The gross size of the building will be 95,000 square feet; net space assignable to the art programs will be just over 64,000 square feet. It will have one full floor below ground level and four above and will be located on the southeast corner of the University quadrangle. The building will be constructed at a cost of $11 million, of which Dorothea Shaffer has given $5.25 million.

The structure has been designed in extraordinarily close cooperation with the faculty to accommodate our need for art facilities well into the future. It will provide large, well-lighted studio space for students and their instructors, faculty offices adjacent to the teaching spaces, a 60-seat lecture hall, a 300-seat auditorium, preparation spaces, and several combination lounge/gallery areas. It will also allow for flexibility as future teaching emphases change and disciplinary lines blur.

When the facility is opened in 1989, the seven art locations on campus will be consolidated into three: the Shaffer Art Building for two-dimensional and time-based media; the Comstock Art Facility for fibers, metals, printmaking/papermaking, sculpture, studio research, and woodshop; and Smith Hall for industrial, interior and surface pattern design. The three will make orderly groupings of subject matter, bringing together artists with common interests.
The focal point of the building is its tower. In addition to serving as the main entrance, it symbolizes in a contemporary way a classical monument to the visual arts. The tower suggests a cultural renaissance, inviting the Syracuse community to programs in both the new building and the expanded Lowe Art Gallery. "Art for everyone", long a dream of Dorothea Shaffer and many others, becomes a realizable goal.

Inside, the main floor features a 500-seat auditorium (for lectures by visiting artists, community arts events, and classes) and a smaller, 60-seat lecture hall, both sharing a common projection booth.

All departmental offices and academic support offices are located on this floor, enabling the departments easy access to one another. An artist-in-residence studio is also located here, as well as faculty offices, seminar rooms, and graduate student studio space for the Department of Art Media Studies.

The Shaffer Art Building features a wide, glass-enclosed galleria connecting it on the main floor to the Lowe Art Gallery. This area serves both as exhibition and lounge space and gives passers-by an open view of the Gallery's interior.

The importance of the Lowe Gallery, which serves as a true teaching resource, is affirmed as the Shaffer Building gives it renewed public presence. Students are encouraged to view and study the works of others, while the public is invited to enjoy an expanded series of exhibitions. Few sites and programs offer the possibility of such artistic resonance.

Additional exhibition preparation rooms and storage space have been relocated from the Lowe Art Gallery to the main floor of the Shaffer Building, freeing more exhibition space in the Lowe Art Gallery. This will enable further growth and use of the University's 35,000-piece collection.
SECOND LEVEL
The second and third floors house facilities for the Department of Visual Communication, including space for the advertising design, communications design, fashion illustration, and illustration programs.

The Department of Visual Communication has been cited by the Wall Street Journal as one of the nation's best such programs. Its new facilities in the Shaffer Art Building provide additional tools for outstanding success.

The advertising design program places heavy emphasis on conceptual problem solving for both print and television, while communications design focuses on the ability of the designer to translate ideas through a variety of graphic media.

Four large, well-lighted studios, smaller criticism studios, and a graduate studio in the tower are all located on the second floor. Additional space is provided for offices, photo shooting studios, and a classroom in Art Media Studies.

THIRD LEVEL
Learning to interpret the images of the fashion industry is the goal of the fashion illustration program, while the illustration program balances imagination and individual expression with continual development of skills in drawing, painting, and design.

A large visual communication studio for seniors along with a typography lab, camera and photostat shops, and an air brushing studio are all located on the third floor.

A student-operated arts supply store and a painting and drawing studio are both located in the tower.

Large corner studio space is provided on both floors for the freshman foundation program. The foundation curriculum provides in-depth drawing and two and three dimensional problem-solving experience that serves as a strong studio background for all majors.
**FOURTH LEVEL**

The program in drawing and painting is committed to the development of serious artists who anticipate the making of art to be an integral part of their lives. The program boasts a professionally active faculty, an ambitious visiting artist series, and, with the opportunities afforded by the new building, interaction with the graduate program for the first time. Five undergraduate painting and drawing studios, a painting and drawing studio for seniors, and a still life room are ideally located on the top floor which features northern, clerestory lighting.

Advanced graduate majors are assigned one of the 13 individual studios, based on merit.

---

**LOWER LEVEL**

The building's lowest level houses the Department of Art Media Studies, including computer graphics, film, photography, and video research.

Computer graphics, the translation of information into images, is an exciting new development in the visual arts. Facilities include a computer graphics classroom, studio, advanced laboratory and media production studio.

The film program emphasizes creative production and film studies. An editing suite, an animation suite, and a large sound studio, are located on this floor.

The photography major encourages students to explore traditional and contemporary aspects of art photography. Included on this floor are film processing rooms, black & white and color darkrooms, and finishing studios.

The video research program explores the medium from the perspectives of production and analysis. Included is a studio/classroom, four editing suites and a shooting studio.
Location is often a potent symbol of importance. The central role of art in the University’s priorities will be clearly signaled to the campus community and visitors by the new building which will occupy a highly visible and accessible location on the University’s main quadrangle. The location will by itself suggest to students the value of art in their own educational experience, and many more are expected to request art instruction. The new facility will open its doors to nonmajors and, through formal courses and other cultural experiences, will make “art for everyone” a reality at Syracuse.

The site is auspicious for two other reasons as well. Its neighboring buildings house engineering, biology, chemistry, mathematics and physics programs, and it will be situated across the street from the new $59 million science and technology center. Thus, its location as the corner structure in “science row” makes a strong statement. Moreover, it will be immediately adjacent to the Lowe Art Gallery, which houses and displays the University’s 35,000-piece art collection, and serves as a significant teaching and community resource. A new glass-enclosed galleria will connect the Shaffer Art Building and the Gallery, one of only two major repositories of art in the Syracuse area. Its exhibition space will be expanded and its schedule increased as the Shaffer Art Building brings new attention to the arts on campus. Many more members of the Syracuse public will be exposed to outstanding student and faculty work.

The other major art venue in Syracuse is the I.M. Pei-designed Everson Museum of Art. The new public spaces and auditoriums in the Shaffer Art Building, plus the expansion of the Lowe Art Gallery, will provide new opportunities for joint community programs in the arts. A cooperative spirit already exists and awaits the Shaffer Art Building to create the catalyst.

In short, the Shaffer Art Building will elevate the arts to a position literally central on campus, maintaining a proper balance with the rapid expansion of facilities for science and technology. The presence of the new space will allow many more students to be exposed to art as part of their education; it will bring art majors and faculty members together in propitious new ways, and it will provide important new opportunities for community programs involving the University with the Syracuse community.

Construction of the Shaffer Art Building is scheduled to begin in March 1988, with completion in August 1989 and occupancy beginning in the fall semester.

The opportunity to build this major art facility comes at a time of dynamic activity at Syracuse University. Our scientific programs are experiencing dramatic growth through an infusion of federal, state and corporate support. Our professional schools of education, public affairs, and communications are shapers of national and world agendas. Our relationship with the city of Syracuse is vigorous and central to the region’s economic progress.

Housing for the arts is an essential element that demands our attention now. With the help of our alumni and friends, we will inaugurate a new era in the arts for Syracuse University and the Syracuse community.