

Illustration Visualizing ideas and stories.

The Illustration curriculum is designed to be broad-based, providing students with multiple skills enabling them to pursue a variety of professional avenues. **Our program offers two tracks: General Illustration and Illustration for Visual Development.** All students take general illustration courses (including first year foundations courses) in the first and second years. In the third and fourth years, students have the option of either following the General Illustration track or the Visual Development track.

Working in 2D and 3D, Illustration students are introduced to and familiarized with professional industry techniques through exercises, demonstrations, guest speakers, critiques, collaborative projects, internships, recruiter workshops, and interactions with real clients in the area. By the time you graduate, you will be prepared to take on countless illustration positions and share a comprehensive, cohesive portfolio that showcases your distinct visual voice.

Professional venues that employ our graduates include: book covers and graphic novels, comics, editorial art for magazines and newspapers (digital and hardcopy), advertising art, concept art for film, animation and gaming, 3D toy design, surface and pattern design for apparel companies, and illustration integrated with graphic oriented design.

Facilities and Studio Space

The Illustration Department offers an array of top quality facilities to create and exhibit student artwork. We provide three Cintiq labs solely for Illustration students with 24-hour access, painting and drawing studios, and a laptop for every student that is fully equipped with the latest Adobe Creative Suite software. The Illustration building, located centrally on campus, also houses its own gallery and several exhibition spaces to showcase the work of Illustration students, faculty, and alumni. The annual Illustration show, *Illest* of *Ill*, is a department juried exhibition that is curated and coordinated entirely by students.

Society of Illustrators

Ringling College students have won more awards in the 40-year history of the Society of Illustrators than any other college, and comprise the highest number of accepted entries into the Society's annual Student Scholarship Competition, About 300 works are chosen from more than 8,700 entries submitted by professors of college-level students nationwide. A competition which can kick start a career, the Student Scholarship Competition challenges students to bring their most sophisticated, well-crafted, and original work to be tested by a jury of professional peers, including illustrators and art directors, that selects the most outstanding works created throughout the year.

Visiting Artists and Companies

Chris Buzelli	James Gurney	
Marcos Chin	Anita Kunz	Greetings
Will Cotton	Greg	Disney
Thomas	Manchess	Hallmark
Fluharty	Victo Ngai	Pixar
Jon Foster	Dorian Vallejo	Animation Studios
Carter Goodrich	Glenn Vilppu	01000





Awards and Accolades

Out of 150+ schools across the country, Ringling College of Art and Design's Illustration program is consistently ranked as a top program nationally, in the South, and in Florida by *The Rookies* and *Animation Career Review*.

Exhibitions and Representation

Illustration students and alumni are exhibited and represented internationally and by galleries and museums throughout the United States. Here are just some of the institutions representing Ringling alumni.

Brandt-Roberts Galleries Ohio

Butler Institute of American Art Obio

Cahoon Museum of American Art Massachusetts CNYCAC Gallery New York Dahesh Museum of Art New York Fort Wayne Museum of Art Texas

Ghostprint Gallery Virginia Kiley Court Gallery Massachusetts

Williamsburg Art Nexus New York

Palm Avenue Fine Art Florida

Smithsonian American Art Museum Washington, D.C.

Faculty

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

Learn more about our faculty: www.ringling.edu/faculty

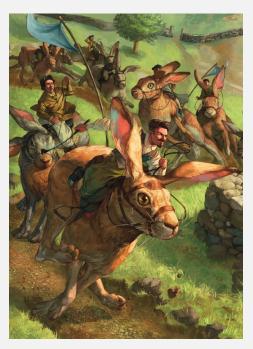
Employers

Abercrombie & Fitch American Greetings Apple Blue Sky Studios Cartoon Network CIA Creative Arts Disney EA Games Flickr GM Hallmark Hasbro Lilly Pulitzer Marvel Studios **Moonbot Studios Riot Games**

Zynga

Internships

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Artwork: Rabbit Race by Emory Kjelsberg '21

Christina Hess

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