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
Project Delivery Method: Construction Manager at Risk
CIP Project Type: New
Gross and Assignable Square Feet: GSF: 155,000 ASF: 101,000
Phase and Estimated % Complete: Design - 80%
OFPC RPM, SPM, PM, RCM, IM: No
Architecture Firm: VAI Architects w/ Studios Architecture
Construction Firm: Hunt Construction Group, Inc.

Project Budget

Construction Services: $47,143,746 at $304.15 / 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 07/22/2011
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 95% ECS 1 submission received 06/10/11.
4. CMAR initial Stage 1 GMP has been Approved.
5. CMAR NTP is scheduled for 07/22/11.
6. FF&E in schematic design phase (Robin Connolly).

Board Approvals

BOR DD Approval: May 12, 2011
THECB Approval: July 28, 2011

Updated By and Date: Head 7/18/2011
Report Date: 07/19/2011