Program in Virtual Technology and Design

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The Virtual Technology and Design (VTD) program offers a B.S. degree, which emphasizes an interdisciplinary education, through a curriculum that integrates computer technology with the art and science of design.

The program recognizes the demand for design professionals who have the knowledge and skills necessary to conceive and construct electronically mediated solutions for an array of issues that give form and substance to our daily activities. As electronic media increasingly intersects with human interaction, the quality of access to information, services and the opportunity to participate fully in our communities of tomorrow hinge in part on the kinds of solutions imagined and environments planned by these "virtual" architects. The virtual designer serves both defined and yet to be defined industries. They bring a unique combination of visual, spatial and technical skills to problems that range from the need to interactively visualize complex information systems to the multi-dimensional modeling requirements of virtual environments for entertainment, educational or commercial applications.

The VTD student is a person excited by the possibilities of combining design with technology. Like other design students, inquiry, discovery and building creative solutions that responds to human needs intrigues them. However, they are more intrigued by the possibility of designing in a digital realm rather than with bricks and mortar or more traditional media. They want to build, but build and use virtually.

Graduates of the program will be prepared with the intellectual and management tools, as well as the technical and design skills, required of professionals who wish to contribute as leaders in the electronic media and design communities. Their understanding of the implications of electronically mediated information, communication and virtual environments on human activities will enable them to significantly influence the quality of every day life.

Computer Technology
All Virtual Technology and Design majors are required to have their own laptop computer and appropriate software available for use in all VTD classes. Specific technology requirements as well as guidelines and recommendations are posted on the VTD web site at www.caa.uidaho.edu/vtd.

Undergraduate Curricular Requirements

VIRTUAL TECHNOLOGY AND DESIGN (B.S.)

This is a four-year curriculum leading to a B.S. in Virtual Technology and Design. The third year design studio capacity is 20 students. After the second year of study, academic achievement is reviewed to determine eligibility for continued study in the VTD program and permission to enroll in the third year studio sequence. Applicants to the third yearmust have a minimum GPA of 2.5 and are required to submit an electronic media based portfolio containing examples of their art and design work. Applicants should contact the program coordinator regarding acceptable media formats. The submission should also contain a transcript of any college work outside the UI. The deadline for third year applications is the close of the spring semester. Results of the evaluation will be made known to applicants by the end of June. Students accepted into the third and fourth years of the curriculum are required to maintain a minimum GPA of 2.5 and to receive a grade of 'C' or higher in all required VTD courses.

Note: Students who have not been accepted into the third year of the curriculum may not enroll in VTD 300 level design courses. Students who have left the program or fail a design studio course may only re-enter the curriculum by application to the program admissions committee.

Required course work includes the university requirements (see regulation J-3) and:

Art 110 Visual Communication (2 cr)
Art 121-122 Design Process I-II (5 cr)
Art 111 Drawing I (2 cr)
CS 112 Introduction to Problem Solving and Programming (3 cr)
Math 143 Pre-calculus Algebra and Analytic Geometry (3 cr)
Phys 111 General Physics (4 cr)
Psyc 101 Introduction to Psychology (3 cr)
VTD 152 Introduction to Virtual Design (2 cr)
VTD 244 Introduction to 3D Modeling (3 cr)
VTD 253 Virtual Design I (3 cr)
VTD 254 Virtual Design II (3 cr)
VTD 355 Virtual Design III (4 cr)
VTD 356 Virtual Design IV (4 cr)
VTD 400 Seminar (2 cr)
VTD 457 Capstone Design Studio I (9 cr)

VTD 458 Capstone Design Studio II (9 cr)
Two of the following courses (5-7 cr):
- Art 271 Interaction Design I (3 cr)
- Art 272 Interface Design II (3 cr)
- Art 380 Digital Imaging (3 cr)
- JAMM 370 Digital Audio Production (3 cr)
- LArc 210 Computer Applications (2 cr)
- VTD 266 Animation (3 cr)
- VTD 344 Computer-Aided Design (2 cr)
- VTD 345 Advanced Modeling (3 cr)
- VTD 346 Advanced Lighting and Materials (3 cr)
- VTD 367 Advanced Animation (3 cr)
- VTD 371 Interactive Technologies (3 cr)
- VTD 372 Advanced Interactive Technologies (3 cr)

Two history or theory courses, that are associated with the disciplines of architecture, art, film, media, music or theatre, with approval of the VTD program (6 cr).
Three directed elective courses that allow a student to develop an emphasis area or breadth in a supporting discipline, with approval of VTD program (8-9cr).
Electives to total 128 cr for the degree.