COMPUTING LAB

The DXARTS Computing Lab is located in 129 Raitt Hall on the University of Washington’s Seattle campus. It primarily supports students working on both class-based and independent artistic works. The lab has an extensive array of hardware and software tools for 3D animation, 3D video, multi-channel audio, video post-production and mastering. The computer equipment in the lab has been recently upgraded to fully support a 4K video production workflow.

Equipment available to students:

- 12 iMacs 27” Retina with additional Dell P2715Q 27 Ultra HD 4K monitors, half of them funded by Student Technology Fee
- 2 Mac Pros 3.2GHz Quad-Core Intel Xeon in two small production studios (rooms 129A and 129B), funded by Student Technology Fee
- 1 Mac Pro 3.33GHz 6-Core Intel Xeon in an additional production studio located next door in 132C Raitt Hall, funded by Student Technology Fee
- 2 Apple Thunderbolt Displays (27-inch), funded by Student Technology Fee
- 1 Sony XBR-55X850D 55 Class 4K Smart LED TV, funded by Student Technology Fee
- In addition, a Sony VPL-VW365ES 4K SXRD Home Theater Projector is available in 205 Raitt Hall for students wishing to view their work in 4K. The projector was funded by Student Technology Fee.

Equipment for checkout (pick-up and return in room 132 Raitt Hall, during the hours listed online and on the
Facility Type: Lab Space

- 2 BLACKMAGIC URSA MINI 4.6K digital video cameras, funded by Student Technology Fee. A short training session is required if you have no previous experience with these cameras. In addition to the cameras, students can also checkout other auxiliary equipment for video production, for instance tripods, portable lighting kits, microphones and portable sound recording devices.
- 4 Optoma Technology W316ST Short-Throw DLP Multimedia Projectors funded by Student Technology Fee

If you don't have an account in DXARTS checkout system, please contact our equipment checkout staff. We check out a large selection of audio visual equipment to enrolled students, faculty and staff with valid UW Net Ids (UW email). All STF funded equipment is covered by the STF policy and is for student use only.

Software:

- Adobe Creative Cloud (among others the package includes Photoshop, After Effects, Premiere Pro, Adobe Lightroom, and Adobe Audition)
- Autodesk Maya 2016 (3D modeling and animation software)
- Reaper 64 (multi-track digital audio production software) with Ambisonic Toolkit plugins
- Twisted Wave (audio editor)
- SuperCollider 3.8.0 (an environment and programming language for real time audio synthesis and algorithmic composition)

Students taking DXARTS classes are strongly encouraged to work on independent projects and the lab is configured to enable both individual and group projects. It is a highly collaborative environment, with students from many disciplines working together. Since it's inception, this lab has served as a core of common discourse in digital arts research and has been used by students to create many nationally and internationally recognized works.

Source URL: https://dxarts.washington.edu/facilities/computing-lab