Project Description

Consisting of 155,000 GSF this project will be a state-of-the-art research and instructional building for the visual arts, emerging media technology, integrating arts, science, computer science, and engineering in multimedia communications and the collation of creativity and technology. Application areas include computer gaming, visual arts, educational software, entertainment, and many others. Spaces include faculty offices, classrooms, 1200 seat auditorium, conference rooms, 2D drawing and painting art studios, 3D art studios, photography and print making labs, exposition space, visualization, computer, motion capture, acoustic and research labs.

Project Information

Project Status: Active
Project Delivery Method: Construction Manager at Risk
CIP Project Type: New
Gross and Assignable Square Feet: GSF: 155,000 ASF: 101,000 No
"44 Initiative" Project: Design - 45%
OFPC RPM, SPM, PM, RCM, IM: Salcher, Lund, Head, Yauger, Conn
Architecture Firm: VAI Architects w/ Studios Architecture
Construction Firm: Hunt Construction Group, Inc.

Project Budget

Construction Services: $ 47,065,000 at $ 303.65 / GSF
Total Project Cost: $ 60,500,000 at $ 390.00 / GSF

Project Funding

Permanent University Fund Bonds: $ 35,000,000
Revenue Financing System Bonds: $ 25,500,000

Project Schedule

BOR/Chancellor DD Approval: 05/12/2011
Issue NTP - Construction: 07/29/2011
Achieve Substantial Completion: 12/10/2012
Achieve Operational Occupancy: 01/07/2013

Project Remarks

Project has received UTD final approval for increasing the project's GSF for inclusion of a 1200 seat auditorium and future space for the School of Visual Arts.
This project will make a significant contribution to UTD's new gateway entrance to campus and is using common building materials as well as massing forms found throughout the campus context for master plan conformance.
The project schedule and budget have been realigned for the requested increase to GSF.

Board Approvals

May 2011