



The University of Texas at Austin
OnRamps

PIXELS, SAMPLES, LUMENS, ILLUSION



FOUNDATIONS OF ARTS AND ENTERTAINMENT TECHNOLOGIES

What goes on behind the scenes at a Taylor Swift concert? How did Minecraft alter the future of gaming? When did a computer become so important to theatre? You are the answer.

This course presents a broad overview of digital media technologies, software, and applications along with the fundamental concepts of digital representations of images and signals. Students study an assortment of entertainment concepts and experiences, discover the underlying technology involved, and learn how this technology is delivered to the participant. Students also consider the cultural, philosophical, ethical, and practical aspects of entertainment technology.

[Find out more »](#)

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BIG IDEAS

MUSIC AND AUDIO TECHNOLOGY

The current trends of music technology all have their historical origins. The digital tools of today have radically altered the way we consume, enjoy, share, and perceive music.

GAMES AND MOBILE MEDIA

Before Pokémon, there was Pong. Before Star Wars Battlefront, there was Spacewar! The history and evolution of gaming from the console to the smartphone has redefined what it means to “play.”

PERFORMANCE TECHNOLOGY

Imagine the expressive power of projecting an image onto a moving, three-dimensional object or tracking the motions of a pop star. The tools of performance technology are unleashing new and fascinating ways to connect with audiences.

DIGITAL VISUALIZATION

Long before “Photoshop” became a verb, it revolutionized the world of the image, both moving and still. From the early days of image enhancement to modern 3D character design for games to Netflix, the digital image has become firmly embedded in our daily lives.

TECHNOLOGY AND CULTURE

Entertainment technologies increasingly influence our thinking and behavior. What is the relationship between Photoshop and political activism? What can be done to mitigate the ironic distance between us that comes from staying so connected?

TRANSFERABILITY

- 3 College Credits
- UT AET 304

PRE-REQUISITES

Recommended:

- Introductory Computer Science
- Fine Arts

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