



Lowry Burgess, former Dean of the College of Fine Arts and professor in the School of Art at Carnegie Mellon University displayed four large-scale paintings at the Forum gallery at the Carnegie Museum of Art.

Long before it was famous for robots and economics, Carnegie Mellon was already producing some of the world's best artists, designers, performers and architects. Now we're combining our strengths in the arts, technology and the humanities to train a new kind of arts professional: one who is as tech-savvy and socially aware as creative. Our information technology program teaches the arts leaders of the future the skills to effectively manage a nonprofit organization. The Entertainment Technology Center, a joint endeavor between the schools of Fine Arts and Computer Science, is meshing the power of computers and the resonance of art to engage students in new ways of learning. Whether addressing the challenges of huge urban revitalization or of small arts management, Carnegie Mellon is at the focus of the marriage of arts and technology.

Studio for Creative Inquiry: Drawing on Carnegie Mellon's unique strengths in the arts and technology, the Studio is recognized as a national model for an artist community within a research environment. Here, resident fellows, Carnegie Mellon students, faculty and others partner with community groups to produce innovative work, with the locus of activity based in three areas: biology (the relationship of biological and cognitive science with the human being), ecology (the connection of humanity within the larger environment) and robotics (the relationship of intelligent machine with the human being). Community partnerships represent a diverse mix of focuses from the Pittsburgh Children's Museum to the National Black Programming Consortium to the City of Pittsburgh. www.cmu.edu/studio

The Entertainment Technology Center: A computer science and fine arts research center, the ETC strives to provide a new model for interactive entertainment by incorporating technologies like artificial intelligence, speech

recognition and advanced learning technologies with the fine arts. www.etc.cmu.edu/

Center for Arts Management and Technology: CMAT is a resource, training and service organization charged with investigating emerging technology and subsequent application to the field of arts management. Part of the H. John Heinz III School of Public Policy and Management, CMAT success stories include the Arts and Culture Observatory, a database available to arts leaders, philanthropies, government agencies, scholars and others with objective, independently collected data based on the internal and external conditions of creative non-profit enterprises in the Pittsburgh region. www.artsnet.org/

Urban Lab: Here, the challenge of urban revitalization is met head on by students from Carnegie Mellon's world-class public policy and architecture schools. Its laboratory consists of the towns and communities in the Pittsburgh metropolitan region, and its mission

School of Architecture Opens State-of-the-Art Digital Fabrication Lab

Carnegie Mellon University's School of Architecture opened a new digital fabrication lab, or "dFab." Conceived as a hands-on facility to serve students during all five years of their education, the lab is a vehicle for the use of advanced digitally driven design, prototyping and manufacturing equipment. The digital fabrication lab fosters a context through which students and faculty are better equipped to understand digital design and the manufacturing processes. At a size of approximately 3,000 square-feet, dFab consists of a range of prototyping and manufacturing equipment that allows for 2- and 3-D additive, subtractive and deformation processes. Additionally, high-end computer-aided manufacturing workstations provide access to advanced fabrication and simulation software. The centerpiece of the lab, an industrial 4' x 8' computer-controlled milling machine, was used by a group of undergraduate students throughout the fall semester to design, prototype and fabricate partitions, display surfaces and furniture located throughout dFab.

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Wii-xercise

Students at Carnegie Mellon's Entertainment Technology Center (ETC) have created the first interactive video game for children which uses both a Dance Dance Revolution floor-pad and a Wii Remote, helping kids burn calories while they play. Through their project called "The Winds of Orbis," they wanted to do more than just reduce the amount of time gamers spent on the couch. They wanted kids to actually forget they were exercising. The Winds of Orbis features a muscular, cat-like hero who must find its way home by running along stone pathways, climbing vines and

confronting adversaries along the way. Players must use the Wii Remote in combination with the floor pad to simulate what they want the hero to do – run, climb, jump or knock obstacles out of the way. The notion of obesity being the enemy is a subtle, underlying theme carried throughout the game, often represented in the humorous, distorted shapes of the hero's adversaries.

is to train professionals to work in interdisciplinary teams in establishing new directions for urban/community design and policy, nationally and internationally. The first university program of its kind in the nation, these case studies are producing methodologies, policies and strategies that can be put to use in other urban renewal initiatives around the nation. www.arc.cmu.edu/urbanlab/index.html

Center for the Arts in Society: Arts and its relationship to the changing political and technological landscapes is explored at this center through projects seeking new perspectives from outside sources and by collaborating with local arts institutions and communities. Students and scholars explore pressing issues such as cultural production and social responsibility, as well as developing new disciplinary approaches — visual anthropology, public arts policy and statistical graphics — through coursework and research projects that take them out of the classroom and into the city. www.hss.cmu.edu/cas

Center for Building Performance and Diagnostics: The mission of the CBPD is to fundamentally improve the quality of the built environment. The first center in the nation to focus on the building industry, the CBPD is engaged in ground-breaking work that investigates the impact of advanced technology on the physical, environmental and social settings in office buildings. The CBPD receives support from the National Science Foundation and is a NSF Industry/ University Cooperative Research Center. www.arc.cmu.edu/cbpd

Advanced Building Systems Integration Consortium: Established in 1988, the ABSIC is a university-industry-government partnership to pursue research, demonstration and development toward improving the quality and performance of commercial buildings and

building systems. ABSIC conducts research, development and demonstrations for the purposes of increasing the satisfaction, health, well-being and productivity of occupants; enabling organizational change; and technological adaptability while improving cost, energy and environmental effectiveness. ABSIC has been created for the advancement of the North American building industry in pursuing the technologies and the settings needed for high-performance work environments. www.arc.cmu.edu/cbpd

Intelligent Workplace: This "office of the future" is a living laboratory of the advanced workplace that serves as a test bed for innovations in building enclosure, interior, HVAC and telecommunications systems. Located on top of one of the oldest buildings on campus, it was created to help researchers test and develop technologies to improve the office environment for the U.S. work force. Issues of health, individual comfort, organizational flexibility, motivation, productivity and efficiency are studied there. As a "lived-in" office, the Intelligent Workplace provides a flexible envi-

ronment to assess the performance of new products in an integrated, occupied setting. www.arc.cmu.edu/cbpd

Regina Gouger Miller Gallery: This gallery, on the campus of Carnegie Mellon University, has sought to support the creation, growth and understanding of contemporary art through exhibitions, projects, events and publications. The 9,000 square foot space functions less as a showroom for art, than one for experimentation, examination, discovery and discussion. The gallery aspires to engage diverse audiences, to create and strengthen communities through art, and to stimulate, provoke and encourage contemplation of the visual arts of our times. The Miller Gallery is a non-collecting facility located in the Purnell Center for the Arts on the main campus of Carnegie Mellon. It is named for Regina Gouger Miller, alumna of the School of Art, avid art collector and generous principal donor. <http://millergallery.cfa.cmu.edu>

The Computational Design Lab: Since the late 1960s, Carnegie Mellon's School of Architecture has been a leading research center in computer-aided design. In the 1970s, researchers worked on models of design cognition, design automation and design databases. This agenda bore fruit in the CAD software that has revolutionized design practice. In the 1980s and 1990s, Carnegie Mellon was known for work in geometry, generative systems and collaborative design. Today the Computational Design Laboratory continues in this tradition of building experimental systems to explore ideas at the intersection of computation and design. <http://code.arc.cmu.edu>

Carnegie Mellon participates in the U.S. Department of Energy's Solar Decathlon

Carnegie Mellon University's Solar Decathlon participated in the summer of 2007 for the third Solar Decathlon competition with a partnership with the Carnegie Museum of Natural History's Powdermill Nature Reserve. Working with Powdermill as their client, Carnegie Mellon students designed, built, operated and exhibited an 800-square-foot house, powered by solar energy, at the competition in Washington, D.C. After the competition, the solar house was permanently installed at the Powdermill Nature Reserve in Rector, Pa. Powdermill Nature Reserve is a biological field station that acts as both a laboratory and a reserve for the study of natural processes. The house will act as a living facility for visiting scientists and an exhibit space showcasing solar energy and sustainable living methods.

