

2018-19 Laptop + Other Hardware Requirements:

LAPTOPS:

Laptops are mandatory for School of Architecture students. We typically advise students to get a PC laptop (in other words, running windows). You can get a MacBook Pro (higher-end specs w/ graphics card, max RAM and processor), however, we should mention that much of the software you will be using *only* runs in Windows. It is possible to run Windows on a Mac, even if it's not exactly optimal to do so. That being said, here are the necessary specs.

Operating System:

For Rhino + Revit you will need Windows 10 (64 bit)*

Adobe Creative Cloud will run on Windows 10 (64 bit) or Mac OS High Sierra

** If you purchase a MacBook Pro, you also need to purchase Windows 10 (64-bit) separately and install on Bootcamp partition. If you purchase a Mac, it needs to be a new MacBook Pro--anything else is too slow for most of the software.*

Processor:

PC: Multi-Core Intel Xeon, or i-Series processor or AMD equivalent with SSE2 technology. Highest affordable CPU speed rating recommended (2 GHz or faster)

MacBook Pro: 2.8GHz quad-core Intel Core i7 or higher

Memory:

PC: 16 GB RAM preferred, 8 GB RAM acceptable

MacBook Pro: 16GB of 2133MHz LPDDR3 onboard memory

Graphics Card:

PC: Video/Graphics Card that is DirectX 11 capable and OpenGL 4.1 capable

MacBook Pro: Radeon Pro 560 with 4GB memory is preferred, Radeon Pro 555 with 2GB memory is acceptable

Hard Drive:

PC or MacBook Pro: Minimum 250 GB, Preferably Solid State Drive (SSD)

* Installing each software app will require 1-5 GB of hard drive space

ADDITIONAL HARDWARE:

Mouse: 2-3 buttons plus scroller/wheel, or specialized mouse if preferred

USB Thumb Drive: At least 32 GB

External Hard Drive: 1 TB preferred, 500 GB acceptable

OTHER NEEDS BEFORE SEMESTER STARTS:

ACE Login Credentials: These are your login credentials for school computers and printing/plotting.

Student ID (Rebel) Card: This is your student ID card, your UNLV library card, and your means to purchase laser cutting time and studio supplies.