



Peyton Finney – “Evil Aloft”

VIRTUAL TECHNOLOGY & DESIGN

vibrant future

Find your path as an emerging designer, builder, storyteller and researcher in U of I's Virtual Technology and Design program. VTD isn't limited to a specific subject – your degree can reflect your interests, passion and expertise. In our program, you'll create virtual experiences to transform the way people across the globe work and play. Using technology-enabled design skills, you'll solve complex problems in industry and healthcare, build the next generation of entertainment and so much more.

U of I's program delivers a cutting-edge, socially conscious and sustainable design education in one of the fastest growing states in the nation.

In our interdisciplinary curriculum, you'll get hands-on experience in our design studios and work with real clients to prepare for your career.

Learn to create virtual technologies for gaming, animated films, simulations, business and education and other applications while studying art and design, computer science, animation, storytelling and much more.

Help us transform the digital world!



University of Idaho

College of Art and Architecture

www.uidaho.edu/caa

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B.S. VIRTUAL TECHNOLOGY & DESIGN

	fall	credits		spring	credits
1	VTD 151 Worldbuilding I	2	TOTAL 16	VTD 153 Worldbuilding III	2
	VTD 152 Worldbuilding II	2		VTD 154 Worldbuilding IV	2
	ART 121 Integrated Design Process	3		Math 143 College Algebra	3
	Math 108	3		Eng 102	3
	*Gen Ed Social Science	3		*Gen Ed Humanities	3
	* Eng 101	3		*Gen Ed Requirement	3

APPLICATION & PORTFOLIO REVIEW REQUIRED BEFORE ADMISSION TO VTD 253

2	VTD 201 History & Theory of VR	3	TOTAL 16	VTD 254 Virtual Design II	3	TOTAL 17
	VTD 253 Virtual Design I	3		VTD 271 Cross Reality I	3	
	VTD 245 Advanced Modeling	3		** CS 112 or CS 120	3	
	VTD 246 Advanced Lighting and Materials	3		*Gen Ed Communications	2	
	* PHYS 111 General Physics I	4		*Gen Ed Science	3	
				*Gen Ed Social Science	3	

APPLICATION & PORTFOLIO REVIEW REQUIRED BEFORE ADMISSION TO VTD 355

3	VTD 355 Virtual Design III	4	TOTAL 16	VTD 300 Theory of Application of VR	3	TOTAL 14
	VTD 372 Cross Reality II	3		VTD 356 Virtual Design IV	4	
	Directed Elective: History/Theory ¹	3		VTD 367 Visual Effects	3	
	Directed Elective ²	3		Directed Elective ²	3	
	*International Course (I)	3		*Gen Ed Requirement	1	

4	VTD 457 Capstone Design I	6	TOTAL 15	VTD 458 Capstone Design II	6	TOTAL 13
	VTD 400 or approved 400-level History/Theory	3		Elective 2/3 cr	2	
	Directed Elective ²	3		Elective 2/3 cr	2	
	*American Diversity	3		*Directed Elective ²	3	

TOTAL MAJOR DEGREE CREDITS 120

(I) Indicates that the course fulfills general education requirements for international studies.

¹History or theory courses approved by the VTD program are associated with the disciplines of architecture, art, film, media, music, or theater.

²Directed electives courses allow a student to develop an emphasis area or breadth in a supporting discipline.

• Meets UI General Education Requirements.

** Please contact your advisor for more information about CS courses.