ground—breaking—
Four years ago, the Collaboratory was developed by Ringling College in partnership with The Patterson Foundation to provide groundbreaking, creative, experiential learning opportunities for students. This is an effort to solve the common dilemma of the recent graduate—“I can’t get a job because I don’t have experience” / “I can’t get experience because I don’t have a job”—we made a commitment ensuring that each and every student would have the opportunity to work with a real-world client on a real-world project by the time they graduate.

The Ringling College Collaboratory Commitment accomplishes this through numerous programs and opportunities, including Studio Lab, Career Service Internships, Design Center, ART Network, The Collaboratory, Class Immersions, and Student Volunteerism. Collaboratory related projects directly engage our students on intellectual, creative, emotional, and social levels, thus bridging the gap between theory and practice. Our ultimate goal: to provide our students the brightest of futures and best career opportunities possible. And that’s a promise.

Dr. Larry R. Thompson
President, Ringling College of Art and Design
Our commitment to reshape the educational experience for our students is real.

Since 2014 Ringling College’s Collaboratory Commitment has created over 1200 student experiences.

We have partnered with dozens of national companies and worked alongside innovators from around the world.
The Collaboratory is an initiative developed by Ringling College in partnership with The Patterson Foundation that provides creative, experiential learning opportunities to all its students.

The Collaboratory blends innovation, education, and collaboration in order to provide experiential learning opportunities for students, organizations, and corporations. The College is committed to offering all students this professional, portfolio-building opportunity, which is part of our core mission. Providing a platform for local and global industry leaders to engage the institution with their art and design needs, Collaboratory staff then match the project to the appropriate students and faculty.

Speedform Clay Model
GM Design Center, 2017
Octavio Perez, Facilitator, IL Faculty; Corrine Akins, IL ’17

Speedform Math Model
GM Design Center, 2016
Octavio Perez, Facilitator, IL Faculty; Alysssa Downs, CA ’16
Praxis (illustrated), 2013
Julie Chen, Book Artist
Jill Lerner, Facilitator, Coordinator Letterpress and Book Arts Center and Adjunct Faculty
Michael Bailey, FA ’13, Allie Doersch, IL ’13, Dylan Johnston, PDI ’13, Blair Seward, AD ’13, Mariana Silva, GIC ’14

ELEC 350: Artist Publications
Polly Johnson, GD Faculty
Bridget Elmer, Coordinator Letterpress and Book Art Center and Adjunct Faculty
“What distinguishes Ringling College students is the level of passion, dedication and spirit they bring to their work.”

Tom Porter, client
Blue+You: Rethinking Community Engagement

Sarasota Police Department, 2014-15
Facilitators: Bernard J. Canniffe, GD Department Head; Joani Spadero, GD Faculty

* Appendix A
The Real Stephen Blatt *
Sempkor Productions
Director, Justin Long

Blinkr commercial *
Sempkor Productions
Director, Jason Letkiewicz

* Appendix A
The Studio Lab at Ringling College provides real-world opportunities for our students to work hand-in-hand with some of the biggest names in the entertainment industry. Launched in 2010 in collaboration with David Shapiro of Semkhor Networks, the Studio Lab brings in A-List actors, writers, directors, and producers such as Matt Dillon, Helen Hunt, and Werner Herzog to campus to provide master classes and community lectures. The Studio Lab program also places student interns on productions of renowned episodic series and feature films across the country, under the tutelage of talents such as Dylan McDermott, Justin Long, and Kevin Smith.
The level of programs and quality of Ringling’s facilities are outstanding, and every art/design student should be so lucky to graduate from this amazing school.

LEIGH CIFONE
Associate Manager of Planning & Resources, ESPN

The students are awesome and the work is great.

EMILY GABRIAN
Senior Recruiter
Epic Games
The Center for Career Services offers students the opportunity to intern for a company or studio for eight to twelve weeks over the summer, during which they develop learning goals related to their major, and fully experience the reality of industry practices. Upon returning to campus in the fall, students spend the semester reflecting on their internship through a variety of lenses—formatting their experience into professional resumes and portfolios, learning the art of advanced interviewing and job-hunting strategies, while also hearing from a number of presenters on topics such as public communication, diversity, emotional intelligence, and leadership.
“The hands-on experience of working with clients in the Design Center prepared me exceptionally well for life after college, and the challenges presented in the real world.”

Justin Harder, student

*Real+Ready Exhibition, 2017*

*Exhibition Design:*

Tyler Brown, GD ’18
For over 35 years, the Design Center has given students the opportunity to work on real-world projects from start to finish with a variety of clients. Working with experienced and award-winning faculty, students develop professionalism and creative leadership skills. Through the strategic process of taking a project from conception to completion, students learn these essential skills and more—both in a solo capacity, as well as in collaboration with other designers, illustrators, photographers, motion designers, and copywriters. These portfolio building projects are for both Ringling College and non-profit clients, and reach local, national and global audiences.
ART LOOKS GOOD ON YOU

YOUR FUTURE BEGINS HERE

THE PRECOLLEGE EXPERIENCE

LEARN

ART MEETS LIFE

FOCUS

CONFIRM

CREATE

EXPERIENCE

2015 PreCollege Brochure, 2014
Ringling College of Art and Design, Continuing Studies,
Anna Jones, GIC '14
Madeby Branding, 2015
Ringling College of Art and Design
Madeby Gallery/ Student Life,
Mindy Nguyen, GIC ‘15

PINC Experience, Show Open 2017
DreamLarge
Concept: Alyssa Gibson, GD ’18,
Audrey Marlene Crist, ’18; Concept and
Animation: David John Reyes, MD ’18,
Joshua Galindo, MD ’19
ART Network provides multiple opportunities for students to gain real-world experience in the broadcast and digital production industry. Students from all majors and class levels are welcomed into the ART Network Club, studio elective class, and can be employed as ART Network student workers within our Communication Strategies department. Students acquire transferable skills by working directly with clients on developing concepts for videos, writing, branding, shoot coordination, lighting, camera operation, interviewing techniques, audio recording, editing and motion design—all skills which are highly valued in today’s digital world where there is an endless need for innovative visual content.
In-game Jumbotron scoreboard graphics;
Photoshoot with Orioles mascot
MLB Baltimore Orioles, 2012-18
Motion Design sophomores

Video Projection, 2013
The HuB
Motion Design Juniors
Client-based projects are an intrinsic part of the Motion Design major at Ringling College. Our industry is founded on creatively solving design and communication challenges, while looking through the lens of the client’s needs, objectives, and technical requirements. Providing a transformative experience for both the students and faculty involved, these projects help students to start seeing themselves as a team of working designers, with the faculty in the role of creative director. These new capacities foster a diverse dynamic that turns the classroom into a working studio. Ultimately, our students practice skills that not only make them better designers and animators, but also better communicators and problem solvers.

Branding, Logo reveal
Sarasota Film Festival, 2010-17
Motion Design sophomores

Public Service Announcement
All Faith’s Food Bank, 2015-17
Motion Design Juniors
The Business of Art and Design (BOAD) program encourages students to work across disciplines to learn how to effectively manage and collaborate with artists and designers in a variety of settings. Past projects have addressed real-world business and design challenges from the world’s top creative for-profit and non-profit organizations. Innovative projects with actual clients allow BOAD students to exercise their skills in a supportive environment, providing them the opportunity to collaborate with students from all majors in diverse teams. Through these projects, students gain invaluable experience in myriad job roles such as producer, production coordinator, project manager, strategic planner, account manager, and team leader.
Think Outside of the Can, Hasbro, 2013
Keith Nielsen, BOAD '15; Terrence Donlin, BOAD '15; Lauren Huber, BOAD '15; Jessica Marinello, GD '14; Gabriella Thompson, GD '14

Sid the Science Kid, Jim Henson, 2013
Natasha Johnson Johnson, IL '14; Rachael Yap, CA '14; Jessica Kuykendall, AD '15
Through Student Volunteerism and Service-Learning, students have multiple opportunities to share their talents in a way that provides a real-world learning experience, connects them to their community, and benefits others. Students engage in one-day service events, or in long-term service experiences such as the Youth Experiencing Art (YEA) and Lazarus Programs, while developing professional skills by collaborating with community partners. The YEA Program pairs our students with classroom teachers to integrate art into the curriculum and thrives on its partnerships with premier arts organizations. Students in the Lazarus Program propose their own project to benefit the community through art, education, health, and the environment.

“The project positively impacted the (4th grade) students by allowing them to be creative thinkers and problem solvers. As they selected their survival tips for their book and pictures to accompany them, they were actively engaged and truly enjoyed the project.”

Tanisha Williams, teacher
YEA PROGRAM in partnership with Visible Men Academy, 2016
Eliza Sturgeon, IL ‘18
Shiane Salabie, FA ‘19
Irene Garigay, FA ‘17

Fourth Grade Survival Guide
YEA Program in partnership with Emma E. Booker Elementary School, 2016
Tanisha Williams, 4th grade teacher
Rebecca Morrello, FA ‘19
The Memory Project, portraits of children from orphanges and refugess camps around the world, Lazarus Community Service Scholarship Program, 2017
Livy Long, IL ’14; Joel Stralníc, IL ’18; Skylar Frisch, IL ’19
APPENDIX A

COLLABORATORY

Blue + You: Rethinking Community Engagement

FACILITATORS
Bernard J. Cuniffe, GD Department Head
Joani Spadero, GD Faculty

STUDENTS
Matt Bongiolatti, GD ‘16
Jeffret Boos, Film ‘14
Emma Bruno, GD ‘16
Marinia Czarnecki, CA ‘16
Sarah Flach, GD ‘16
Aleena Hayatt, GD ‘16
Anna Jones, GIC ‘14
Elisabeth Kerr, GIC ‘14
Carly Lohr, GD ‘16
Christian Lowell, AD ‘16
Tebello Mosenene, AD ‘16
Genesis Silvo, GIC ‘14
Gabriella Thompson, GIC ‘14
Nazanin Varasteh, BOAD ‘14

STUDIO LAB

The Real Stephen Blatt, Film

PRODUCTION
Executive Producer, David Shapiro
Executive Producer, Christian Long
Producer, Tony Stopperan
Director: Justin Long
1st AD, Lauren Sobczak, Film ‘2016
2nd AD, Kerry Hempel, Film ‘18
Production Assnt., Zifeng Zhuo, Film ‘19
Production Assnt., Jada Poon, Film ‘20
Production Assnt., Rach Rehm, Film ‘20

CAMERA A UNIT
DP, Nick Morgulis, Film ‘12
1st AC, Harrison Stagner, Film ‘15
2nd AC, Nichole Fernandez, Film ‘16
Camera PA, Brandon Richards, Film ‘18

SOUND & DIT
Sound Mixer, Jason Henne
Boom Operator, Ryan Swantek
DIT, Andrew Halley, Film ‘14

GRIP & ELECTRIC
Gaffer, Alex Lukovsky
Key Grip, Dennis Lukovsky
Swing, Austin O’Reilly, Film ‘19
Swing, Zifeng Zhuo, Film ‘19
Swing, Darrien Land, Film ‘19
Swing, Emely Nunez, Film ‘19
Swing, Kevin Moody, Film ‘20
Swing, Kurt Schmalz, Film ‘19
Swing, Sean McGann, Film ‘18

DESIGN DEPARTMENT
Production Designer, Sebastian Selinski, Film ‘16
Art Director, Shantanu Suri
Art Coordinator, Cole Kornell, Film ‘17
Prop Master, Alexandra Tibbe, BOAD ‘14
Costume, Hanna Shea Persson, BOAD ‘14
Costume, Keith Nielsen, BOAD ‘15
Makeup, Jess Marie
Hair, Michael S. Krempel
Hair, Michelle Hart

Blinker, Commercial

PRODUCTION
Producer, David Shapiro
Producer, Tony Stopperan
Director, Jason Letkiewicz
1st AD, Jason Henne
2nd AD, Kerry Hemp, Film ‘18
Production Assistant, Ryan Swantek

CAMERA A UNIT
DP, Nick Morgulis, Film ‘12
1st AC, Harrison Stagner, Film ‘15
2nd AC, Nichole Fernandez, Film ‘16

SOUND & DIT
DIT, Andrew Halley, Film ‘14

GRIP & ELECTRIC
Gaffer, Alex Lukovsky
Best Boy, Sean McGann, Film ‘18
Key Grip, Dennis Lukovsky
Swing, Darrien Land, Film ‘19
Swing, Gi Sun Kim, Film ‘19
DESIGN DEPARTMENT
Production Designer,
Sebastian Selinski, Film ’16
Art Director, Shantanu Suri
Art PA, Cole Kornell, Film ’17
Costume, Hanna Shea Persson, BOAD ’14
Makeup, Jess Marie
Hair, Michelle Hart

CAST
Jennifer Daigle
Tony Stopperan
Katie Sah
Travis Ray
Heather Schafer
Alex Ciaccio
Sydney Horowitz
Zander Rouwhorst
Nate Jacobs
Kathleen Collins
Kerry Hempl, Film ’18
Mark Troy