







What's on the

Agenda for the week?

Below is an example of a typical day for PreCollege students:

Breakfast: 7:30-8:30 am

Core Classes Monday-Thursday 9-11:30 am

Week 1: 2D Design

Week 2: 3D Design

Week 3: 4D Art/Motion

Week 4: Drawing

Immersions
Monday-Thursday
2-5 pm

Week 1 & 2: Immersion

Week 3 & 4: Immersion

5-7 pm: Dinner

7-10 pm: Open Studio

Friday Explorations 9-11:30 am and 2-5 pm

Explorations are mini-workshops providing students with a myriad of different experiences to inspire their artistic journey. Students choose their morning and afternoon sessions each week.

unch / Library / Fitness / Recreation.

Majors & Portfolio Presentations

Here are some examples of Immersions that have been offered in past PreCollege programs. Some Immersions are specific to one major while others offer experiences and practices used in many of the majors.

Business of Art and Design: Brand Strategy and Marketing

Computer Animation: Visual Development for Animation

Computer Animation: 3D Animation

Creating With Al

Creative Writing: Comics and Picture Books

Creative Writing: Stories and Scripts

Digital Sculpting

Entertainment Design: Costume Design and Construction

Entertainment Design: Themed Environments

Film: Directing

Film: Production

Fine Arts: Conceptual Practices

Fine Arts: Printmaking

Game Art: Building Worlds with

Unreal Engine

Game Art: Game Assets

Game Art: Game Design

Game Art: Visual Development for Game

Graphic Design: Text and Image

Illustration: Digital

Illustration: Traditional

Illustration: Visual Development/

Concept Art

Motion Design: 2D Motion Graphics

Painting

Photography and Imaging

Storyboarding

Virtual Reality Development

Visual Effects for Animation, Film,

and Games

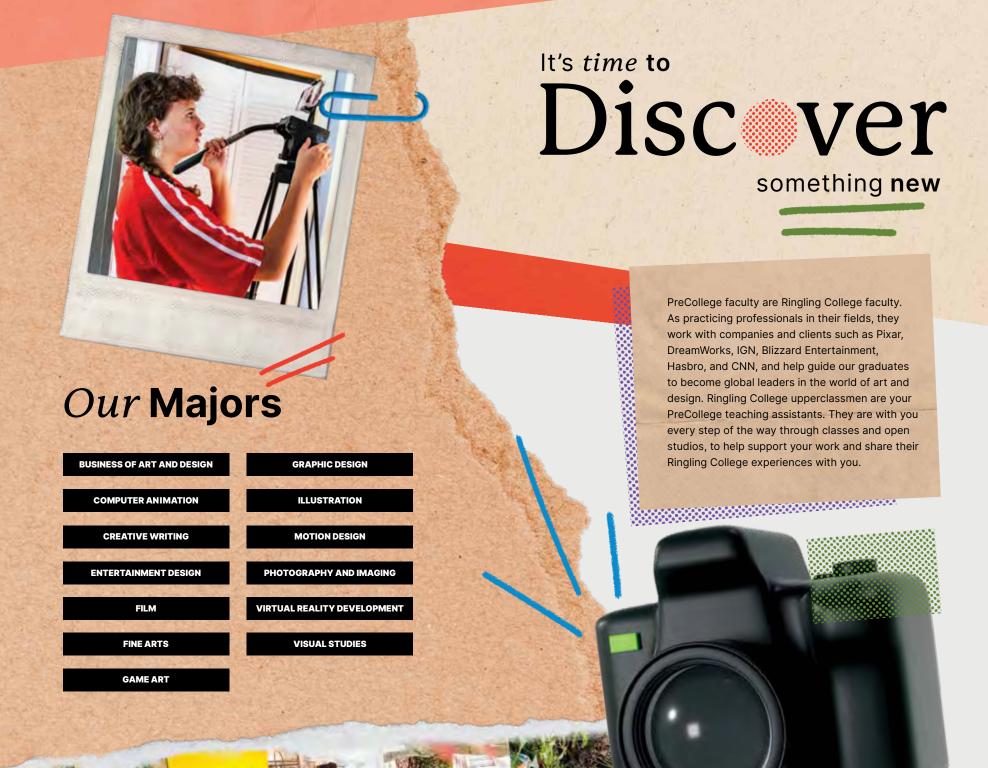
3D Character Art and Design





Elijah McBride

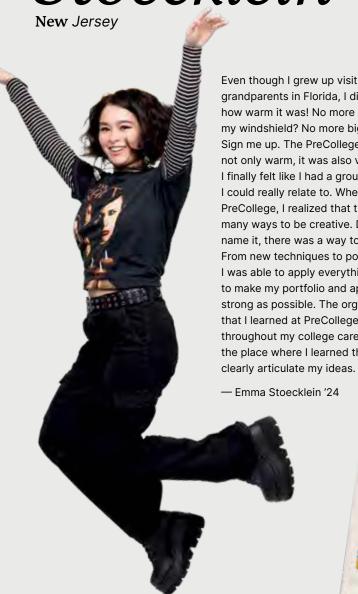












Even though I grew up visiting my grandparents in Florida, I did not realize how warm it was! No more scraping ice off my windshield? No more big puffer coat? Sign me up. The PreCollege program was not only warm, it was also very welcoming. I finally felt like I had a group of people I could really relate to. When I arrived at PreCollege, I realized that there are so many ways to be creative. Design, film, you name it, there was a way to make it yours. From new techniques to portfolio advice, I was able to apply everything I learned to make my portfolio and application as strong as possible. The organizational skills that I learned at PreCollege stuck with me throughout my college career, and it was the place where I learned the ability to











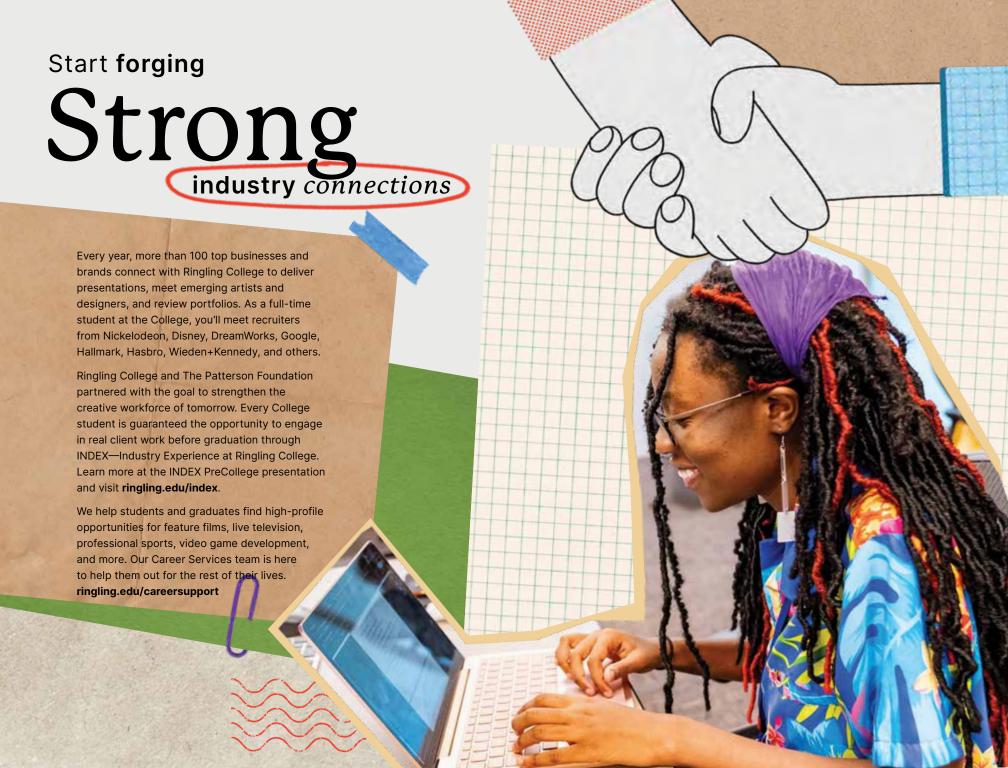
I always knew that I wanted to pursue a creative career, but I struggled to decide on a specific path. However, the exposure to various classes and practices at PreCollege helped me narrow down my interests. Originally, I considered majoring in Illustration or Studio Art. But when I took a graphic design course during PreCollege, I found it was a much better fit for me. This discovery of design thinking led me to explore the Motion Design department at Ringling College, which blends illustration, design, and animation—all of the elements I liked to work with. I was also captivated by the versatility of motion design and the multitude of career paths it offers. I look back at PreCollege with fond memories and had fun figuring these things out with fellow creatives!

- Fiona Greenleaf '26















Need-based Financial Grant and Scholarship Application Information

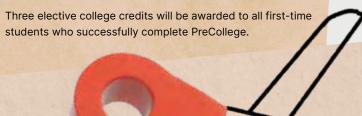
Ringling PreCollege is a transformational experience for young emerging artists. Applicants, who may otherwise be unable to attend for financial reasons, may apply for need-based grants and scholarship opportunities after submitting their PreCollege application at www.ringling.edu/precollege. Awards are based on financial need, the student statement, and the teacher recommendation. Funding may cover all or part of tuition and supplies. Awards do not cover transportation, room or board, student health insurance or, refundable damage deposits.

The Funding Application closes March 2, 2025 (no exceptions). Only complete applications will be reviewed for funding consideration. Candidates will be notified the week of March 21, 2025.

Grants and scholarships are made possible through the generosity of our donors, and Ringling College of Art and Design. Organizations and scholarship grantors may contact precollege@ringling.edu to inquire about matching funds in agreement with those contributions.

Please reach out to your local network, arts, and community foundations to inquire about additional financial support.

College Credits



Application Requirements

Applicants must be 16 to 18 years of age and currently enrolled in 10th, 11th, or 12th grade in high school.

A complete application includes:

- A completed PreCollege application form
- A \$55 application fee (non-refundable)
- A completed recommendation form from a teacher or quidance counselor
- A 250-word statement about your creative experience and aspirations

Apply/Contact Us

www.ringling.edu/precollege
precollege@ringling.edu 941-955-8866
#RinglingPreCollege

Timeline

Application opens November 1, 2024. Early application is advised!

Fees

Application fee: \$55.00 due at application

Tuition: \$4,440

Program deposit: \$500 due upon acceptance

Balance subtotal: \$3.940

Residential Fees		Commuter Fees	
Room:	\$1,175	Room:	\$0
Board:	\$1,260	Board:	\$525
Balance subtotal:	\$6,375	Balance subtotal:	\$4,465
Refundable damage deposit:	\$300	Refundable damage deposit:	\$150

Total Due May 10, 2025:

\$4,615

Additional Fees

Total Due May 10, 2025:

Student Health Insurance Plan (SHIP) \$200

All students must provide current proof of health insurance to attend PreCollege. International students and those requiring or electing to enroll in SHIP will be billed \$200, due May 10, 2025.

\$6,675

