



# Virtual Reality Development

## Creating immersive experiences.

Ringling College Virtual Reality Development students pioneer forward in a game changing medium for designers. As a student of this program, the first of its kind in the world of design, you will learn to create immersive experiences that can change the way we think about industries, including healthcare, architecture, education, media, and more.

You will be the vanguard to shape and share stories from multiple points of view, and you will create immersive experiences within the virtual reality medium that ultimately inform, educate, and entertain. Whether it is making a more safe work environment, being a champion of social justice, or helping people recover from trauma, the VR medium will allow you to be a catalyst for positive change.

### Curriculum Overview

The Bachelor of Fine Arts in Virtual Reality Development prepares graduates for existing and emerging career opportunities designing and creating immersive experiences. Virtual Reality Development students graduate with the ability to design, create, and analyze immersive experiences within the virtual reality medium that inform, educate, and entertain.

Ringling's VR program is truly unique. Our teaching methods set us apart and our instructors collaborate closely to create class assignments. The curriculum is designed to help students develop skills that are really useful in the industry. It starts with simple skills and gradually adds more challenging concepts as you progress through your major, making each assignment matter. The majority of Virtual Reality Development classes involve projects that weave together what you are learning in each of your studio courses. This helps you connect the dots between your various courses enhancing the learning experience and effectiveness. When classes work together like this, the result is well-rounded skills and impressive final projects.

### Minor in VR

The Virtual Reality Development minor lets students explore emerging VR technology, a versatile tool spanning industries like gaming, film, healthcare, manufacturing, and more. Students master 3D modeling, environment creation, designing avatars, and interactive design, along with advanced scripting and technical art using cutting-edge, real-time interactive 3D game engines like Unreal Engine and Unity.





## VR: Where Creativity & Technology Collide

As a graduate of this major, you will jump into a rapidly growing industry. Even more exciting, you will build a career in which you work and play at the forefront of this artistic realm, reimagining and redefining the design process at this creative intersection of art and technology.

## Employment Opportunities

In addition to the entertainment applications of VR and AR, companies such as General Motors (GM) are looking for immersive media artists with strong visualization and problem solving skills to develop experiences that address the needs of creative design, product engineering, and manufacturing as well as the sales and service industries.

AECOM	Kinetic Vision
Baobab Studios	Meta
Epic Games	Microsoft
Funomena	Mote Marine Labs
General Motors	STRIVR
Halon Entertainment	Vu Studios
ILMxLAB	WIN Reality, Inc.
Immersive Health Group	3D Forensic

## Professional Opportunities

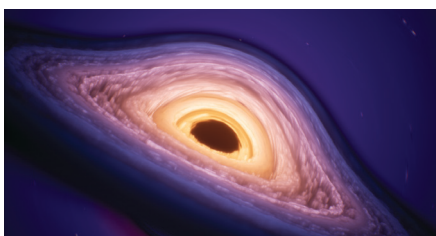
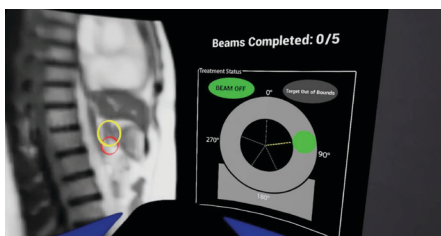
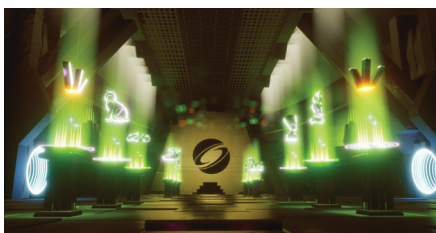
VR students have many opportunities to work on real projects with professional clients. Past client projects have included working with Moffitt Cancer Center and SIGGRAPH, the world's leading technology conference.

Moffitt Cancer Center and Ringling VR students teamed up to develop creative content for digital healthcare technologies, including virtual reality, animations for patient education, and training videos for patients and physicians. Patients receiving radiation treatments, for example, will be able to immerse themselves in VR and experience what the treatments will be like before they happen.

VR students created a virtual lobby for SIGGRAPH's Virtual Reality Theater—known for showcasing the best of the world's auteurs working in a medium without walls or frames. The students pitched three themes and then iterated based on the Theater committee's feedback, ensuring the final product was performant and optimized for playback on Meta's Oculus Quest 2 VR headsets and ASUS gaming laptops.

## Professional Memberships

Ringling's Virtual Reality Development program belongs to professional organizations including the International Virtual Reality and Healthcare Association (IVRHA) and the VR/AR Association (VRARA).



Below Left: VR major Joseph Janssen '22 worked with Moffitt Cancer Center on the project.  
Below Right: Student work created for SIGGRAPH's Virtual Reality Theater Lobby.

Above top left: ChronoEscape by Megan Dudley '22, Timber Robert '22, and Ruoling Xu '22

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