This presentation will give examples of various software programs used in the production of art, art exhibitions, and the teaching of art. The technologies that will be explored are:

- **Gawker**, a Time Lapse Freeware program from Mac, is used as a time saving device in the classroom. Painting demonstrations that can take hours can be sped up to a few minutes with the program. It can run from a web cam, the desktop or the built in camera on many computers.

- **Google Sketchup** is a freeware 3D program with a large community that shares 3D models. The models can be downloaded and used for spatial designs in the creation of imagery.

- **Strobist photography** utilizes wireless transmitters and receivers that are attached to off-camera flashes, allowing an infinite variety of lighting possibilities.

- **Adobe Suite Programs** will show how graphic design students incorporate the lighting techniques into designs using the Adobe Suite Programs. Examples will be shown how Photoshop and After Effects are used in the planning of an art exhibition.