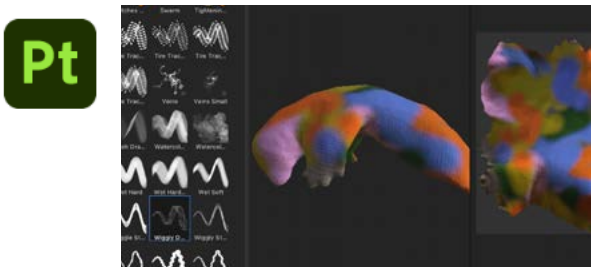
Software used in this project investigation

Software examples	
1. Substance Painter: a trial for this software by adobe this 3D programmes gave me to opportunity to see what it could do.	
2. Procreate 3D painting app for use on an ipad. I had access to an ipad for the UNDEREARTH project - I do not own one unfortunately.	
3. Use of Blender – playing with the creation of a 3D model.	
4. Qlone – the ability to scan and output the 3D model. Also got to interact with it within the Qlone app AR feature.	
5. Stop motion studio Pro - for stop motion animation. https://www.scahilldesign.co.uk/post/animation-from-the-underearth-project	
6. Scratch - https://scratch.mit.edu Coding software program open source and used by most junior schools.	