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
- "44 Initiative" Project: Construction - 77%
- OFPC RPM, SPM, PM, RCM, IM:
- Architecture Firm: VAI Architects w/ Studios Architecture
- Construction Firm: Hunt Construction Group, Inc.

Project Budget
- Construction Services: $47,857,477 at $308.76 / 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: 07/25/2011
- Achieve Substantial Completion: 05/17/2013
- Achieve Operational Occupancy: 06/19/2013

Project Remarks
1. Lecture Hall interior scaffold installed and ceiling work is underway.
2. Water testing of window systems continues.
3. Drywall work is proceeding in dried-in areas.
4. Chilled water system has been flushed and tied-into existing central plant CHW loop.
5. High-side of steam system to be energized in mid-to-late January.
6. Change Order #4 draft is being finalized.
7. Standing seam metal roof installation is 75% complete.

Board Approvals
- BOR DD Approval: May 12, 2011
- THECB Approval: July 28, 2011

Updated By and Date: Vince Yauger / RCM 12/10/2012