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CARTAH Workstation Refresh, Grid Computing, and Studio Upgrade

Proposal ID 2007-085-1

Permanent Link <http://techfee.washington.edu/proposals/view/2007-085-1/>

Department CARTAH

Non-core No restrictions

First No

AccessApplication? Student No
Initiated?

Abstract

The CARTAH Workstation Refresh, Grid Computing, and Studio Upgrade Initiative is an upgrade package with three major components. The first will grant access for students to professional-grade workstations and software. The workstation and software upgrades will provide students with faster machines and more current software, and will extend the capabilities of our labs and studios by integrating the new paradigm in Intel-based cross-platform operating systems. The second will allow CARTAH to create, at no extra cost to the STF, a versatile cluster computing system that would allow students the unique experience of access to distributed computing both for learning purposes and project based applications. Finally, the studio upgrade will integrate our 3D sound equipment with professional mastering and mixing tools students will have available to produce work at the current high-end standards of audio technology.

Background

CARTAH, the Center for Advanced Research in the Arts and Humanities, serves students, staff, and faculty of the University of Washington. Our mission is to provide the University of Washington community with advanced technical resources for work in the arts and humanities. CARTAH is open to all students of the University of Washington, with preference given to students in the arts and humanities. CARTAH is a project-based center. Students come to us with research ideas that require equipment and expertise that is otherwise often only found in restricted labs, if at all. CARTAH provides help and expertise in formulating and completing complex student based animation, video, audio, print publishing, and web based projects. Virtually all student proposals are accepted.

CARTAH is part of DXARTS, the Center for Digital Arts and Experimental Media. CARTAH is the gateway for students to most of DXARTS' resources. This includes not only equipment but also the expertise and experience of the faculty, students, and staff of DXARTS. CARTAH's ability to leverage the resources of DXARTS has allowed us to provide services that are simply unavailable to the general student body at other institutions.

Benefits

This proposal has three main components, the workstation refresh for CARTAH's main lab, a grid computing initiative that will be made possible by the workstation refresh but will be entirely paid for by DXARTS, and the 3D Audio Lab enhancement.

WORKSTATION REFRESH

The new Intel platform represents the future of Macintosh computing. The introduction of the Intel Mac line presents significant opportunities for CARTAH and for the students of the University of Washington, but it also presents some challenges.

The new Intel Macintoshes are not only faster than their PowerPC predecessors, but they are also able to run Windows either natively using BootCamp or in a virtual machine via Parallels for Mac. Because of both the breadth of work done at CARTAH and the advanced computing requirements of our clients, CARTAH has had to support both PC and Mac platforms. Macintoshes excel at video, image processing, and audio. However there are many specialized software packages that can only be run in Windows. In addition, most database, office, and text manipulation software are far better supported in Windows than on Macintosh computers.

With the new Intel Macintosh we will be able to continue to support all our Windows based software while simultaneously expanding both Macintosh and Windows access in our lab. This will even reduce the total number of computers we need to purchase and support as well as eliminate many duplicated software packages. Parallels Desktop for Mac will enable students to run most Windows applications within OS X at near native speed. The new workstations can also be booted directly into Windows for applications that require higher performance, direct video card access, or direct hardware support.

One challenge we currently face is that as new Macintosh software is introduced, support for the older PowerPC platform will diminish, especially for more specialized audio and imaging software. In addition most of our Macintosh software is written to run only on PowerPC based computers. While most PowerPC software packages will run on Intel Macs, they run under Rosetta emulation, which significantly slows down the software. This makes most of our current video, audio, and modeling software unusable on the new platform. A substantial portion of this proposal will go to purchasing new and upcoming Universal Binary and Intel version of existing software. Fortunately much of this software is already due to be updated so this makes this an ideal time to invest in new software. While some of this software has not been released yet, it is in development and should be available by the time the hardware can be purchased. In addition several SCSI to firewire adaptors will be needed to run older but still serviceable high end tabloid and film scanners currently attached to older generation Windows workstations.

GRID COMPUTING INITIATIVE

Upgrading CARTAH to Intel Macintoshes also presents us with a remarkable opportunity. Over the years the STF has enabled CARTAH and DXARTS to provide some of the most sophisticated software and hardware tools to any student at the University of Washington. The level of trust the STF has placed in CARTAH and DXARTS requires that we be good stewards of the resources provided to us.

One of the most exciting aspects for this proposal is that not only will it provide the most advanced computing to the general student body, but it will also create a pool of G5 workstations for cutting edge grid computing projects. The CARTAH grid computing initiative will allow students to create clusters of computers that will be able to solve complex data, imaging, and audio problems in parallel, making it possible to create far more sophisticated works than can be done on individual workstations. This proposal includes three examples of grid projects already underway through CARTAH

In 2003 Apple Computer generously granted DXARTS 30 G5 workstations. These machines are now ending their useful life as user workstations but they are well suited for use as part high performance clustering and grid computing projects. In 2005 the STF provided DXARTS with 30 more advanced G5 workstations as part of the Incubator Open Studio proposal (2005-079). While they are still fairly new and are still adequate as workstations, they are often already worked to their limits.

With the funding of this proposal CARTAH will be able to redistribute this latest generation G5 workstations from high performance tasks in the Open Studio into the DXARTS Animation 3D Arts Studio and Video Studio teaching spaces. These spaces are student accessible and are used for both class and individual projects. Because these studios are used year round for both class projects and for personal academic and artistic works this will enable us to use older STF resources more efficiently while maintaining the open student access the STF requires. Moving the newest generation of G5s to these studios would in turn free the older generation Apple donated G5s to be used as a pool of grid computers.

We already have three grid projects in progress that would be greatly enhanced by using the older generation of G5s this proposal would make available.

- 1) The first of these grid projects will create a custom designed render farm for Maya computer animation software. The project will be housed in our server space in Thomson Hall with DXARTS providing the necessary infrastructure. The render farm software was designed in house by DXARTS students and was built on Apple's Xgrid software. The render farm has a simple to use web interface that allows CARTAH clients to submit and monitor jobs from any networked computer. The render farm will be available to all CARTAH clients and will allow for far more complex and extensive work than can be created on individual workstations. Other software clients can be added as the system grows, including Shake, AfterEffects, Logic, and Nuendo. More generalized clustering software such as Condor can also be added, making these machines available to an even wider range of students.
- 2) With this pool of computers even more ambitious and sophisticated projects are possible. This includes the implementation of real-time wavefield synthesis. This technique is based on the principle of sound wavefront reconstruction. By using a large number of speakers to create a dense linear array, planar waves can be synthesized using simple differential equations. In effect this will place sounds in space, localizing the sounds far better than even the most sophisticated surround sound system can do. While the concept is simple, the amount of computation required for calculating each point of the wavefront in real time is enormous. A distributed computational approach will help solve this issue and allow for a high-density array to dynamically compute planar or even 3D waves in real time.
- 3) The final planned application incorporates a computer vision algorithm that correlates massive quantities of video footage, looking to identify the behavioral patterns of people in an urban environment. Existing artworks that implement computer vision tend to be extremely low-res and unreliable. Using this new computer grid, we would be in a position to open up new possibilities for making art and creating interdisciplinary collaborations.

The grid computing model has been used successfully for many arts and humanities projects including the creation of high definition virtual reality art works, computational linguistics lexicon parsing and tagging for massive bodies of text, and the development of complex 'artificial life' systems. By creating a pool of computers available for grid and cluster based computing we hope to extend the range of arts and humanities computing far beyond what is possible on desktop computers. Although preliminary, talks are underway to discuss a possible shared grid computing resource system between CARTAH and Physics/Astronomy. Both DXARTS and Physics have ongoing needs for their own distributed computing systems. These systems have very different goals and architecture, but there are many encouraging signs they can augment each other. While it is too early to know the full extent and practicality of such a partnership, sharing 'CPU cycles' would aid both departments and reinforce grid computing as a solution for ever increasing demand from students in both the arts and sciences.

STUDIO UPGRADE

The increased demand for and sophistication of work being done in our 3D Audio Studio as well as advances in digital audio mixing and presentation creates a need to upgrade many of our 3D Audio studio systems and the matching concert system. The STF funded 3D Audio Lab (2004-104) has been extraordinarily successful and has enabled students to create works that have been played in concerts at Meany Hall and around the world. As these works grow in sophistication we are nearing the limits of the current technology. This proposal will upgrade the current studio and matching concert equipment to take advantage of newer technology.

Many of these works included 3D sound recordings done with the STF-funded Deva V portable hard disk recorder (2004-091). The DEVA is one of the best location recording devices available in the market and is capable of high-end sampling rates up to 96KHz. The new DVD-Audio standard also uses this 96KHz sample rate. The current 48KHz rated 3D Audio Lab and matching concert mixers are not capable of handling these high-end sampling rates. These mixers create a bottleneck in our digital chain, forcing the students to downsample their program materials at the expense of sound quality. A Tascam 3200 digital mixer associated with high-end digital clocks will not only solve this issue but also provide greater control, more input options, and the higher bandwidth necessary for many of the projects envisaged in the 3D Audio Studio. The older mixers will then be made available to students for concerts, art installations, and live recording. This proposal will, for a fairly small cost, upgrade the current studio and matching concert equipment.

CONCLUSION

Since it's inception CARTAH has been providing some of the most advanced tools and technologies to all students at the University of Washington. With the funding of this proposal we will not only be able to continue this tradition, we will be able to offer wholly new resources which will open up completely new avenues of research, study, and artistic expression.

Student Access

Access to CARTAH is available to all students, faculty and staff of the University of Washington who submit a structured research proposal. This can be done simply from CARTAH's web site. Students are offered help in constructing cogent research proposals, and virtually all student research proposals are accepted.

CARTAH is open from 8:30 to 4:30 every weekday and is available to all students as an open drop in lab during these hours. In addition DXARTS makes extensive use of electronic locks throughout it's facilities. DXARTS offers 24 hour access to its labs and studios for all it's students beyond the 200 level and many CARTAH clients.

Available Resources

DXARTS and CARTAH have a combined budget of over \$40,000 for equipment and supplies. A significant portion is used to insure, maintain, and enhance our extensive and growing inventory of equipment available to the general student body. DXARTS has five faculty members, three full time technical and research support staff, a two full time office staff, over eight graduate student assistants, and a number of work study students. All of them are available to consult with students using our facilities.

DXARTS and CARTAH facilities continue to expand and now consist of one open lab, three studio classrooms, and five individual A/V studios in Raitt Hall. We also have full wood and metal shops, electronics labs and studio space in our Fremont facility. Along with an impressive array of video, audio, imaging, and computing resources, we pride our selves on providing expert help and a working environment that fosters excellence and a strong sense of community.

Installation Timeline

This equipment will be purchased as soon as funds become available.

Departmental Endorsement

CARTAH is part of DXARTS and this proposal is supported by Professor Shawn Brixey, the Director of both DXARTS and CARTAH, and was produced in direct consultation with all the faculty and staff of these programs.

Student Endorsement

CARTAH continues to provide access to this equipment to the general student body, with over 200 current student based projects, most of them digital video or digital audio based. Below is a sample of current CARTAH projects that would benefit from this proposal. A complete list of CARTAH projects can be found at our web site <http://www.washington.edu/cartah>.

Tristan Seniuk, Comparative Lit
News Thoughts

For the short film I am currently in production on, I am attempting to present a story told from within a character-Rs brain. Using a combination of live action and interactive projections, I want to create an artificial alternate environment. The character himself will appear within his own brain as a tangible character. He is the guide/narrator through the space. The film will be roughly two minutes long and consist of seven setups.

Gary Pennock, DXARTS
Sterling Waters

Sterling Waters is a project exploring wave phenomena through the use of water and electricity to investigate the periodic nature of our existence as experienced through narrative. Using Cymatics, water will be vibrated to defy gravity upon a ceiling surface. The liquid forms that arise in the water will eventually peak to shower drops into Lord Kelvins Water dripper, which creates electricity due to a difference in charges to the respective water collectors.

Stephen Hyde, Geography
Untitled short-form documentary

This short documentary covers a small scale ice industry in the Peruvian Andes. It is a process-based tale that follows one family engaged in this work and offers some insights into why this ancient Andean tradition still exists. Principle photography for this short was conducted in September 2006. The film is being transfered to tape at Flying Spot Film Transfer in Seattle and editing will begin in October. Running time 12mins.

Collin Monda, DxArts
CSE Animation Capstone Audio

This project will be the gathering of folley for the animation capstone project in the cse department. It will include creative approaches and attempts at making abstract sound fx to suit the films content. Lighting gear will be used for 3D lighting reference as an aside in helping out the animations lighting scheme.

Timea Tihanyi, School of Art
In Touch

The project explores the nature of physical/bodily experience through a series of interactive soft sculptures and sound. The sculptural elements function like objects and spaces of bodily comfort and are equipped with sensors in order to respond to touch. The audio tracks triggered by physically interacting with the object are compiled from interview segments on the subject of bodily experiences of health and illness. The project is in collaboration with Harborview Medical Center and supported in part by CityArtist (office of Arts and Cultural Affairs, Seattle)and 4Culture Special Projects grants.

Items

Below are the items making up the current proposal. The asterisk (*) beside items signify that they were approved by the committee. This however was not implemented correctly for our database before 2005, so earlier years may not show this.

Click an item's title to view details on that item, or [show all item details](#).

Title	Type	Price	Qty	Subtotal
* Macintosh Pro 2.6GHz Workstation	macintosh	\$3,872.00	18	\$69,696.00

Location: Raitt Hall - 129

Description: Macintosh Pro 2.6GHz workstation with 4GB RAM, 120GB HD, Bluetooth and Airport, and 3 year Applecare plan. Monitors are listed seperately and prices include tax and shipping.

Justification: These computers will upgrade the existing 18 G5 workstations in 129 Raitt Hall. The existing machines will then be moved to 205 Raitt Hall and 105 Raitt Hall. This will in turn release older G5 workstations to be used as part of the Grid Computing Initiative.

* Macintosh Pro 3.0GHz Workstation	macintosh	\$4,902.00	7	\$34,314.00
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Location: Raitt Hall - Studios

Description: Macintosh Pro 3.0GHz workstation with 4GB RAM, 120GB HD, Bluetooth and Airport, and 3 year Applecare plan. Monitors are listed seperately and prices include tax and shipping.

Justification: These computers will upgrade the existing 5 G5 workstations in the 5 individual A/V studios in Raitt as well as the control workstations in Raitt 117, the 3D Audio Lab. The existing machines will then be moved to 205 Raitt Hall and 105 Raitt Hall. This will in turn release older G5 workstations to be used as part of the Grid Computing Initiative.

* Macintosh 20inch Cinema Display	macintosh	\$707.00	10	\$7,070.00
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Location: Raitt Hall - Various

Description: 20-inch Apple Cinema Displays. The price is based on Apple's bundled monitor price and includes tax and shipping.

Justification: These monitors will be used as part of the workstation upgrade. The grid computing clusters will generally run 'headless'. We will be using existing monitors so we only need an additional 10 monitors for the 25 workstations we are requesting.

* Parallels for Macintosh	software-operatingsystem	\$63.00	25	\$1,575.00
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Location: Raitt Hall - Various

Description: Parallels for Macintosh is virtual machine software that allows users to run Windows and other Intel based operating systems at near native speed on Intel based OS X computers. Prices are based on bulk licenses and include taxes and shipping.

Justification: Parallels will enable us to run Windows within OS X, both simplifying lab configuration and setup and expanding the availability of both Macintosh and Windows machines.

* Windows Vista Enterprise	software-operatingsystem	\$108.00	25	\$2,700.00
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Location: Raitt Hall - Various

Description: Windows Vista is the latest version of the Windows operating system. Prices reflect academic 'MOLP' (Microsoft Open License Program) prices and include tax and shipping.

Justification: Because the School of Arts and Sciences Microsoft agreement only covers upgrades for Windows and not new licenses, we are required to buy licenses for all Windows Vista installations on our proposed Macintosh Pro workstations.

* Adobe Suite CS3 for Mac	software-graphics	\$314.00	25	\$7,850.00
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Location: Raitt Hall - Various

Description: Adobe Suite CS3 for Macintosh is currently in development and should be available by the time funds for the purchase become available. Prices are tentative and are based on the cost of CS2. Prices included tax and shipping.

Justification: The new Adobe Suite CS3 will be Universal Binary and thus will no longer need to run in the much slower emulation mode on new Intel based Macintoshes.

* Apple Final Cut Pro Studio 4.1	software-graphics	\$543.00	25	\$13,575.00
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Location: Raitt Hall - Various

Description: Final Cut Pro Studio 4.1 is the Universal Binary version of the Apple video production suite which includes Final Cut Pro and DVD Studio Pro. Prices included tax and shipping.

Justification: Final Cut Pro Studio 4.1 is designed to run on the new Intel based Macintosh computers.

* Autodesk Maya 8.0	software-graphics	\$403.00	30	\$12,090.00
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Location: Raitt Hall - Various

Description: Autodesk Maya 8.0 is the industry standard computer animation software package. The Universal Binary version of Maya is in development and should be released by the time funds are made available. The price is tentative and is based on the current network locked license. Prices include tax and shipping.

Justification: Along with Final Cut Pro, Maya is one of the most important and used software titles at CARTAH.

* Nuendo 3 Audio Software	software-discipline-specific	\$1,023.00	15	\$15,345.00
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Location: Raitt Hall - Various

Description: Nuendo 3 is an audio recording and editing software package for DVD-Audio, surround, and other highly demanding audio applications. Prices include tax and shipping.

Justification: Nuendo 3 is one of the most advanced audio editing software suites available. It integrates with our existing hardware and software, including the huge array of audio 'plug-ins' in our inventory. It also has the capability of handling the increased demand the audio lab upgrade will create.

* Adobe Suite CS3 for Mac Media software-misc	\$23.00	1	\$23.00
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Location: 3941 Univ. Way - Various

Description: This is the media for the Adobe Academic License

Justification: This media is required to install the Adobe software

* Apple Final Cut Pro Studio 4.1 Media software-misc	\$42.00	1	\$42.00
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Location: Raitt Hall - Various

Description: Media for Final Cut Pro Studio.

Justification: This media is required to install the bulk licenses of Final Cut Pro Studio.

* Plustek Opticbook Book Scanner scanner	\$305.00	1	\$305.00
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Location: Raitt Hall - 129

Description: The Plustek Opticbook book scanner is designed to scan books without the distortion caused by the bindings of books not opening enough.

Justification: This scanner will allow CARTAH clients to scan in materials found only in books for use in documents and web pages. Many books are now in the public domain and the ability to make readable scans of these books without damaging them is an important part of CARTAH clients' humanities research.

* discWelder Chrome II software-discipline-specific	\$5,440.00	1	\$5,440.00
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Location: Raitt Hall - 117

Description: discWelder Chrome II is a complete DVD-Audio creation package, which will allow clients to create the new DVD-Audio discs. Prices include tax and shipping.

Justification: DVD-Audio is one of the only commercial standards that will allow clients to distribute high quality surround audio.

* TASCAM DM3200 with A/D components	audio/video-editing	\$5,006.00	2	\$10,012.00
Location: Raitt Hall - 117				
Description: TASCAM DM3200 32 channel digital audio mixer with IF-FW/DM, MU-1000, and IF-AD/DM components. Prices include tax and shipping.				
Justification: The TASCAM DM3200 with included options will be capable of recording and presenting the highly demanding 96KHz audio required by modern audio production. One will be used for studio work in 117 and the other will be used as part of the matching concert setup.				
* DACS Eightch 8-Channel Volume Controller	audio/video-editing	\$1,160.00	1	\$1,160.00
Location: Raitt Hall - 117				
Description: The DACS Eightch is a master level controller for audio. Prices include tax and shipping.				
Justification: The DACS Eightch will replace the more expensive and complex mixer currently used to control master levels for the audio speakers in 117. The current mixer will be made available to students for use in concerts, art installations, and recording projects.				
* Apogee Big Ben	audio/video-editing	\$1,480.00	3	\$4,440.00
Location: Raitt Hall - 117				
Description: The Apogee Big Ben is new studio clock used to regulate the precise timing required in digital audio editing and playback. Prices include tax and shipping.				
Justification: The Apogee Big Ben will be used for both the studio in Raitt 117 and for the matching concert setup.				
* Apogee 16X D/A	audio/video-editing	\$3,820.00	2	\$7,640.00
Location: Raitt Hall - 117				
Description: The Apogee 16X D/A with HD firewire card is a digital to analog converter. Prices include tax and shipping.				
Justification: The Apogee 16X D/A will be used as part of the Raitt 117 and concert upgrade.				
* Racot FR1SX SCSI to Firewire converters	other	\$104.00	3	\$312.00

Location: Raitt Hall - 129

Description: The Racot FR1SX SCSI to Firewire converter allows SCSI devices to be used on computers equipped with firewire ports. Prices include tax and shipping.

Justification: CARTAH has several older but still serviceable tabloid scanners and film scanners. These devices will allow us to continue to use these items on the newer Intel Macintosh computers.

* Audio Case for TASCAM DM3200	audio/video-editing	\$940.00	1	\$940.00
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Location: Raitt Hall - 132A

Description: This is a hard case used to store and transport the TASCAM DM3200 digital audio mixer. Prices include tax and shipping.

Justification: This case will be used to store, transport, and set up the digital mixer for concerts and events.

* Misc Cables	audio/video-editing	\$320.00	1	\$320.00
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Location: Raitt Hall - 117

Description: This includes the DB-25 to 8 XLR outputs for the D/As, firewire and clock cables, and optical cables, and concert snake used with the new TASCAM DM3200 mixers and supporting equipment.

Justification: These cables are required to interconnect the various Audio Lab upgrade components.

Requested Total:	\$194,849.00
Approved Total:	\$194,849.00
Funding Status:	Fully Funded

Comments

 Add Comment

This is a truly remarkable proposal. This open access lab for digital media computing is a fundamental element to so many technology, humanity and arts based practices. For me, being able to move back and forth between Windows and Mac based software on one CPU is a vision into a progressive and more integrated computing future, and an endeavor I emphatically support.

I feel privileged to have access to the leading tools for artistic exploration as well as to the experienced faculty to help contextualize and fully utilize such tools for advancing artistic paradigms and interdisciplinary collaborations in many areas of art. My current focus in sound composition in particular has shown me the value of direct experience with the compositional tools and technological resources at DXARTS and through CARTAH. From artistic experimentation, cutting edge technologies continue to emerge. New technology, in turn, inspires and challenges artists and, recognizing this, DXARTS has taken pride in offering the most up-to-date resources to students that are relevant to their advancing artistic practices. I emphatically support this proposal.

I support this proposal. From first hand experience, I know that the new Intel based Macs are far superior to the PPC based Macs for all the reasons listed in the proposal. The speed increases for rendering audio, video and 3D animation will allow students to spend more time fixing and refining their art rather than waiting hours for them to render. This will also allow more students from the university to use the machines. As a Comparative Literature major, I have benefited greatly from the previous CARTAH and DXARTS sponsored

equipment, including the 3D Audio Studio, that is open to all students at UW. This proposal will provide unbelievable opportunities for students to use and master the most up to date technology and in turn, help to progress digital art forms from a multidisciplinary perspective.

I am in full support of this remarkable proposal. As a student who has had experience with the courses and computing facilities that DXARTS program has to offer, I know that computing power is paramount in creating impressive works of art in digital media. For 3d-animation, the Workstation Refresh and the Grid Computing described in the proposal will give students the necessary means to create works of art that are of a much higher quality than that which is currently available. Moreover, the integration with the intel-based platforms will allow students to take advantage of programs that aren't available on the current machines. Having this cross-platform computing setup is integral, as much of the software available for 3d-animation is not available on macintosh platforms. The Grid Computing is absolutely necessary in rendering 3d animation. I have had the first hand experience of using the current render farm setup and it was without a doubt the number one obstacle I experienced while creating digital animation. The Grid Computing will allow students the time necessary to bring their artistic visions into fruition. The sound studio upgrade is also a crucial improvement that will allow students to fully utilize much of the current sound equipment that is needed to create and present outstanding works of art. Currently, the sound studio is being hindered by the mixers, which in turn diminishes the otherwise excellent equipment available there. These upgrades will benefit both the students who create works of art with the DXARTS equipment as well as audiences who will get the opportunity to experience world class works of art.

Having updated studios is fundamental not only for digital-art students but also for the entire community of the university. The hardware and software that will be available if this proposal is accepted will save students hours and hours of rendering time with the parallel computation. At the same time, the audio and video editing software and hardware will provide the community with a valuable set up that will result in better work with professional standards. Creativity has to be supported with cutting-edge technologies for creating outstanding works. I fully support this proposal because I think will benefit a big number of students. Hugo Solis, PhD student at DXARTS.

The availability of a rendering farm accessible through the internet is an amazing feature of this proposal and means to broaden the limitations set on a student's project by expediting the most time consuming element of the animation process. I whole heartedly endorse this technology upgrade because it keeps DXARTS inline with the ever advancing production of more sophisticated technology.

There are few places where this sort of unbelievable technology is available to us as students. At one of the leading explorers in the field of experimental digital arts, it is only fitting that DXARTS stay current with the rest of the world. It is imperative that our technology not fall behind as the rest of the world advances. The new Intel based macs open up a new realm for artists, where the constraints of PC vs Mac software is no longer an issue. I fully support this upgrade in the hopes that DXARTS will continue to remain the leader in its field by allowing its students to utilize the full spectrum of the resources that are available today and now.
Amir Stone, CS & DXARTS undergrad.

The computer upgrade is essential to cut down the rendering substantially for video editing, 3d animation, and common music. In return the students will have more time to spend on the creative side of their projects. I have taken the video and 3d sequences, and I am taking the computer music class. Based on my experience when it comes to processing intensive application like Maya, CM, or Final Cut Pro the dual G5 we have in the labs seems too slow to do the job. In order to conduct more experiments on our projects it is essential for us to have access to the latest hardwares and softwares.

Given my history with the staff and faculty at DXARTS. I fully support this proposal. Not only are the staff efficient and helpful at guiding and assisting students with the use of their readily available technology, but they possess an unparalleled ability to isolate and provide solutions for the needs of students. I can think of few other departments that are better suited for this technology.

Yes! We need this. I am amazed and absolutely delighted to see such a proposal on the table. I cannot think of a department that could make better use of such tools. DXArts has been remarkably helpful in providing amazing tools and teaching students how to use them. Even as a first year undergrad, I would immensely benefit from the potential availability of this software. Exciting! This is exactly what we need. Emphatic yes. Thank you all for the work you put into funding us!

This is a progressive proposal that reaffirms my commitment to pursuing a hybrid degree focused on technology, media and art at the University of Washington. It is imperative that we learn to master both MAC and PC with updated systems and to have a render farm to serve our ambitions. I encourage the administration to allocate funds from the UW Student Technology Fee for this proposal because my interests lie in receiving the most advanced education at the University of Washington with more efficient tools.

This is an excellent proposal. The nature of my research requires staying current with technology. If the labs fall behind, then they become of little or no use to me, and I am forced to find other means.

The individuals and groups using CARTAH facilities represent a broad swath of the university community. CARTAH is a remarkably flexible and useful resource, and expanding its capabilities will directly and positively impact the creative capabilities of the entire university community.

As a doctoral student at DXARTS working primarily in electronics, 3D display, audio and video installation who is not a trained musician, I have found the knowledge and experience gained during the computer music class sequence to be particularly gratifying. It is not an exaggeration to say that adding a few missing links such as the Nuendo software and a professional level 96-kHz mixer will give us world-class audio production resources, particular in 3D audio where we already have capability few other institutions can match.

Having also been a CARTAH client contact providing technical assistance, I can also vouch that the proposed CARTAH upgrade will improve our ability to help CARTAH clients produce professional quality media for any field of study, with state-of-the-art software and hardware for any project that requires it. This is especially true for those projects requiring significant editing time or 3D graphics, which will benefit immensely from the increased computing power of the GRID, and for the (many) clients requiring the latest design, video or audio production software. The imminent round of Adobe upgrades will run much faster on the Intel Core 2 Duo hardware than on the existing G5s. Being able to run Windows and Mac OSX on the same machine will also save significant time especially for those students requiring both for the same project – which is often the case, since each OS has programs which are not available for the other.

Joel Kollin - DXARTS Graduate Student

I support this proposal. These fundings are much needed to the academic community such as DXARTS and CARTAH to research, reapproach and renew studies using updated technology. This will help many scholars and students to achieve their goals. Thank you.

Undergraduate and graduate Dance students have a keen and growing interest in creating work involving video and desperately need access to powerful workstations with appropriate software. This proposal upgrades a resource they need, and prepares workstations for data intensive HD video that will be generated by students using the HD cameras requested in other proposal. As Technical Director of the Dance Program, I am pleased to support this proposal. Sincerely, Michael Wellborn

Sweet, Here we go again sticking it to the general UW student population so a very few can pretend to matter. The dxarts program is the laughing stock of the arts community. A bunch of artist wannabees who hide behind technology.

Concerned Student



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