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- * Be an educator at an accredited educational institution.
- * Provide us with a course syllabus or other similar document

Please note that SketchUp for Education Licenses are to be used for educational purposes only; they should not be used for commercial (for-profit) work of any kind.

free video tutorials available: <http://sketchup.google.com/vtutorials.html>

QTVR for educators

Quicktime virtual reality for educators
<http://www.edb.utexas.edu/teachnet/qtvr/>

QuickTime VR Authoring Studio
<http://www.apple.com/quicktime/qtvr/authoringstudio/index.html>

Second Life

An online society within a 3D world, where users can explore, build, socialize, and participate in their own economy. Accounts are free; go to the Second Life Web site, choose a Resident name for yourself, and download and install the software. Make sure you have the technical prerequisites -- primarily a broadband Internet connection and a powerful 3-D graphics card -- and, more important, start with a list of Residents to talk with and educational sites to visit once you're there.

secondlife.com/

What is **Teen Second Life**? (a download restricted more for teens)
<http://teen.secondlife.com/>

Teen Second Life is an international gathering place for teens 13-17 to make friends and to play, learn and create. In Second Life, teens can create and customize a digital self called an "avatar," fly through an ever-changing 3D landscape, chat and socialize with other teens from all over the world, and build anything from skyscrapers to virtual vehicles. It's more than a videogame and

much more than an Internet chat program – it's a boundless world of surprise and adventure that encourages teens to work together and use their imaginations.

Blender

Blender is the free open source 3D content creation suite, available for all major operating systems under the GNU General Public License. www.blender.org/ downloadable free blender tutorials available as well (www.blender3d.org/cms/Video_Tutorials.396.0.html)