Congratulations on your acceptance to PreCollege. Please rank your preferences (at least six options) for our TWO immersions, based in the Ringling College majors. Delve into a specific major or explore two different majors. Placement is first-come, first-served according to the date of your acceptance into PreCollege, your payment of the $400 program deposit, and in accordance with the ranked majors of interest and personal essay submitted on your application.

**FIRST: READ THE IMMERSION DESCRIPTIONS.**
Look for immersions that will best meet your interests and goals. Having trouble deciding? Visit [http://www.ringling.edu/help-me-decide](http://www.ringling.edu/help-me-decide) to see the College’s site for helping to find the right fit. Still have questions? Email precollege@ringling.edu or call us at 941.955.8869.

**THEN: GO ONLINE AND SUBMIT THE PRECOLLEGE IMMERSION FORM**
Go to: [www.ringling.edu/precollege](http://www.ringling.edu/precollege) and select PreCollege Immersions. You can read immersion descriptions below or online, and then complete the selection form. You will be asked to:

- PROVIDE your NAME, EMAIL ADDRESS, and PHONE contact.
- TELL US about your experience with Adobe Photoshop.
- RANK your workshop preferences for a Monday/Thursday workshop. PROVIDE AT LEAST SIX CHOICES from the 12 options available.
- RANK your workshop preferences for a Tuesday/Friday workshop. PROVIDE AT LEAST SIX CHOICES from the 13 options available.
- CLICK SUBMIT. You will see a “thank you“ screen if your submission is successful.

If a preferred immersion is full, you will be placed into the next ranked immersion and wait listed into your next highest ranked selection(s). Should space become available, we will hold a spot in the higher ranked selection and contact you to make sure you still want to change immersion assignments. Where a workshop is offered both Monday/Thursday and Tuesday/Friday, you may enroll in only ONE section, e.g., you can only take one “3D Computer Animation” immersion.

Immersion enrollment is confirmed by email to the address provided on your submission.

**REMINDER:** You must be BOTH accepted into PreCollege and have paid the $400 program deposit BEFORE you will be enrolled in your immersions.
PreCollege 2016 Immersion Workshop DESCRIPTIONS
(Listed Alphabetically)

3D Computer Animation – offered M/Th and Tu/Fr
This immersion gives you the opportunity to discover the complexities of computer animation. We will cover subjects that are universal to most 3D software packages and to animation through a series of assignments introducing you to basic modeling, animation, texturing and lighting techniques. This course uses the 3D software Maya.

**Course Goals:**
- An exploration of basic tools and functions of Maya.
- Learn to use Maya to create simple models, animate, texture, light and render.
- Learn the basic principles of animation.
- The purpose of this course is to introduce students to the world of 3D, through subjects that are universal to most 3D software packages and to animation in general. By the end of the course a student should know if he or she wants to further their education in 3D.

Ad Design – offered M/Th
This immersion teaches students the basics of creating advertising solutions. From research to final concepts, students will collaborate with each other and work in teams to solve an advertising need for a specific client. The workshop will provide students with an understanding of the advertising creative process including brainstorming, collaboration, ideation and presentation.

**Course Goals:**
- The basic functions of an advertising agency and its departments are discussed.
- Client and ad agency relationships are introduced.
- The fundamental steps in developing creative solutions are demonstrated.
- The importance of collaboration, evaluation and presentation are discussed and practiced.

Creative Writing – offered Tu/Fr
This immersion offers an introduction to the basic elements of effective storytelling with a specific eye towards short fiction. To this end, we will examine the works of both established and emerging writers in hopes of discerning and emulating the qualities of good short stories. Class members will work together to create a welcoming and productive workshop environment, including in-class discussion of both published writings and student work. Frequent writing exercises will provide the opportunity for you to practice, to imitate, and to experiment under the guidance of a well-published professional writer.

**Note:** This is a writing class, which means regular writing AND reading expectations exist for every student. Students should to bring a laptop to every class.

**Course Goals:**
- Demonstrate an understanding of what makes a good story.
- Display an understanding of the fundamental elements of short story.
- Develop an improved mastery of short story craft terminology.
- Become acclimated to receiving feedback on your own writing.
- Improve your ability to offer thoughtful responses on the work of others.
- Gain confidence in your own creative process.
- Introduce the professional practices skills necessary to be a successful artist.

Digital Art Promotion (BOAD) – offered M/Th
Begin planning your artistic career by learning how to promote your name, skills and art, on-line. In this immersion, you will learn how to get yourself out into the digital space, as a young professional, using Internet and social media branding strategies. Drawing from the digital presence of some of Ringling’s most successful grads, you will discover how to launch portfolio websites and strategically build your presence on social media platforms. You will learn how to drive Internet traffic to your site, bring your name to the top page of searches, and turn the digital you into a digital dynamo. It is recommended that students bring a laptop and/or iPad for this immersion.

PreCollege 2016 – Ringling College of Art and Design
Digital Art Promotion Course Goals:
- Students will learn how to design a personal web presence, including portfolio sites, as a hub for their art or skills.
- Students will be able to critically assess which social media platforms are best suited for their artistic endeavors.
- Students will learn a content management-based approach for social media marketing.
- Students will become familiar with Internet optimization and tagging strategies.

Drawing for Animation – offered M/Th and Tu/Fr
This immersion explores techniques and processes involved in the design and production of artwork for animation. You are introduced to the animator's process of gesture drawing and quick sketch, as well as creating volume, and depth to capture action and attitude within a single pose. The workshop stresses the importance of drawing for weight, force, thought, emotion and movement as they pertain to industry standards.

Course Goals:
To explore elements and processes involved in drawing for animation and story. Students will be encouraged to collaborate in solving some of the difficult technical problems that are part of this major. Students should leave the workshop with strong portfolio pieces and an excellent understanding of emotion in poses. The knowledge and work developed in this workshop is invaluable and can be used in a portfolio to be submitted for any creative major.

Film – offered M/Th
Filmmaking is a field that includes a number of disciplines that, when integrated, can result in a work that will move an audience emotionally. Students in this immersion will be introduced to the basics of filmmaking through a rigorous process of classroom and experiential learning. At the end of the course, students will produce a single project, which will be appropriate as a portfolio piece. Students should bring a digital camera (SLR) that has the capability to shoot video.

Course Goals:
The course is designed to give students a basic understanding of the filmmaking process. The competencies that are emphasized will be storytelling, composition, picture and sound editing, directing, and producing. The basics of each of the areas will be explored from a technical, aesthetic and psychological standpoint in order to provide students with a basic understanding of the art and craft of filmmaking.

Fine Arts – offered Tu/Fr
This immersion emphasizes the importance of investigation, ideation, communication and critique in conjunction with the development of a rich and personal body of work. Students are encouraged to experiment with collaborative and individual approaches to achieve personal goals. Through diverse processes in drawing, watercolor painting, origami, paper pulp casting and laser cutting, students will explore the principles and elements of 2D and 3D design to push artistic boundaries

Course Goals:
- Increase verbal and critical skills through participation in reading discussions, critiques, and seminars.
- Introduce the professional practice skills necessary to be a successful artist.

Game Art – offered M/Th and Tu/Fr
Students will get an introduction to the Game Art major and become familiar with the cutting edge Unreal 4 game engine, which is a leading development software solution used throughout the Game industry. In this class students will create a physics based ball bounce, an architectural fantasy, and a small interactive experience.

Course Goals:
- Students will gain familiarity with design principles and cutting edge development tools used in the game industry to create a basic environment they will be able to navigate and play.
- Learn general workflows, techniques and production processes of creating 3D content for Games.
- Development of new vocabulary related to the creation of 3D art.
- Development of production skills for both collaborative and independent work.
- Establishment of methods for analyzing and solving problems specific to 3D art.
- Development of design and aesthetic sensibilities in visual communication.

PreCollege 2016 – Ringling College of Art and Design
**Game Design – offered M/Th**

We have fun and play some games! Students will learn the Fundamentals of Game Design including: player start, decisions, interaction, rules, opposition and goals through level design utilizing the cutting edge Unreal 4 Game Engine. Students will review and analyze the different types of core mechanics and the classification of games by target audience. Finally, students will create their own playable platform they can publish and share with friends and family.

**Course Goals:**
- Students will gain familiarity with design principles of the game industry to create a game.
- Learn best practices of creating an overall theme and content for a game idea.
- Learn Unreal’s visual scripting, and general workflow of level design, including play testing and problem solving both technically and creatively.
- Development of new vocabulary related to the creation of games.
- Development of production skills for both collaborative and independent work.
- Establishment of methods for analyzing and solving problems specific to game creation.
- Development of design and aesthetic sensibilities in visual communication.

**Glass Casting – offered M/Th**

This immersion will introduce students to materials and processes for investigating cast glass as a sculptural medium. Students will learn: sculpting in the positive, techniques for refractory mold making used for kiln casting glass as well as topics for fusing, slumping, and cold working. Relevant health and safety rules will be covered.

**Course Goals:**
- Gain technical understanding and increase familiarity with Sculptural processes and tools related to modeling, mold making, and casting.
- Increase awareness of glass as a sculptural medium, and how it pertains to the context of Historical Art/ Contemporary Art/and Traditional/Popular Culture.

**Graphic Design – offered Tu/Fr**

This course introduces you to the visual theory associated with graphic design. You will use Adobe Illustrator and Photoshop to solve visual communication projects. Using type, image and color, students will create compositions in a variety of formats to convey informative and visually dynamic messages.

**Course Goals:**
- Create, save and print compositions of various formats using Adobe Illustrator.
- Export images for a web gallery from Adobe Illustrator.
- Develop a conceptual, visual solution to a communication problem.
- Develop a visual hierarchy within a typographic composition in black and white and in color.
- Develop an understanding of letterforms as compositional elements.

**Interior Design – offered Tu/Fr**

This course offers an introduction to the use of elements and principles of art and design to create interior spaces that people use every day. Interior design has a language all its own - students will learn to communicate verbally and visually with graphics created both by computer and by hand. Students will learn to use words, symbols, sketches and 3D images to express concepts and ideas and communicate their solutions for interior spaces. Selecting just the right materials and finishes, thinking about the environment, and knowing what to look for in selecting appropriate furnishings are all part of the excitement of creating beautiful and functional interiors.

**Course Goals:**
- Develop working knowledge of the tools, language, symbols, and conventions of an interior designer.
- Create spatial diagrams and models.
- Understand concept and concept development.
- Utilize visual problem solving.
- Design spatial models, diagrams, and digital 3D models.
- Learn how to select finishes and furnishings for an interior space.
- Learn visual and verbal presentation techniques.
- Introduction to the ethics of sustainable design practices.
Illustration – offered M/Th and Tu/Fr
Learn how to tell stories and communicate concepts through the visual language of picture-making. In this immersion, you will practice composing images, create interesting characters and stage them in a scene, use color theory to express emotion, and explore a variety of media. The result will be artwork that stimulates the viewer to reflect and react.

Course Goals:
- Introduce the picture making process, including research, thumbnails, value, and color studies.
- Survey past and present illustrators and the kinds of jobs available in the illustration field.
- Improve drawing, painting, and compositional skills.

Motion Design – offered Tu/Fr
This immersion will explore the fundamental principles of motion design through exercises exploring design, composition, idea generation, digital media, creative problem solving and collaboration. Emphasis is on movement, metamorphosis, transition, sequence, time and rhythm, pace, and editing.

Course Goals:
- Learn what “motion design” is and its place in the media landscape.
- Learn some of the basic design and animation principles fundamental to motion design.
- Learn the basics of Adobe After Effects, one of the foundational software packages for motion design.

Painting – offered M/Th
This immersion introduces fundamental principles and methods of acrylic painting. Projects are designed to develop perception, sensitivity to color, and handling of the paint medium. Topics covered include rendering forms using light and shadow, applied color theory, composition, and mark-making.

Course Goals:
- Technical understanding of materials and methods.
- Creating the illusion of space and form.
- Develop a sound studio practice.
- Increase awareness of past and current art movements and their role in contemporary painting.

Photography & Imaging – offered Tu/Fr
From sharing images on social networking sites, to utilizing stills, video and sound in multimedia productions, photography is at the forefront of our visual culture. This course will provide a general introduction to photography and digital imaging. The course will focus on technical and aesthetic elements of photography. Students must have a digital camera (SLR) that has the capability to shoot in RAW format.

Course Goals:
A brief history of photography, qualities of composition and aesthetics; the photograph as a method of storytelling and communication; technical camera skills, processing RAW images and generating successful workflow using Photoshop Bridge; general Photoshop skills and image preparation; and image printing.

Stop Motion Design – offered M/Th
This course provides an introduction to fundamental principles of motion through exercises exploring the traditional animation technique of 2D stop motion. Emphasis is placed on expressing simple ideas and stories through expressive movement and design.

Course Goals:
- Learn some of the principles of animation.
- Learn the basics of 2D stop motion animation techniques and Dragon Stop Motion software.
- Learn to storyboard, design, and shoot short stop motion animation projects.

Visual Programming – offered Tu/Fri
The course provides an introduction to programming concepts. Students will become familiar with the use of the Unreal 4 Game Engine, a software solution dedicated to being an industry leader for development tools for visual artists. Using Unreal 4’s node-based visual scripting system, students will create or modify interactive gameplay elements, learn how to use logic, and develop problem-solving techniques to identify and overcome technical problems. Programming concepts will include: Variables, Events, Run-Time, Conditional Logic, Vector Math, Arrays, and Loops. It is recommended that students enrolling in this immersion also enroll in either Game Art or Game Design.
Visual Development/Concept Art – offered M/Th and Tu/Fr
This course introduces students to a variety of techniques and methods that are used to create effective characters and background designs for video games and movies. 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 is a studio workshop.

Course Goals:
- Learn to work in a team setting.
- Learn research and brainstorming techniques.
- Learn a variety of methods to construct a character or environment.
- Learn to articulate ideas and concepts.

ZBrush: Digital Sculpting – offered Tu/Fri
Digital sculpture is easier than you think. Students learn digital sculpting techniques using form development methods combined with 3D modeling to create intensely detailed digital models and sculptures. Plan, create and develop models for the movies, games, comic books, and toys.

Course Goals
- Students will be provided with an introduction of the digital sculpting application ZBrush.
- Students will become familiar with ZBrush’s user interface and the application features including ZSpheres and ZSketching.
- Students will learn to create base models and then refine their models with Projection Master.
- Create base geometry for sculpting utilizing ShadowBox.

Quick Guide to PreCollege 2016 Immersions:

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