

UNIVERSITY OF LOUISIANA AT LAFAYETTE

STEP Committee

Technology Fee Application

Wacom Tablets for Fletcher Computer Lab

Title

Yeon Choi

Name of Submitter
(Faculty or Staff Only)

**Department of Visual Arts,
UL Lafayette**

Organization

Title: Wacom Tablets for Fletcher Computer Lab Date: 07/10/18
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Department/College/Org: Department of Visual Arts/ College of the Arts

ABSTRACT (250 words or less):

This proposal requests funds for 18 Wacom tablets and pens for an existing computer lab in Fletcher Hall (JLF 209G). Using these Wacom tablets, students can both more easily and functionally use the existing computers and make more seamless transitions from physical drawing or painting mediums to digital technology. With these tablets, they can also create complex and expanded forms of digital art.

A) Purpose of Grant

Digital technology has helped artists, creating more possibilities for their work. However, not all artists can take advantage of these possibilities and incorporate digital technology, often because of the great differences between the tools used in traditional art mediums, such as pencils and brushes, and digital tools like mice. Especially for beginners, mark making with a mouse can be quite frustrating since the mouse is not as organic as the brush. In addition, drawing with a mouse on a table while looking at a monitor can be disorienting for artists who are accustomed to making intuitive and spontaneous decisions while working. Although we do have a 2D digital animation program in the lab included in our Adobe Suite subscription, students rarely use it, primarily because of the functional difficulties they face in rendering images using a mouse.

Using Wacom tablets and pens (Cintiq Pro 13) students can draw, paint, and animate their artwork by actually looking at the images while they work, simulating using a pencil or brush. The capabilities of pressure sensitive digital pens will deepen the quality of the students' work. This grant will provide students access to the equipment they need to create work of professional quality and offer them a firm understanding of the technology pertinent to their field.

The requested equipment will also broaden the scope of the program and is urgently needed for improved classroom instruction and student work, as it will allow the Visual Arts courses to continue to meet pedagogical goals and to produce technologically and conceptually proficient students. It will also enable the Visual Arts Department to expand its educational offerings by incorporating additional methods and media. This equipment will help provide our students with a solid educational grounding that meets industry standards, which will contribute to making them competitive on the job market.

The Impact to Student Body

This grant directly impacts the following classes: VIAR 235, Art and the Computer; VIAR 236, Art and the Computer for Time Based Medium; VIAR 335, New Media and Digital Art Workshop I & II; VIAR 365, Introduction to Computer Animation; VIAR 366, Intermediate Computer Animation; VIAR 435, New Media and Digital Art Workshop III; and VIAR 465, Advanced Computer Animation. Additionally, animation students in VIAR 409, Senior Capstone Art Project I, and VIAR 410, Senior Capstone Art Project II will use the equipment. This grant will have an impact across departments, as students in Computer Science, Informatics, and Moving Image Arts who enroll in Computer Animation classes will also benefit from this equipment. Painting and printmaking students will also benefit from using these tablets.

Graduates of the Computer Animation Program in the Visual Arts Department are employed in the game industry, the film industry, and in multimedia advertising, both regionally and nationwide. With support and funding, this program will continue to advance, producing graduates who will find a wide range of employment opportunities in their field, including work that will make an important contribution to the economic development of the State of Louisiana.

B) Projected lifetime of enhancement

The Wacom Cintiq Pro should serve for approximately 4 years, and the Art Pen will serve for 2 years.

C) Person(s) responsible for

i) Implementation

Professor Yeon Choi will be responsible for the implementation of the hardware.

ii) Installation

Professor Yeon Choi will be responsible for the installation of the equipment.

iii) Maintenance

Professor Yeon Choi will be responsible for maintenance. In addition, technical support from the Digital Media Resource Center in Fletcher will aid with equipment maintenance.

iv) Operation

Professor Yeon Choi will be responsible for the operation of the program (and equipment).

v) Training (with qualifications)

Yeon Choi is a Professor of Computer Art and Animation in the Department of Visual Arts at the University of Louisiana at Lafayette. She received her B.F.A. and M.A. in Painting from Ewha University in Korea, and an M.F.A. in Computer Arts focusing on Computer Animation from the University of Massachusetts at Amherst. Her expertise includes digital imaging, animation, film, video, and web design. She is proficient in the use of 2D and 3D graphics and animation software, including Maya, 3DS Max, Adobe Photoshop, Adobe After Effects, Adobe Premiere, Adobe Animate, Adobe Dream-weaver, and Clip Paint Studio. She also has experience in the use of UNIX, and C++ programming language. She can train students on all of the hardware and software that will be provided from this grant.

D) Narrative of the Budget Proposal

A.

Wacom Cintiq Pro 13 - Creative Pen Display Touch: It is a 13” display tablet with pressure sensitive touch.

B.

Art Pen: It is a cordless, battery-free digital pen that combines all the advantages of the digital realm with the classical feel of a felt tip marker.

Budget Proposal

	Quantity	Unit Price	Total Price
1) Equipment			
A) A. Wacom Cintiq Pro 13 - Creative Pen Display touch	18	\$999.99	\$17,999.82
B) Wacom Art Pen	18	\$99.95	\$1,791.00
2) Software			\$ 0
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3) Supplies			\$ 0
4) Maintenance			\$ 0
5) Personnel			\$ 0
6) Other			\$ 0
Grand Total (Requested Funds)			\$19,790.82

Previous Step Grant Funded

STEP Grant G298N2 (Dr. Tim Roden, Yeon Choi, Dr. James Etheredge)

As awarded, STEP grant G298N2 called Motion Capture Laboratory. Grant amount: \$99,678.75

STEP Grant G298BH (Yeon Choi)

As awarded, STEP grant G298BH called Maya License Renewal for Computer Animation Studio in Fletcher Hall. Grant amount: \$7,999.60