

DIGITAL ART RESOURCES & FACILITIES

Media Research Studio

The Media Research Studio is the primary studio space for digital art students. Students have 24-hour card access to this 1000-square-foot lab space. The studio includes five graphics workstations, with Wacom tablets, 3D mice, and dual monitors and is equipped with a 3D cinema projector, industrial hanging ceiling outlets, and multiple rolling LCD TVs. Half the studio acts as a lounge style viewing area with a 50" 4K Ultra HD television.

Software

Students are supplied with a variety of professional-level digital media software for personal use through LSU's TigerWare system. This includes Autodesk's Master Suite for free and discounted versions of Adobe Creative Suite. The labs and studios have a variety of software including Autodesk: Maya, 3ds Max, Mudbox, Motionbuilder, Sketchbook, Softimage; Adobe: Premiere, After Effects, Prelude, Photoshop, Illustrator, InDesign, Dreamweaver, Flash, SpeedGrade, Toon Boom Animate, Nuke, Blackmagic DaVinci Resolve; Pixologic: Zbrush, Sculpttris, Unity Pro, MaxMSP, Maxon Cinema4D; Apple: Final Cut, Motion, Compressor, and Avid Pro Tools.

Computer Labs

The Art Building houses two 24-seat labs equipped with state of the art hardware and professional -quality software for animation, still, and motion graphics, photography, digital imaging, web and interactive design, and 3D modeling. A high-speed wireless network, servers for file and web hosting, as well as numerous input and output devices complement the resources of our students' laptops to provide a comprehensive design and production studio environment.

Motion Capture & Lighting Studio

A six-camera motion capture studio is located adjacent to the primary workroom for digital art students. The studio also houses a green screen and multiple lighting systems.

Private Editing Suite

Digital art maintains a private editing suite with two 24" color correction displays, a 37" viewing monitor, studio speakers, condenser microphone, and color correction control surfaces. The room also serves as a file-sharing access point with an upcoming 10Gbps connection to rendering services at our campus computing center.

4K Theater & Digital Media Center

Digital art students have access to a state of the art 4k or Ultra HD theater via the new Digital Media Center. This new 100,000-square-foot building is home to Electronic Arts and the Center for Computation and Technology (CCT). Digital art shares a close connection with the CCT through shared faculty and facilities including labs for arts, visualization, and electronic music.

Render Farm

A variety of render-farm resources are available to digital art students. SuperMike-II is a 7000-core supercomputer capable of handling projects in Maya, Vray, 3ds Max, After Effects, or Cinema 4D. Render farms allow for substantially faster production pipeline for 3D graphics or

animation. Students also have access to locally networked machines for rendering frames in Maya or Cinema 4D.

Video Production Equipment

Digital art is partnered with the CxC Design studio to offer a large range of camcorders, DSLR cameras, and professional video equipment. This includes a RED Scarlet-X 4K Digital Cinema camera. Audio equipment, lenses, lights, rigs, tripods, and more are all available for checkout.

Digital Fabrication & Woodshop

The School of Art has a variety of machines geared towards digital fabrication. This includes a 4-axis CNC mill, laser cutters, high-end Z-Corp 3D printer, and a 3D Systems rapid prototyper. These are all housed in large workshop that is extensively stocked containing most of the tools necessary to complete school projects.