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."

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B.S. VIRTUAL TECHNOLOGY & DESIGN

1

fall credits

VTD 151 Worldbuilding 1	2
VTD 152 Worldbuilding 2	2
ART 110 Integrated Art & Design Communications	2
ART 121 Integrated Design Process	2
*ENG 102	3
Directed Elective[2]	3
*Social Science	3

TOTAL 17

spring credits

VTD 153 Worldbuilding 3	2
VTD 154 Worldbuilding 4	2
ART 112 Drawing as Design Thinking	2
*PHYS 111 General Physics I + Lab	4
*ISEM 101	3
*Humanities	3

TOTAL 16

APPLICATION & PORTFOLIO REVIEW REQUIRED BEFORE ADMISSION TO VTD 253

2

VTD 201: History & Theory of VR	3
VTD 253 Virtual Design I	3
VTD 245 Advanced Modeling	3
VTD 246 Advanced Lighting and Materials	3
*Science	3
*Communications	2

TOTAL 17

VTD 254 Virtual Design II	3
VTD 271 Cross Reality I	3
CS 112 or **CS 120**	3
*Humanities	3
*Social Science	3

TOTAL 15

APPLICATION & PORTFOLIO REVIEW REQUIRED BEFORE ADMISSION TO VTD 355

3

VTD 355 Virtual Design III	4
VTD 372 Cross Reality II	3
Directed Elective: History/Theory[1]	3
Directed Elective[2]	3
*International Course (I)	3

TOTAL 16

VTD 300: Theory & Application of VR	3
VTD 356 Virtual Design IV	4
VTD 367 Visual Effects	3
Directed Elective[2]	3
*ISEM 301 (I)	1

TOTAL 14

4

VTD 457 Capstone Design I	6
VTD 400 or approved 400-level History/Theory[1]	3
*American Diversity	3

TOTAL 12

VTD 458 Capstone Design II	6
Elective 2/3 cr	2
Elective 2/3 cr	2
Directed Elective[2]	3

TOTAL 13

TOTAL MAJOR DEGREE CREDITS	**120**

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* Meets UI General Education Requirements.

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

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

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