



Illustration

Visualizing ideas
and stories.



Ringling College
of Art + Design

Here's a sneak peek →



At the heart of our Illustration program is the belief that every student has a unique creative voice waiting to be developed. Our curriculum is designed to open doors—equipping artists with versatile skills that thrive across today's dynamic creative industries.

During the first two years, students begin with a strong foundation in drawing, design, and visual storytelling. From there, they choose their path through one of two areas of emphasis: **Illustration** or **Visual Development**. Whether you're drawn to publishing, product design, concept art, pattern design, or beyond, our program empowers students to refine their passions, discover their strengths, and graduate ready to make their mark as professional illustrators.

Illustration students work in both 2D and 3D, gaining hands-on experience with the tools and techniques shaping today's creative world. Learning comes alive through demonstrations, critiques, collaborative projects, and professional connections with guest speakers, recruiters, and real-world clients. Opportunities such as internships and workshops further prepare students to step confidently into their careers. By graduation, you'll not only be **career-ready**—you'll have a polished, diverse portfolio that reflects your unique vision and creative voice.

Our graduates bring their talents to some of the most exciting corners of the industry. They design book covers, graphic novels, and comics; create editorial art for magazines and newspapers; and write and illustrate children's books. Many pursue careers in concept art for film, animation, and gaming, while others explore 3D toy design, surface and pattern design for apparel, or illustration that integrates seamlessly with graphic 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 earned more awards in the 40-year history of the Society of Illustrators than any other college. Our students also make up the largest number of accepted entries in the Society's annual Student Scholarship Competition—one of the most prestigious opportunities in the field.

Each year, about 300 works are selected from over 8,700 entries submitted by professors of college-level students nationwide. Judged by a panel of professional illustrators and art directors, the competition recognizes the most original, sophisticated, and well-crafted student work of the year—often serving as a launchpad for successful careers.



Artwork by Nico Ramos '25

Industry Guests

Yuko Shimizu
Irene Gallo
Lauren Panepinto
Gallery Gerard
Loveis Wise
Edward Kinsella
Hasbro
Kohls

Employers

Abercrombie & Fitch
American Greetings
Apple
Blizzard Entertainment
Blue Sky Studios
Carter's
Cartoon Network
CIA
Creative Arts
Disney
EA Games
Flickr
General Motors
GM
Hallmark
Hasbro
Lilly Pulitzer
Marvel Studios
Moonbot Studios
Riot Games
Wizards of the Coast
Zynga

Internships

Abercrombie & Fitch
American Greetings
Blue Sky Studios
Carter's
Coach
Disney
Disney Live
Entertainment
Disney/Marvel
GM
Hallmark
Hasbro
Kohl's
Moonbot
NASA
Pixar
Smithsonian American
Art Museum
The Children's Place

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*. Our students have earned top recognition at the annual **Concept Art Awards Competition** at **Lightbox Expo** in Pasadena, winning in the highly competitive Character Design category—an honor judged by a panel of leading industry professionals and celebrating excellence across all areas of concept art.

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**

Ohio

**Cahoon Museum
of American Art**

Massachusetts

NYCAC Gallery
New York

**Dahesh Museum
of Art**

New York

**Fort Wayne
Museum**

of Art

Texas

Gallery Nucleus
California

Ghostprint Gallery
Virginia

Kiley Court Gallery
Massachusetts

**Palm Avenue
Fine Art**

Florida

**Shannon
Associates**
New York

**Smithsonian
American**

Art Museum

Washington, D.C.

The Bright Agency
London

The CAT Agency

**Williamsburg Art
Nexus**
New York

Faculty

Our faculty are a vibrant community of artists and illustrators passionate about shaping the next generation of creative leaders through our hands-on studio teaching model. They are actively working in the industry, mastering both digital and traditional techniques, and balancing careers in illustration and fine art. Many of our instructors are also entrepreneurs, developing and managing their own intellectual properties while sharing real-world insights with students. Learn more: www.ringling.edu/faculty

Author/Illustrator Certificate

This certificate equips students to turn their stories and art into market-ready books. Focused on children's books, comics, and graphic novels, the program emphasizes storytelling, design, and industry-savvy production. Offered by the Creative Writing and Illustration departments, students learn to pitch to publishers, explore self-publishing, and master professional publishing strategies. Courses cover engaging children's books, sequential storytelling for comics and graphic novels, and marketing and distribution techniques to launch work successfully.

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