Ringling College of Art + Design

PRECOLLEGE 2024: IMMERSION CLASSES

Immersion classes are designed to reflect real experiences from our diverse majors. The listing below is categorized by media and technique. Many courses are relevant to specific majors while others reflect skills applicable to numerous majors. Visual arts education in a chosen area will build skills that apply to many creative practices.

Please review ALL the Immersion videos and descriptions to understand your selections before ranking your choices. Students will have their seats reserved in two Immersion classes. Notification of reserved classes is included in your letter of acceptance. Please note: Immersion **enrollments are only secured upon receipt of your tuition deposit by the due date specified in your acceptance letter.**

DIGITAL MEDIA IMMERSIONS

2D Motion Graphics

Learn to animate everything! Students in 2D Motion Graphics will explore computer generated animation techniques through graphic design imagery. Students of all skill levels will learn to bring any illustration or design to life through digital animations, compositing, 3D camera, and pre-production storyboarding techniques learned in this course. This Immersion is a great fit for students interested in the Computer Animation, Graphic Design, Illustration, and Motion Design majors.

3D Character Art and Design

Design, sculpt, model, texture, and animate 3D digital characters. Students will produce a character design using software and techniques employed in the animation, game, virtual reality, and miniature toy industries. This course is a great fit for students interested in the Computer Animation, Game Art, Illustration, and Virtual Reality Development majors.

Building Worlds with Unreal Engine 5

Design and create a 3D environment in Unreal Engine 5 from a library of assets for use in games, movies, animation and virtual production sets. Students will learn set dressing, material creation, landscape sculpting, environment painting, spatial composition, atmospheric VFX, lighting and camera composition, culminating in an explorable space ready for either gameplay or animation. This course is a great fit for students interested in the Computer Animation, Entertainment Design, Game Art, Motion Design, and Virtual Reality Development majors.

Business of Art and Design: Brand Strategy and Marketing

Learn the principles of marketing and tools for creating an effective brand strategy. Students will take on the role of a brand strategist to create a campaign for a struggling business or a new creative business. The final project will be a visual proposal of a new brand strategy and promotional marketing campaign. This Immersion is relevant to all majors.

Computer Animation: 3D Animation

Discover the complexities of computer animation. This Immersion covers subjects that are universal to most 3D software packages and to animation. Through a series of assignments, students will be introduced to basic modeling, animation, texturing, and lighting techniques using the 3D modeling and animation software.

Creating With AI

This Immersion offers hands-on experience with cutting-edge tools, setting the foundation for AI fluency in art and design. Explore AI-driven text and image generation, delve into the ethical implications of AI in art, and craft interactive digital experiences. This course is a great fit for students interested in all art and design majors.

Creative Writing: Comics and Picture Books

Learn the fundamentals of writing for comics and picture books. This Immersion will focus on writing the scripts that form the backbone of an engaging comic or picture book. Together, we'll build a welcoming writing workshop environment that includes daily exercises, critique, and a discussion of published works. Successful students will strengthen their ability to tell a story, begin crafting their own unique voice, and learn how to present their work like a professional. By the conclusion of this course, students will have completed one original script for a comic and one manuscript for a picture book.

Digital Illustration

Explore the fundamentals of digital illustration. Students will gain a basic understanding of design principles, user interfaces, tool functions, and digital image making using professional software such as Adobe Photoshop and Illustrator, to create industry-appropriate digital illustrations. This course is a great fit for students interested in the Illustration, Computer Animation, Game Art, Graphic Design, Motion Design, and Virtual Reality majors.

Digital Sculpting

Digital sculpture is easier than you think. This Immersion teaches students digital sculpting techniques using form development methods combined with 3D modeling to create detailed digital models and sculptures. Students will learn to plan, create, and develop models for movies, games, comic books, and toys. This Immersion is relevant to the Illustration, Game Art, Computer Animation, Virtual Reality, Fine Arts, and Motion Design majors.

Film: Directing

Learn the fundamentals of film directing. This Immersion introduces students to the basics of performance, dialogue subtext, camera placement, scene coverage, collaboration, and editing. Emphasis on the emotional side of filmmaking offers students the opportunity to gain an understanding about character intentions and motivations, and how to best capture performances on camera. This Immersion is relevant to the Film and Photography majors.

Film: Production

A producer is responsible for managing the behind the scenes elements of a film production. This course will introduce students how to take a script to screen. Learn how stories work to plan a film effectively in collaboration with others, and how the use of editing and music to control the pacing can heighten the emotional impact of a film. This Immersion is relevant to the Film and Photography majors.

Game Assets

Design and create assets for video and tabletop games using cutting-edge software applied throughout the game industry. Students will learn to model, texture, and render game ready video game assets. This Immersion is a great fit for students interested in Game Art, Virtual Reality, and Entertainment Design.

Game Design

Create your own playable platformer that you can publish and share with friends and family. This Immersion introduces students to the fundamentals of designing video games, including: player start, decisions, interaction, rules, opposition, and goals through level design utilizing cutting-edge 3D computer-generated art assets and advanced software tools. Students will review and analyze the different types of core mechanics and the classification of games by target audience. This Immersion is relevant to the Game Art and Virtual Reality majors.

Graphic Design: Text and Image

Graphic design touches you every day through packaging, logos, websites, apps, T-shirts and posters for bands, sports, movies, and more. In this Immersion you will apply the foundation principles of graphic design to create meaning through image, text, and composition. Learn techniques for rapidly generating many variations of your initial idea to refine and expand your skill. This Immersion is a great fit for students interested in the Graphic Design, Fine Arts, Illustration, Business of Art and Design, and Motion Design majors.

Photography

Digital Photography will cover technical and aesthetic elements of photography. Students will learn how to see photographically following the rules of composition, basic digital image capture, use Adobe Camera Raw, Photoshop, archiving, and how to prepare your images for output using inkjet printing technologies. In this course, we will focus on aperture, shutter speed, lighting, storytelling, artist statements, critique, and building a portfolio. This Immersion is relevant for students interested in the Photography, Film, and Fine Arts majors.

Creative Writing: Stories and Scripts

Learn to write effective, audience-pleasing stories that excite readers and audiences. This Immersion is designed to give students a basic understanding of the story-writing process. Emphasis will be placed on character, scene, plot, dialogue, conflict, and revision, providing students with a basic understanding of the art and craft of writing effective stories. This Immersion is relevant to all majors.

Storyboarding

Storyboards are the first visual pass of advancing a script to production. This Immersion develops an understanding of the basics of storyboarding conventions and techniques, film language, continuity editing and descriptive drawing for visual storytelling. Students will work from a script and pre-production packet to develop a scene for an animated short. Motion Design, Computer Animation, Illustration, and Film all utilize storyboarding.

Virtual Reality Development

Explore the interactive world of Immersive media utilizing Unreal Engine and industry standard equipment used in Virtual Reality Development. Students will gain practical skills through learning the essential principles, tools, and techniques used in the creation of immersive experiences tailored for the Oculus Quest 3 and Apple Vision Pro. Through product analysis and participation in brainstorming sessions, this course will also explore designing Virtual Reality experiences for Good. Skills learned in this course can open doors to future career opportunities in the booming field of immersive media.

Visual Development for Game

Learn to develop artwork for Game Art. This Immersion focuses on visual exploration of ideas and the generation of characters, props, and set designs with the potential for interactivity. Students will be introduced to basic elements of art direction with an emphasis on sound draftsmanship and creating original designs as they are used in an entertainment industry pipeline. This Immersion is relevant to the Game Art and Virtual Reality majors.

Visual Development for Illustration

This Immersion introduces students to a variety of techniques and methods that are used to create effective characters and background designs for all media. Students will be placed in a small team setting and will learn to practice the research, brainstorming, critical analysis, and improvisational techniques that are necessary to create and implement conceptual work in the professional field. This immersion is relevant to the Illustration, Game Art, Computer Animation, Virtual Reality, Fine Art, and Motion Design majors.

Visual Effects for Animation, Film and Games

Design and create stunning visual effects for animation, games, and virtual production for movies using techniques and methods of particle systems, material graphs, texturing, and lighting in Unreal Engine 5. This course is beneficial for students interested in the Computer Animation, Game Art, Motion Design, and Virtual Reality Development majors.

HYBRID IMMERSIONS - combining traditional and digital media

Classic Tabletop Board Game Design

Have you ever wanted to design your own classic board game like Monopoly, Connect 4, Jenga, or Uno? Through a brief introduction of the principles of game flow, students will learn how to create 2D and/or 3D traditional game models. Beginning with game concept design, game theory, gameplay mechanics, to rapid prototype development, concluding with peer testing. This course is a great fit for students interested in Illustration, Entertainment Design, Game Art, and Business of Art and Design.

Computer Animation: Visual Development for Animation

Explore elements and processes involved in drawing for animation and story. This Immersion covers techniques and processes involved in creating artwork for animation with a focus on character development. Students will be introduced to animation concepts including gesture drawing and quick sketch, and the creation of volume and depth to capture action and attitude within a single pose.

Entertainment Design: Themed Environments

Entertainment Design is the art of creating compelling and engaging experiences that take guests on magical journeys that immerse them in a story. From theme park attractions to museum exhibits, live concerts, and resort destinations, this course will introduce students to the design processes that bring immersive entertainment experiences to life. Students will conceive of and create a scale model themed environment that could serve as a real-world experience. This Immersion is a great fit for students interested in the Entertainment Design, Computer Animation, Virtual Reality, Fine Arts, Illustration, and Game Art majors.

TRADITIONAL MEDIA IMMERSIONS

Entertainment Design: Costume Design and Construction

Costume is the design element that most describes every character or performer in every type of media—animation, illustration, theatrical and musical performance, themed entertainment, cosplay, film, fine art, and more. Students in this course will create a narrative-based costume, learn construction processes, and build a quarter sized costume maquette based on their design.

[Fine Arts: Conceptual Practices](#)

Learn to follow your intuition and develop the researching skills needed to create a cohesive body of work. This Immersion offers students a self-directed path towards the realization of unique works of contemporary art. Students are encouraged to both experiment and develop traditional skills. Students will complete projects in mind mapping, drawing, painting, and mixed-media collage. This immersion is relevant to all majors.

[Illustration](#)

Learn how to tell stories and communicate ideas through the visual language of illustration. Students will practice composing images through drawing, painting, and conceptual problem solving to express emotion and create interesting characters and scenes. By exploring media, and employing color theory, students further develop an understanding of the process of illustration in order to create work that stimulates the viewer to reflect and react. This Immersion is relevant to those interested in the Illustration, Computer Animation, Game Art, Virtual Reality, Motion Design, Graphic Design, and Fine Arts majors.

[Painting](#)

Learn the fundamentals of oil painting and develop the technical skills to paint from life. In this class, students will complete multiple paintings exploring techniques and methods for representational painting. Emphasis will be on observation to develop a more sensitive perception of color, value, and shapes. Students interested in Fine Arts and Illustration will find this Immersion to be a great fit.

[Papermaking and Bookbinding](#)

In this hands-on Immersion, students will learn the special characteristics of handmade paper and how it is used to make a variety of book structures. From breaking down fibers, to creating paper pulp, adding color, and using stencils and veils, students will create their own unique paper that is used to create one of a kind books using traditional and contemporary bookbinding techniques.

[Fine Arts: Printmaking](#)

Learn how printmaking, one of the most traditional fine art techniques, is applied in contemporary work. Students will create unique singular prints, and prints in multiple, using screen-printing and other monoprint techniques. This Immersion covers multiple processes involved in creating artwork for Fine Arts, Graphic Design, Photography, textile printing, and more.

Ringling College of Art + Design

PRECOLLEGE 2024: CORE CLASSES

Core Classes provide an introduction to the principles and elements of the fundamental skills applicable to all visual arts studies. All PreCollege students are automatically enrolled in all four Core Classes as a component of this comprehensive program. Core Classes meet Monday-Thursday, 9-11:30 am.

2D Design

Exploring the subjects of landscape and location, students will learn digital drawing, to employ emphasis and sophisticated color harmonies, and to combine text with image to create digital postcards.

3D Design

Students will learn the process of digital sculpting to create an embellished human skull and animal creature using ZSpheres. Students will learn the terminology of 3D space, line, plane, edge, mass, space, and movement.

4D Design

This class will introduce students to the basics of working with time-based media and designing in "4D space". Students will explore timing, spacing, rhythm, and sequential design using both traditional and digital media.

Figure Drawing

Working from the draped figure, this class will introduce students to the basics of drawing the human form.Through daily drawing exercises, students will explore the concepts of gesture, proportion/measurement, volume/space, basic anatomy, and composition.