Project Description

Consisting of 157,920 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
- Construction Manager at Risk
- Project Delivery Method: New
- CIP Project Type: GSF: 155,000 ASF: 101,000
- Gross and Assignable Square Feet: Design - 80%
- "44 Initiative" Project: No
- OFPC RPM, SPM, PM, RCM, IM: Salcher, Lund, Head, Yauger, Connolly
- 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: 06/30/2011
  - Achieve Substantial Completion: 04/30/2013
  - Achieve Operational Occupancy: 06/03/2013
- Project Remarks
  1. Project has received final approval for increasing the project's GSF to include a 1200 seat lecture hall and future space for the School of Visual Arts.
  2. The project schedule and budget have been realigned for the requested increase to GSF.
  3. A/E 50% CD submission received 06/10/11.
  4. CMAR initial Stage 1 GMP received 06/01/11.

Board Approvals

BOR DD Approval: May 12, 2011