Recognized by its peer institutions for excellence in graduate education, Virginia Commonwealth University School of the Arts has earned the reputation as one of the top schools of art and design in the country. Offering an array of courses in visual arts and design, performing arts, art history and education, VCUarts attracts students of the highest caliber from across the country and around the world.

Complete information for those interested in applying can be found on the VCUarts website.

arts.vcu.edu/apply

With general inquiries, please contact:

artsgrad@vcu.edu
VCUarts promises a life-long passion for, engagement with, and conversation about the arts. Our special brand of creative immersion is how we keep that promise.

This energized, invaluable immersion begins with our home in Richmond, Virginia — one of the region’s most culturally vibrant cities. (Once here, you know it’s true.) Our arts program also lives at the center of something special - a true research university. Students are encouraged to explore the surrounding academic, intellectual and professional ferment to gain experiences outside a traditional arts education.

Our belief in the power of being all-in guides our emphasis on both doing and knowing — in the studio, the stage and your studies. It’s why you’ll be taught by professionals dedicated to engaging your head, hands and heart. It’s rigorous here, but your faculty’s high standards and deep passion become your own.

Surrounding yourself by like-minded people, you become part of a community — a community thoroughly immersed in art.

With a VCUarts education, you have the professional, practical and personal skills needed to find a job, engage in entrepreneurship, build a career, make a life — in the arts.

VCUarts.
Now you know.

Graduates of our professional degree programs are artists, scholars, educators and entrepreneurs who have made an indelible mark on their professions. Counted among our alumni are MacArthur Genius Award recipients; Guggenheim, Fulbright and Javits Fellows; Emmy and Grammy awardees, and more. Our faculty are recognized for their professional achievements in research and scholarship while never losing sight of their important commitment to their students.
VCUarts GRADUATE FUNDING
VCUarts offers scholarships and competitive, merit-based Graduate Teaching Assistantships. Graduate Teaching Assistantships provide tuition support and a nine-month stipend. The VCU Graduate School offers a limited number of Graduate Assistantships with tuition support and a twelve-month stipend for our most outstanding candidates. These awards are granted through the departments and require an outstanding academic history in combination with work that demonstrates the highest level of accomplishment and potential. All graduate funding is awarded upon acceptance into a program.

With more than $30,000 committed annually, our Graduate Research Grants are competitive grants eligible to students who have completed candidacy.

Graduate students are eligible for Graduate Travel Grants for mounting exhibitions, presenting academic papers, giving performances and other opportunities that bring their work to a larger audience. VCUarts typically funds more than $30,000 annually for graduate student travel.

Additional funding opportunities are provided by the VCU Graduate School. Graduate students are also encouraged to apply for external funding.

VCUarts FACILITIES
VCUarts features comprehensive facilities and technology that serve the fine art and design disciplines. Resources include large format printing, photographic quality digital output, three-dimensional printing, metal and wood workshops, laser cutting, CNC routing, letterpress, ceramics, glassblowing, metalworking and many other specialized facilities. Many MFA thesis exhibitions are held in VCU’s Anderson Gallery. MFA candidacy exhibitions, occurring at the end of the first year, are held in off-campus spaces, frequently using Richmond’s historic turn-of-the-century buildings and commercial spaces. The Fine Arts Building houses the PAB Gallery, devoted to special projects and graduate student work.

VCUarts RICHMOND
VCU’s location in Richmond, Virginia is a key part of the graduate experience. Richmond, a storied city with a past, has an improbable combination of charm, quality of life, historic architecture, a do-it-yourself ethic and more culture per-capita than any city its size. VCU is a short distance from Washington D.C., Baltimore, Philadelphia, New York and the museums, libraries and research facilities along the east coast. It is also an hour’s drive to the ocean, the Blue Ridge Mountains and Shenandoah Valley. Richmond is home to the Virginia Museum of Fine Arts, one of the country’s great public collections; numerous galleries; performing arts venues, theaters; and the forthcoming VCU Institute for Contemporary Art, designed by Steven Holl Architects.
NATIONAL RANKINGS

In March 2012, *US News & World Report* again ranked VCUarts #1 among public graduate art & design programs in America.

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OTHER RANKINGS INFORMATION

VCUarts Department of Interior Design is ranked #10 nationally by DesignIntelligence 2012 America’s Best Architecture and Design Schools.
Through the Department of Art Education, students have meaningful experiences creating and interpreting works of art with diverse audiences. Situated in a city with a plethora of art resources, the graduate student experience at VCUarts is particularly rich and full of possibility. Areas of emphasis within the department include: museum education, technology, curriculum, critical thinking, feminism, service-learning, aesthetics, assessment, program evaluation, gaming, culturally relevant pedagogy, and urban education.

visit the program online:
arts.vcu.edu/arteducation/mae

Melanie L. Buffington, Ph.D.
Graduate Program Director & Associate Professor

Please contact:
Danielle Shutt, MFA, Program Coordinator
804.828.1996
artedgrad@vcu.edu
ART EDUCATION

The department emphasizes research and experiences in school, museum, and community settings. Through engagement with theory, research, and emerging technologies, the MAE program prepares art educators to be mindful professionals who are active in their field.

PROGRAM

The department offers the Master of Art Education (MAE) degree. This competitive graduate program has two tracks. Students who enter the program with a teaching license earn their master’s degree through rigorous required and elective courses. Many students choose to take art studio and art history courses as part of their elective credits. This degree is 36 credits. Other students who wish to earn both a master’s degree and a teaching license (MAE + Licensure) follow a different schedule of courses that culminates in a student teaching semester. Students who apply to this track may have teaching experience from informal settings or private schools. The coursework is designed to meet the Virginia teaching licensure requirements for K-12 visual art certification (a reciprocal certificate in many states) and simultaneously earn a master’s degree. This degree is 49–52 credits.

FACULTY

The seven faculty members all hold terminal degrees in art education, education, and philosophy. Faculty members are actively involved in the state, national, and international art education communities. Routinely, faculty members conduct research studies, publish articles and books, and receive grants. A particular highlight of the department is that two faculty members, Dr. David Burton and Dr. Pamela Taylor are Fellows of the National Art Education Association. This significant honor is given in recognition of a notable record of scholarly achievement. Further, Dr. Pamela Taylor recently received a $1.05 million research grant that has pushed her research into an international arena. In 2012, she received the Ziegfeld award in recognition of her outstanding and internationally recognized achievement in scholarly writing, research, and professional service.

STUDENTS

The graduate students work closely with faculty on special research projects, develop white paper panels for national audiences, present at national and state conferences, and take advantage of numerous learning opportunities available to them outside of the classroom and throughout the community. They win competitive museum internships, earn graduate travel grants, and lead new initiatives. The number of graduate students in the program ranges from about 18–22, depending upon the year. The students are mostly full time, but some students teach art full time and pursue their MAE degree part time. Students range in age from those continuing right from their undergraduate degrees to people who are in the middle of their career. While some Art Education graduate students are Virginia residents, many are from across the United States, and around the world. The students in the program have a variety of different backgrounds including museum work, public school teaching, private school teaching, working for non-profit agencies, teaching English overseas, working as artists, working as studio assistants, and working in graphic design. The department values student diversity and highly encourages minority and international students to apply. Generally, there are scholarships or assistantships to help the most qualified students. All full time domestic students are encouraged to apply for financial aid through VCU.

FACILITIES

The Department of Art Education is housed in Franklin Terrace, in the heart of the VCU campus. The building was completely renovated in 2008 and features smart classrooms, a fully-equipped computer lab with a large format printer, a space for graduate students, and rooms that can be used for studio work. All full time domestic students are encouraged to apply for financial aid through VCU.
OPPORTUNITIES
There are many opportunities available to students through the Department of Art Education, VCUarts, and through the many arts organizations in the Richmond area. In the last few years, students have accomplished the following:
- Repurposed a vacant building for a First Fridays Event for an interactive art space
- Received travel funding from the VCUarts to present at state, national, and international conferences
- Published articles independently and in conjunction with faculty members
- Interned in the education department of the Virginia Museum of Fine Arts and the Walters Art Gallery
- Received university funding to support thesis writing
- Organized art shows of graduate student work
- Planned and implemented a wide range of independent study projects to further their individual research interests
- Received fellowships to other universities to continue their study at the Ph.D. level
- Participated in study abroad service-learning opportunities in Guatemala
- Collaborated with the medical campus to develop observational skills showing links to clinical reasoning skills for nursing students
- Founded a non-profit creative reuse center

APPLICATION PROCESS
The application deadline is January 15 of each year for fall entry.
Students applying to the MAE program must meet the following criteria:
- An undergraduate GPA of at least 2.7 (3.0 preferred)
- 36 undergraduate credit hours of art and art history coursework
- An undergraduate degree in art education, studio art, art history, or a related field

Complete information for individuals interested in applying to the program can be found on the VCUarts website.
arts.vcu.edu/apply
The Department of Art History takes a global approach to the study of the visual arts, architecture, and arts institutions. Its faculty and students recognize the permeability of geographic, temporal, disciplinary, and theoretical boundaries that in the past separated and defined the world.
ART HISTORY

The Department’s research and teaching strengths are in the areas of modern art, non-Western art, and museum studies. 12 full-time faculty members conduct innovative research and offer graduate seminars in the art and architecture of the Americas; European art since the Renaissance; African and African-Diaspora art; South Asian and Himalayan art; modernism and post-modernism; and the history and theory of museum practice.

Institutions that have sponsored faculty research in recent years include the Smithsonian Institution, the Center for Advanced Study in the Visual Arts at the National Gallery of Art, the Getty Research Institute, the Renaissance Society of America, and the Freie Universität, Berlin.

THE PhD PROGRAM

The Department’s PhD program was established in 1992 and provides students with the opportunity to specialize in Historical Studies or Curatorial Studies. Funding packages are available to students accepted into these tracks. Funding for travel related to dissertation research is also available.

HISTORICAL STUDIES

The Historical Studies concentration in the PhD program prepares students to make significant contributions to the field of art history through research and publication in a particular area of expertise. Students in this concentration typically pursue careers in academia. The curriculum fosters critical engagement with art-historical theories and methods, provides in-depth investigation in the chosen subject area, and offers opportunities for professional development. Students work closely with a faculty adviser in their major area of study.

Students may apply to the PhD program directly upon completion of the BA or after completing an MA in art history or a related field. Students entering with a BA will first complete the MA in Art History, Historical Studies before moving on to the 30-credit PhD program. The PhD program requires proficiency in two languages appropriate to research in the area of focus.

CURATORIAL STUDIES

The Curatorial Studies concentration in the PhD program was established in 2010 to train art historians equipped with skills in managing museum projects and departments. The Virginia Museum of Fine Arts works with the Department as an institutional partner in this track of study. The Museum’s curators and senior administrators act as affiliated faculty to teach art history and museum studies courses, provide mentorship to interns and museum research fellows, and serve on dissertation committees.

Students in this concentration complete coursework in three areas: art history, nonprofit management, and museum studies. Art history courses provide grounding in art-historical knowledge through an independent research project. Students typically complete this 30-credit program in two years.

THE MA PROGRAM

The Department’s MA program features concentrations in Architectural History, Historical Studies, and Museum Studies. The Historical Studies track provides a general foundation in advanced scholarship and research; the Architectural History track includes coursework in urban studies and planning, preparing students for careers in preservation, consulting, and design; and the Museum Studies track provides both theoretical and practical training.

HISTORICAL STUDIES

The Historical Studies concentration in the MA program prepares students for academic and professional careers in art historical research as well as future study at the PhD level. Students select courses from a range of small discussion-focused seminar options in areas of faculty expertise. The curriculum provides grounding in art-historical theories and methods, develops critical thinking and writing skills, promotes acquisition of subject knowledge, and provides training in professional presentation and publication. The thesis is the capstone of the program and allows students to demonstrate their art-historical knowledge through an independent research project. Students typically complete this 39-credit program in two and a half or three years.

ARCHITECTURAL HISTORY

The Architectural History concentration in the MA program takes advantage of Virginia’s rich tradition of colonial and modern architecture to prepare students for careers as architectural historians, design consultants, and preservationists. While concentrating in architectural history, students also complete courses in art history as well as museum studies and/or urban studies and planning. The thesis is the capstone of the program and allows students to demonstrate their art-historical knowledge through an independent research project. Students typically complete this 39-credit program in two and a half or three years.

MUSEUM STUDIES

The Museum Studies concentration in the MA program provides a broad overview of historical developments, institutional responsibilities, professional opportunities, and theoretical issues relevant to contemporary museum practice. Museum studies courses foster creative strategizing and critical thinking to meet the challenges of today’s museum profession, preparing students to enter the competitive museum field with a sound foundation of practical knowledge and skills. The curriculum equips students to build
careers in curatorship, collections management, educational program development, and exhibit development. It includes museum internship and practicum opportunities in addition to the option of completing either a scholarly thesis or a museum project. Students typically complete this 36-credit program in two or two-and-a-half years.

**GRADUATE STUDENT ACTIVITIES**

Graduate students actively engage in a number of professional endeavors while completing their degrees, including conference presentations and museum internships. The Art History Graduate Student Association (ARTH GSA) promotes academic and professional development among the graduate students in the Department. The association helps new students adjust to the program while also helping those nearing graduation prepare for their professional careers. The primary concerns of this association are to address pedagogical issues related to the profession, to promote departmental and university service and to foster graduate student interaction.

Complete information for individuals interested in applying to the program can be found on the VCUarts website.

[arts.wcu.edu/apply](arts.wcu.edu/apply)
We are a community of artists who advance the conceptual, historical, technical, and haptic aspects of clay, fiber, glass, metal and wood. We promote an artistic practice rooted in the values of craft and investigate craft’s inherent relationship to the world with fearless innovation.

visit the program online:
arts.vcu.edu/craftgrad

contact the department directly:
Sonya Clark
Chair
804.828.1477
crafts@vcu.edu
CRAFT/MATERIAL STUDIES
The Department of Craft/Material Studies offers Master of Fine Arts degrees with concentrations in Ceramics, Fiber, Furniture Design, Glassworking, and Jewelry/Metalworking.

What happens here is special. The Department of Craft/Material Studies offers the MFA in Fine Art with concentrations in Clay, Fiber, Glass, Metal and Wood. The talented artists who teach in the department curate a select group of graduate students. We look for artists to mine the rich history of our fields, take risks into new territories, and hone in on their authentic obsessions.

ALUMNI
The result of all these efforts: conceptual, skillful, and meaningful works; rich dialog; and a great network of alumni who are accomplished studio artists, educators in colleges and universities, and critics. Many have received prestigious awards and exhibited in venues internationally. Even our most recent alumni are teaching in the top programs nationally, writing for well-known journals, presenting at conferences, exhibiting at prestigious venues internationally, and making us proud.

FACILITIES
The Department of Craft/Material Studies is housed on the second floor of the VCU Fine Arts Building between the Sculpture and Painting departments. Graduate students enjoy 24-hour access to our well-equipped facilities.

CURRICULUM
The curriculum is a unique combination of intensive study in each media area balanced with exposure to a wide variety of voices, perspectives, and vantage points across the department. An average week includes a Graduate Studio class, Graduate Seminar, Critique Class, and perhaps an Art History class. Students meet regularly with their Graduate Committee, a diverse group of 3-4 faculty members, to present work. Lively individual critiques and presentations by a host of visiting artists and critics pepper the graduate experience.

The 60-credit MFA degree is usually completed in two years. The majority of credits are studio credits taken in the student’s area of specialization. Graduate seminars, art history courses and other studio/academic electives round out the graduate student’s individualized program. At the end of the first year, students present their work to the entire Graduate Faculty in for candidacy review. In the final year each student presents a written thesis and mounts a thesis exhibition.

CERAMICS STUDIOS
Each graduate student receives a semi-private studio space and has access to a large communal graduate workspace for larger projects. From vessel makers to mixed media installation artists of considerable diversity can be accommodated. The area has 8 electric kilns and 2 gas car kilns that are 35 ft³ and 135 ft³, a plaster room with state of the art ventilation, separate hand building and wheel rooms, a large raw material inventory, 3 clay mixers (2 Soldner, 1 Bluebird), slab roller, manual and 1 pneumatic extruders, two slip-o-matics, a spray booth, a two tier ball mill, and a Venco pug mill.

GLASSWORKING STUDIOS
Each graduate student has a private graduate studio space adjacent to larger shared installation and fabrication areas. The facilities accommodate the fabrication of two and three-dimensional works utilizing warm, cold and hot glass processes. The kiln-casting area has 6 kilns to accommodate fusing, slumping, pate de verre, and kiln-casting. The cold-working area has two large vertical Belt sanders, a diamond disc lapping wheel, two diamond cutting saws, a vertical felt polishing machine, one glass sand-bow, one glass drill press, and a vertical Spazier glass lathe with 80 Stone & Diamond Wheels. The Hot-Glass Studio has a 1000 pound clear tank furnace, 2 large glory holes, a gas “garage,” 4 large front-loading annealing ovens, and 1 large top-loading annealing oven, an electric pick-up oven, 2 benches, 2 marvers, a pipe warmer, bench torches, and a portable oxy-propane bench torch as well as 4 complete glaze-working tool sets. The torch-working area has 30 Carlisle CC Torches & 2 Nortel Bench burners, a large Borosilicate Annealing oven, and 12 torch-working tool sets.

JEWELRY/METALWORKING STUDIOS
Graduate students share a well-lit studio that can accommodate up to four students with ample individual spaces. In the studio, students build on their strong foundation of working with metal to experiment with a wide variety of materials and
approaches to making. The over 3000 ft² facility is comprised of multiple studios that accommodate a diverse range of fabrication (both nonferrous and ferrous) and casting processes. The main bench room is adjacent to a machine room and a smithing studio. The machine room contains an area for welding (both MIG and acetylene), machinery for cutting, grinding, and drilling and sandblasting. The smithing studio has an extensive selection of stakes and hammers as well as a draw bench, milling machine, and machinist’s and watchmaker’s lathes. There are separate rooms for annealing and acid handling, polishing, enameling and small-tool storage. The casting studio contains equipment for steam de-waxing, vacuum investing, burn-out kilns, and both vacuum and centrifugal casting.

FURNITURE DESIGN STUDIOS
The common graduate studio has direct access to the machine room. Larger projects and installation work is accommodated in an expansive common bench area. The facilities, totaling 6,000 sq. ft., include a fully equipped machine room with Sawstop Saws, 24” widebelt sander and a new CNC router. There are two vacuum press stations and a spray booth. While the core of the curriculum is based on traditional woodworking, it also emphasizes experimentation and the development of ideas that parallel current issues in art and design. Furniture design is the primary focus for the program; however alternative approaches to the medium are encouraged.

RANKINGS
Fiber Arts #4 overall
(#1 among public university programs)
Glass #5 overall
(#1 among public university programs)
Metals #10 overall
(#5 among public university programs)
Ceramics #9 overall
(#6 among public university programs)

Complete information for individuals interested in applying to the program can be found on the VCUArts website.
arts.vcu.edu/apply
The Master of Fine Arts program in Design, Visual Communications has been in existence for more than thirty years. Over those three decades, alumni of the program have gone on to serve in leadership roles in both the professional and academic worlds, starting their own studios, assuming creative positions in major design companies, and becoming faculty and program chairs and directors in other university programs. In addition to roles as creative or art directors and as owners or vice presidents of design companies, alumni now teach as full time faculty at over fifty-five institutions of higher education around the globe.
Graduate students in the program are expected to develop a comprehensive knowledge base, the ability to integrate and synthesize diverse bodies of information, and the ability to communicate in appropriate, expressive, and creative ways. Students are expected to explore and engage in both visual and academic research and to publish and present their work in national and international venues. Most recently, graduate students have presented work at eleven international conferences, from Australia to Turkey.

The program exists as a community of learners, both students and faculty, engaged in joint growth and intellectual and creative development. The program is kept intentionally small; twelve students total, in order for each student to receive personal attention and support, allow the development of interpersonal engagement and to encourage synergy among all community members.

The program encourages and actively integrates ethical issues and a concern for the natural environment into its curriculum. Faculty continually stress both the contextual and contextural significance and influence of visual communications design on society and culture and its capacity to affect both the perception and reality of the individual’s quality of life. The faculty emphasize a rigorous theoretical framework, an historical perspective, and an awareness of contemporary issues as the basis for addressing present and future communication problems.

CURRICULUM
The first year of graduate study is focused on studio explorations that are initiated by both faculty and students. Graduate students are encouraged to take an elective course each semester in an area that is relevant to their specific study. Additionally, graduate students take the graduate seminar course
each semester. Students generate a culminating project in their last year of study that can take one of two tracks, either a traditional academic thesis that is primarily written with visual support materials, or a creative project that is primarily visual with written supporting materials. In either case, the project is expected to generate new content that contributes to the discipline and is not to be merely a retrieval exercise.

VISITING ARTISTS
The department maintains an active visiting lecturer program that includes guests who meet with students in the program in individual question and answer sessions. Recent speakers have included Massimo Vignelli, Mia Rockel, Charlotte Cheetham, Craig Ward, Martin Venezky, Skolos and Wedell, Erik Brandt, Dress Code and Jim Sherraden of Hatch Show Print.

FACILITIES
The program is housed in its own design studio. Graduate students have access to appropriate digital technology and printing, as well as letterpress and silkscreen facilities. These facilities are available 24 hours a day.

RANKINGS
Graphic Design #5 overall
(#1 among public university programs)

FACULTY
In addition to teaching, faculty engage in professional practice, academic research, exhibition, and have received numerous awards for their design work from organizations such as the American Institute of Graphic Arts, New York Type Directors Club, New York Art Directors Club, Art Directors Club of Washington, Society of Typographic Arts, Creativity, and Print Regional Design Annual. Digital and video work has been exhibited, published, screened, and broadcast internationally. Faculty lecture and conduct workshops nationally and internationally. In addition, faculty from the department have written over thirty books on the subjects of design, typography, and technology including several that remain standards in graphic design education, The History of Graphic Design, by Philip B. Meggs and Typographic Design: Form and Communication by Ben Day, Robert Carter, and Philip Meggs.

Complete information for individuals interested in applying to the program can be found on the VCUArts website. arts.vcu.edu/apply
Established in 1938, VCU’s Department of Interior Design ranks among the top ten programs in the United States, according to Design Intelligence magazine.

visit the program online:
arts.vcu.edu/idesgrad

contact the department directly:
Christiana Lafazani
Associate Professor & Graduate Director
804.828.1713
clafazani@vcu.edu
The department offers two Master of Fine Arts concentrations in Interior Environments: the First Professional MFA track for students with non-design backgrounds, and the Post-Professional MFA track for those with professional design experience and an undergraduate degree in interior design.

**CURRICULUM**
The First Professional track is a two-year, full time degree program, with a professional internship in the summer between first and second year. Prior to starting the program, students in this concentration attend a five-week introductory summer workshop where they gain foundation skills and initiate the development of a uniquely personal design methodology. The Post-Professional track—also a two-year, full time degree program—offers returning professionals the chance to hone their design sensibility, focus their research interests, and tailor a more customized curriculum, taking advantage of the wide range of course offerings available at VCUarts.

In both tracks, each semester consists of a core project-based design studio course, supplemented by support courses in hand drawing, computer graphics, history, theory, business practices, building systems, sustainable design practices, materials and building systems. Studio courses offer real world and simulated design problems grounded in the poetics of interior architecture, involving manipulation of space, form, color, light, material, and furnishings. Students have dedicated desk space and 24-hour access to the studio, meaning they are able to work together in a supportive, close-knit community that encourages vigorous exchange and constructive peer learning. Additionally, students have access to traditional and cutting edge fabrication equipment for model building and prototyping.

An active relationship with interior design and architecture firms throughout the country allows for professional critiques, guest lecturers, internships, and site visits. Students regularly travel to museums, showrooms, and design firms, and past students have performed professional internships with architecture and design firms from New York to Los Angeles and abroad. Students also can satisfy the summer internship requirement by participating in our Education Abroad Program in Florence, Italy.
FACULTY
Graduate students work with full-time faculty members internationally recognized for the quality of their professional and academic work in interior design and architecture. Our award-winning faculty participate in diverse design activities beyond the classroom that include funded research, professional practice, writing, volunteer work, exhibitions, and consulting. These activities keep them current in the field, inform their teaching, and benefit students directly.

VCU
As a top urban research university, VCU offers students opportunities to participate in community engagement and interdisciplinary design projects with programs like the da Vinci Center for Innovation, the VCU Medical Campus, the VCU Brandcenter, and Middle of Broad/ Storefront for Community Design. Students also have the opportunity to earn post-baccalaureate graduate certificates in areas of study relating to their design research, such as: aging studies, business administration, environmental studies, historic preservation and planning, and homeland security and emergency preparedness. While VCU provides the features of a large and comprehensive campus, the Department of Interior Design offers individual attention to each student. The facilities, faculty and staff promote a sense of community, warmth, individually-tailored academic advising, and engagement within the department.

ALUMNI
We are fully accredited by the Council for Interior Design Accreditation (CIDA). Following graduation, our alums go to work for some of the nation’s top architecture and design firms, designing spaces featured in the industry’s top publications. Some start their own firms and others begin successful careers as design educators. All of our graduates are eligible to take the National Council for Interior Design Qualification (NCIDQ) exam and thereby gain professional certification. After two intensive years, all students who successfully complete our program enter the workforce prepared to adaptively and creatively solve problems, trained to communicate visually and verbally, and empowered to make a difference through design.

Complete information for individuals interested in applying to the program can be found on the VCUArts website. arts.vcu.edu/apply
The program in Kinetic Imaging expands the field of video art, experimental animation, and sound through the production of works of art that explore the artist’s relationship to culture and society. Potential works include media projects that take such forms as the audio or visual poem, the essay, the video sculpture, and the installation, and that embrace both narrative and experimental approaches.
As indicated by the name, Kinetic Imaging is not your traditional ‘moving image’ department. This program offers an environment for artists who wish to explore and develop their work in moving image and/or sound, and whose direction may not fit traditional film, animation, digital media or media studies programs. Rather, video arts, experimental animation, sound art and all the various manifestations and hybrids that these suggest are areas available to the student. Exploration is encouraged. A theoretical base is developed as students investigate and examine culture, society, and develop their voice as an active participant in contemporary media.

**CURRICULUM**

The curriculum covers two years of study, 60 credits total. The course structure is 15 credits per semester: a 4 credits seminar, 8-credit studio, and 3 credit elective. The seminar topic varies each semester, driven by the instructor, often a visiting artist, and also developed with the particular community of students in mind. The studio involves group critiques and studio visits to review work in progress. The elective is to support the critical inquiry and assist in the development of the individual’s work and may include classes from anywhere in the university. Visiting artists meet one on one with students in their studio, a vital component of the experience here.

**STUDENT WORK**

The diversity of work supported is evident in the graduate gallery found online.

**FACILITIES**

Students use a variety of forms and tools; dissecting online media and creating moving collages of images based on search engine results; interactive pieces that respond to face recognition, real-time collaborative
performances of sound and image; hydro-phonc audio recordings of material, performed and projected. Individual studio spaces in the Fine Arts Building offers the opportunity to connect with other Fine Arts graduate students. The program is highly selective, enrolling no more than eight students to ensure a dynamic and engaged experience.

FACULTY
The MFA students work closely with Kinetic Imaging and Fine Arts graduate faculty and with visiting artists. Our faculty consists of active artists with diverse backgrounds.

Stephen Vitiello is a world-renowned sound artist. His now legendary sound recordings of the World Trade Center, Tower One were included in MoMA/PS1’s September 11 exhibition and available through an NPR podcast. Australian television also produced and broadcast a documentary entitled Stephen Vitiello: Listening With Intent. Professor Vitiello’s significant contributions as an artist were acknowledged last year with the awarding of a Guggenheim Fellowship. In addition to sound art, he has an encyclopedic knowledge of video art.

Professor Semi Ryu’s expertise is in virtual worlds and virtual puppets. Her work — both performance and written — is informed by new media practice and traditional Korean puppetry and shamanism. Her work has been performed internationally and she has participated in numerous conferences, including ISBA 2011 in Istanbul.

Professor Bob Paris brings a socially engaged perspective to the department, working in documentary forms, from video installation to online media formats. Professor Bob Kaputof is a nationally exhibited video artist working with personal narrative.

Professor Pamela Turner is a media artist whose experimental animations have screened internationally, winning various awards. Her scholarly work also includes writing and investigation; she is the biographer of Adam K. Beckett and director of the Adam K. Beckett Project at The iotaCenter in Los Angeles.

Visiting artists are diverse and are usually work closely with graduate students. Past visiting artists include artist John Simon, Jr.; media artist and architect Vito Acconci; sound designer, Ann Kroeber; electronic musician, Scanner; performance artist Kathy Rose; video and sound artist, Andrew Deutsch; and media artist Wafaa Bilal.

Complete information for individuals interested in applying to the program can be found on the VCUArts website. arts.wcu.edu/apply
A joint endeavor of the Department of English, VCUarts and the School of Mass Communications, the interdisciplinary doctoral program in Media Art & Text emphasizes the historical and theoretical foundations essential to the scholarly study of media, both old and new, and the intellectual environment that encourages students to work both collaboratively and independently, as well as across and between disciplines and media. Students maintain a base in their primary area of research, which is usually but not always the field in which they have done prior graduate work.
Emphasizing innovative, original scholarship and cross-disciplinary interaction, the program trains students in both traditional and new research methods. Course work and research expectations are rigorously academic, and there is a strong emphasis on writing throughout the curriculum. For those whose backgrounds are primarily creative or professional, the MATX program provides the opportunity to add scholarly, historical and/or theoretical dimensions to established practice. Although there are opportunities for studio work and professional development, MATX is not a studio program. The degree requirements are those of a traditional research PhD in the humanities or communications.

CURRICULUM

The 42-hour MATX PhD curriculum comprises 36 hours of course work and a minimum of six hours of dissertation research. First-year students take four required courses. Three are doctoral seminars that provide a shared historical and theoretical foundation for the study of media, art and text. The fourth, a workshop, offers the opportunity to develop and expand professional and research skills that support the dissertation. In addition, all students take a course on research methods in a field relevant to their dissertation work. Beyond the core, students select 21 hours of elective credits from course offerings in disciplines relevant to their interests and career goals.

The dissertation, which may include work in media and art forms other than text, is an original scholarly examination of some aspect of media, art and/or text. It is supervised by a committee consisting of four or five members in disciplines relevant to the research topic.

FACULTY

Faculty from English, Mass Communications, and VCUArts participate in the program, teaching courses, supervising independent study projects and serving on dissertation committees. Although they share a commitment to interdisciplinary work, these faculty represent a wide range of intellectual and creative perspectives. Students thus have the opportunity to draw on the expertise of recognized scholars, artists and professionals as they craft their own independent research programs.

ADMISSION

Applicants must hold a master’s degree (MA, MFA or MS) in a relevant field. They should have research and creative or professional interests that correspond to the strengths of the graduate faculty in the three program areas. Applications are accepted for fall admission only. The deadline is January 15. Applicants are required to submit VCU’s online application, official transcripts, three letters of reference, a current curriculum vitae or resume, an academic writing sample, and a portfolio of creative work in any medium.

Complete information for individuals interested in applying to the program can be found on the VCUArts website. matx.vcu.edu/apply
VCU’s graduate program in Music Education helps experienced music educators hone their skills to become transformative leaders in the field. Our program is distinguished by an emphasis on practical experience, the logical and thorough development of the individual interests of our graduate students, and the strength of our professional network.
VCU awards the Master of Music (MM) degree in Music Education. The program is designed for working teachers, and coursework is taken over three consecutive summers. There are three areas of study: Music Education (12 credits), Music Pedagogy (12 credits), and Professional Education (6 credits) for a total of 30 credits.

Graduate students have opportunities for international immersion experiences, such as the 2012 Study Abroad course in Ghana in which participants develop music skills in the Ga, Ewe, and Ashanti traditions and explore the potential applications for inclusion in the U.S. Music Education classroom. Students can also opt to study the developmental approach of Orff Schulwerk with Paul Bakeman, an internationally recognized expert in the method and a VCUarts Music alumnus.

All graduate students produce original research as part of their curriculum. VCUarts Music graduates have produced such projects as a classroom management application for the Smartphone, an innovative anthology of literature for the adolescent voice, a compilation of teaching strategies for students with autism, and an insightful analysis of the impact of curricular change to the school culture.

**FACULTY**

Dave Green Nagel, PhD, is Director of Music Education at VCUarts, and has been involved in music education for more than thirty-five years, teaching in settings which range from rural to urban, K-12 to university. Specializing in the cognitive processes of creativity development, classroom/rehearsal management and motivation, and curriculum design, he is an active clinician, adjudicator, and workshop facilitator. He is the current president of the Virginia Association for Music in Higher Education, member of the Editorial Advisory Board of the Music Educators Journal and Research Perspectives in Music Education, and is on the

MUSIC

The program was originated by Bennett Reimer, a prominent figure in aesthetic education and progenitor of the modern philosophy of music education. Ever since its origin, the Music Education program at VCU has produced leaders who recognize the vital importance of music education in the life of each child.
He was named a Higgins Fellow and is the recipient of the Thomas Branch Award for Excellence in Teaching.

Terry Austin, PhD, is Director of Bands and Professor of Music at VCUarts. Under his leadership, the VCU Symphonic Wind Ensemble has earned a reputation for musical excellence and has been invited to perform at numerous professional conferences. He is an active guest conductor, clinician, and adjudicator and author, including chapters in two books, and is the general editor of The Journal of Band Research: A Repertoire Anthology (1964-1986). Austin is Vice-President of the American Bandmasters Association, chairman of the National Band Association/William D. Revelli Memorial Band Composition Contest, a member of the Board of Directors of the John Philip Sousa Foundation. Dr. Austin is an elected member of the prestigious American Bandmasters Association and is a multiple recipient of the National Band Association’s Citation of Excellence.

Rebecca Tyree, Director of Choral Activities and Assistant Professor of Choral Music Education at VCU, brings over 25 years of public school secondary choral experience to the faculty at VCUarts. She was the Artistic Director and Conductor of The Chamber Chorale of Fredericksburg from 1999-2003. Her choirs have toured nationally and internationally, performing in many venues including Virginia ACDA and VMBA conferences. Ms. Tyree is a frequent guest conductor for honor choirs throughout the Mid-Atlantic region, and regularly serves as adjudicator/clinician for music festivals and state events. She served as president of Virginia ACDA, American Choral Directors Association. At VCU, she founded the VCU Women’s Choir in 2007 and the Vocal Arts Project Middle School Summer Camp, in 2011.

FACILITIES
VCUarts Music is housed in the W. E. Singleton Center for the Performing Arts and the recently renovated James W. Black Music Center. The facilities feature smart classrooms, MIDI instruction laboratories, large ensemble rehearsal spaces, individual practice rooms, faculty studios, a 500-seat concert hall and a 300-seat recital hall.

ALUMNI
VCUarts Music alumni have been recognized with Teacher of the Year and Excellence in Teaching awards: Paul Bake man is a Teacher of the Year Award recipient for his district and a recipient of the R. E. B. Award for Teaching Excellence; Christine DeSantis Hoffman is a Teacher of the Year Award nominee. VCUarts Music alumni are leaders of professional service organizations and staunch advocates for school system improvements: Greta Reed and Jennifer Johnson are champions for assessment validity in the Music Festival system. And our alumni are mentors for generations of music educators to come: Matt McCutchen serves on the faculty of the University of South Florida’s Music Education program, where he trains future music educators.

Complete information for individuals interested in applying to the program can be found on the VCUarts website. arts.vcu.edu/apply
The graduate program in Painting + Printmaking is a national leader in studio research, with a commitment to a progressive and expansive approach to painting, printmaking, drawing, and digital media. Our students and faculty critically and supportively participate in individual and group critiques, seminars, presentations and exhibitions.

visit the program online
arts.vcu.edu/paprgrad

contact the department directly:
Hilary Wilder
Assistant Professor & Graduate Program Director
804.828.1696
paintprint@vcu.edu
The graduate program in Painting + Printmaking is a site of diverse artistic pursuits. Painting and printmaking in all imaginable forms are created in our graduate studios, among them conceptual and parameters-based projects, deliberately de-skilled abstractions, narrative works, and paintings as objects and interventions. Additionally, as an emphasis is placed on working from concept to form, it is quite common for our students to further augment their practices to include other disciplines, such as installation, video, and performance. The program is highly selective, and we strive to enroll emerging artists whose work shows evidence of a unique point of view. In the process of recruiting and supporting the most promising MFA candidates, all applicants are automatically considered for teaching assistantships and other funding opportunities.

Faculty and Visiting Artists
The full-time faculty in Painting + Printmaking is comprised of ten accomplished professional artists whose practices represent a variety of approaches to art-making. In the interest of continually bringing new perspectives to the program, each semester an established visiting curator, critic, or artist is invited to work with MFA students in the Graduate Seminar and in one-on-one studio tutorials. In addition to the seminar faculty, the Department hosts an average of eight visiting artists each year. Visitors present public lectures and conduct individual studio visits with all Painting + Printmaking graduate students.

Facilities
Facilities are one of the hallmarks of the graduate program in Painting + Printmaking. All of our students work in private, individual studios located on the 3rd floor of the Fine Arts Building. Each studio is approximately 350 square feet, has permanent walls that span floor-to-ceiling, and has a locking door; all of the studios have natural lighting and ceilings 12 feet or higher. Print studios cover intaglio, lithography, screenprinting, and digital media, and the Center for Digital Printmaking, founded in 2005, fosters terrific opportunity for added dialogue and exchange regarding emerging media.

Curriculum
The Master of Fine Arts requires the completion of 60 credits at the graduate level. The program in Painting + Printmaking is designed to strike a balance between committed studio work and thoughtful engagement with the theories, concepts, and innovations that inform contemporary art. In addition, there is flexibility to pursue academic electives that relate to individual research. In studio courses, graduate students work on self-directed projects, meeting frequently with faculty and visitors; the ensuing conversations generate insights, present challenges, and assist students in refining their conceptual and formal goals. In the first year of graduate work, studio practice is complemented by the study of art history and theory (two semesters) and contemporary art (one semester), as well as the Graduate Seminar. The end of the first year of study is marked by a candidacy exhibition and faculty review. In the second year, students enroll in Graduate Painting or Printmaking, Graduate Seminar, studio electives and a professional practices course that prepares them for the rigors of maintaining their careers after graduation. The pursuit of the MFA culminates in an exhibition at VCU’s Anderson Gallery and the completion of a written thesis.

Alumni
One of the best measures of the success of our program is the long list of achievements by recent graduates. In the past few years, Painting + Printmaking alumni have presented work in solo and group exhibitions in New York, Los Angeles, and internationally; attended prestigious art residency programs; written art criticism and poetry for publication; given artist lectures; curated exhibitions; and founded their own exhibition venues. The vitality of the MFA program as a community is also demonstrated by the strong connections that our students maintain with our faculty and with each other. In art centers around the U.S., a growing network of accomplished alumni engage in dialogue, work on collaborative projects, and actively support one another in their many creative endeavors.

Complete information for individuals interested in applying to the program can be found on the VCUArts website: arts.vcu.edu/apply
The Department of Photography & Film MFA program seeks dynamic degree seeking emerging artists whose work challenges the common definitions of photography, film, and video while maintaining the disciplinary integrity of traditional practice. The department works to advance the highest standards of photography and film practices by cultivating an artistic community for the development and exchange of progressive visual ideas.

visit the program online:
arts.vcu.edu/photofilm/mfa

contact the department directly:
Paul Thulin
Director of Graduate Studies & Assistant Professor
804.828.1695
pbthulin@vcu.edu
Students participate in critical dialogue with a diverse and distinguished faculty of artists, critics, and scholars who stress the importance of experimentation and conceptualization. Students work in expanding traditional and contemporary genres and processes, including performance imaging, docu-dramatic filmmaking, and multi-media installation. Students employ still photography, video, film, and are encouraged to investigate other fine arts disciplines as well. The focus of the program is to encourage student artists to increase the scope of their photography and film practice while at the same time appreciating and reflecting upon the critical histories and technical evolution of the medium.

CURRICULUM
The Master of Fine Arts in Photography and Film is a two-year terminal degree, requiring 60 credit hours of course work, which consists of 24 credits in studio, 12 credits in seminar, 9 credits in research, 3 credits in thesis exhibition, and 12 credits in graduate-level elective courses. The Department of Photography and Film curriculum is adaptable to each individual artist’s interests and needs. Students are encouraged to actively explore both traditional and modern lens-based technology and processes while immersed in a broad spectrum of contemporary art discourses. Committed to graduating visually literate artists, the department liberally supports a personal path towards a comprehensive understanding of the theoretical foundations and sociopolitical complexities of photography and film. Students are encouraged to take graduate courses in other departments within the School of the Arts, as well as graduate courses of interest offered throughout the University. The program culminates in a public exhibition or screening of a unified body of artwork, supported by a thoroughly researched written thesis that coherently reflects two years of intelligent investigation into individual artistic practice.

FACULTY
- Sonali Gulati, Associate Professor
  MFA in Film & Media Arts, Temple University
- John Freyer, Assistant Professor
  MFA in Photography, minor Digital Media, University of Iowa
- Sasha Waters Freyer, Department Chair and Associate Professor
  MFA in Film & Media Arts, Temple University
- Brian Ulrich, Assistant Professor
  MFA in Photography, Columbia College Chicago
- Mary Beth Reed, Assistant Professor
  MFA in Film, Bard College
  MFA in Experimental Animation, California Institute of the Arts
- Justin James Reed, Assistant Professor
  MFA in Photography, Tyler School of Art, Temple University

A cornerstone of the Department of Photography and Film MFA experience is the superb quality of student interaction with distinguished and dedicated graduate faculty. Department faculty have achieved national and international recognition through their creative and artistic achievements, research, awards, and publications. They take an active and in depth participatory role in each student’s artistic and academic pursuits. The graduate faculty take pride in their ability to meet research goals while honoring a commitment to provide an enriching and substantial teaching relationship with emerging artists.

In addition, the Photography and Film MFA program collaborates extensively with the highly accomplished faculty and students of several other VCUarts MFA programs, resulting in an expansive interdisciplinary approach to our respected media. Weekly group and individual studio critiques encourage intense studio production, experimentation and an active scholarly engagement within a community of artist and critics. Thesis committees often consist of faculty from several different programs ensuring that a student is provided a rich and varied discursive experience. Upon completion of the program, each student will have acquired an in-depth understanding of the critical dialogue that connects photography and film with other disciplines.

In addition, the Department of Photography and Film’s widely respected visiting artist/scholar program is a major support component of our graduate curriculum and is truly representative of the uniquely dynamic creative encounters provided to the students. The department is dedicated to providing a diverse and engaged studio environment that builds relationships with successful and thought provoking international artists and critics. The goal is to support one on one interaction with exhibiting artists who are having a profound effect on the contemporary art landscape. In addition to our program’s visiting artist offerings, the graduate students benefit from a multitude of weekly public art lectures and events hosted by VCUarts.
FACILITIES
Graduate students have 24/7 access to personal studios located within a larger communal critique space. The space promotes a collegial atmosphere encouraging invaluable daily conversational interaction between fellow artists and the faculty. In addition, artists have access to black and white darkrooms and film processing facilities, lighting studios, Epson large format digital printers, and an Imacon 4”x5” film scanner, as well as additional Nikon and Epson scanners, and a dedicated computer lab. The department provides an extensive amount of equipment available for checkout including, but not limited to, medium-format and large format 4”x5” view cameras, Canon Mark II Digital SLRs, HD video cameras, 16mm motion picture cameras, professional sound gear, and studio and location lighting equipment. In an effort to fully support the highest level of artistic production, substantial consideration and resources are dedicated to providing our students with cutting-edge, professional grade photography and film equipment.

ADMISSION
Each Spring, the Department of Photography and Film invites top candidates to submit an application to the MFA program for full-time Fall entry only. Admission into the program is highly competitive and applications are evaluated based on the artistic merit of the portfolio as well as evidence of exceptional performance in previous scholarly and creative pursuits. Submitted portfolios should present an intelligent and original artistic vision, a strong point of view and mastery of technique. The department welcomes applications for admission from individuals from art and non-art backgrounds, as long as all application requirements can be met. Prospective students are encouraged to visit the campus to meet faculty and current graduate students in the program.

Complete information for individuals interested in applying to the program can be found on the VCUarts website. arts.vcu.edu/apply
The Graduate Sculpture Program at VCU is a major force in the School of the Arts and beyond. This is best measured by the challenging, talented and curious students we attract from around the world. In addition to that, *U.S. News & World Report* ranks our Sculpture MFA program first in the United States. Our students are drawn by the ever-increasing visibility of the department’s alumni and the reputation of a highly diversified and talented faculty.

visit the program online:

[arts.vcu.edu/sculptgrad](arts.vcu.edu/sculptgrad)

contact the department directly:

Carlton Newton  
Interim Chair & Associate Professor  
804.828.1511  
sculpture@vcu.edu
The department’s eight full-time faculty and active visiting artist program present a variety of directions and philosophical attitudes. Our visiting artist program brings significant artists, critics, curators and culture-makers to our campus and into the graduate studios on a regular basis. Through a broad range of solutions, students are encouraged and expected to develop their potential, challenge accepted notions of contemporary art and enter the evolving cultural conversation of our time. All of this takes place in an environment charged with high expectation regarding self-motivation, intellectual capacity and responsibility.

Through studio reviews, seminars, critiques and research, students build a complex awareness of the contemporary and historical definitions of art that influence their creative work. In addition to their own investigations, graduate students participate in and contribute to the undergraduate program through teaching assistantships, critiques, and more.

Graduate students are provided with generous studio spaces, state-of-the-art equipment and the time, support, and encouragement to pursue their independently determined goals.

**SCULPTURE + EXTENDED MEDIA**

We accept just six artists each year into our two-year program for a full complement of 12 graduate students. We purposely select artists from a wide range of approaches and life experiences. It is this rich mix of points of view combined with our equally diverse faculty that makes for a complex and challenging ongoing dialogue.
ABOUT THE FACULTY
Our professionally active faculty span the gamut of art: makers of objects, installations, ephemera, public sculptures, video, translations of 2-D into 3-D, craftsmen...you name it. All faculty share a profound commitment to their studio practice as well as to the education of young artists. Ours is a collegial community wherein sympathetic and differing opinions lead to spirited, heartfelt discussions. The graduate faculty include Kendall Buster, Corin Hewitt, Elizabeth King, Matt King, Michael Jones McKean, Carlton Newton and Biter Partegas. We share critic and curator, Gregory Volk, with the Painting + Printmaking Department. In addition, Siemon Allen serves as a long-term visiting member of our faculty. Sanford Biggers serves as affiliated faculty. Portfolios of faculty work can be viewed at arts.vcu.edu/sculpture/portfolios.

ABOUT THE FACILITIES
It is possible to make anything here! All grads have 24-hour access to their private studios and our various shops and labs. Our fully-equipped woodshop also includes a CNC router. Our large and well-appointed metal shop includes a CNC plasma cutter. We run a ceramic shell foundry that pours bronze and aluminum. Our computer lab spans video and sound editing software to 3D modeling programs. In addition it boasts a portable 3D scanner as well as an ABS plastic 3D printer. We have HD video and still cameras, projectors and monitors in addition to sound recording equipment for check out...not to mention a sewing machine. We are constantly adding to and updating our equipment to complement our curriculum. In addition, dedicated technical staff stand ready to lend their expertise making the facilities remarkably accessible. A detailed listing of our facilities can be accessed at arts.vcu.edu/sculpture/mfa-program/facilities.

ABOUT OUR ALUMNI
Artists come from across the country and around the world to study here. The easiest way to describe the quality of a graduate program is the caliber of artists it has produced. This is something about which the VCU Sculpture Department has much to crow. Our alumni are visible in museums and galleries world-wide, and their successes run ever deeper. While still in school, six of our students have been awarded Javits Fellowships each valued at more than $120,000. In 2012, the Dedalus Foundation awarded one of its prestigious MFA Fellowships to a second year graduate student in Sculpture.

Graduates from the department include three MacArthur Fellows: Tara Donovan, Daisy Youngblood, and Teresita Fernández, who was also recently selected by President Obama to serve on the U.S. Commission of Fine Arts. We’ve produced USA Fellow Diana Al-Hadid, and numerous Guggenheim Fellows including Bonnie Collura. Many of our alumni have won Joan Mitchell Grants and Tiffany Fellowships. An additional sampling of alumni include David Herbert, Fernando Mastrangelo, Chris Taggart, Johnston Foster, Claire Watkins, Dawn Kasper and many many more. A sample of images by alumni can be accessed at arts.vcu.edu/sculpture/portfolios.

Complete information for individuals interested in applying to the program can be found on the VCUArts website.
arts.vcu.edu/apply
visit the program online:
arts.vcu.edu/theatregrad

contact the department directly:
Dr. Noreen Barnes
Director of Graduate Studies, Theatre
804.828.1514
theatre@vcu.edu
The MFA in Theatre, Pedagogy program is designed to prepare the student for employment as a teacher in higher education. Areas of concentration include performance, movement, voice, speech, and dramaturgy.

The program combines classes in pedagogy, scholarship, rehearsal and performance, and the practice of teaching. Candidates also receive training in the art of locating and applying for jobs in higher education (CV writing, crafting personal statements, interviewing, negotiating benefits, etc.). In addition to classroom work, graduate students in pedagogy are required to assist in the teaching of classes and participate in the production of plays and musicals on the VCU main stage. Upper level graduate students may have the opportunity to teach classes in their area of specialization. Performance students often act and/or direct professionally for theatres around the city of Richmond.

Over 120 graduates of the program currently hold full-time faculty positions at universities and colleges or key positions in education departments of major LORT theatres.

**FACILITIES**
The Singleton Performing Arts Center houses the 257 seat thrust Raymond Hodges Theatre, scene and costume shops, computer lab, storage areas, a movement studio, lighting lab, and two classroom/rehearsal spaces. The renovated Shafer Street Playhouse includes the 150 seat Richard Newdick Theatre, a design studio and three rehearsal studios with wooden floors and natural light.

**STUDENT AND ALUMNI**
Graduate students in all areas of pedagogy and design frequently have the opportunity to assist Theatre VCU faculty when working on Broadway, Off-Broadway or on regional theatre productions. Recent graduate projects included work on the Broadway productions of Finian’s Rainbow, The Scottsboro Boys, and the pre-Broadway workshop of Amazing Grace the Musical. Other projects include work at the Shakespeare Theatre, Arena Stage, City Center Encores, and with the Pioneer Theatre Company.

**FACULTY AND AWARDS**
The Theatre VCU faculty is made up of experienced teachers who have distinguished themselves in the professional world as actors, directors, designers, choreographers, voice, speech and movement coaches, fight directors and dramaturgs. With close to 50 Broadway productions and hundreds of Off-Broadway credits, their work has been seen on the stages of almost every major regional theatre in the United States as well as in hundreds of televisions shows and feature films. Individuals, or as members of the creative team, faculty members have received numerous awards including the Antoinette Perry (Tony) Award, the Obie Award, the Helen Hayes Award, the Los Angeles Drama Logue Award, the San Francisco Bay Area Critics Award, the American Theatre Wing Hewes Design Award and many more.

**GUEST ARTISTS**
Each year, Theatre VCU welcomes four to six nationally or internationally renowned guest artists in the areas of stage or film performance, design/technology, stage management, or dramaturgy. Visiting master teachers are typically in residence for a full week and guest directors work within the department for as long as eight weeks. These extensive residencies afford our guest artists ample time to teach classes, coach students individually, and work closely with small groups. Through the Guest Artist Program many of our students have successfully jump-started their professional careers.

List of recent guest artists include:
- Broadway Director BT McNichol
- Sound Designer Michael Keck
- Broadway Production Designer Santo Loquasto
- Broadway Stage Manager Lorri Doyle
- Broadway and film actor and VCU Alumnus Jason Butler Harner
- Tony Award-winning Broadway Actor Andre D’Sheilds
- Broadway Production Stage Manager Peter Von Meyerhauer
- Academy Award-winning Actor Mary McDonnell
- Broadway Dramaturg Lynn Thompson
- Theatre Historian and Feminist Studies Scholar Tracy C. Davis

The Stage Design and Costume Design programs integrate extensive theoretical and practical training. Graduate design courses are structured to address the specific needs of developing the individual student’s skills and talents. Professional training is grounded in traditional academic studies in theatre history, theory and criticism and literature. Rendering and portfolio building, as well as computer drafting, and professional internships at local theatres complete the professional skills program.

**PEDAGOGY CONCENTRATIONS**
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**DESIGN CONCENTRATIONS**
The concentrations in Stage Design and Costume Design prepare students to work as professional designers at the highest level. The programs are designed to instill a high degree of aesthetic sensitivity and technical proficiency in the standards and practices of contemporary theatre design. Students from these tracks regularly produce award-winning designs recognized at both the regional and national level. Enrollment is kept intentionally low so that each student can have the highly intensive and individualized attention that is the hallmark of the three-year mentorship experience. A distinctive feature of the program is that students see their designs realized not only on the VCU main stage but at other Richmond theatres as well.

The Theatre VCU faculty is made up of experienced teachers who have distinguished themselves in the professional world as actors, directors, designers, choreographers, voice, speech and movement coaches, fight directors and dramaturgs. With close to 50 Broadway productions and hundreds of Off-Broadway credits, their work has been seen on the stages of almost every major regional theatre in the United States as well as in hundreds of televisions shows and feature films. Individually, or as members of the creative team, faculty members have received numerous awards including the Antoinette Perry (Tony) Award, the Obie Award, the Helen Hayes Award, the Los Angeles Drama Logue Award, the San Francisco Bay Area Critics Award, the American Theatre Wing Hewes Design Award and many more.

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