



Computer Animation

Bringing imaginary worlds to life.

Ringling College Computer Animation students do it all. In our world-renowned animation program, you will learn to create characters and tell their stories, as well as design, paint, model, texture, animate, light, composite, and edit original films. As a Computer Animation student, you will combine essential technical skills with conceptually original ideas that affect an audience emotionally, visually, and intellectually.

This mix of talents is why we have been called the number one computer animation program in North America and why animation studios from all over the world look to us for the best and the brightest. Our graduates go on to win in film festivals and Student Academy Awards and become tomorrow's top animated filmmakers.

Awards and Accolades

Ringling's Computer Animation program is consistently ranked as the #1 animation program nationally and in the world, by *The Rookies* and *Animation Magazine*. The program boasts an impressive 17 Student Academy Awards won since 1998, and Ringling alumni have worked on every Oscar-winning Best Animated Feature since 2003.

Ringling College alumni worked on the following recent blockbuster animated feature films:

<i>Encanto</i> 18 alumni	<i>Incredibles 2</i> 20 alumni
<i>Raya and the Last Dragon</i> 13 alumni	<i>Coco</i> 18 alumni
<i>The Mitchells vs. the Machines</i> 11 alumni [including head of character design and head of character animation]	<i>Ferdinand</i> 17 alumni
<i>Luca</i> 17 alumni	<i>The Boss Baby</i> 9 alumni
<i>Lightyear</i> 11 alumni	<i>Moana</i> 21 alumni
<i>Turning Red</i> 14 alumni	<i>Zootopia</i> 20 alumni
<i>Into the Spider-Verse</i> 13 alumni [including Head of Character Animation]	<i>Toy Story 4</i> 9 alumni
<i>Ralph Breaks the Internet</i> 20 alumni	<i>Frozen 2</i> 24 alumni
<i>Hotel Transylvania 3</i> 12 alumni	<i>Spies in Disguise</i> 27 alumni
	<i>Soul</i> 17 alumni
	<i>Onward</i> 22 alumni



Employers

Blizzard
 Entertainment
 Blue Sky Studios
 Buck
 Cartoon Network
 DreamWorks Animation
 Electronic Arts
 General Motors
 Greenhaus GFX
 Hasbro
 Hornet
 Icon Creative Studios
 JibJab Media
 Laika Entertainment
 Lucasfilm
 Method Studios
 Moving Picture Company
 Nickelodeon
 Pixar Animation Studios
 Psyop
 Reel FX
 Riot Games
 Sony Pictures Imageworks
 The Mill
 The Third Floor
 Walt Disney Animation Studios
 Weta Digital

Internships

Blue Sky Studios
 DreamWorks Animation
 Electronic Arts
 General Motors
 Hasbro
 Laika Entertainment
 Magic Leap
 Nickelodeon
 Pixar Animation Studios
 Psyop
 Reel FX
 Sony Pictures Imageworks
 Walt Disney Animation Studios

Critiques with Industry Giants

To further inform the work of our fourth year students, we bring in renowned, successful visiting artists to participate in milestone critiques. Coming from the top studios in the industry, these artists offer a relevant, real-world perspective to bring student thinking out of the classroom into the professional arena. This process provides our students with invaluable feedback from the best of the best in the field, which they can immediately apply to their current work in progress.

Andrew Beddini

Blue Sky Studios

Guillermo Careaga

DreamWorks Animation

Eric Drobile

Reel FX

David Gibson

Blizzard Entertainment

Hamilton Lewis

DreamWorks Animation,
 The Third Floor

Bryce McGovern

Sony Pictures Imageworks

Scott McWhinnie

Blue Sky Studios

Armand Serrano

Walt Disney Animation Studios

Liron Topaz

DreamWorks Animation

Facilities and Studio Space

The Ringling College Computer Animation Department boasts eight state-of-the-art computer labs in addition to three open labs. We also have a render farm with thousands of cores and are capable of rendering a complete feature film right here on campus.

Faculty

Our faculty is composed of seasoned animation industry veterans who are passionate about shaping the next generation of creative leaders through our hands-on studio model of teaching.

Learn more about our faculty: www.ringling.edu/faculty



Still from Barking Orders by Alex Tullo '21

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