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 Status: Active
Project Delivery Method: Construction Manager at Risk
CIP Project Type: New
Gross andAssignable Square Feet: GSF: 155,000 ASF: 101,000
"44 Initiative" Project: No
Phase and Estimated % Complete: Design - 65%
OFPC RPM, PM, RCM, IM: Salcher, Lund, Head, Yauger, Conn
Architecture Firm: VAI Architects w/ Studios Architecture
Construction Firm: Hunt Construction Group, Inc.

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

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

BOR/Chancellor DD Approval 05/13/2011
Issue NTP - Construction 10/06/2011
Achieve Substantial Completion 02/15/2013
Achieve Operational Occupancy 03/29/2013

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