Ringling College of Art + Design

COMPUTER ANIMATION AT RINGLING COLLEGE

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.

INTERNSHIPS
PIXAR ANIMATION STUDIOS
WALT DISNEY FEATURE ANIMATION
SONY PICTURES IMAGWORKS
BLUESKY STUDIOS
LAIKA
REELFX
ELECTRONIC ARTS
DREAMWORKS ANIMATION

EMPLOYERS
PIXAR ANIMATION STUDIOS
DREAMWORKS ANIMATION
SONY PICTURES IMAGWORKS
WALT DISNEY FEATURE ANIMATION
BLUESKY STUDIOS
CARTOON NETWORK
NICKELODEON
LAIKA
REELFX
LUCASFILM
ELECTRONIC ARTS
MOONBOT STUDIOS
WETA DIGITAL
FACILITIES & 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.

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, brands, and businesses in the industry, our 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 works in process.

VISITING ARTISTS
STEVE HICKNER, DREAMWORKS ANIMATION
ARMAND SERRANO, WALT DISNEY FEATURE ANIMATION
KEVIN JOHNSON, BAGDASARIAN PRODUCTIONS
MICHAEL CLAUSEN, EPIC GAMES
ANDREW BEDDINI, BLUE SKY STUDIOS
BRYCE MCGOVERN, SONY PICTURES IMAGWORKS
MICHAEL PEDRO, CERTAIN AFFINITY
HAMILTON LEWIS, DREAMWORKS
ERIC DROBILE, REELFX
TROY ADAMS, RIOT GAMES

AWARDS AND ACCOLADES
RANKED THE #1 COMPUTER ANIMATION PROGRAM IN NORTH AMERICA BY 3D WORLD MAGAZINE
SIGGRAPH ASIA BEST OF SHOW 2009
SIGGRAPH ELECTRONIC THEATER: BEST COMPUTER ANIMATED SHORT 2015
11 STUDENT ACADEMY AWARDS

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

JAMES MCCAMPBELL
University of Tennessee

BILLY MERRITT
Ringling College of Art and Design

DOMINIC AVANT
Rhode Island School of Design

DEBORAH HEALY
MFA Montclair State University

JEREMY CANTOR
Marywood University

HEATHER THOMSON
Ringling College of Art and Design

JAMES MARTIN
Art Center College of Design

SEAN MCLAUGHLIN
Ringling College of Art and Design

PAUL DOWNS
Ringling College of Art and Design

ED GAVIN
MFA Florida Atlantic University

GARY SCHUMER
MFA Ohio University

KAREN SULLIVAN
MFA University of Massachusetts

STEVEN KAPLAN
Cooper Union

JOHN WILLIAMS
MFA Maryland Institute of Fine Arts

JON DI VENTI
Ringling College of Art and Design

RON ZEITLER
Ringling College of Art and Design