Bachelor of Arts in Arts and Technology

The Arts and Technology (ATEC) degree emphasizes the mutually productive interaction of technology with the arts, with specific emphasis on the interplay of visual art, music and narrative with the new modes of expression and communication that have emerged from the convergence of computing and media technologies. The program stresses not only the creation of, but also the potential applications and cultural implications of interactive media.

The ATEC program offers students networking, research and collaboration opportunities, preparing them for the fast-paced environment they will find when they join the work force. Research and production teams work on projects for clients including UT Southwestern, the Dallas Museum of Art and The U.S. Army.

High School Preparation
Students who wish to major in Arts and Technology should complete:

- Four units of language arts, including at least one unit of writing skills.
- Three units of a single foreign language.
- Four units of math.
- Three units of science.
- Four units of social science.
- One unit of fine arts.
- Two-and-a-half units of general education electives.

Careers in Arts and Technology
Students graduating with an Arts and Technology degree embark on a highly competitive field with potential work opportunities in the entertainment, business, education, medical and science industries and more.

The University’s Career Center is an important resource for students pursuing postgraduate employment. Licensed counselors are available to provide strategies for master- ing job interviews, writing professional cover letters and resumes and connecting with campus recruiters, among other services.

Arts and Technology at UT Dallas
The BA in Arts and Technology requires students to channel selected coursework according to individual needs and specialties. Particular attention should be given to the prescribed electives for the major, and close consultation with academic advisors is highly recommended. Students majoring in ATEC may take courses in the following areas:

- 3D Animation, which provides students the opportunity to pursue expertise in one or more of the following areas: Modeling and Texturing, Lighting and Composition, Character Rigging, Animation and Motion Capture.

- Game Design, which gives students the chance to develop expertise in Game Design, Game Development, and/or Game Studies with the goal of imagining, designing, creating, and marketing interactive, computer-based games.

- User Experience Design, which emphasizes the application of design principles and practices to maximize the attractiveness and effectiveness of interactive media for the user.

- Sound Design, which studies the perception, simulation and rendition of complex auditory environments. It also involves design, creation, recording, processing and integration of the various auditory components (music, dialog, sound effects) in films, video games and other works.

- Digital Fabrication, which emphasizes the practical and creative applications of Computer Numeric Controlled (CNC) devices such as 3D printers, Laser Cutters, CNC mills and Laser Scanners to contemporary artistic practice.

For more information, visit utdallas.edu/atec.
School of Arts, Technology, and Emerging Communication

Students in the School of Arts, Technology, and Emerging Communication are encouraged to explore the boundaries and the interrelationships of the major fields of study within the school. Consistent with its focus on the integration of the arts, sciences, humanities, communications and technology and a commitment to interdisciplinary education, the school has no conventional departments. Its curriculum is designed to allow study that crosses and transforms traditional disciplinary lines.

Degrees Offered

Bachelor of Arts: Arts and Technology, Emerging Media and Communication

Master of Arts: Arts and Technology, Emerging Media and Communication

Master of Fine Arts: Arts and Technology

Doctor of Philosophy: Arts and Technology

Labs

The Creative Automata Lab exists to explore how abstract foundation computing artifacts are represented. Representations include functions, equations, dynamic models and formal automata as well as the control and data involved in them.

The ArtSciLab exists to support transdisciplinary innovation that involves art, scientific research, technology development and education. Research includes collaboration between artists and scientists who seek to investigate problems of cultural timeliness and societal urgency.

antÉ— the Institute for Research in Anticipatory Systems, which is open to all UT Dallas researchers, exists to prepare scientists, particularly those who seek to quantify anticipatory capabilities in high-performance physical and mental activities, aging and illness.

The Arts and Technology Sound Design Research Initiative is developing two deeply interrelated axes of research, production and teaching focusing on (1) rendition of immersive auditory environments and (2) sonification.

The Narrative Systems Research Lab pursues models of understanding, structural research and the creation of new work in the fields of narrative and interactive media.

The Future Immersive Virtual Environments (FIVE) Lab performs research on state-of-the-art virtual reality (VR) systems and 3D user interfaces (3DUIs). Researchers investigate the effects of system fidelity through user studies focused on performance, experience, learning and training.

The Sensing, Robotics, Vision, Control and Estimation (SeRVICE) Lab focuses on topics of control and estimation with applications in robotics, autonomous vehicles and sensor management. Researchers have expertise in vision-based control and estimation and nonlinear control.

The Visual Computing Laboratory focuses on VESTIGE – Visual Engineering for Specification, Transformation, Integration, Generation and Evolution of digital information. The primary aim of this project framework is to develop visual programming and visual language technology and apply such technology to multimedia/web authoring and presentation, software engineering, digital document interchange, data mining and parallel/distributed programming.

The Edith O’Donnell Arts and Technology Building

The School of Arts, Technology, and Emerging Communication is housed in the Edith O’Donnell Arts and Technology Building, a 155,000-square-foot facility. Inside are classrooms for game and sound design, a recording studio, a motion capture lab, soundproof chambers, and a photography lab, as well as a 1,200-seat lecture hall.

Contact Information

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