

## ARCHITECTURE | Computer Guidelines

### Guidance on Computer Acquisitions for Undergraduate Students

A computer with a webcam and microphone is required for the first week of the semester in online classes. Tablets and mobile devices are inadequate for online classes and not substitutes for a computer.

Onsite design studio students need to bring a laptop to class.

If purchasing a laptop, a second monitor will be needed. We recommend 24" or larger size.

If purchasing a new computer, we recommend PC over Mac. The architecture program requires software that is optimized for PC.

### Minimum Specifications

- Windows Operating System
- Processor/CPU: Intel i5 (minimum), Intel i7 or AMD Ryzen 7 series, or greater, preferred.
- RAM: 16GB (minimum)
- Graphics Card/GPU: Nvidia Quadro/RTX 3060 or greater, AMD Firepro/Radeon 6000 or greater. "Integrated Graphics" such as Intel Iris Xe are not dedicated graphics processors and insufficient for supporting 3D design program rendering.
- Hard Drive: 512GB SSD minimum, 1TB+ preferred. USB hard drives for general mass storage are okay to use. **Always back up your data to a second location!**

When searching for a computer to purchase, we recommend using the term "Workstation" in your searches. This is a class of computer built to handle high software loads and long running time. However, due to their more powerful hardware, they are more expensive. They are almost always only available made-to-order online through the manufacturer's website.

Here are some examples for making comparisons. While specific models listed are not required, we recommend comparable options.

Recommended Examples:

MSI WS/GS  
Dell Precision  
Asus Strix  
Windows Surface Pro  
HP ZBook Razer Blade Pro

Have questions? Please reach out to:

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