



A virtual world built by undergraduate students and faculty that allows scientists to visualize and interact with virtual proteins.\*

# VIRTUAL TECHNOLOGY & DESIGN

vibrant future

In a world without boundaries, “thinking outside of the box” does not apply. There is no box, there is only possibility. And we equip you with the skills you need to unlock it. As a Virtual Technology and Design student, you learn to think critically and innovate in ever-evolving virtual realms. The VTD program integrates several areas of study, including design thinking, virtual technology, art, computer science, humanities and the social sciences.

You learn how to use the latest virtual design technologies to create effective virtual environments for a variety of purposes. You explore 3D modeling, animation, character design, world building, game engines, immersive storytelling and augmented/mixed reality. You get the skills and knowledge to transform physical reality into virtual experiences that affect all the human senses. You have the flexibility to focus on an area that best fits your interests (Entertainment, Visualization, Simulation, Innovation) and to take electives that support your personal career goals. You create dynamic virtual experiences to better the world and transform the way people across the globe live, work and play.

\* Research was funded by NSF grant “Using Biophysical Protein Models to Map Genetic Variation to Phenotypes.”



**University of Idaho**  
College of Art and Architecture

[uidaho.edu/vtd](http://uidaho.edu/vtd)

**Jean-Marc Gauthier**  
Program Head  
Phone: 208-885-4409  
[vtd@uidaho.edu](mailto:vtd@uidaho.edu)  
[gauthier@uidaho.edu](mailto:gauthier@uidaho.edu)

**Rebecca Nelson**  
Academic Advisor  
Phone: 208-885-5082  
[rnelson@uidaho.edu](mailto:rnelson@uidaho.edu)

**Rebecca Cromwell**  
Recruitment &  
Retention Coordinator  
Phone: 208-885-1186  
[rcromwell@uidaho.edu](mailto:rcromwell@uidaho.edu)



# B.S. VIRTUAL TECHNOLOGY & DESIGN

|   | fall credits  |   | spring credits |   |   |          |
|---|---|---|----------------|---|---|----------|
| 1 | <b>VTD 151</b> Worldbuilding 1                        | 2 | TOTAL 17       | <b>VTD 153</b> Worldbuilding 3            | 2 | TOTAL 16 |
|   | <b>VTD 152</b> Worldbuilding 2                        | 2 |                | <b>VTD 154</b> Worldbuilding 4            | 2 |          |
|   | <b>ART 110</b> Integrated Art & Design Communications | 2 |                | <b>ART 112</b> Drawing as Design Thinking | 2 |          |
|   | <b>ART 121</b> Integrated Design Process              | 2 |                | <b>*PHYS 111</b> General Physics I + Lab  | 4 |          |
|   | <b>*ENG 102</b>                                       | 3 |                | <b>*General Education Course</b>          | 3 |          |
|   | Directed Elective <sup>2</sup>                        | 3 |                | <b>*Humanities</b>                        | 3 |          |
|   | <b>*Social Science</b>                                | 3 |                |   |   |          |

APPLICATION & PORTFOLIO REVIEW REQUIRED BEFORE ADMISSION TO VTD 253

|   |  |   |          |                                  |   |          |
|---|--|---|----------|----------------------------------|---|----------|
| 2 | <b>VTD 201:</b> History & Theory of VR         | 3 | TOTAL 17 | <b>VTD 254</b> Virtual Design II | 3 | TOTAL 15 |
|   | <b>VTD 253</b> Virtual Design I                | 3 |          | <b>VTD 271</b> Cross Reality I   | 3 |          |
|   | <b>VTD 245</b> Advanced Modeling               | 3 |          | <b>CS 112</b> or <b>CS 120</b>   | 3 |          |
|   | <b>VTD 246</b> Advanced Lighting and Materials | 3 |          | <b>*Humanities</b>               | 3 |          |
|   | <b>*Science</b>                                | 3 |          | <b>*Social Science</b>           | 3 |          |
|   | <b>*Communications</b>                         | 2 |          |                                  |   |          |

APPLICATION & PORTFOLIO REVIEW REQUIRED BEFORE ADMISSION TO VTD 355

|   |  |   |          |  |   |          |
|---|--|---|----------|--|---|----------|
| 3 | <b>VTD 355</b> Virtual Design III              | 4 | TOTAL 16 | <b>VTD 300:</b> Theory & Application of VR | 3 | TOTAL 14 |
|   | <b>VTD 372</b> Cross Reality II                | 3 |          | <b>VTD 356</b> Virtual Design IV           | 4 |          |
|   | Directed Elective: History/Theory <sup>1</sup> | 3 |          | <b>VTD 367</b> Visual Effects              | 3 |          |
|   | Directed Elective <sup>2</sup>                 | 3 |          | Directed Elective <sup>2</sup>             | 3 |          |
|   | <b>*International Course (I)</b>               | 3 |          | <b>*General Education Course</b>           | 1 |          |

|   |  |   |          |                                   |   |          |
|---|--|---|----------|-----------------------------------|---|----------|
| 4 | <b>VTD 457</b> Capstone Design I                                 | 6 | TOTAL 12 | <b>VTD 458</b> Capstone Design II | 6 | TOTAL 13 |
|   | <b>VTD 400</b> or approved 400-level History/Theory <sup>1</sup> | 3 |          | Elective 2/3 cr                   | 2 |          |
|   | <b>*American Diversity</b>                                       | 3 |          | Elective 2/3 cr                   | 2 |          |
|   |  |   |          | Directed Elective <sup>2</sup>    | 3 |          |

**TOTAL MAJOR DEGREE CREDITS 120**

## UNIVERSITY OF IDAHO B.S VIRTUAL TECHNOLOGY & DESIGN

\* Meets UI General Education Requirements.

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

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

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