

Motion Design

Design in motion for any screen.





Fiona Greenleaf '26, Motion Design

As a Motion Design student, you will imagine, design, shoot, animate, and experience. Created from the convergence of animation, graphic design, advertising, and filmmaking, the Motion Design program is cross-disciplinary at its core. You will learn how to craft powerful animated visual communications for any type of screen, integrating various image-making technologies and media, including 2D and 3D animation, visual effects (VFX), stop-motion, graphic design, concept development, videography, and sound design.

Motion Designers employ professional industry practices and work collaboratively with other creatives across disciplines. Upon graduation, you will be prepared to confidently enter the motion design industry and start making an impact in this exciting field.

What Employers Are Saying

"I was blown away by the level of talent being developed and nurtured at Ringling College. And not just with the student body. Ed Cheetham has assembled a dream team of industry veterans who are now pouring their passion for motion design into the next generation of media professionals, all supported by a state-of-the-art facility that rivals the best I've seen anywhere."

- David Herbruck, President, Loyalkaspar



Mitch Monson from Sibling Rivalry, with Motion Design students, Rin Yokoi '25 and Diane Lee '25

Facilities

The Motion Design floor is a complete production studio, housing all the necessary facilities to accommodate the production of any project. The professional facilities include a stop-motion studio, green screen studio, computer labs, Cintig lab, and audio suite.

Motion Design students use software including Cinema 4D (3D computer animation software), Adobe After Effects (2D computer animation software), Houdini (Visual Effects), NUKE (compositing software), Unreal Engine (Real-time 3D), TouchDesigner (Interactivity), Dragon Frame (stop-motion animation software), and the Adobe Creative Suite.

The Motion Design department at Ringling College is now recognized as a Houdini Certified School. Houdini is 3D procedural animation software used for motion design, visual effects, game development, and even virtual reality.

Industry Guest Speakers

The Motion Design industry changes rapidly, so it's integral that students know what is happening with trends and practices in the field. That's why we bring industry leaders and professionals into the classroom to share their knowledge and experience.

Previous industry guests include:

Nickelodeon Google Imaginary Forces
NBC Universal Patrick Clair Telemundo
Disney Live Mitch Monson Future Deluxe
Entertainment Beeple Hornet
Microsoft

Career Prospects

Our alumni have started their careers in companies and studios, including Google, Apple, Ford, Disney, ESPN, Buck, SnapChat, ABC, Digital Domain, Marvel, Imaginary Forces, WWE, and Nickelodeon. Graduates work on a wide range of creative projects, including title sequences for film and television, visual effects, commercials, user interfaces, e-cards, projection mapping, sports animations, virtual and augmented reality, medical visualizations, game design, and network branding. Every company uses motion design in some capacity, so the career opportunities are endless.

Employers

ABC

Apple

Buck

CNN

Digital Domain

Discovery

Disney

Disney Live Entertainment

Elastic

ESPN

Ford

FutureDeluxe

Google

Hims & Hers

Hornet

Imaginary Forces

LinkedIn

Major League Soccer

Meta

Microsoft

Moving Picture Company

Nickelodeon

Oddfellows

Pandora

Psyop Ravie

Sibling Rivalry

Tampa Bay Buccaneers

The Mill

Wieden+Kennedy

Internships

Apple

Black Math

Blind

Giant Ant

Hallmark

IBM

Imaginary Forces

Leo Burnett Worldwide

Loyalkaspar

Make Studios

NFL

Prologue

Psyop

Roblox

Rocket Mortgage

Showtime

Sony Pictures

The Mill

Trailer Park

Viacom

WWE

Zoic Studios

Awards and Accolades

Ringling's Motion Design program has been ranked #1 in the world by The Rookies 2023 and 2024. Motion Design was also ranked #11 for 2D Animation and #20 for VFX.

Motion Design students and alumni compete and win in numerous animation and design competitions, including:

The Rookies

Motion Design Seniors named:

2023 Rookie of the Year

2023 Rookie of the Year Runner Up

2022 Rookie of the Year

2019 Rookie of the Year in Motion Graphics

The Motion Awards

3 Student Solo Project

1 Student Group Project

TELLY Awards

Professional Gold Award

Student Gold, Silver, and Bronze awards

American Advertising Federation

18 National ADDY Awards

5 Gold, 13 Silver

Collision Awards

Professional Gold and 2 Silver Awards
Student Gold and 2 Silver Awards

Promax

11 Gold: Creating What's Next Student Awards

The One Club for Creativity

ADC The Young Ones—1 Gold & 3 Bronze Cubes 5 Student Portfolio Awards

D&AD New Blood Pencil Award

International Student Honor

Communication Arts Design

2025 Annual Award of Excellence

Adobe Design Achievement Award

Grand Prize Winner

Senior Thesis Work in National and International Film Festivals

37 Student animations

International 24Hr Animation Challenge

2025 Placed 2nd out of 517 teams

2024 Placed 1st

2018 Placed 1st, 2nd, and 3rd

Emmy Award Creative Arts

2 Alumni won Emmy for Outstanding Main Title Design, 3 Alumni won for Nickelodeon and NFL cross-branding

MLB Baltimore Orioles Stadium

Work of 5 sophomore students selected to show during game

Motionographer and Stash featured selected senior work

National Publications

FutureProof Opening Titles featured in STASH Annual 2025

20 student pieces included in textbook, *Motion Graphic Design*

Faculty

Our faculty is composed of animators and designers 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

Watch Student Work Now

Open your camera app and scan the QR code. Then, flip to the front cover and view it through your camera.





Download and install ArtVive app to view motion work

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Ed Cheetham

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