



# Academy of Art University

San Francisco, USA

## The Organization

The Academy of Art University was established in San Francisco in 1929. In a few years, a distinguished faculty of practicing art and design professionals was assembled and the school's philosophy was formulated: *Hire established professionals to teach future professionals.*

Today, the University has more than 17,000 students, making it the largest private school of art and design in the country.

Recognized for its state-of-the-art facilities, Academy of Art University fosters innovation through a faculty of industry professionals. Together students, faculty, and staff create a vibrant community within the art school, enriched by the progressive urban culture of San Francisco and more than 80 years of inspiration.

Academy of Art University transforms aspiring students into professional artists and designers. The university has several artistic disciplines, which provide a world class accredited curriculum covering animation & visual effects, architecture, industrial design, and graphic design.

## The Challenge

Many of the school's courses use a computer aided design infrastructure, and run advanced software packages like Autodesk's AutoCAD and Adobe's Dreamweaver and Photoshop.

In keeping with the school's state-of-the-art approach, computer labs utilize powerful computer workstations with large flat panel screens – capable of displaying very high resolution images and high-speed animations.

To manage these computer labs, the University had experimented with a number of classroom management systems that would enable teacher's to share their computer screens or those of a model student with the class. Teachers also used the management systems to remotely view student screens to help keep students on task.

The school initially invested in high-performance hardware-based management systems, but these older analog systems could not keep pace with the growing computer sophistication and the evolution of digital connectivity.



Software-based solutions were also tested, but teachers were dissatisfied with flexibility of these systems and the quality of the shared video.

## The Solution

The University's search for a functional computer lab management system finally led them to Robotel, and specifically to Robotel's SmartClass DVI solution

Unlike software-based products that restrict resolution, restrict refresh rates, and reduce the available color palette, SmartClass DVI delivers high definition perfect video.

The Academy of Art University deployed its first SmartClass DVI lab in early 2010. Instructors were sufficiently impressed that a second lab was installed soon thereafter.

In the summer of 2010, another three SmartClass DVI labs were deployed, and another three labs were ordered for installation by the end of 2010. To date the University has acquired eight (8) SmartClass DVI equipped labs.

## The Testimonial

### Mr. Rob Gibson

"We've been using SmartClass DVI for a couple of years now and continue to outfit existing and new classrooms with the technology. Our curriculum consists of courses in High End 3D computer software and the need to distribute graphics in real time is a necessity. The SmartClass system works flawlessly in this environment.

The point and click interface makes it easy for our instructors to control how the graphics are sent around the room. For critiques, an instructor can easily feature any student's desktop by sending its graphics to any or all other computers in the classroom.

The ease of use and speed with which the graphics are sent around the classroom makes SmartClass DVI a great addition to our classrooms. We've tried many other hardware and software solutions for distributing graphics in the classroom: SmartClass is the best answer."

