

VIRTUAL REALITY DEVELOPMENT



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.

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 an unexplored artistic realm, rethinking and redefining the design process at this uncharted intersection of art and technology.

Artwork on cover by: Seth Baldwin

POTENTIAL EMPLOYERS

Flight School is currently partnering with our students! Magic Leap and Baobab have also expressed interest in bringing projects and expertise right into our classrooms.

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| BAOBAB STUDIOS | HOYT ARCHITECTS |
| D3 CREATIVE STUDIOS | INSOMNIAC GAMES |
| DISNEY VR | KITE & LIGHTNING |
| EPIC GAMES | MAGIC LEAP |
| FACEBOOK/OCULUS VR | READY AT DAWN |
| FLIGHT SCHOOL | REWIND STUDIOS |
| FRAMESTORE | SHARECARE |
| GOOGLE VR | TRICK3D |

FACULTY

Our faculty is comprised of artists and content creators who are passionate about shaping the next generation of creative leaders through our hands-on studio model of teaching.

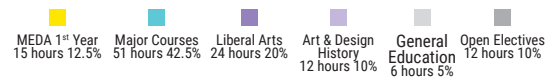
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|--|---|
| MORGAN WOOLVERTON MFA Studio Arts University of North Carolina, Greensboro | JOE JOBST BFA Illustration, 3d Animation, Fine Art Columbus College of Art & Design |
| WALA ALHADAD MFA Visual Development Academy of Art University | RYLAND LONCHARICH BFA Interactive Design & Game Development Savannah College of Art and Design |
| RENEE BATES BFA Illustration Brigham Young University | MARTIN MURPHY M.Ed Instructional Technology University of Southern Florida |
| SCOTT CARROLL BFA Computer Animation Ringling College of Art and Design | MICHAEL PHILLIPPI MFA Illustration Savannah College of Art and Design |
| DAVID DANNELLY MFA Emerging Media University of Central Florida | CESAR RODRIGUEZ BFA Computer Animation Ringling College Of Art and Design |
| JAMIE DERUYTER BFA Computer Animation Ringling College of Art and Design | ERIC GINGRICH BFA Art Video Production Savannah College of Art and Design |



CURRICULUM MAP

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|-----------------------|---|--|---|
| YEAR 1 FALL | MEDA 111 Drawing I | MEDA 115 Figure Drawing I | MEDA 112 2D Design |
| | LIBA 112 Film & Narrative | WRIT 151 Writing Studio | |
| SPRING | MEDA 126B Drawing II for CA, GA, & VR | VIRT 100 Introduction to Virtual Reality | GDES 124 Intro to Interactive Design |
| | MEDA 123C 3D Design and Modeling for VR | ARTH 128 History of Immersive Media | |
| YEAR 2 FALL | VIRT 200 VR Development I | VIRT 210 Visual Scripting I | Liberal Arts |
| | ARTH 111 Development of Art & Ideas | LMST 282 Literature & Media Studies | |
| SPRING | VIRT 201 VR Development II | VIRT 211 Visual Scripting II | VIRT 220 Concept Development for Virtual Worlds |
| | ARTH 365 History of Modern Architecture | Liberal Arts | |

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| YEAR 3 FALL | VIRT 300 VR Development III | VIRT 310 Visual Scripting III | VIRT 320 Iterative Design |
| | Open Elective or INTE 301 Internship | Liberal Arts | |
| SPRING | VIRT 301 VR Development IV | VIRT 340 Visual Development for VR | VIRT 330 VR Thesis Preproduction |
| | Liberal Arts | Open Elective | |
| YEAR 4 FALL | VIRT 400 (6 CREDITS) VR Capstone Project I | Upper-Level Art History | Open Elective |
| | General Education Elective | | |
| SPRING | VIRT 401 (6 CREDITS) VR Capstone Project II | Liberal Arts | Open Elective |
| | General Education Elective | | |



120 Credits



Ringling College
of Art + Design

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