Laptop Requirements – Exhibition Design

FOR A PC:

Hardware:

• 8 GB memory (RAM) or more is recommended.
• 600 MB disk space.
• OpenGL 4.1 capable video card is recommended.
  4 GB Video RAM recommended.
• No more than 63 CPU Cores.
• Multiple-button mouse with scroll wheel is recommended.
• The SpaceNavigator is supported.

Operating systems:

• Windows 10, 8.1, or 7 SP1

FOR A MAC:

Hardware:

• Apple Mac
• 8 GB memory (RAM) or more is recommended.
• 2 GB disk space.
• NVIDIA or AMD graphics processor is recommended.
• Multiple-button mouse with scroll wheel is recommended.
• The SpaceNavigator and SpaceMouse Wireless are supported.

Operating systems:

• macOS 10.14.5 (Mojave)
• macOS 10.13.6 (High Sierra)

Laptop requirements - Graphic Design (Mac only, PC not recommended):

Minimum Requirements:
13.3-inch MacBook Pro
2.4GHz quad-core Intel Core i5
256GB SSD Storage
8GB of memory (recommending configuring it to 16GB RAM)
Intel Iris Plus Graphics 645

Optimal Setup:
15.4 inch MacBook Pro
2.3GHz 8-core Intel Core i9
512GB SSD
16GB of 2400MHz DDR4 onboard memory
Radeon Pro 560X with 4GB of GDDR5 memory and automatic graphics switching
Intel UHD Graphics 630

(AppleCare or another protection, or warranty plan is also recommended, which would be an additional cost)

Laptop Requirements – Interaction Design
FOR A PC:

Hardware:

- 8 GB memory (RAM) or more is recommended.
- 600 MB disk space.
- OpenGL 4.1 capable video card is recommended.
  4 GB Video RAM recommended.

Operating systems:

- Windows 10, 8.1, or 7 SP1
- Adobe Creative Suite (provided to all GW students)

FOR A MAC:

Hardware:

- Apple Mac
- 8 GB memory (RAM) or more is recommended.
- 2 GB disk space.
- NVIDIA or AMD graphics processor is recommended.

Operating systems:

- macOS 10.14.5 (Mojave)
- macOS 10.13.6 (High Sierra)
- Adobe Creative Suite (provided to all GW students)