## ENTERTAINMENT ARTS ENGINEERING

# BIOMEDICAL, CHEMICAL, CIVIL & CONSTRUCTION, OR FLECTRICAL & COMPUTER ENGINEERING

# MATERIALS & SCIENCE FNGINFFRING

- PROCESSOR: i7 processor or comparable AMD processor
- GRAPHICS: AMD RX or GTX 1060
- RAM: 8GB (16GB recommended)

- PROCESSOR: Intel i3 8th gen series and above or Two Cores, 2+ GHz, or comparable AMD Processor
- GRAPHICS: Integrated Graphics
- RAM: 8GB
- Electrical needs USB A connection or a convertor

- PROCESSOR: Intel i3 or i5 8th gen series and above or comparable AMD Processor
- GRAPHICS: Integrated Graphics
- RAM: 8GB

#### MECHANICAL ENGINEERING

### COMPUTER SPECS ARE BASED ON THE FOLLOWING REQUIRED SOFTWARE- VISIT WEBSITE FOR INFOMATION

- SolidWORKS: https://www.solidworks.com/sw/support/SystemRequirements.html
- MATLAB: https://www.mathworks.com/content/dam/mathworks/mathworks-dot-com/support/sysreq/files/system-requirements-release-2019a-windows.pdf

#### COMPUTER SCIENCE

Visit https://handbook.cs.utah.edu/current/Academics/laptop\_policy.php for exact laptop specifications

These are the minimum requirements needed for each major. If you have other questions regarding laptop specifications or software you may need, contact your department.

# COMPUTER SPEC RECOMMENDATIONS UNIVERSITY OF UTAH COLLEGE OF ENGINEERING

