

PRECOLLEGE 2027 IMMERSION CLASSES

All PreCollege students attend two Immersion classes as part of the summer experience. Immersion classes are designed to reflect real experiences from our diverse majors. The listing below is categorized by media and technique. Some courses are designed with one major in mind while others reflect experiences applicable to numerous departments.

Space is limited, and classes do fill up. We ask that all students identify a ranked list of Immersion classes they're interested in attending. Please review all Immersion videos and descriptions before ranking class choices.

Upon completion of the application, seats will be temporarily reserved in the two highest-ranked/available Immersion classes. Notification of reserved classes will be included in all letters of acceptance. Please note: final Immersion enrollments are only secured upon receipt of the tuition deposit by the due date specified in the acceptance letter.

DIGITAL MEDIA IMMERSIONS

2D Motion Graphics

Learn to animate everything! Students in 2D Motion Graphics will explore computer generated animation techniques through graphic design imagery. Students of all skill levels will learn to bring any illustration or design to life through digital animations, compositing, 3D camera, and pre-production storyboarding techniques learned in this course. This Immersion is a great fit for students interested in the Computer Animation, Graphic Design, Illustration, and Motion Design majors.

3D Character Art and Design

Design, sculpt, model, texture, and animate 3D digital characters. Students will produce a character design using software and techniques employed in the animation, game, virtual reality, and miniature toy industries. This course is a great fit for students interested in the Computer Animation, Game Art, Illustration, and Virtual Reality Development majors.



Building Worlds with Unreal Engine 5

Design and create a 3D environment in Unreal Engine 5 from a library of assets for use in games, movies, animation and virtual production sets. Students will learn set dressing, material creation, landscape sculpting, environment painting, spatial composition, atmospheric VFX, lighting and camera composition, culminating in an explorable space ready for either gameplay or animation. This course is a great fit for students interested in the Computer Animation, Entertainment Design, Game Art, Motion Design, and Virtual Reality Development majors.

Business of Art and Design: Brand Strategy and Marketing

Learn the principles of marketing and tools for creating an effective brand strategy. Students will take on the role of a brand strategist to create a campaign for a struggling business or a new creative business. The final project will be a visual proposal of a new brand strategy and promotional marketing campaign. This Immersion is relevant to all majors.

Computer Animation: 3D Animation

Discover the complexities of computer animation. This Immersion covers subjects that are universal to most 3D software packages and to animation. Through a series of assignments, students will be introduced to basic modeling, animation, texturing, and lighting techniques using the 3D modeling and animation software.

Creative Technologies

Design and build robots, interactive media, apps, and games. In this hands-on Immersion, students will learn beginner-friendly tools and the basics of creative coding through fast, playful projects. Students will create original apps and playable games, bring robots to life, and design interactive experiences that respond to voice, touch, and motion. No previous coding or technical experience is needed. By the end of the Immersion, students will have a collection of working prototypes and a better understanding of how creative technologists turn ideas into creations people can use and enjoy. This Immersion is a great fit for students interested in the Creative Technologies, Entertainment Design, Game Art, and Motion Design majors.



Creative Writing: Comics and Picture Books

Learn the fundamentals of writing for comics and picture books. This Immersion will focus on writing the scripts that form the backbone of an engaging comic or picture book. Together, we'll build a welcoming writing workshop environment that includes daily exercises, critique, and a discussion of published works. Successful students will strengthen their ability to tell a story, begin crafting their own unique voice, and learn how to present their work like a professional. By the conclusion of this course, students will have completed one original script for a comic and one manuscript for a picture book.

Creative Writing: Stories and Scripts

Learn to write effective, audience-pleasing stories that excite readers and audiences. This Immersion is designed to give students a basic understanding of the story-writing process. Emphasis will be placed on character, scene, plot, dialogue, conflict, and revision, providing students with a basic understanding of the art and craft of writing effective stories. This Immersion is relevant to all majors.

Digital Illustration

Explore the fundamentals of digital illustration. Students will gain a basic understanding of design principles, user interfaces, tool functions, and digital image making using professional software such as Adobe Photoshop and Illustrator, to create industry-appropriate digital illustrations. This course is a great fit for students interested in the Illustration, Computer Animation, Game Art, Graphic Design, Motion Design, and Virtual Reality majors.

Exploring Visual Effects

Design and create stunning visual effects for animation, games, and virtual production for movies. Using particle systems, material graphs, texturing, and lighting, students will create stunning visual effects like rain, snow, fire, lava, insects, falling leaves, and character FX! This course is beneficial for students interested in the Computer Animation, Game Art, Motion Design, and Virtual Reality Development majors.



Film Production I

We're making a movie this summer, and you're on the crew. Step onto a working Ringling Film production and learn filmmaking by making an original narrative short with award-winning Film faculty and current Ringling Film student mentors. You'll break down the script, build sets, prep props and wardrobe, and train on professional camera and sound equipment on Ringling's stages. You'll learn how each crew role works, then take your place on set when principal photography begins. Everyone works on one shared production, so you learn how movies are made by making one. Continue into Film Production II to see the film through the rest of the shoot and into post-production.

Film Production II

The cameras are already rolling. Jump aboard. Join an active Ringling PreCollege film production and carry it from the final days of shooting through completion. With award-winning Ringling Film faculty and current Film student mentors, you'll wrap principal photography and take the movie into post-production. Then you'll edit, design sound, work with music, create effects, color grade, and build titles. If you're continuing from Film Production I, you'll finish the film you helped start. If you're new, you'll get to know the project quickly and step into a crew role right away. You'll premiere the film at a PreCollege screening, and the finished movie will be released on the Ringling College PreCollege YouTube channel.

Game Art

Design and create assets for video and tabletop games using cutting-edge software applied throughout the game industry. Students will learn to model, texture, and render game ready video game assets. This Immersion is a great fit for students interested in Game Art, Virtual Reality, and Entertainment Design.



Game Design

Create your own playable platformer that you can publish and share with friends and family. This Immersion introduces students to the fundamentals of designing video games, including: player start, decisions, interaction, rules, opposition, and goals through level design utilizing cutting-edge 3D computer-generated art assets and advanced software tools. Students will review and analyze the different types of core mechanics and the classification of games by target audience. This Immersion is relevant to the Game Art and Virtual Reality majors.

Graphic Design: Text and Image

Graphic design touches you every day through packaging, logos, websites, apps, T-shirts and posters for bands, sports, movies, and more. In this Immersion you will apply the foundation principles of graphic design to create meaning through image, text, and composition. Learn techniques for rapidly generating many variations of your initial idea to refine and expand your skill. This Immersion is a great fit for students interested in the Graphic Design, Fine Arts, Illustration, Business of Art and Design, and Motion Design majors.

Photography

Storyboards are the first visual pass of advancing a script to production. This Immersion develops an understanding of the basics of storyboarding conventions and techniques, film language, continuity editing and descriptive drawing for visual storytelling. Students will work from a script and pre-production packet to develop a scene for an animated short. Motion Design, Computer Animation, Illustration, and Film all utilize storyboarding.

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Traditional Animation

The students will learn the 12 basic principles of animation and other mechanical and conceptual devices to create the illusion of effective and artistic movement. The students will become aware of basic animation terminology and experience parts of the workflow and collaborative nature of production animation. The students will begin to learn how to plan, design and execute basic animation scenes and to analyze and boil an action down to the most important elements.

Virtual Reality Development

Explore the interactive world of Immersive media utilizing Unreal Engine and industry standard equipment used in Virtual Reality Development. Students will gain practical skills through learning the essential principles, tools, and techniques used in the creation of immersive experiences tailored for the Oculus Quest 3 and Apple Vision Pro. Through product analysis and participation in brainstorming sessions, this course will also explore designing Virtual Reality experiences for Good. Skills learned in this course can open doors to future career opportunities in the booming field of immersive media.

Visual Development & Concept Art

This Immersion introduces students to a variety of techniques and methods that are used to create effective characters and background designs for all media. Students will be placed in a small team setting and will learn to practice the research, brainstorming, critical analysis, and improvisational techniques that are necessary to create and implement conceptual work in the professional field. This immersion is relevant to the Illustration, Game Art, Computer Animation, Virtual Reality, Fine Art, and Motion Design majors



HYBRID IMMERSIONS

Combining Traditional And Digital Media

Character Design for Illustration

This immersion will introduce the fundamentals of character design with an emphasis on storytelling and narrative visual language. Students will create entertaining characters by introducing a variety of shape language, diverse personalities, and conceptual problem solving. By the end of the immersion, students will have a better understanding of the building blocks that create industry-appropriate design.

Entertainment Design: Themed Environments

Entertainment Design is the art of creating compelling and engaging experiences that take guests on magical journeys that immerse them in a story. From theme park attractions to museum exhibits, live concerts, and resort destinations, this course will introduce students to the design processes that bring immersive entertainment experiences to life. Students will conceive of and create a scale model themed environment that could serve as a real-world experience. This Immersion is a great fit for students interested in the Entertainment Design, Computer Animation, Virtual Reality, Fine Arts, Illustration, and Game Art majors.



TRADITIONAL MEDIA IMMERSIONS

Basics of Perspective Drawing

Introduction to the representation of three-dimensional forms in two-dimensional space. Focus on drawing one-, two-, and three-point linear perspective systems from observation by drawing still-life of simple forms and interior and exterior spaces, using the sighting techniques for measuring and line weight and thickness control for atmospheric perspective. This Immersion is a great fit for all artists interested in all majors.

Entertainment Design: Costume Design and Construction

Costume is the design element that most describes every character or performer in every type of media—animation, illustration, theatrical and musical performance, themed entertainment, cosplay, film, fine art, and more. Students in this course will create a narrative-based costume, learn construction processes, and build a quarter sized costume maquette based on their design.

Fine Arts: Conceptual Practices

Learn to follow your intuition and develop the researching skills needed to create a cohesive body of work. This Immersion offers students a self-directed path towards the realization of unique works of contemporary art. Students are encouraged to both experiment and develop traditional skills. Students will complete projects in mind mapping, drawing, painting, and mixed-media collage. This immersion is relevant to all majors.

Fine Arts: Printmaking

Learn how printmaking, one of the most traditional fine art techniques, is applied in contemporary work. Students will create unique singular prints, and prints in multiple, using screen-printing and other monoprint techniques. This Immersion covers multiple processes involved in creating artwork for Fine Arts, Graphic Design, Photography, textile printing, and more.



Graphic Novel Illustration

Learn how artists create graphic novels to tell a variety of stories across a wide spectrum of genres. In this Immersion, students will learn the fundamentals of visual storytelling, multi-panel layout, and basics of typography. Starting from thumbnail sketches to finished black and white drawings, students will produce a two to three-page comic. This Immersion is a great opportunity for all artists and designers interested in visual storytelling.

Illustration

Learn how to tell stories and communicate ideas through the visual language of illustration. Students will practice composing images through drawing, painting, and conceptual problem solving to express emotion and create interesting characters and scenes. By exploring media, and employing color theory, students further develop an understanding of the process of illustration in order to create work that stimulates the viewer to reflect and react. This Immersion is relevant to those interested in the Illustration, Computer Animation, Game Art, Virtual Reality, Motion Design, Graphic Design, and Fine Arts majors.

Life Drawing

The Life Drawing immersion provides students with the opportunity to learn and practice life drawing skills through an emphasis on observation and anatomy. Exploring subjects from Quick Sketches, to Gesture, Proportion, and Rendering, students will learn to draw the human form in real-time from a live model. By the end of the class, students will have a better understanding of the foundation of figurative and observationally-based art. Students in the Life Drawing Immersion will work with both clothed and nude models.

Painting

Learn the fundamentals of oil painting and develop the technical skills to paint from life. In this class, students will complete multiple paintings exploring techniques and methods for representational painting. Emphasis will be on observation to develop a more sensitive perception of color, value, and shapes. Students interested in Fine Arts and Illustration will find this Immersion to be a great fit.



Papermaking and Bookbinding

In this hands-on Immersion, students will learn the special characteristics of handmade paper and how it is used to make a variety of book structures. From breaking down fibers, to creating paper pulp, adding color, and using stencils and veils, students will create their own unique paper that is used to create one of a kind books using traditional and contemporary bookbinding techniques.