

**The College
of Visual and
Performing
Arts**



SYRACUSE UNIVERSITY'S CENTER OF CREATIVE EXPRESSION

The College of Visual and Performing Arts (VPA) is the center of creative expression at Syracuse University. The second largest school at SU, the college challenges students to understand and embrace the spirit of creative and intellectual inquiry—integral to their future success as professional artists, musicians, actors, designers, and communicators.

VPA offers 36 undergraduate and 23 graduate programs in five visual and performing arts areas—on campus, in downtown Syracuse, and in New York City, Los Angeles, London, Florence, Strasbourg, and Madrid. The college also offers interdisciplinary study that truly reflects SU's vision of Scholarship in Action. Such opportunities include:

- >> Educational partnerships with local arts organizations and the Syracuse City School District.
- >> COLAB, a new interdisciplinary initiative for creative problem-solving at The Warehouse.
- >> The Tepper Semester, a rigorous theater program in New York City; and the Sorkin L.A. Learning Practicum for drama and film students on the West Coast.
- >> The Urban Video Project, which brings multimedia artwork to the streets and buildings of Syracuse's Connective Corridor.
- >> The Bandier Program for Music and the Entertainment Industries, with interdisciplinary coursework, hands-on learning, and internship opportunities.
- >> Scholarly conferences such as "Visible Memories" that offer interdisciplinary explorations of public memory in contemporary culture.

SU establishes the nation's first degree-granting college of fine arts, offering courses in art history and studio arts and degrees in painting and architecture.

1873

1877

Department of Music is founded; the first in the nation to grant a degree in music and to require four years' study in music and theory.

Crouse College—featuring the first chimes to be installed and played in the City of Syracuse—is dedicated and becomes the home of the fine arts college.

1889

MAKING A CREATIVE IMPACT

At the College of Visual and Performing Arts, we aspire to be the premier college of our kind in the world—an aspiration that is well within our reach.

Today, as in the past, our graduates are making their mark on the world in remarkable ways. The exceptional quality of our programs is best evidenced by the sizeable number of VPA graduates who have gone on to enjoy stellar careers in a variety of fields. Notable alumni include:

- >> **Taye Diggs '93**, stage, screen, and television actor
- >> **Betsey Johnson '64**, celebrated fashion designer
- >> **Warren Kimble '57**, one of America's best-known folk artists
- >> **Sol LeWitt '49**, internationally acclaimed artist
- >> **Arielle Tepper Madover '94**, Tony Award-winning Broadway producer
- >> **Donovan McNabb '98**, NFL quarterback
- >> **Aaron Sorkin '83**, Emmy Award-winning writer and producer

CAMPAIGN PRIORITIES

Gifts directed to the College of Visual and Performing Arts through The Campaign for Syracuse University can have an impact in any of four key areas.

STUDENT ACCESS AND SUPPORT

- >> Offer scholarships for first-year/transfer students to recruit and retain the most talented students from all walks of life
- >> Increase the number of endowed graduate fellowships and the amount of graduate research funding to attract the best and brightest graduate students from here and abroad



Syracuse University becomes the first institution in the country to pursue advanced work in photography.

1913

1950

Walter Holtkamp of Cleveland is contracted to build a new organ in Crouse College's auditorium using many of the old organ's original pieces.

The College of Visual and Performing Arts is created; the first in the nation to unite the creative disciplines into one college.

1972

FACULTY EXCELLENCE

- >> Increase the number of endowed chairs and professorships across all disciplines by five

CROSS-CONNECTIONS

- >> Establish and endow a distinguished artist series featuring internationally renowned visiting professionals
- >> Expand and endow interdisciplinary faculty research and curricular development opportunities to further Scholarship in Action and regional/national community engagement

BUILDING FUTURES

- >> Create a new center for multidisciplinary design to enable students to learn in a real-life environment
- >> More fully integrate Syracuse Stage and the college's Department of Drama

GIVE THE FUTURE A VOICE

Your gift to The Campaign for Syracuse University will help ensure that our graduates continue to share their creative voices with the world.

For more information about the College of Visual and Performing Arts, visit vpa.syr.edu. To learn how you can make a gift, call **877.2GROWSU** or visit giving.syr.edu.



The Comstock Art Facility is built to house many of the school's studio art programs, including sculpture, printmaking, ceramics, metalsmithing, and fiber arts.

1982

1990

The Dorothea Ilgen Shaffer Art Building—consolidating the School of Art's facilities from 14 different locations to 4—is dedicated.

The Bandier Program for Music and the Entertainment Industries—the only executive-track degree program of its kind without a performance requirement—is launched.

2006





THE COLLEGE OF VISUAL AND PERFORMING ARTS

SYRACUSE UNIVERSITY

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