Creative Computing

An introduction to the world of creative apps. Students can choose from a range of different types of app to explore and we can help them to develop their skills in creating their own content. There are many possibilities to explore, from 2D image editing and creation to 3D modelling and animation or learning the basics of coding a web page or app. Please see the list of apps below for examples of some of the apps we have been using. You can download these to try out at home as well as using them in our sessions.

Creative Apps

Affinity Photo and Affinity Designer are powerful 2D image editing and design apps, similar to some of the Adobe creative apps but much more affordable as they don't require a monthly subscription. You can download a 30 day free trial of these products here:
https://affinity.serif.com/en-gb/

There is also a completely free image editing tool and paint program called Gimp. It is powerful but may be slightly less easy to use:
https://www.gimp.org/

For a completely free vector graphics package there is also Inkscape. Once again, this has powerful features but may be a bit less easy to use:
https://inkscape.org/

OpenShot is a free and easy-to-use video editing app:
https://www.openshot.org/

Blockbench lets you create blocky 3D characters and animate them. These can then be exported into the Minecraft game.
https://www.blockbench.net/

Roblox Studio lets you edit the different 3D objects that make up a level in the Roblox game. It also lets you create custom animations and characters. It is quite a powerful tool but can be complicated to use.
https://create.roblox.com/

Blender is a free 3D modelling app. It is very powerful but extremely complicated, so not for the faint-hearted! However, there are lots of good video tutorials online.
https://www.blender.org/download/

Coding Apps

Scratch from MIT is a nice introduction to the fundamentals of coding which lets you build code by connecting 'blocks'. Although it's aimed at younger learners, It can be used to make quite complex games. It runs in a web browser and it's a good place to start for students with no experience of coding.

For coding web pages and apps that run in a web browser, try 'Code' by Microsoft. This is ideal for working with HTML, CSS and JavaScript which are all used to create websites:
https://code.visualstudio.com/

For making apps for Mac or iPhone, one can use Apple's free Xcode, which runs only on Macs. On a Windows PC, to make native Windows apps, one would probably have to use Microsoft Visual Studio Community or Visual Studio Code. Please look at the link and read Microsoft's description of the two products.

There's also the Python language, which is free to download and works on PCs and Macs and is fairly easy to learn.