

ART AND ARCHITECTURE

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There are five programs within the College of Art and Architecture: Architecture, Interior Architecture and Design, Art and Design, Landscape Architecture, and Virtual Technology and Design. Each program represents unique disciplines that are integrated throughout their curriculum, research and service mission. All undergraduate students majoring in any of the programs in art and architecture are required to take the three classes that comprise the College Foundation Program.

Fees & Expenses

The State Board of Education has granted approval to charge a professional fee to all College of Art and Architecture students on a semester basis over and above general tuition and fees. This fee is used to directly support technology and computing for students and faculty, supplement operating budgets, hire temporary faculty, support the college's visual and design resource centers, cover professional accreditation costs, and partially support student field trips, clubs, and guest lecturers. See "Fees and Expenses (<https://catalog.uidaho.edu/student-services/fees-expenses/>)" in this catalog.

Computer Technology

Students in architecture, interior architecture and design, art and design, landscape architecture and virtual technology and design are required to have their own computer and appropriate software for use in their studies. Specific technology requirements as well as guidelines and recommendations are posted on each program's web site.

Urban Design Center (UDC)

The Urban Design Center (UDC) is an educational and outreach function for the Programs of Architecture and Landscape Architecture and the College of Art and Architecture. Graduate students in architecture, landscape architecture, and art and design are able to live and study in Boise for one or two years while completing graduate programs. In addition to course work in architecture, landscape architecture, sustainable urban landscapes, and urban design, students collaborate with architects, landscape architects and other design professionals, developers, urban planners and community and business leaders on projects and research that help shape Boise's cultural and metropolitan identity. Project partners include governmental agencies, arts and cultural organizations, businesses, nonprofits and residential communities.

Integrated Design Lab (IDL)

The Integrated Design Lab, located in Boise, is dedicated to the development of high-performance, energy-efficient buildings in Idaho and eastern Oregon. Faculty, staff and student employees have opportunities there to work together on significant outreach and research projects and collaborate closely with faculty and students at the IURDC.

The Architecture and Interior Architecture and Design curricula lead to a B.S. in Architecture (B.S.Arch.), Master of Architecture (M.Arch.), Bachelor of Interior Architecture and Design (B.I.A.D.) and the M.S. in Architecture.

Architecture

The University of Idaho Architecture Program offers the following NAAB-accredited professional degree program: Master of Architecture (M.Arch.), which builds off of the undergraduate B.S. Architecture via the seamless professional degree path. The architecture program's next accreditation visit is in 2024.

The Bachelor of Science in Architecture (B.S.Arch.), when combined with the Master of Architecture (M.Arch.) prepares students for a career as a licensed architect, as well as for careers in architecture, community design, urban design, consulting in energy and lighting, sustainable development and related fields. Students first earn the B.S.Arch., which qualifies them to seek non-professional positions, or to move seamlessly into the accredited two-year Master of Architecture program.

For undergraduate students, the pre-professional program (B.S. Arch.) begins with foundation courses in art and architecture as well as university core requirements, and then transitions to focus on architectural design, history and theory of architecture, environmental controls, structures, construction, and urban theory. The accredited M. Arch. includes courses on technical systems integration and professional practice, and provides students the opportunity to pursue course work germane to their own interests in architecture, culminating in a self-defined graduate project.

Qualified students from other B.S. Arch. degrees generally qualify for the 2-year M.Arch path while students holding non-architecture degrees generally qualify for the 3+ M.Arch path. All students with undergraduate degrees seeking the M.Arch should apply directly to the graduate program via the College of Graduate Studies application process. Current undergraduate students from other programs, colleges, or universities may transfer into the seamless M.Arch program at various points in the curriculum, interested students should contact the architecture program directly.

In the United States, most state registration boards require a degree from an accredited professional degree program as a prerequisite for licensure. The National Architectural Accrediting Board (NAAB), which is the sole agency authorized to accredit U.S. professional degree programs in architecture, recognizes three types of degrees: the Bachelor of Architecture, the Master of Architecture, and the Doctor of Architecture. A program may be granted a 8-year, 3-year, or 2-year term of accreditation, depending on the extent of its conformance with established educational standards. Doctor of Architecture and Master of Architecture degree programs may consist of a pre-professional undergraduate degree and a professional graduate degree that, when earned sequentially, constitute an accredited professional education. However, the pre-professional degree is not, by itself, recognized as an accredited degree.

Interior Architecture and Design

The Bachelor of Interior Architecture and Design (B.I.A.D.) is a professional degree, nationally accredited by the Council for Interior Design Accreditation (CIDA). It prepares students for a successful career as an interior designer including valuable interdisciplinary skills and knowledge in the closely related field of architecture as well as environmentally and socially responsible design. Due to the unique configuration and relationship between Architecture and Interior Architecture and Design, students in the IAD program

graduate with a major in Interior Architecture and Design and a minor in Architecture. Students can also minor in other disciplines of their choice. Students have the option of majoring in interior architecture and design and architecture over a period of seven years, thus graduating with a B.I.A.D. and an M.Arch.

After the first year of study, academic achievement is reviewed to determine eligibility for continued study in interior architecture and design. Another review is conducted at the end of the second year of study.

Art and Design

The art and design curriculum at the University of Idaho leads to a Bachelor of Fine Arts, (B.F.A.) in Studio Art, a Bachelor of Arts (B.A.) in Art, and a Master of Fine Arts (M.F.A.) in art. This curriculum provides a broad base from which students may pursue a number of different career options. Students are required to complete a core of courses (the art core) designed to ensure an understanding of the historical and theoretical basis of art and design, while developing general competency in various media. They become strong visual thinkers equipped with both the creative and intellectual skills to succeed in a variety of careers in the global art and design communities. Students of art and design experience an integrated curriculum that fosters theoretical and professional growth, while promoting a profound understanding of the potential of visual work in its many contexts.

The B.F.A. degree is designed for those students who wish to develop professional careers in studio art and design. Requirements for the degree are stringent, and include intense involvement in studio work in the senior year, closely mentored by all faculty members, culminating in the development of a portfolio and written statement in support of a professional exhibition. Because the B.F.A. degree is a professional degree, often preparatory to pursuit of a Master of Fine Arts (M.F.A.) degree, students must maintain a minimum 2.75 GPA.

The B.A. degree with a major in art is designed to ensure a broad, liberal education with an emphasis in art. Students pursuing this degree must meet the B.A. degree requirements listed in the College of Letters, Arts, and Social Sciences section of this catalog, including a foreign language. Emphasis areas include ceramics, drawing, graphic design, communication design, painting, printmaking and sculpture.

The M.F.A. degree is the terminal degree for studio artists and designers who want to deepen their current professional practice or teach at the college or university level. Graduate students are assigned studio space in the program's Graduate Art Studio (GAS House), as space and individual requirements permit. Priority is given to full-time graduate students. Admission requirements for the M.F.A. include a minimum grade-point average of 3.0 and an undergraduate degree in a studio area, or its equivalent as determined by the Art and Design program graduate faculty. Fewer than 60 credits in studio courses, and 12 in art history (or criticism, theory, or history in a related field) at the undergraduate level is considered a deficiency. Applicants with these deficiencies who are admitted to the M.F.A. program may be required to include deficiency course work as part of their graduate program. Deficiency courses are required but do not count towards satisfying degree requirements.

All applicants to the graduate program apply using the Graduate Admissions online application process. Applicants are required to submit a comprehensive portfolio of work, a written statement of career goals, three letters of recommendation and official transcripts from all previously attended colleges/universities. Portfolios may be in digital or

CD form and should include 20 clearly labeled images and image list in a PDF file.

The Art and Design program is accredited by the National Association of Schools of Art and Design (NASAD).

Landscape Architecture

The practice of Landscape architecture is diverse with career opportunities in the traditional landscape architecture firm, interdisciplinary planning, engineering or architecture firms, urban, regional and national public agencies as well non-governmental organizations such as land and watershed trusts. Landscape architectural education at the University of Idaho is enhanced by the ecology of the Inland Northwest landscape, opportunities for integrated professional education in the College of Art and Architecture and the overall academic diversity of a land grant institution.

To achieve the professional M.L.A. degree a first year student must complete a five and one-half year seamless program that includes the Bachelor of Science, Landscape Architecture (B.S.L.A.) degree and the first professional Master of Landscape Architecture (M.L.A.) degree. After the second year of study, academic achievement is reviewed to determine eligibility for continued study in the program. Students are required to submit a portfolio of their work at this time.

Upon achieving senior standing, students apply for admission to the graduate professional M.L.A. In accordance with College of Graduate Studies requirements, these students must have a 3.0 GPA to be considered for admission. Once admitted to the M.L.A program, students work toward completion of both the B.S.L.A. & M.L.A., receiving both degrees upon completion of the five and one-half year curriculum.

Transfer students with baccalaureate degrees in a program other than landscape architecture may be admitted, based on their transcripts, directly into the M.L.A. professional program. The three-year program requires a minimum of 36 graduate level credits and 90 credits overall. Transfer students without an undergraduate degree are admitted to the B.S.L.A program before being considered for the M.L.A. program.

International Study

All students in the program are normally required to participate in a landscape architecture, international study abroad program. (Students are encouraged to work closely with their faculty advisor in planning for these programs as there are several options.) International study abroad is subject to national and international conditions that may impact the college's ability to offer or facilitate a program.

Program options and opportunities

Graduate students in landscape architecture have the opportunity to study at the University of Idaho, Moscow campus or at the College of Art and Architecture Urban Design Center in Boise. Students in Boise work together with their peers in architecture in a year-long integrated design studio focusing on sustainable urban design and urban systems. Students at the Moscow campus have the opportunity to participate in an interdisciplinary studio focusing on community and rural design with graduate students in Art and, Design, Architecture, and Interior Architecture and Design. Individual faculty-directed off campus community internships in cooperation with a practitioner mentor are also available.

Elective Tracks

All landscape architecture students in both the B.S.L.A. and the M.L.A. program will work with their advisor to select an elective track that supports their specific interest in one of the project scales of the profession of landscape architecture. These normally include the site scale, neighborhood and community scale and the urban or bioregional scale. Electives may be chosen from the natural and social sciences as well as the humanities and the arts and will assist in gaining skills and knowledge that support the graduate studio or thesis.

Field Trips

All B.S.L.A. landscape architecture majors are required to take part in one field trip in the third or fourth year of the program. All M.L.A. majors are required to take part in one field trip in the first or second year of the program. These three to five day trips are usually to Northwest cities such as Portland, Seattle and San Francisco. Often one of these trips is a visit to the American Society of Landscape Architects (ASLA) national conference when the meeting is held in the western region of the country.

The Virtual Technology and Design

(VTD) program offers a B.S. degree, which emphasizes an interdisciplinary education, through a curriculum that integrates emerging technologies with the process of design. VTD is accredited through the National Association of Schools of Art and Design.

VTD recognizes the demand for design professionals who have the interdisciplinary 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 emerging communities hinge in part on the kinds of solutions imagined and environments planned by these virtual designers. The virtual designer serves both defined and yet to be defined industries. They bring a unique combination of experiential, spatial, critical thinking 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 commercial, entertainment, educational or social applications.

The VTD student is a person excited by the possibilities of combining design with emerging technologies. Like other design students, VTD students are intrigued with inquiry, discovery and the development of creative solutions that responds to human needs. However, they are further intrigued by the possibility of designing in a virtual or augmented reality rather than exclusively with bricks and mortar or more traditional media.

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 digital realm 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 everyday life. A VTD graduate is a designer who utilizes emerging technologies and theories.

Computer Technology

All Virtual Technology and Design majors are required to provide 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 (<https://www.uidaho.edu/caa/programs/virtual-technology-and-design/>).

Majors

- Architecture (B.S.Arch.) (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/art-architecture/architecture-bsarch/>)
- Art (B.A.) (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/art-architecture/art-ba/>)
- Interior Architecture and Design (B.I.A.D.) (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/art-architecture/interior-design-bid/>)
- Landscape Architecture (B.S.L.A.) (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/art-architecture/landscape-architecture-bsla/>)
- Studio Art and Design (B.F.A.) (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/art-architecture/studio-art-design-bfa/>)
- Virtual Technology and Design (B.S.) (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/art-architecture/virtual-technology-design-bs/>)

Minors

- Architecture Minor (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/art-architecture/architecture-minor/>)
- Art Minor (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/art-architecture/art-minor/>)
- Interior Architecture and Design Minor (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/art-architecture/interior-design-minor/>)
- Landscape Architecture Minor (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/art-architecture/landscape-architecture-minor/>)

Certificates

- Virtual Technologies Undergraduate Academic Certificate (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/art-architecture/virtual-technologies-undergraduate-academic-certificate/>)

Architecture Graduate Programs

Candidates must fulfill the requirements of the College of Graduate Studies (<https://catalog.uidaho.edu/colleges-related-units/graduate-studies/>) and the Architecture program.

- Architecture (M.Arch.) (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/art-architecture/architecture-march/>)
- Integrated Architecture and Design (M.S.) (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/art-architecture/integrated-architecture-design-ms/>)

Interior Architecture and Design (B.I.A.D)

Seamless B.I.A.D. Interior Architecture and Design and M.Arch. Program

Students who fulfill the requirements for the B.I.D. in interior design, and have already been admitted into the third year undergraduate architecture program, may apply for admission to the Master of Architecture program. Several architecture course requirements may be waived in lieu of interior

design course work. This degree track may be completed in no less than seven years. Details are available from the Architecture program.

Art and Design Graduate Program

Candidates must fulfill the requirements of the College of Graduate Studies and the Art and Design program. See the College of Graduate Studies (<https://catalog.uidaho.edu/colleges-related-units/graduate-studies/>) section for the general requirements applicable to each degree.

- Art (M.F.A.) (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/art-architecture/art-mfa/>)

Landscape Architecture Graduate Program

Candidates must fulfill the requirements of the College of Graduate Studies and of the Landscape Architecture program. See the College of Graduate Studies (<https://catalog.uidaho.edu/colleges-related-units/graduate-studies/>) section for the general requirements applicable to the degree.

- Landscape Architecture (M.L.A.) (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/art-architecture/landscape-architecture-mla/>)