

Chapter number	Software required (With version)	Free/Proprietary	If proprietary, can code testing be performed using a trial version	If proprietary, then cost of the software	Download links to the software	Hardware specifications	OS required
1-9	Blender 2.8	Free			<a href="http://www.blender.org">http://www.blender.org</a>	32-bit dual core 2Ghz CPU with SSE2 support, 2 GB RAM, 1280x768 Display, Mouse or trackpad, OpenGL 3.3 compatible graphics.	Windows/Linux/MacOS

Note:

- From chapters 1-4 the book uses Blender 2.80 alpha 2 as the base and chapters, 5-9 uses the Blender 2.80 beta. You will find minor changes in the UI between both versions, but you probably won't find any problems following the book with all future versions of Blender 2.8x.
- To fully enjoy Blender and all capabilities of advanced real-time graphics, you should install all necessary drivers and updated software for your graphics card.