

# AET

ARTS AND ENTERTAINMENT TECHNOLOGIES

## CAREER GUIDE

### Fine Arts Career Services

The University of Texas at Austin

   @UTFACS

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## ***FINE ARTS CAREER SERVICES OFFERS:***

### **ONE-ON-ONE ADVISING**

Resume and cover letter reviews, mock interviews, graduate school advising and general career exploration. Call us for appointments!

### **JOB BOARD**

*Fine Arts Works* is exclusively for COFA students and alumni. Check it out at [bit.ly/fawjobs](http://bit.ly/fawjobs)

### **PROGRAMMING**

*Tips and Tiffs* professional development workshops, *Creative Exchange* guest speaker series and info sessions on FACS-specific initiatives

### **FUNDING**

Intern Scholarship, Professional Development Travel Initiative (PDTI), New York Seminar Scholarship and more. [bit.ly/facsfun](http://bit.ly/facsfun)s

### **AND MORE**

Online internship classes, New York Seminar spring break trip, Networking Night and more!

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# INTRODUCTION

Congratulations on taking the next step in thinking about your career in arts and entertainment technologies! Whether you are a freshman or nearing graduation, now is a good time to think about your future. This career guide is meant to give you broad information as you picture yourself working in different environments.

You are welcome to meet with Fine Arts Career Services for further guidance! We are here to brainstorm different career paths, give guidance on professional documents or help you find the right job or internship for your goals.

# ABOUT AET

*Emerging technologies stimulate new creative work*

AET provides a rich, reflective experience integrating the arts and technology into a seamless experience. Today, the creative economy is one of the fastest growing sectors in the world. The University of Texas has recognized the importance it plays in our economy and is transforming the student learning experience through the exploration of art and entertainment technologies. AET majors learn creative coding, content creation, design, project management and team dynamics. These skills are highly sought after in business, government and social impact environments.

The ability to take classes across game design, music and sound, design visualization and projection, lighting and interactivity (PLAI) technology can help you discover what you want to pursue and prepare you for that position. Game Designer, Lighting Technician, EDM DJ? You can learn about and prepare for those professions in AET.

# PORTFOLIO AND PROFESSIONAL PRESENTATION

The professional materials that AET majors create are unique. They are a window into your skills, interests and drive. For example, if you are interested in game design, you should not only have a game that you developed, but a portfolio that explains the steps you took to get there. Be ready to create an extraordinary digital portfolio. AET majors should think about each of their projects within their classes as a potential portfolio piece and carefully consider their overall aesthetic in each project.

# MUSIC AND SOUND

The Music and Sound emphasis includes focused coursework to create and produce sound. Virtual instruments, MIDI, and Logic Pro are tools frequently taught in courses and are the same tools used in the industry. In addition to developing an informed and critical aesthetic vision, students will evaluate audio program material and make both technical and aesthetic decisions based on those observations. Mastery of the discipline will be exhibited through the completion of recording and production projects of professional quality that will help build students' portfolios.

Curriculum in this emphasis includes techniques in digital music production, sound design, sound synthesis, and scoring for films and games – all of which can be applied to various technical fields.

# GAME DESIGN

Game Design is the most popular and diverse emphasis within the AET major. Austin is a game-development hub. There are plentiful pathways available to graduates with this emphasis because it's a multi-faceted degree. Game Design courses connect students through team-based projects to develop 2-D and 3-D games for mobile, online and social technology platforms. Building on AET foundations in 2-D and 3-D digital production art, students learn game aesthetics, animation, game scripting and modding. Many students in this program elect to complement their studies with the Computer Science Elements of Computing certificate. Production within the major and in related industries is often group-based. Students graduate ready to design, develop and provide leadership in the gaming industry. Students in Game Design often intern at a variety of game development companies.

# DIGITAL VISUALIZATION

Digital Visualization courses provide a pathway for students pursuing careers as visual content providers for a wide range of areas including game design, 3-D projection, character animation, world building, AR/VR and many areas of commercial art pursuits such as motion graphics and digital video editing. Through foundational courses in imagining and visualization, digital drawing and 3-D modeling, students are introduced to industry-standard software like Adobe Creative Cloud, Autodesk Maya and Unity. Students are encouraged to collaborate with their AET colleagues and with other creative disciplines across the College of Fine Arts and beyond.

## PROJECTION, LIGHTING AND INTERACTIVITY (PLAI)

As the most performative emphasis within the AET major, students with an emphasis in PLAI are able to create interactive and immersive environments including concerts, sporting events and conventions. Some of the methods used to create these environments include motion tracking, 3D projection mapping, intelligent lighting, sound systems and generative imagery.

This is the most specific emphasis within AET, and related jobs are so specific that both internship and volunteer experiences are extremely important in bridging your education to your related industry.

Students with a PLAI emphasis should connect with arts venues, convention centers and festivals to seek both volunteer and internship experiences. Maintaining relationships with contacts in this industry is incredibly important as your reputation and networking will assist you in obtaining jobs after graduation.

## LET'S TALK ABOUT MONEY

Careers held by professionals in AET vary widely depending on which road you take. Salary ranges are dependent on field, location, and industry, so we here at FACS strongly encourage reading deeper into each respective field(s)'s salary ranges via the Bureau of Labor Statistics (<http://bls.gov/ooh/arts-and-design/home.htm>) and Glassdoor (<http://.glassdoor.com/>).

Most career opportunities stemming from a degree in AET will occur in the private sector, and most AET faculty come from private sector backgrounds.

# JOB TITLES

## Game Design

Level Designer

Technical Artist

Gameplay Scripter

Game Producer

UX Designer

VFX Artist

## Music and Sound

Sound Designer for Theatre,  
Film or Games

AR Representative

Film Music Composer

Game Music Composer

Sound/Live Sound Engineer

Songwriter-Performer

Commerical and Brand Music  
Composer

## Digital Visualization

2-D Production Artist

3-D Production Artist

Animator

Motion Graphics Artist

Concept Art Developer

Art Director

## Projection, Lighting and Interactivity(PLAI)

Lighting Programmer

Media Programmer

Interactivity Designer

Lighting Designer

Media Designer

Interactive Systems Developer

3-D Mapping Specialist

## ...NOW WHAT'S NEXT?

*Maybe reading this guide has left you with questions, or feeling unsure about which career opportunities you want to explore.*

*That is okay!*

*Setting up an appointment with Fine Arts Career Services is a great way to brainstorm your next steps, whatever your goals may be!*