

where are the women?

Utah Is Failing to Attract and Retain Women in Top-level Corporate Positions

Corporate Retreats

HSA and Wellness Plans

Get the Most Out of Unkedln

Readers' Choice

Through which medium do you most often obtain business news?

- 1) Web sites
- 2) Printed magazines
- 3) E-mail newsletters
- 4) Television

To be included on Connect4 Readers' Choice polls, send an e-mail to editorinchief@connect-utah.com.



w-tech

Angry Duck Productions

Fois Gras Causes Ducks to Stir and Works to Be Inspired

Maybe it was the discussion of fois gras that caused this crowd to be so angry. Name aside, Angry Duck Productions is a fully owned subsidiary of the University of Utah. It's a new portal for art and technology students to receive real-world experience in creating works for real world clients. Established this past year, Angry Duck Productions can produce almost anything in the design world: Web sites, museum exhibit displays, full length movies, marketing collateral, the list goes on.

It may seem weird to employ a company whose artists are still in training. Angry Duck believes, however, that because they have no preconceived notions of what art is supposed to be, their students are not working in a preconceived industry. They will always offer something outside the box as they play with multiple artistic options. The Angry Duck students not only enjoy presenting a final project, but also enjoy the conception of the project all along the way — not something typically seen from a professional 20 years into the industry.

It's a cycle. The company hires students to produce works for clients. The students gain real-world experience and the company gains a profit. The profit goes towards educating more students within the College of Fine Arts. These educated students join the Angry Duck team and the cycle begins again.

Angry Duck Productions was the idea of David Zemmels and Anthony Romrell from the Arts Technology Program. The company has a unique mission in training and educating students and serves to facilitate the use of the unique copyright assets, such as art, that are developed by the innovative students within the College of Fine Arts. The company was established not only to test the caliber of the students but also to give them real-world experience before leaving their university cocoons.

By Catherine Garff