

# VIRTUAL TECHNOLOGY AND DESIGN (B.S.)

This is a four-year curriculum leading to a B.S. in Virtual Technology and Design (VTD). After the first year of study, academic achievement is reviewed to determine eligibility for continued study in VTD. Only students with a 2.5 or higher grade-point average are eligible to continue in the studio sequence. Another review is conducted at the end of the second year of study. Applicants to the second and third year 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 3.0 and to receive a grade of C or higher in all required VTD courses.

*Note: Students who have not been accepted into the second year of the curriculum may not enroll in VTD 200 level design courses. 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 (<https://catalog.uidaho.edu/general-requirements-academic-procedures/j-general-requirements-baccalaureate-degrees/>)) and:

Code	Title	Hours
ART 121	Integrated Design Process	3
CS 112 or VTD 247	Computational Thinking and Problem Solving Intro to Scripting and Parametric Design	3
PHYS 111	General Physics I	3
PHYS 111L	General Physics I Lab	1
VTD 151	Virtual World Building 1	2
VTD 152	Virtual World Building 2	2
VTD 153	Virtual World Building 3	2
VTD 154	Virtual World Building 4	2
VTD 245	Advanced Modeling	3
VTD 246	Advanced Lighting and Materials	3
VTD 253	Virtual Design I	3
VTD 254	Virtual Design II	3
VTD 271	Cross-Reality Technology I	3
VTD 355	Virtual Design III	4
VTD 356	Virtual Design IV	4
VTD 367	Animation and Visual Effects	3
VTD 372	Cross-Reality Technology 2	3
VTD 400	Seminar	3
VTD 457	Capstone Design Studio I	6
VTD 458	Capstone Design Studio II	6
<i>History or Theory Courses</i>		
Advisor-Approved History or Theory courses. <sup>1</sup>		12
<i>Directed Electives</i>		

Select three Directed Elective Courses <sup>2</sup>	8-9
<b>Total Hours</b>	<b>82-83</b>

## Courses to total 120 credits for this degree

1

Courses must be associated with the disciplines of architecture, art, film, media, music or theatre, with approval of the VTD program. Students must select at least one (3 cr) 400-level course.

2

Elective courses that allow a student to develop an emphasis area or breadth in a supporting discipline, with approval of VTD program.

Fall Term 1	Hours
VTD 151 Virtual World Building 1	2
VTD 152 Virtual World Building 2	2
ART 121 Integrated Design Process	3
ENGL 101 Writing and Rhetoric I	3
MATH 143 College Algebra	3
<b>Hours</b>	<b>13</b>
<b>Spring Term 1</b>	
VTD 153 Virtual World Building 3	2
VTD 154 Virtual World Building 4	2
Humanities and Artistic Ways of Knowing Course <sup>Art 100 suggested</sup>	3
ENGL 102 Writing and Rhetoric II	3
PHYS 111L General Physics I Lab	1
PHYS 111 General Physics I	3
<b>Hours</b>	<b>14</b>
<b>Fall Term 2</b>	
VTD 245 Advanced Modeling	3
VTD 246 Advanced Lighting and Materials	3
VTD 253 Virtual Design I	3
Scientific Ways of Knowing Course	4
Oral Communication Course	3
<b>Hours</b>	<b>16</b>
<b>Spring Term 2</b>	
CS 112 or VTD 247 Computational Thinking and Problem Solving or Intro to Scripting and Parametric Design	3
VTD 254 Virtual Design II	3
VTD 271 Cross-Reality Technology I	3
Social and Behavioral Ways of Knowing Course	3
Humanistic and Artistic Ways of Knowing Course	3
<b>Hours</b>	<b>15</b>
<b>Fall Term 3</b>	
VTD 355 Virtual Design III	4
VTD 372 Cross-Reality Technology 2	3
History or Theory, Major Elective Course	3
Directed, Major Elective Course	3
International Course	3
<b>Hours</b>	<b>16</b>
<b>Spring Term 3</b>	
VTD 356 Virtual Design IV	4
VTD 367 Animation and Visual Effects	3
History or Theory, Major Elective Course	3
Directed, Major Elective Course	3
Social and Behavioral Ways of Knowing Course	3
<b>Hours</b>	<b>16</b>
<b>Fall Term 4</b>	
VTD 400 Seminar	3
VTD 457 Capstone Design Studio I	6
History or Theory, Major Elective Course	3

American Diversity Course	3
<b>Hours</b>	<b>15</b>
<b>Spring Term 4</b>	
VTD 458 Capstone Design Studio II	6
Directed, Major Elective Course	3
Elective Course	3
History or Theory, Major Elective Course	3
<b>Hours</b>	<b>15</b>
<b>Total Hours</b>	<b>120</b>

The degree map is a guide for the timely completion of your curricular requirements. Your academic advisor or department may be contacted for assistance in interpreting this map. This map is not reflective of your academic history or transcript and it is not official notification of completion of degree or certificate requirements. Please contact the Registrar's Office regarding your official degree/certificate completion status.