



Virtual Reality Development

Creating immersive experiences.

Ringling College Virtual Reality Development students pioneer forward in a game changing medium for designers. As a student of this program, the first of its kind in the world of design, you will learn to create immersive experiences that can change the way we think about industries, including healthcare, architecture, education, media, and more.

You will be the vanguard to shape and share stories from multiple points of view, and you will create immersive experiences within the virtual reality medium that ultimately inform, educate, and entertain. Whether it is making a more safe work environment, being a champion of social justice, or helping people recover from trauma, the VR medium will allow you to be a catalyst for positive change.

Curriculum Map

YEAR 1 FALL	DSNA 110 Drawing I	MEDA 112 2D Design	DSNA 114 4D Design
	LIBA 111 Contemporary Design Culture	WRIT 151 Writing Studio	
YEAR 1 SPRING	DSNA 120 Drawing II (Figure)	MEDA 123C 3D Design and Modeling	ARTH 128 History of Immersive Media
	VIRT 100 Introduction to Virtual Reality	GDES 124 Intro to Interactive Design	
YEAR 2 FALL	VIRT 200 Immersive Media Design I	VIRT 210 Visual Scripting	ARTH 111 Development of Art & Ideas
	LMST 282 Literature & Media Studies	Liberal Arts	
YEAR 2 SPRING	VIRT 201 Immersive Media Design II	VIRT 211 3D Technical Art	VIRT 220 Concept Development for Virtual Worlds
	ARTH 365 History of Modern Architecture	WRIT 120 Professional Writing	
YEAR 3 FALL	VIRT 300 Immersive Media Design III	VIRT 310 Programming for Immersive Media	VIRT 320 Iterative Design
	Open Elective or INTE 301 Internship	Liberal Arts	
YEAR 3 SPRING	VIRT 301 Immersive Media Design IV	VIRT 330 VR Thesis Preproduction	VIRT 340 Visual Development: UI/UX Design
	Open Elective	Liberal Arts	
YEAR 4 FALL	VIRT 400 VR Capstone Project I (6 credits)	General Education Elective	Open Elective
	Upper-Level Art History		
YEAR 4 SPRING	VIRT 401 VR Capstone Project II (6 credits)	General Education Elective	Open Elective
	Liberal Arts		

- First Year Studio
- Major Courses
- Liberal Arts
- Art & Design History
- General Education
- Open Electives



VR: Where Creativity & Technology Collide

As a graduate of this major, you will jump into a rapidly growing industry. Even more exciting, you will build a career in which you work and play at the forefront of this artistic realm, reimagining and redefining the design process at this creative intersection of art and technology.

Potential Employers

In addition to the entertainment applications of VR and AR, companies such as General Motors (GM) are looking for immersive media artists with strong visualization and problem solving skills to develop experiences that address the needs of creative design, product engineering, and manufacturing as well as the sales and service industries.

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|----------------|------------------------|
| General Motors | Immersive Health Group |
| Baobab Studios | 3D Forensic |
| STRIVR | Mote Marine Labs |
| ILMxLAB | Vu Studios |
| Kinetic Vision | Halon Entertainment |
| AECOM | WIN Reality, Inc. |
| Epic Games | Microsoft |
| Meta | |
| Funomena | |

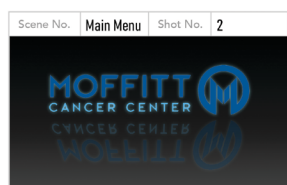
Professional Opportunities

Moffitt Cancer Center

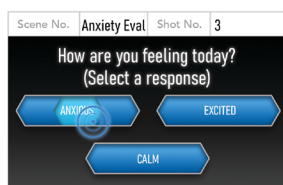
Moffitt Cancer Center and Ringling VR students teamed up to develop creative content for digital healthcare technologies, including virtual reality, animations for patient education, and training videos for patients and physicians. Patients receiving radiation treatments, for example, will be able to immerse themselves in VR and experience what the treatments will be like before they happen. This is just one example of how virtual reality technology can improve the lives of others and Ringling students are helping to pave the way!



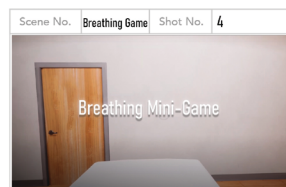
User is prompted to look at the orb to begin the experience. Upon looking at the orb, a reticle will appear. A voiceover will play saying to look at the orb to begin. The orb will fill up and transition to Moffitt Cancer Center Logo.



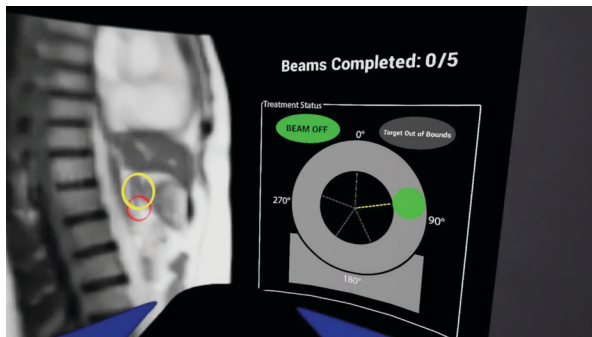
After the user looks at the orb, the orb will transition to the Moffitt Cancer Center Logo. A voiceover will play saying, "Welcome to the Moffitt VR Experience."



Once the title card has appeared, it will transition to a short Anxiety Evaluation UI element asking the user how they are feeling today. Users can select from a variety of options. This prompt will be shown again at the end of the experience. (Data)



User will load into the Exam Room where they will be lowered to a laying position on a recliner chair. The user will be prompted to play a breathing game prior to their simulation. A voiceover will play explaining the instructions.



Faculty

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

Martin Murphy
M.Ed Instructional Technology
University of Southern Florida

David Dannelly
MFA Emerging Media
University of Central Florida

Ana Carolina Pereira
BFA Game Art and Design
The Art Institute of Houston

Artwork above: ChronoEscape by Megan Dudley, Timber Robert, and Ruoling Xu

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