Virtual Technology and Design

Computer Policy
All Virtual Technology & Design (VTD) majors are required to have a notebook computer and appropriate software for any VTD course in which they are enrolled.

The required notebook computers must be in compliance with the performance specifications outlined below:

CPU
Intel® i7-6700HQ or above

System Memory (RAM)
8 GB minimum
16+ GB recommended

Screen Resolution
1920 x 1080 or higher

Screen Size
15.6” or 17”

Video Chipset
It is recommended that you specify video chipsets that use dedicated (discrete) RAM. Video chipsets that employ a hybrid memory sharing technology are acceptable, but not ideal. A number of integrated video chipsets rely entirely on shared system RAM, these chipsets are not recommended.

Nvidia® GTX 1060 or higher

Video Memory (RAM)
2 GB minimum
4 GB+ suggested

Network Interface Card (NIC)
Gigabit Ethernet

Wireless Network Interface Card
College of Art and Architecture facilities are wireless ready (802.11 b/g/n compatible).

Hard Drive
512GB 5400 rpm, minimum
1TB 7200 rpm, recommended
Solid State Drive, recommended for better performance

Removable Storage
USB Flash Drive (recommended)
USB Hard Drive (good for projects and backup)

Accessories
External Mouse (USB or wireless)  Carrying Case
Pen Tablets  Notebook Cooling Device
Security Lock and Cable  Manufacturer’s Extended Warranty

Operating System
Windows 10 Professional 64 bit (The HOME versions of Windows are NOT recommended)
Mac OS X 10.12.5+ (To run some windows based software you will need to use BootCamp or setup a virtual machine. Both of these solutions will require a purchase of a Windows OS)

Anti-Virus
Security software is available from the University. For more information, log into ITS Support.