

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 26/08/2019)

	Monday 26/08/2019	Tuesday 27/08/2019	Wednesday 28/08/2019	Thursday 29/08/2019	Friday 30/08/2019	Saturday 31/08/2019	Sunday 01/09/2019
08:00	Late Summer Bank Holiday - UAL Closed 08:00-22:00						
09:00							
09:00							
10:00							
10:00							
11:00							
11:00							
12:00							
12:00							
13:00							
13:00							
14:00							
14:00							
15:00							
15:00							
16:00							
16:00							
17:00							
17:00							
18:00							
18:00							
19:00							
19:00							
20:00							
20:00							
21:00							
21:00							
22:00							

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 09/09/2019)

	Monday 09/09/2019	Tuesday 10/09/2019	Wednesday 11/09/2019	Thursday 12/09/2019	Friday 13/09/2019	Saturday 14/09/2019	Sunday 15/09/2019
08:00							
09:00							
09:00							
10:00							
10:00				Welcome Event (Home/EU Students) Z Other: Inductions, 10:00-11:00 Rooms: EC_TG02-Lecture Theatre C (LTC); EC_TG11-Lecture Theatre B (LTB); Staff: Bryant,Christopher; Suka-Bil,Zey; Taylor,Louise Need to add BA User Experience Design			
11:00							
11:00							
12:00							
12:00							
13:00							
13:00							
14:00							
14:00							
15:00							
15:00							
16:00							
16:00							
17:00							
17:00							
18:00							
18:00							
19:00							
19:00							
20:00							
20:00							
21:00							
21:00							
22:00							

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 16/09/2019)

	Monday 16/09/2019	Tuesday 17/09/2019	Wednesday 18/09/2019	Thursday 19/09/2019	Friday 20/09/2019	Saturday 21/09/2019	Sunday 22/09/2019
08:00							
09:00							
09:00							
10:00							
10:00							
11:00							
11:00							
12:00							
12:00							
13:00							
13:00							
14:00							
14:00			Welcome Event (INTERNATIONAL Students) Z Other: Inductions, 14:00-15:00 Room: EC_TG11:Lecture Theatre B (LTB); Staff : Bryant,Christopher; Suka-Bill,Zey				
15:00							
15:00							
16:00							
16:00							
17:00							
17:00							
18:00							
18:00							
19:00							
19:00							
20:00							
20:00							
21:00							
21:00							
22:00							

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 23/09/2019)

	Monday 23/09/2019				Tuesday 24/09/2019				Wednesday 25/09/2019				Thursday 26/09/2019			Friday 27/09/2019				Sat 28/09/2019	Sun 29/09/2019
08:00																					
09:00																					
09:00																					
10:00																					
10:00	Group A Ice breaker project Supervise d Studio or Workshop Time, 10: 00-13:30 Room: EC_M302 Staff: Roe, Sam	Group D Ice breaker project Supervise d Studio or Workshop Time, 10: 00-13:30 Room: EC_M302A; Staff: Vine, Billie	Group B Ice breaker project Supervise d Studio or Workshop Time, 10: 00-13:30 Room: EC_M304 Staff: Childs, Joseph	Group C Ice breaker project Supervised Studio or Workshop Time, 10: 00-13:30 Room: EC_M308; Staff: SMITH,Ryan	PoGA - Summer Holiday Project review/ Principles of Game Arts Briefing Project Briefing, 10:00-13:00 Room: EC_M302; Staff: SMITH, Ryan	PoA B - Summer Holiday Project review/ Principles of Animation Arts briefing Project Briefing, 10:00-14:00 Room: EC_M304; Staff: Radev, Mario	PoA A - Summer Holiday Project review/ Principles of Animation Arts briefing Project Briefing, 10:00-14:00 Room: EC_M304; Staff: Tan,Su-Lynn	Principles of Game Arts Supervise d Studio or Workshop Time, 10: 00-14:00 Room: EC_M302 Staff: SMITH, Ryan	Group A Library Tour/ Intro to Academic Support in the Learning Zone Group A Library Tour/ Intro to Academic Support in the Learning Zone Group E Studio Induction/ Digital literacy Technical team Z Other: Inductions, 11:00-11:45 Room: EC_M304	PoA A&B Production Pipeline Supervise d Studio or Workshop Time, 10: 00-14:00 Room: EC_M304 Staff: Radev, Mario	Group B Library Tour/ Intro to Academic Support	Summer Holiday Project review/ Principles of Visual Effects briefing Supervise d Studio or Workshop Time, 10: 00-14:00 Room: EC_M302 Staff: Vine, Billie	Summer Holiday Project review/ Principles of 3D Computer Animation Briefing Project Briefing, 10:00-14:00 Room: EC_M302 Staff: Roe, Sam	Summer Project Pecha Kucha/ Open Spaces session Seminar, 10:00-14:00 Rooms: EC_M303 Stop Motion/ Light box; EC_M304 EC_M308	Principles of VFX Supervise d Studio or Workshop Time, 10: 00-13:00 Room: EC_M104D; Staff: Vine, Billie	3D computer animation Supervise d Studio or Workshop Time, 10: 00-13:00 Room: EC_M302 Staff: Roe, Sam	Testing Testing Briefing session 2 Supervised Studio or Workshop Time, 10:00-13:00 Room: EC_M304; Staff: Eales,Chris; Radev,Mario; Stephens, Florian; Wilkinson, Susi	(A) CTS 1 Seminar, 10:00-13:00 Room: EC_T1101; Staff: Wilkinson,Susi	(B) CTS 1 Seminar, 10:00-13:00 Room: EC_T1105; Staff: Hankin, Jane		
11:00																					
11:00																					
12:00																					
12:00																					
13:00																					
13:00																					
14:00																					
14:00	Welcome and Induction Project Briefing, 14: 00-16:00 Room: EC_TG02; Lecture Theatre C (LTC); Staff: Wilkinson, Susi	Pathway Inductions - Game Arts Project Briefing, 14:00-17:00 Room: EC_M302	Pathway Inductions - Animation Arts Project Briefing, 14:00-17:00 Room: EC_M304 Staff: Radev, Mario; Tan,Su-Lynn	Pathway Inductions - 3DCA Project Briefing, 14:00-17:00 Room: EC_M308 Staff: Roe, Sam	Group A Ice breaker project Supervise d Studio or Workshop Time, 14: 00-18:00 Room: EC_M302 Staff: Roe, Sam	Group D Ice breaker project Supervise d Studio or Workshop Time, 14: 00-18:00 Room: EC_M302A; Staff: Vine, Billie	Group B Ice breaker project Supervise d Studio or Workshop Time, 14: 00-18:00 Room: EC_M304 Staff: Childs, Joseph	Group C Ice breaker project Supervise d Studio or Workshop Time, 14: 00-18:00 Room: EC_M308 Staff: SMITH, Ryan	Year 3 Induction/ MTP Briefing Project Briefing, 14:00-18:00 Room: EC_TG02 Lecture Theatre C (LTC); Staff: Bartlett, Danyf; Saul, Daniel; Wilkinson, Susi	Group A Studio Inductions/ Digital literacy Technical team Z Other: Inductions, 14:30-15:15			Group E Introduction to Animation Seminar, 14:00-15:30 Room: EC_T1107; Staff: Wilkinson,Susi	Group E Cultural Capitals Seminar, 15:45-17:00 Room: EC_T1107; Staff: Macdonald,Sarah; Macdonald, Sarah	Tool Kit briefing – all students Supervised Studio or Workshop Time, 14:00-17:00 Room: EC_M304; Staff: Eales,Chris; Radev,Mario; Stephens, Florian; Wilkinson, Susi	(D) Intro to Animation Seminar, 14:00-17:00 Room: EC_T1102; Staff: Hankin, Jane	(C) Intro to Animation Seminar, 14:00-17:00 Room: EC_T1105; Staff: Wilkinson,Susi				
15:00																					
15:00																					
16:00																					
16:00																					
17:00																					
17:00																					
18:00																					
18:00																					
19:00																					
19:00																					
20:00																					
20:00																					
21:00																					
21:00																					
22:00																					

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 30/09/2019)

	Monday 30/09/2019							Tuesday 01/10/2019							Wednesday 02/10/2019							Thursday 03/10/2019							Friday 04/10/2019							Sa 05/10/2019	Su 06/10/2019
08:00																																					
09:00																																					
10:00																																					
11:00	(B) CTS 3 Seminar, 10:00-13:00 Room: EC T1102 Staff: Holds worth, Claire	(A) CTS 3 Seminar, 10:00-13:00 Room: EC T1105 Staff: de Selincourt, Chris	(C) CTS 3 Seminar, 10:00-13:00 Room: EC T1107 Staff: Satchell-Baeza, Sophia	Group A BRIEFING Low-poly World Project Briefing, 10:00-13:00 Room: EC M302 Staff: Roe, Sam	Group D BRIEFING Game Arts Project Briefing, 10:00-13:00 Room: EC M302 Staff: SMITH, H, Ryan	Group C BRIEFING Roto Reel Project Briefing, 10:00-13:00 Room: EC M301 Staff: Play, Room, EC M304 Staff: Childs, Joseph, Vine, Billie	Group E Roto Reel Project Briefing, 10:00-13:00 Room: EC M301 Staff: Play, Room, EC M304 Staff: Childs, Joseph, Vine, Billie	Principles of Game Arts - Ryan Smith Supervised Studio or Workshop Time, 10:00-13:00 Room: EC M302 Staff: SMITH, Ryan	Reinterpretation of Compositions Part 1 - all students Supervised Studio or Workshop Time, 10:00-13:00 Room: EC M303 Staff: Bartlett, Danyl	PoA B - Visual Research & Style Development Supervised Studio or Workshop Time, 10:00-14:00 Room: EC M302A Staff: Radev, Mario	PoA A - Production Pack part 1 Supervised Studio or Workshop Time, 10:00-14:00 Room: EC M308 Staff: Tan, Su-Lynn	Group B Sketchbook Workshop - Event too large - resources not printed	Group B Creative Thinking 1/2 (Option a) Supervised Studio or Workshop Time, 10:00-14:00 Room: EC M207 Staff: Hankin, Jane	Principles of Game Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC M302 Staff: SMITH, H, Ryan	PoA A - Visual Research & Style Development Supervised Studio or Workshop Time, 10:00-14:00 Room: EC M302A Staff: Radev, Mario	PoA B - Production Pack part 1 Supervised Studio or Workshop Time, 10:00-14:00 Room: EC M304 Staff: Tan, Su-Lynn	Principles of VFX Supervised Studio or Workshop Time, 10:00-14:00 Room: EC M104 Staff: Vine, Billie	Principles of 3D Computer Animation (Pipeline) Supervised Studio or Workshop Time, 10:00-14:00 Room: EC M302 Staff: Roe, Sam	Group E Sketchbook Workshop Supervised Studio or Workshop Time, 10:00-14:00 Room: EC M302 Staff: Bartlett, Danyl	Group A: Creative Thinking 1/2 Seminar, 10:00-14:00 Room: EC M308 Staff: Hankin, Jane	Group A: 1/3-5-Obstructions Seminar, 10:00-14:00 Room: EC M308 Staff: Saul, Daniel	Principles of VFX Supervised Studio or Workshop Time, 10:00-13:00 Room: EC M104D Staff: Vine, Billie	3D computer animation Supervised Studio or Workshop Time, 10:00-13:00 Room: EC M302 Staff: Roe, Sam	Tool Kit Option - Points of Entelechy Supervised Studio or Workshop Time, 10:00-13:00 Room: EC M304 Staff: Radev, Mario	Tool Kit Option - Digital Diorama Supervised Studio or Workshop Time, 10:00-13:00 Room: EC M308 Staff: Stephens, Florian	(A) CTS 1 Seminar, 10:00-13:00 Room: EC T1101 Staff: Hankin, Jane	(B) CTS 1 Seminar, 10:00-13:00 Room: EC T1105 Staff: Wilkin, Son, Susi	Tool Kit Option - Stop Motion Supervised Studio or Workshop Time, 10:00-13:00 Room: EC M301 Staff: Play, Room, EC M303 Staff: Eales, Chris									
12:00																																					
13:00																																					
14:00	(A) CTS 3 Seminar, 14:00-17:00 Room: EC T1101 Staff: de Selincourt, Chris	(B) CTS 3 Seminar, 14:00-17:00 Room: EC T1102 Staff: Holds worth, Claire	(A) CTS 3 Seminar, 14:00-17:00 Room: EC T1105 Staff: de Selincourt, Chris	BRIEFING Visualisation Project: storyboard/ animatic/ film language Project Briefing, 14:30-16:30 Room: EC TG02:Lecture Theatre C (LTC) Staff: Childs, Joseph				FMP Element 1 Preparation Tutorial s, 14:00-17:00 Room: EC M304 Staff: Saul, Daniel	FMP Element 1 Preparation Tutorial s, 14:00-17:00 Room: EC M310A Pod: Staff: Wilkins on, Susi	Group A (2/5) Low-poly World Supervised Studio or Workshop Time, 14:00-18:00 Room: EC M302 Staff: SMITH, H, Ryan	Group D - (2/5) Game Arts Supervised Studio or Workshop Time, 14:00-18:00 Room: EC M303 Staff: Play, Room, EC M311 Staff: Vine, Billie	Group C (2/5) Roto reel Supervised Studio or Workshop Time, 14:00-18:00 Room: EC M301 Staff: Hankin, Jane	Group E - (2/5) Roto reel Supervised Studio or Workshop Time, 14:00-18:00 Room: EC M301 Staff: Hankin, Jane	Personal Tutorials Z Other: Pastoral Tutorials, 14:00-17:00 Rooms: EC_M112A:Pod; EC_M310A:Pod Staff: SMITH, Ryan; Wilkinson, Susi				(E) Intro to Animation Seminar, 14:00-17:00 Room: EC_T1401; Staff: Hankin, Jane				Tool Kit Option - Digital Arts Supervised Studio or Workshop Time, 14:00-17:00 Room: EC M302 Staff: Bartlett, Danyl	Tool Kit Option - 3D Animation Supervised Studio or Workshop Time, 14:00-17:00 Room: EC M302A Staff: Radev, Mario	Tool Kit Option - 3D Computer Supervised Studio or Workshop Time, 14:00-17:00 Room: EC M311 Staff: Stephens, Florian	(D) Intro to Animation Seminar, 14:00-17:00 Room: EC T1102 Staff: Wilkin, Son, Susi	(C) Intro to Animation Seminar, 14:00-17:00 Room: EC T1105 Staff: Hankin, Jane	Tool Kit Option - Stop Motion Supervised Studio or Workshop Time, 14:00-17:00 Rooms: EC_M301:Play Room; EC_M303:Stop Motion/Light box; Staff: Eales, Chris										
15:00																																					
16:00																																					
17:00																																					
18:00																																					
19:00																																					
20:00																																					
21:00																																					
22:00																																					

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 07/10/2019)

[illegible]

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 14/10/2019)

	Monday 14/10/2019										Tuesday 15/10/2019										Wednesday 16/10/2019										Thursday 17/10/2019										Friday 18/10/2019										Sa 19/10/2019	Su 20/10/2019																				
08:00																																																																								
09:00																																																																								
10:00																																																																								
10:00	Group A & B Introduction to Professional Practice Briefing 9, 10:00-13:00 Room: EC_M304	(B) CTS 3 Seminar, 10:00-13:00 Room: EC_T1102 Staff: Holds worth, Claire	(A) CTS 3 Seminar, 10:00-13:00 Room: EC_T1105 Staff: de Selincourt, Chris	(C) CTS 3 Seminar, 10:00-13:00 Room: EC_T1107 Staff: Satchell-Baeza, Sophia	Group A (5/5) FORMATIVE ASSESSMENT Low-poly World Crits or Other Formative Assessment, 10:00-13:30 Room: EC_M302; Staff: Roe, Sam	Group D (5/5) FORMATIVE ASSESSMENT Intro to Game Arts Crits or Other Formative Assessment, 10:00-13:30 Room: EC_M302A; Staff: SMITH, Ryan	Group B (5/5) FORMATIVE ASSESSMENT 2D animation skills Crits or Other Formative Assessment, 10:00-13:30 Room: EC_M303; Stop Motion/ Light box: Staff: Childs, Joseph	Group C (5/5) FORMATIVE ASSESSMENT T Roto reel Crits or Other Formative Assessment, 10:00-13:30 Room: EC_M311; Staff: Vine, Billie	Group E (5/5) FORMATIVE ASSESSMENT Rostrom Crits or Other Formative Assessment, 10:00-13:30 Room: EC_M301; Play Room: Staff: SMITH, Ryan	Principles of Game Arts - Ryan Smith Supervised Studio or Workshop on Time, 10:00-13:00 Room: EC_M302; Staff: SMITH, Ryan	Reinforcing Composites Part 3 - all students Supervise of Studio or Workshop on Time, 10:00-13:00 Rooms: EC_M303; Stop Motion/ Light box: EC_M304; Staff: Bartlett, Danyl	Personal Tutorials Z Other: Pastoral Tutorials, 10:00-14:00 Room: EC_M112 A; Pod: Staff: Roe, Sam	PoA B - Storyboarding Supervised Studio or Workshop on Time, 10:00-14:00 Room: EC_M301; Play Room: Staff: Saul, Daniel	PoA A - Production pack Part 2 Supervised Studio or Workshop on Time, 10:00-14:00 Room: EC_M308; Staff: Tan, Su-Lynn	Personal Tutorials Z Other: Pastoral Tutorials, 10:00-14:00 Room: EC_M310 A; Pod: Staff: Childs, Joseph	Principles of Game Arts Super supervised Studio or Workshop on Time, 10:00-14:00 Room: EC_M302; Staff: SMITH, Ryan	Group D Library e-resources workshop	Group E Life Drawing Event too large - resources not printed	Half of Group B B Life Drawing Event too large - resources not printed	Group C Sketchbook workshop Supervise of Studio or Workshop on Time, 10:00-11:30	Group B Creative Thinking Z 2/2 (optional) Supervised Studio or Workshop on Time, 10:00-14:00 Room: EC_M207; General Teaching Staff: Hankin, Jane	PoA A -After Effects 1 - Steve May Super supervised Studio or Workshop on Time, 10:00-14:00 Room: EC_M302 A	PoA B - Production pack Part 2 Super supervised Studio or Workshop on Time, 10:00-14:00 Room: EC_M308; Staff: Tan, Su-Lynn	Principles of VFX Super supervised Studio or Workshop on Time, 10:00-14:00 Room: EC_M104 D; Staff: Vine, Billie	Principles of 3D Computer Animation (Pipeline) Supervised Studio or Workshop on Time, 10:00-14:00 Room: EC_M302; Staff: Roe, Sam	Group A: 3/3: 5- Obstructions Seminar, 10:00-14:00 Room: EC_M308; Staff: Saul, Daniel	Principles of VFX Supervised Studio or Workshop on Time, 10:00-13:00 Room: EC_M104D - Staff: Vine, Billie	3D computer animation Supervised Studio or Workshop on Time, 10:00-13:00 Room: EC_M302; Staff: Roe, Sam	Tool Kit Option - Points of Entelechy Supervised Studio or Workshop on Time, 10:00-13:00 Room: EC_M302A; Staff: Radev, Mario	Tool Kit Option - Digital Dioramas Supervised Studio or Workshop on Time, 10:00-13:00 Room: EC_M308; Staff: Stephens, Florian	(A) CTS 1 Seminar, 10:00-13:00 Room: EC_T1101 Staff: Hankin, Jane	Tool Kit Option - Stop Motion Supervise of Studio or Workshop on Time, 10:00-13:00 Rooms: EC_M301; Play Room: EC_M303; Stop Motion/ Light box: Staff: Eales, Chris	(B) Intro to Animation Seminar, 10:00-11:15 Room: EC_M301; Play Room: EC_M303; Stop Motion/ Light box: Staff: Eales, Chris																																							
11:00																																																																								
12:00																																																																								
13:00																																																																								
14:00	Group C & D Introduction to Professional Practice Briefing 9, 14:00-17:00 Room: EC_M304	(A) CTS 3 Seminar, 14:00-17:00 Room: EC_T1101 Staff: de Selincourt, Chris	(B) CTS 3 Seminar, 14:00-17:00 Room: EC_T1102 Staff: Holds worth, Claire	(A) CTS 3 Seminar, 14:00-17:00 Room: EC_T1105 Staff: de Selincourt, Chris	Visualisation Project: storyboard/ animation film language Lecture, 14:30-16:30 Room: EC_TG02:Lecture Theatre C (LTC) Staff: Childs, Joseph							optional Creative storyboards: 1/2 Supervised Studio or Workshop on Time, 14:00-17:00 Room: EC_M304; Staff: Saul, Daniel	Group B BRIEFING - Low-poly World Project Briefing 9, 14:00-18:00 Room: EC_M302; Staff: Roe, Sam	Group E BRIEFING - Game Arts Project Briefing 9, 14:00-18:00 Room: EC_M302 A; Staff: SMITH, Ryan	Group C BRIEFING - 2D animation skills Project Briefing 9, 14:00-18:00 Room: EC_M303; Stop Motion/ Light box: Staff: Childs, Joseph	Group D BRIEFING - Roto Reel Project Briefing 9, 14:00-18:00 Room: EC_M311; Staff: Vine, Billie	Group A BRIEFING Rostrom Project Briefing, 14:00-18:00 Rooms: EC_M301: Play Room; EC_M312: Rostrom Camera Room: EC_M310A; Pod: Staff: SMITH, Ryan; Wilkins, Susi	Personal Tutorials Z Other: Pastoral Tutorials, 14:00-18:00 Room: EC_M310A: Pod	Personal Tutorials Z Other: Pastoral Tutorials, 14:00-18:00 Room: EC_M310A: Pod							(E) Intro to Animation Seminar, 14:00-17:00 Room: EC_T1107 Staff: Hankin, Jane	Drop in tutorials Other Unit Tutorials, 15:00-16:00	Drop in tutorials Other Unit Tutorials, 15:00-16:00	Drop in tutorials Other Unit Tutorials, 15:00-16:00	Tool Kit Option - Digital Arts Supervised Studio or Workshop on Time, 14:00-17:00 Room: EC_M302; Staff: Bartlett, Danyl	Tool Kit Option - 2D Animation Supervised Studio or Workshop on Time, 14:00-17:00 Room: EC_M302A; Staff: Radev, Mario	Group A Personal Tutorials Z Other: Pastoral Tutorials, 14:00-17:00 Room: EC_M310A; Pod: Staff: Vine, Billie	Tool Kit Option - 3D Computer Supervised Studio or Workshop on Time, 14:00-17:00 Room: EC_M311; Staff: Stephens, Florian	(C) Intro to Animation Seminar, 14:00-17:00 Room: EC_T1105 Staff: Hankin, Jane	Tool Kit Option - Stop Motion Supervise of Studio or Workshop on Time, 14:00-17:00 Rooms: EC_M301; Play Room: EC_M303; Stop Motion/ Light box: Staff: Eales, Chris	(D) Intro to Animation Seminar, 14:00-15:15 Room: EC_M301; Play Room: EC_M303; Stop Motion/ Light box: Staff: Eales, Chris																																				
15:00																																																																								
16:00																																																																								
17:00	Industry Guest Speaker Programme Z Other: Visiting Practitioner Talk, 17:00-19:00 Room: EC_TG02:Lecture Theatre C (LTC)																																																																							
18:00																																																																								
19:00																																																																								
20:00																																																																								
21:00																																																																								
22:00																																																																								

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 21/10/2019)

	Monday 21/10/2019										Tuesday 22/10/2019										Wednesday 23/10/2019										Thursday 24/10/2019										Friday 25/10/2019										S 26/10/2019	S 27/10/2019																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																		
08:00																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 28/10/2019)

[illegible]

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 04/11/2019)

[illegible]

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 11/11/2019)

[illegible]

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 18/11/2019)

[illegible]

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 25/11/2019)

[illegible]

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 02/12/2019)

	Monday 02/12/2019							Tuesday 03/12/2019							Wednesday 04/12/2019							Thursday 05/12/2019							Friday 06/12/2019							S	S																																																																															
																																				07/12/2019	08/12/2019																																																																															
08:00																																																																																																																				
09:00																																																																																																																				
09:00																																																																																																																				
10:00																																																																																																																				
10:00	Groups A & B - Intern Team Project Presentations Z Other: Present ation, 10:00-13:00 Room: EC, M304; Staff: Burditt, Gemma, Francis, Nicola, Wilkins on,Susi	(B) CTS 3 Seminar, 10:00-13:00 Room: EC, T110 2: Staff: Holds worth, Claire	(A) CTS 3 Seminar, 10:00-13:00 Room: EC, T110 5: Staff: de Selincourt, Chris	(C) CTS 3 Seminar, 10:00-13:00 Room: EC, T1107 Staff: Satchell, Baeza Sophia	Group D (4/5) - Low-poly World Supervised Studio or Works hop Time, 10:00-13:30 Room: EC, M302; Staff: Roe, Sam	Group B (4/5) - Intro to 2D animatio n skills Supervised Studio or Works hop Time, 10:00-13:30 Room: EC, M302A Staff: SMITH, Ryan	Group E (4/5) - Roto pol Super vided Studio or Works hop Time, 10:00-13:30 Room: EC, M303; Stop Motion/ Light box; Staf f: Childs, Joseph	Group A (4/5) - Roto reel Super vided Studio or Works hop Time, 10:00-13:30 Room: EC, M301; Play Room; EC, M312; Rostru m Camer a	Group C (4/5) - Rostru m Super vided Studio or Works hop Time, 10:00-13:30 Room: EC, M303; Stop Motion/ Light box; Staf f: Childs, Joseph	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel, Wilkins on,Susi	PoA A - Group tutorials PoA B - Group tutorials PoA C - Group tutorials PoA D - Group tutorials PoA E - Group tutorials PoA F - Group tutorials PoA G - Group tutorials PoA H - Group tutorials PoA I - Group tutorials PoA J - Group tutorials PoA K - Group tutorials PoA L - Group tutorials PoA M - Group tutorials PoA N - Group tutorials PoA O - Group tutorials PoA P - Group tutorials PoA Q - Group tutorials PoA R - Group tutorials PoA S - Group tutorials PoA T - Group tutorials PoA U - Group tutorials PoA V - Group tutorials PoA W - Group tutorials PoA X - Group tutorials PoA Y - Group tutorials PoA Z - Group tutorials	Principles of Game Arts - Ryan Smith Supervised Studio or Works hop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	FMP Team Presentations Crits or Other Formative Asses sment, 10:00-13:00 Room: EC, WG10; Lecture Theatre A (LT.A); Staff: Saul, Daniel,

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 23/12/2019)

	Monday 23/12/2019	Tuesday 24/12/2019	Wednesday 25/12/2019	Thursday 26/12/2019	Friday 27/12/2019	Saturday 28/12/2019	Sunday 29/12/2019
08:00			UAL Closed (Christmas Day) 08:00-22:00 **UAL Closed**	Public Holiday Boxing Day 08:00-22:00 **Public Holiday**			
09:00							
09:00							
10:00							
10:00							
11:00							
11:00							
12:00							
12:00							
13:00							
13:00							
14:00							
14:00							
15:00							
15:00							
16:00							
16:00							
17:00							
17:00							
18:00							
18:00							
19:00							
19:00							
20:00							
20:00							
21:00							
21:00							
22:00							

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 30/12/2019)

	Monday 30/12/2019	Tuesday 31/12/2019	Wednesday 01/01/2020	Thursday 02/01/2020	Friday 03/01/2020	Saturday 04/01/2020	Sunday 05/01/2020
08:00			Public Holiday - New Year's Day 08:00-22:00				
09:00							
09:00							
10:00							
10:00							
11:00							
11:00							
12:00							
12:00							
13:00							
13:00							
14:00							
14:00							
15:00							
15:00							
16:00							
16:00							
17:00							
17:00							
18:00							
18:00							
19:00							
19:00							
20:00							
20:00							
21:00							
21:00							
22:00							

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 06/01/2020)

	Monday 06/01/2020										Tuesday 07/01/2020										Wednesday 08/01/2020										Thursday 09/01/2020										Friday 10/01/2020										Sa 11/01/2020	Su 12/01/2020																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																	
08:00																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																					</

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 13/01/2020)

	Monday 13/01/2020								Tuesday 14/01/2020								Wednesday 15/01/2020						Thursday 16/01/2020				Friday 17/01/2020					Sat 18/01/2020	Su 19/01/2020
08:00																																	
09:00																																	
09:00																																	
10:00																																	
10:00	(B) CTS 3 Seminar, 10:00-13:00 Room: EC_T1102; Staff: Holdsworth, Claire	(A) CTS 3 Seminar, 10:00-13:00 Room: EC_T1105; Staff: de Selincourt, Chris	(C) CTS 3 Seminar, 10:00-13:00 Room: EC_T1107; Staff: Satchell-Baeza, Sophia	Groups A & B - IPP fit to submit tutorials book Via Moodle Other Unit Tutorials, 10:00-13:00 Rooms: EC_M304; EC_M310A; Pod; Staff: Francis, Nicola; Wilkinson,Susi	Group E (3/5) - Low-poly World Supervised Studio or Workshop op Time, 10:00-13:30 Room: EC_M302; Staff: Roe, Sam	Group C (3/5) Game Arts Supervised Studio or Workshop op Time, 10:00-13:30 Room: EC_M302A; Staff: SMITH, Ryan	Group B (3/5) Roto Reel Supervised Studio or Workshop op Time, 10:00-13:30 Room: EC_M308; Staff: Vine, Billie	Group D (3/5) Rostrum Supervised Studio or Workshop op Time, 10:00-13:30 Rooms: EC_M301; Play Room; EC_M304; Staff: Childs, Joseph	Principles of Game Arts - Ryan Smith Supervised Studio or Workshop p Time, 10:00-13:30 Room: EC_M302; Staff: SMITH, Ryan	Pathways and elective projects briefing session Project Briefing, 10:00-13:00 Room: EC_TG02; Lecture Theatre C (LTC); Staff: Childs, Joseph; Roe,Sam; SMITH, Ryan; Vine, Billie; Wilkerson, Susi	PoA B Independent Study Z Other Independent Study, 10:00-14:00 Room: EC_M302A	PoA A - Final Presentations Tutora Su-Lynn Tan and Stuart Hilton Crits or Other Formative Assessment, 10:00-14:00 Room: EC_M304; Staff: Tan, Su-Lynn	Access to Facilities Z Other: Independent Study, 10:00-14:00 Rooms: EC_M301;Play Room; EC_M308		PoA A - Independent Study Z Other Independent Study, 10:00-14:00 Room: EC_M302A	PoA B - Final Presentations -Tutors: Su-Lynn Tann and Stuart Hilton Crits or Other Formative Assessment, 10:00-14:00 Room: EC_M304; Staff: Tan, Su-Lynn	Production Principles fit to submit tutorials - sign up via Moodle Other Unit Tutorial s, 10:00-14:00 Room: EC_M304; Staff: Wilkins on,Susi	Principles of Game Arts Supervised Studio or Workshop op Time, 10:00-14:00 Room: EC_M308; Staff: SMITH, Ryan	Access to Facilities Z Other Independent Study, 10:00-14:00 Rooms: EC_M301; Play Room; EC_M302	Principles of VFX Supervised Studio or Workshop op Time, 10:00-14:00 Room: EC_M104D; Staff: Vine, Billie	Principles of 3D Computer Animation (Pipeline) Supervised Studio or Workshop op Time, 10:00-14:00 Room: EC_M302; Staff: Roe, Sam	Access to Facilities Z Other Independent Study, 10:00-14:00 Rooms: EC_M301; Play Room; EC_M302A; EC_M308	Focussed 40 minute tutorials Other Unit Tutorial s, 10:00-14:00 Rooms: EC_M304; EC_M309A; Staff: Saul, Daniel; Wilkins on,Susi	Principles of VFX Supervised Studio or Workshop op Time, 10:00-13:00 Room: EC_M104D; Staff: Vine, Billie	Tool Kit Option - Stop Motion Supervised Studio or Workshop op Time, 10:00-13:00 Room: EC_M301; Play Room; Staff: Eales, Chris	3D computer animation Supervised Studio or Workshop op Time, 10:00-13:00 Room: EC_M302; Staff: Røe, Sam	Tool Kit Option - 2D Supervised Studio or Workshop op Time, 10:00-13:00 Room: EC_M302A; Staff: Radev, Mario	Tool Kit Option - 3D Supervised Studio or Workshop op Time, 10:00-13:00 Room: EC_M308; Staff: Stephens,Florian					
11:00																																	
11:00																																	
12:00																																	
12:00																																	
13:00	Principles of Visual Effects, Tutorials and Project Review Other Unit Tutorials, 13:00-16:00 Room: EC_M104D; Staff: Vine,Billie	(A) CTS 3 Seminar, 14:00-17:00 Room: EC_T1101; Staff: de Selincourt, Chris	(B) CTS 3 Seminar, 14:00-17:00 Room: EC_T1102; Staff: Holdsworth, Claire	(A) CTS 3 Seminar, 14:00-17:00 Room: EC_T1105; Staff: de Selincourt, Chris	Groups C & D - IPP fit to submit tutorials book via Moodle Other Unit Tutorials, 14:00-17:00 Rooms: EC_M304; EC_M310A; Pod; Staff: Francis, Nicola; Wilkerson,Susi	Access to Facilities Z Other: Independent Study, 14:00-18:00 Rooms: EC_M301;Play Room; EC_M302; EC_M302A			Group E (4/5) - Low-poly World Supervised Studio or Workshop op Time, 14:00-18:00 Room: EC_M302; Staff: Roe, Sam	Group C (4/5) Game Arts Supervised Studio or Workshop op Time, 14:00-18:00 Room: EC_M302A; Staff: SMITH, Ryan	Group B (4/5) Roto Reel Supervised Studio or Workshop op Time, 14:00-18:00 Room: EC_M308; Staff: Vine, Billie	Access to Facilities Z Other Independent Study, 14:00-18:00 Rooms: EC_M301; Play Room; EC_M302; EC_M302A; EC_M308	Group D (4/5) Rostrum Supervised Studio or Workshop op Time, 14:00-18:00 Room: EC_M301; Play Room; EC_M302; EC_M302A; EC_M308	Group A (4/5) 2D animation n skills Supervised Studio or Workshop op Time, 14:00-18:00 Rooms: EC_M303; Stop Motion/ Light box; EC_M304; Staff: Childs, Joseph	Focussed 40 minute tutorials Other Unit Tutorial s, 14:00-18:00 Rooms: EC_M304; EC_M309A; Staff: Saul, Daniel; Wilkins on,Susi	Access to Facilities Z Other: Independent Study, 14:00-18:00 Rooms: EC_M301;Play Room; EC_M302; EC_M302A; EC_M308			Principles of Visual Effects, Tutorial s and Project Review Other Unit Tutorial s, 14:00-18:00 Room: EC_M104D; Staff: Vine, Billie	Access to Facilities Z Other: Independent Study, 14:00-18:00 Rooms: EC_M301;Play Room; EC_M302; EC_M302A	Tool Kit Option - Digital Arts Supervised Studio or Workshop op Time, 14:00-17:00 Room: EC_M302; Staff: Bartlett, Daryl	Tool Kit Option - 2D Animation Supervised Studio or Workshop op Time, 14:00-17:00 Room: EC_M302A; Staff: Radev, Mario	Tool Kit Option - 3D Computer Supervised Studio or Workshop op Time, 14:00-17:00 Room: EC_M311; Staff: Stephens,Florian	Tool Kit Option - Stop Motion Supervised Studio or Workshop Time, 14:00-17:00 Rooms: EC_M301;Play Room; EC_M303;Stop Motion/Light box; Staff: Eales,Chris									
14:00																																	
14:00																																	
15:00																																	
15:00																																	
16:00																																	
16:00																																	
17:00																																	
17:00																																	
18:00																																	
18:00																																	
19:00																																	
19:00																																	
20:00																																	
20:00																																	
21:00																																	
21:00																																	
22:00																																	

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 20/01/2020)

[illegible]

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 27/01/2020)

	Monday 27/01/2020	Tuesday 28/01/2020	Wednesday 29/01/2020	Thursday 30/01/2020	Friday 31/01/2020				Saturday 01/02/2020	Sunday 02/02/2020
08:00										
09:00										
09:00										
10:00										
10:00	Access to Facilities Z Other: Independent Study, 10:00-14:00 Rooms: EC_M301:Play Room; EC_M302; EC_M302A; EC_M308	Access to Facilities Z Other: Independent Study, 10:00-14:00 Rooms: EC_M301:Play Room; EC_M302; EC_M302A; EC_M308	Access to Facilities Z Other: Independent Study, 10:00-14:00 Rooms: EC_M301:Play Room; EC_M302; EC_M302A; EC_M308	Access to Facilities Z Other: Independent Study, 10:00-14:00 Rooms: EC_M301:Play Room; EC_M302; EC_M302A; EC_M308	MTP Interim Presentation 1 - PRE-PRODUCTION Crits or Other Formative Assessment, 10:00-14:00 Rooms: EC_M304; EC_M309A; Staff: Saul, Daniel; Wilkinson,Susi	Tool Kit Option - Stop Motion Supervised Studio or Workshop Time, 10:00-13:00 Room: EC_M301:Play Room; Staff: Eales,Chris	Tool Kit Option -2D Supervised Studio or Workshop Time, 10:00-13:00 Room: EC_M302A; Staff: Radev,Mario	Tool Kit Option - 3D Supervised Studio or Workshop Time, 10:00-13:00 Room: EC_M308; Staff: Stephens,Florian	Access to Facilities Z Other: Independent Study, 10:00-14:00 Room: EC_M302	
11:00									Access to Facilities Z Other: Independent Study, 11:00-16:00 Room: EC_M302	
11:00										
12:00										
12:00										
13:00										
13:00										
14:00										
14:00	Access to Facilities Z Other: Independent Study, 14:00-18:00 Rooms: EC_M301:Play Room; EC_M302; EC_M302A	Access to Facilities Z Other: Independent Study, 14:00-18:00 Rooms: EC_M301:Play Room; EC_M302; EC_M302A; EC_M308	MTP Interim Presentation 1 - PRE-PRODUCTION Crits or Other Formative Assessment, 14:00-18:00 Rooms: EC_M304; EC_M309A; Staff: Saul, Daniel; Wilkinson,Susi	Access to Facilities Z Other: Independent Study, 14:00-18:00 Rooms: EC_M301:Play Room; EC_M302; EC_M302A; EC_M308	Access to Facilities Z Other: Independent Study, 14:00-18:00 Rooms: EC_M301:Play Room; EC_M302; EC_M302A	Access to Facilities Z Other: Independent Study, 14:00-18:00 Rooms: EC_M301:Play Room; EC_M302; EC_M302A				
15:00										
15:00										
16:00										
16:00										
17:00										
17:00										
18:00										
18:00										
19:00										
19:00										
20:00										
20:00										
21:00										
21:00										
22:00										

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 03/02/2020)

	Monday 03/02/2020				Tuesday 04/02/2020			Wednesday 05/02/2020			Thursday 06/02/2020			Friday 07/02/2020			Sat 08/02/2020	Sunday 09/02/2020
08:00																		
09:00																		
09:00																		
10:00																		
10:00	Professional Practice - Briefing Project Briefing, 10:00-13:00 Room: EC_TG11; Lecture Theatre B (LTB); Staff: Radev, Mario; Tan, Su-Lynn; Wilkinson, Susi	Activities Week Z Other: Meeting, 10:00-17:00	Activities Week Z Other: Negotiated Access, 10:00-18:00		Activities Week Z Other: Meeting, 10:00-17:00	Activities Week Z Other: Negotiated Access, 10:00-18:00		Activities Week Z Other: Meeting, 10:00-17:00	Activities Week Z Other: Negotiated Access, 10:00-18:00		Major Team Project Tutorials Other Unit Tutorials, 10:00-14:00 Rooms: EC_M304; EC_M309A; Staff: Saul, Daniel; Wilkinson, Susi	Activities Week Z Other: Meeting, 10:00-17:00	Activities Week Z Other: Negotiated Access, 10:00-18:00	Professional Practice: MA Screenwriting students pitch ideas - TV Series Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M304; Staff: Tan, Su-Lynn	Activities Week Z Other: Meeting, 10:00-17:00	Activities Week Z Other: Negotiated Access, 10:00-18:00		
11:00																		
11:00																		
12:00																		
12:00																		
13:00																		
13:00																		
14:00																		
14:00	PP - Royal Academy of Music Project Workshop Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M302; Staff: Radev, Mario		PP - MA Screenwriting/TV Series workshop Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M308; Staff: Tan, Su-Lynn			Major Team Project Tutorials Other Unit Tutorials, 14:00-18:00 Rooms: EC_M304; EC_M309A; Staff: Saul, Daniel; Wilkinson, Susi			Tool Kit Option 3D Supervised Studio or Workshop Time, 14:00-17:00 Room: EC_M308; Staff: Stephens, Florian		Activities Week Z Other: Meeting, 10:00-17:00	Activities Week Z Other: Negotiated Access, 10:00-18:00	Professional Practice: MA Screenwriting students pitch ideas - TV Series Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M304; Staff: Tan, Su-Lynn	Activities Week Z Other: Meeting, 10:00-17:00	Activities Week Z Other: Negotiated Access, 10:00-18:00			
15:00																		
15:00																		
16:00																		
16:00																		
17:00																		
17:00																		
18:00																		
18:00																		
19:00																		
19:00																		
20:00																		
20:00																		
21:00																		
21:00																		
22:00																		

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 10/02/2020)

	Monday 10/02/2020					Tuesday 11/02/2020					Wednesday 12/02/2020					Thursday 13/02/2020				Friday 14/02/2020					Sat 15/02/2020	Su 16/02/2020			
08:00																													
09:00																													
09:00																													
10:00																													
10:00	Game Arts Elective Project group 1 Supervised Studio or Workshop p Time, 10:00-13:00 Room: EC_M302A; Staff: SMITH, Ryan	3D Computer Animation Elective Group 1 Supervised Studio or Workshop p Time, 10:00-13:00 Room: EC_M308; Staff: Roe, Sam	Access to Facilities Z Other: Independent Study, 10:00-14:00 Room: EC_M301; Play Room			Briefing: Exploratory Practice: Game Arts Project Briefing, 10:00-13:00 Room: EC_M302; Staff: SMITH, Ryan	Access to Facilities Z Other: Independent Study, 10:00-14:00 Room: EC_M301; Play Room	Briefing: Exploratory Practice: Animation Arts (Personal Project) Project Briefing, 10:00-14:00 Rooms: EC_M302A; EC_M304; EC_M308 Staff: HILTON, Stuart; Tan, Su-Lynn					Access to Facilities Z Other: Independent Study, 10:00-14:00 Room: EC_M301; Play Room	Exploratory Practice: Game Arts Supervised Studio or Workshop p Time, 10:00-14:00 Room: EC_M302; Staff: SMITH, Ryan	Group B Exploratory Practice: Animation Arts Supervised Studio or Workshop p Time, 10:00-14:00 Room: EC_M302A; Staff: HILTON, Stuart	Group A Exploratory Practice: Animation Arts Supervised Studio or Workshop p Time, 10:00-14:00 Room: EC_M308; Staff: HILTON, Stuart	Life Drawing - open class sign up via Moodle Z Other: Workshop, 10:30-11:45 Room: EC_M304	Briefing: Exploratory Practice: Visual Effects Project Briefing, 10:00-14:00 Room: EC_M104D; Staff: Vine, Billie	Briefing: Exploratory Practice: 3D Computer Animation Project Briefing, 10:00-14:00 Room: EC_M302; Staff: Roe, Sam	Access to Facilities Z Other: Independent Study, 10:00-14:00 Rooms: EC_M301; Play Room; EC_M302A; EC_M308	MTP Interim Presentation 2 - Green light presentation on Crits or Other Formative Assessment, 10:00-14:00 Rooms: EC_M304; EC_M309A; Staff: Saul, Daniel, Wilkinson, Susi	VFX - Exploratory Practice: Visual Effects Supervised Studio or Workshop p Time, 10:00-13:00 Room: EC_M104D; Staff: Vine, Billie	Tool Kit Option - Stop Motion Supervised Studio or Workshop p Time, 10:00-13:00 Room: EC_M301; Play Room; Staff: Eales, Chris	3DC - Exploratory Practice: 3D Computer Animation Supervised Studio or Workshop p Time, 10:00-13:00 Room: EC_M302; Staff: Roe, Sam	Tool Kit Option - 2D Supervised Studio or Workshop p Time, 10:00-13:00 Room: EC_M302A; Staff: Radev, Mario	(A) CTS 1 Seminar, 10:00-13:00 Room: EC_T1101; Staff: de Selincourt, Chris	(B) CTS 1 Seminar, 10:00-13:00 Room: EC_T1105; Staff: Hankin, Jane		
11:00																													
11:00																													
12:00																													
12:00																													
13:00																													
13:00																													
14:00																													
14:00	Game Arts Elective Project Group 2 Supervised Studio or Workshop p Time, 14:00-17:00 Room: EC_M302; Staff: SMITH, Ryan	Animation Arts Lip Sync Group 1 Supervised Studio or Workshop p Time, 14:00-18:00 Room: EC_M304; Staff: Childs, Joseph	PP - Summer Show planning workshop Supervised Studio or Workshop p Time, 14:00-17:00 Room: EC_M308; Staff: Wilkinson, Susi	3D Computer Animation Elective Group 2 Supervised Studio or Workshop p Time, 14:00-17:00 Room: EC_M311; Staff: Roe, Sam	Access to Facilities Z Other: Independent Study, 14:00-18:00 Rooms: EC_M301; Play Room; EC_M302A	Game Arts Elective Project Group 2 Supervised Studio or Workshop p Time, 14:00-17:00 Room: EC_M302; Staff: SMITH, Ryan	Access to Facilities Z Other: Independent Study, 14:00-18:00 Room: EC_M301; Play Room	Game Arts Elective Project Group 1 Supervised Studio or Workshop p Time, 14:00-18:00 Room: EC_M302A; Staff: SMITH, Ryan	Animation Arts Lip sync 1 Supervised Studio or Workshop p Time, 14:00-18:00 Room: EC_M304; Staff: Childs, Joseph	3D Computer Animation Elective Group 1 Supervised Studio or Workshop p Time, 14:00-18:00 Room: EC_M308; Staff: Roe, Sam	3D Computer Animation Elective Project Group 2 Supervised Studio or Workshop p Time, 14:00-18:00 Room: EC_M311; Staff: Roe, Sam	MTP Interim Presentation 2 - Green light presentation on Crits or Other Formative Assessment, 14:00-18:00 Room: EC_MLG06; Cinema Room; Staff: Saul, Daniel, Wilkinson, Susi	Access to Facilities Z Other: Independent Study, 14:00-18:00 Rooms: EC_M301; Play Room; EC_M302; EC_M302A	Tool Kit Option - 3D Supervised Studio or Workshop p Time, 14:00-17:00 Room: EC_M308; Staff: Stephens, Florian	Life Drawing - open class sign up via Moodle Z Other: Workshop, 14:00-15:15 Room: EC_M304	CTS 1 Group E Seminar, 14:00-17:00 Room: EC_T1105; Staff: Holdsworth, Claire	Access to Facilities Z Other: Independent Study, 14:00-18:00 Rooms: EC_M301; Play Room; EC_M302; EC_M302A			Digital Arts Supervised Studio or Workshop p Time, 14:00-18:00 Room: EC_M302; Staff: Bartlett, Danyl	3D Computer Animation Supervised Studio or Workshop p Time, 14:00-18:00 Room: EC_M311; Staff: Stephens, Florian	Stop Motion Supervised Studio or Workshop p Time, 14:00-18:00 Room: EC_M303; Stop Motion/ Light box; Staff: Eales, Chris	Tool Kit 4 part 2 Supervised Studio or Workshop p Time, 14:00-17:00 Room: EC_T1102; Staff: Hankin, Jane	(D) CTS 1 Seminar, 14:00-17:00 Room: EC_T1102; Staff: Hankin, Jane	(C) CTS 1 Seminar, 14:00-17:00 Room: EC_T1105; Staff: de Selincourt, Chris				
15:00																													
15:00																													
16:00																													
16:00																													
17:00																													
17:00																													
18:00																													
18:00																													
19:00																													
19:00																													
20:00																													
20:00																													
21:00																													
21:00																													
22:00																													

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 17/02/2020)

	Monday 17/02/2020						Tuesday 18/02/2020						Wednesday 19/02/2020						Thursday 20/02/2020						Friday 21/02/2020						Sa 22/02/2020	Su 23/02/2020			
08:00																																			
09:00																																			
09:00																																			
10:00																																			
10:00	PP - Royal Academy of Music Project Workshop Supervised Studio or Workshop Time, 10:00-13:00 Room: EC, M302; Staff: Radev, Mario	Game Arts Elective Project Group 1 Supervised Studio or Workshop Time, 10:00-13:00 Room: EC, M302A; Staff: SMITH, Ryan	3D Computer Animation Elective Group 1 Supervised Studio or Workshop Time, 10:00-13:00 Room: EC, M302A; Staff: Radev, Mario	CTS2 Group A Seminar, 10:00-13:00 Room: EC, T1104; Staff: Satchell, Baeza, Sophia	CTS2 Group B Seminar, 10:00-13:00 Room: EC, T1402; Staff: de Selinco, urt, Chris	Access to Facilities Z Other: Independent Study, 10:00-14:00 Room: EC, M301; Play Room	Group C - Exploratory Practice: Game Arts Supervised Studio or Workshop Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	Major Team Project Tutorials Other Unit Tutorials, 10:00-13:00 Rooms: EC, M304; EC, M309A; Staff: Saul, Daniel; Wilkins, on, Susi	Access to Facilities Z Other: Independent Study, 10:00-14:00 Room: EC, M301; Play Room	Group A - Exploratory Practice Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC, M302A; Staff: Tan, Su-Lynn	Group B - Exploratory Practice: Animation Arts - Tutor: Stuart Hilton Supervised Studio or Workshop Time, 10:00-14:00 Room: EC, M308; Staff: HILTON, Stuart	Access to Facilities Z Other: Independent Study, 10:00-14:00 Room: EC, M301; Play Room	Exploratory Practice: Game Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC, M302; Staff: SMITH, Ryan	Group B - Exploratory Practice Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC, M302A; Staff: HILTON, Stuart	Group A - Exploratory Practice Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC, M308; Staff: HILTON, Stuart	Life Drawing - open class - sign up via Moodle	VFX - Exploratory Practice: Visual Effects Supervised Studio or Workshop Time, 10:00-14:00 Room: EC, M104D; Staff: Vine, Billie	3DC - Exploratory Practice: 3D Computer Animation Supervised Studio or Workshop Time, 10:00-14:00 Room: EC, M302; Staff: Radev, Mario	Access to Facilities Z Other: Independent Study, 10:00-14:00 Room: EC, M301; Play Room; EC, M302A; Staff: Saul, Daniel; Wilkins, on, Susi	Major Team Project Tutorials Other Unit Tutorials, 10:00-14:00 Rooms: EC, M304; EC, M309A; Staff: SMITH, Ryan	VFX - Exploratory Practice: Visual Effects Supervised Studio or Workshop Time, 10:00-13:00 Room: EC, M104D; Staff: Vine, Billie	Tool Kit Option - Stop Motion Supervised Studio or Workshop Time, 10:00-13:00 Room: EC, M301; Play Room; Staff: Eales, Chris	3DC - Exploratory Practice: 3D Computer Animation Supervised Studio or Workshop Time, 10:00-13:00 Room: EC, M302A; Staff: Radev, Mario	Tool Kit Option - 2D Supervised Studio or Workshop Time, 10:00-13:00 Room: EC, M302A; Staff: Radev, Mario	(A) CTS 1 Seminar, 10:00-13:00 Room: EC, T1101; Staff: de Selinco, urt, Chris	(B) CTS 1 Seminar, 10:00-13:00 Room: EC, T1105; Staff: Hankin, Jane									
11:00																																			
11:00																																			
12:00																																			
12:00																																			
13:00																																			
13:00																																			
14:00																																			
14:00	Animation Arts Lip Sync Group 1 Supervised Studio or Workshop Time, 14:00-18:00 Room: EC, M304; Staff: Childs, Joseph	PP - Summer Show planning Supervised Studio or Workshop Time, 14:00-18:00 Room: EC, M304; Staff: Wilkins, on, Susi	PP - MA Screen writing/TV Series Supervised Studio or Workshop Time, 14:00-18:00 Room: EC, M304; Staff: Wilkins, on, Susi	Game Arts Elective Project Group 2 Supervised Studio or Workshop Time, 14:00-17:00 Room: EC, M302; Staff: SMITH, Ryan	3D Computer Animation Elective Group 2 Supervised Studio or Workshop Time, 14:00-17:00 Room: EC, M302A; Staff: Radev, Mario	CTS2 Group D Seminar, 14:00-17:00 Room: EC, T1402; Staff: Holdsworth, Claire	CTS2 Group C Seminar, 14:00-17:00 Room: EC, T805; Staff: Plowman, Nicola	Access to Facilities Z Other: Independent Study, 14:00-18:00 Room: EC, M301; Play Room; EC, M302A	Game Arts Elective Project Group 2 Supervised Studio or Workshop Time, 14:00-17:00 Room: EC, M302; Staff: SMITH, Ryan	Access to Facilities Z Other: Independent Study, 14:00-18:00 Room: EC, M301; Play Room	Game Arts Elective Project Group 1 Supervised Studio or Workshop Time, 14:00-18:00 Room: EC, M308; Staff: Childs, Joseph	Animation Arts Lip Sync Supervised Studio or Workshop Time, 14:00-18:00 Room: EC, M304; Staff: Childs, Joseph	3D Computer Animation Elective Group 1 Supervised Studio or Workshop Time, 14:00-18:00 Room: EC, M308; Staff: Radev, Mario	Major Team Project Tutorials Other Unit Tutorials, 14:00-18:00 Room: EC, M309A; Staff: Saul, Daniel; Wilkins, on, Susi	3D Computer Animation Elective Project Group 2 Supervised Studio or Workshop Time, 14:00-18:00 Room: EC, M311; Staff: Radev, Mario	Access to Facilities Z Other: Independent Study, 14:00-18:00 Room: EC, M301; Play Room; EC, M302A	Tool Kit Option - 3D Supervised Studio or Workshop Time, 14:00-17:00 Room: EC, M302; Staff: Radev, Mario	Life Drawing - open class - sign up via Moodle Z Other: Workshop, 14:00-15:15 Room: EC, M304	Personal tutorials - Group C - Room M310B Other Unit Tutorials, 15:15-16:30 Room: EC, M309A; EC, M310; Staff: SMITH, Ryan	Personal tutorials - Group D - Room M310B Other Unit Tutorials, 15:15-16:30 Room: EC, M309A; EC, M310; Staff: SMITH, Ryan	CTS 1 Group E Seminar, 14:00-17:00 Room: EC, T1105; Staff: Holdsworth, Claire	Access to Facilities Z Other: Independent Study, 14:00-18:00 Room: EC, M301; Play Room; EC, M302A	3DCA Tutorials (6 slots) Other Unit Tutorials, 15:00-16:00 Room: EC, M302; Staff: Bartlett, Danyil	Digital Arts Supervised Studio or Workshop Time, 14:00-18:00 Room: EC, M302; Staff: Bartlett, Danyil	2D Animation Skills Supervised Studio or Workshop Time, 14:00-18:00 Room: EC, M302A; Staff: Radev, Mario	3D Computer Animation Supervised Studio or Workshop Time, 14:00-18:00 Room: EC, M302A; Staff: Radev, Mario	Stop Motion Supervised Studio or Workshop Time, 14:00-18:00 Room: EC, M301; Play Room; EC, M303; Staff: Eales, Chris	Tool Kit 4 part 3 Supervised Studio or Workshop Time, 14:00-17:00 Room: EC, M301; Play Room; EC, M310; Staff: Vine, Billie	Personal tutorials - Group A Room M310B Other Unit Tutorials, 14:00-17:00 Room: EC, M310; Staff: Vine, Billie	(D) CTS 1 Seminar, 14:00-17:00 Room: EC, T1102; Staff: Hankin, Jane	(C) CTS 1 Seminar, 14:00-17:00 Room: EC, T1105; Staff: de Selinco, urt, Chris				
15:00																																			
15:00																																			
16:00																																			
16:00																																			
17:00																																			
17:00																																			
18:00																																			
18:00																																			
19:00																																			
19:00																																			
20:00																																			
20:00																																			
21:00																																			
21:00																																			
22:00																																			

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 24/02/2020)

	Monday 24/02/2020						Tuesday 25/02/2020						Wednesday 26/02/2020						Thursday 27/02/2020						Friday 28/02/2020						Sa 29/02/2020	Su 01/03/2020	
08:00																																	
09:00																																	
09:00																																	
10:00																																	
10:00	Game Arts Elective Project Group 1 Supervised Studio or Workshop op Time, 10:00-13:00 Room: EC, M302A; Staff: SMITH, Ryan	3D Computer Animation Elective Group 1 Supervised Studio or Workshop op Time, 10:00-13:00 Room: EC, M308; Staff: Roe Sam	CTS2 Group B Seminar, 10:00-13:00 Room: T1402; Staff: de Selincourt, Chris	CTS2 Group A Seminar, 10:00-13:00 Room: EC, T805; Staff: Satchell, Baeza, Sophia	Access to Facilities Z Other: Independent Study, 10:00-14:00 Room: EC, M301; Play Room		Group C Exploratory Practice: Game Arts Supervised Studio or Workshop op Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	Major Team Project Tutorials Other Unit Tutorials, 10:00-13:00 Rooms: EC, M304; EC, M309A; Staff: Saul, Daniel, Wilkinson, Susi	Group B (Sam) Personal Tutorial Z Other: Pastoral Tutorials, 10:00-14:00 Room: EC, M301; Play Room	Access to Facilities Z Other: Independent Study, 10:00-14:00 Room: EC, M301; Play Room	Toon Boom workshop Supervised Studio or Workshop op Time, 10:00-14:00 Room: EC, M302A; Staff: Tan, Su-Lynn	Working on project / project tutorials Supervised Studio or Workshop op Time, 10:00-14:00 Room: EC, M308; Staff: HILTON, Stuart	Groups E Personal tutorials Z Other: Pastoral Tutorials, 10:00-14:00 Room: EC, M310A; Pod; Staff: Roe, Sam	Access to Facilities Z Other: Independent Study, 10:00-14:00 Room: EC, M301; Play Room	Exploratory Practice: Game Arts Supervised Studio or Workshop op Time, 10:00-14:00 Room: EC, M302; Staff: SMITH, Ryan	Proof of concept workshop Supervised Studio or Workshop op Time, 10:00-14:00 Rooms: EC, M302A; EC, M308; Staff: HILTON, Stuart	Life Drawing - open class - sign up via Moodle Z Other: Workshop, 10:30-11:45 Room: EC, M304		VFX - Exploratory Practice: Visual Effects Supervised Studio or Workshop op Time, 10:00-14:00 Room: EC, M104; Staff: Vine, Billie	3DC - Exploratory Practice: 3D Computer Animation Supervised Studio or Workshop op Time, 10:00-14:00 Room: EC, M302; Staff: Roe, Sam	PP - MA Screenwriting/TV Series workshop Interim Presentation 1 Supervised Studio or Workshop op Time, 10:00-14:00 Room: EC, M308; Staff: Marshall, Kelly, Tan, Su-Lynn	Access to Facilities Z Other: Independent Study, 10:00-14:00 Rooms: EC, M301; Play Room; EC, M302A	Major Team Project Tutorials Other Unit Tutorials, 10:00-14:00 Rooms: EC, M304; EC, M309A; Staff: Saul, Daniel, Wilkinson, Susi	(A) Wellcome Trust exhibition on visit CTS 1 Z Other: Offsite Event, 10:00-13:00 Staff: de Selincourt, Chris	(B) Wellcome Trust exhibition on visit CTS 1 Z Other: Offsite Event, 10:00-13:00 Staff: Hankin, Jane	VFX - Exploratory Practice: Visual Effects Supervised Studio or Workshop op Time, 10:00-13:00 Room: EC, M104D; Staff: Vine, Billie	Tool Kit Option - Stop Motion Supervised Studio or Workshop op Time, 10:00-13:00 Room: EC, M301; Play Room; Staff: Eales, Chris	3DC - Exploratory Practice: 3D Computer Animation Supervised Studio or Workshop op Time, 10:00-13:00 Room: EC, M302; Staff: Roe, Sam	Tool Kit Option - 2D Supervised Studio or Workshop op Time, 10:00-13:00 Room: EC, M302A; Staff: Radev, Mario	Animation Arts group - Print Workshop Supervised Studio or Workshop Time, 10:30-13:00 Room: EC, W306; Intaglio; Staff: Harrison, Dominica			
11:00																																	
11:00																																	
12:00																																	
12:00																																	
13:00																																	
13:00																																	
14:00																																	
14:00	Game Arts Elective Project Group 2 Supervised Studio or Workshop op Time, 14:00-17:00 Room: EC, M302; Staff: SMITH, Ryan	3D Computer Animation Elective Group 2 Supervised Studio or Workshop op Time, 14:00-17:00 Room: EC, M311; Staff: Roe Sam	Animation Arts Lip Sync Group 1 Supervised Studio or Workshop op Time, 14:00-18:00 Room: EC, M304; Staff: Childs, Joseph	CTS2 Group D Seminar, 14:00-17:00 Room: EC, T1402; Staff: Holdsworth, Claire	CTS2 Group C Seminar, 14:00-17:00 Room: EC, T805; Staff: Plowman, Nicola	PP - Summer Show planning workshop Supervised Studio or Workshop op Time, 14:00-18:00 Room: EC, M304; Staff: Wilkinson, Susi	Access to Facilities Z Other: Independent Study, 14:00-18:00 Rooms: EC, M301; Play Room; EC, M302A	Game Arts Elective Project Group 2 Supervised Studio or Workshop op Time, 14:00-17:00 Room: EC, M302; Staff: SMITH, Ryan	Access to Facilities Z Other: Independent Study, 14:00-18:00 Room: EC, M301; Play Room	Game Arts Elective Project Group 1 Supervised Studio or Workshop op Time, 14:00-18:00 Room: EC, M304; Staff: Childs, Joseph	Animation Arts Lip Sync Group 1 Supervised Studio or Workshop op Time, 14:00-18:00 Room: EC, M309A; Staff: Saul, Daniel, Wilkinson, Susi	3D Computer Animation Elective Group 2 Supervised Studio or Workshop op Time, 14:00-18:00 Room: EC, M308; Staff: Roe, Sam	Major Team Project Tutorials Other Unit Tutorials, 14:00-18:00 Room: EC, M309A; Staff: Saul, Daniel, Wilkinson, Susi	3D Computer Animation Elective Project Group 2 Supervised Studio or Workshop op Time, 14:00-18:00 Room: EC, M311; Staff: Roe, Sam	Tool Kit Option - 3D Supervised Studio or Workshop op Time, 14:00-17:00 Room: EC, M308; Staff: Stephens, Florian	Life Drawing - open class - sign up via Moodle Z Other: Workshop, 15:15-16:30 Personal Tutorials - Group C Other Unit Tutorials, 15:15-16:30	Personal Tutorials - Group D Other Unit Tutorials, 15:15-16:30	Access to Facilities Z Other: Independent Study, 14:00-18:00 Rooms: EC, M301; Play Room; EC, M302; EC, M302A	Group E Wellcome Trust exhibition on visit CTS 1 Seminar, 14:00-17:00 Room: EC, T1105; Staff: Holdsworth, Claire	Access to Facilities Z Other: Independent Study, 14:00-18:00 Rooms: EC, M301; Play Room; EC, M302; EC, M302A	3DCA Tutorials (6 slots) Other Unit Tutorials, 15:00-16:00	VFX Drop in tutorials Other Unit Tutorials, 15:00-17:00 Room: EC, M104D; Staff: Vine, Billie	Digital Arts Supervised Studio or Workshop op Time, 14:00-18:00 Room: EC, M302; Staff: Bartlett, Danyil	2D Animation Skills Supervised Studio or Workshop op Time, 14:00-18:00 Room: EC, M302A; Staff: Radev, Mario	3D Computer Animation Supervised Studio or Workshop op Time, 14:00-18:00 Room: EC, M301; Play Room; EC, M303; Staff: Stephens, Florian	Stop Motion Supervised Studio or Workshop op Time, 14:00-17:00 Room: EC, M301; Play Room; EC, M303; Staff: Eales, Chris	Tool Kit 4 part 4 Supervised Studio or Workshop op Time, 14:00-17:00 Staff: de Selincourt, Chris	(C) Wellcome Trust exhibition on visit CTS 1 Z Other: Offsite Event, 14:00-17:00 Staff: Hankin, Jane	(D) Wellcome Trust exhibition on visit CTS 1 Z Other: Offsite Event, 14:00-17:00 Room: EC, M310; Staff: Vine, Billie	Personal Tutorials Group A Room M310B Other Unit Tutorials, 14:00-17:00 Room: EC, M310; Staff: Vine, Billie			
15:00																																	
15:00																																	
16:00																																	
16:00																																	
17:00																																	
17:00																																	
18:00																																	
18:00																																	
19:00																																	
19:00																																	
20:00																																	
20:00																																	
21:00																																	
21:00																																	
22:00																																	

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 02/03/2020)

	Monday 02/03/2020						Tuesday 03/03/2020						Wednesday 04/03/2020						Thursday 05/03/2020						Friday 06/03/2020						Sa 07/03/2020	Su 08/03/2020
08:00																																
09:00																																
09:00																																
10:00																																
10:00	Game Arts Elective Project group 1 Supervised Studio or Workshop op Time, 10:00-13:00 Room: EC_M302A; Staff: SMITH, Ryan	3D Computer Animation Elective Group 1 Supervised Studio or Workshop op Time, 10:00-13:00 Room: EC_M308; Staff: Roe Sam	CTS2 Group A Seminar, 10:00-13:00 Room: EC_T1104; Staff: Satchell-Baeza, Sophia	CTS2 Group B Seminar, 10:00-13:00 Room: EC_T1402; Staff: Selincourt, Chris	Access to Facilities Z Other: Independent Study, 10:00-14:00 Room: EC_M301; Play Room		Group C Exploratory Practice: Game Arts Supervised Studio or Workshop op Time, 10:00-13:00 Room: EC_M302; Staff: SMITH, Ryan	Access to Facilities Z Other: Independent Study, 10:00-14:00 Room: EC_M301; Play Room	Group A - Exploratory Practice Animation Arts Supervised Studio or Workshop op Time, 10:00-14:00 Room: EC_M302A; Staff: Tan, Su-Lynn	Group B - Exploratory Practice Animation Arts Tutor: Stuart Hilton Supervised Studio or Workshop op Time, 10:00-14:00 Room: EC_M308; Staff: HILTON, Stuart	Personal tutorials 2 groups (2 tutorial rooms) Sam Roe, Joseph Childs Z Other: Pastoral Tutorials 10:00-14:00 Rooms: EC_M112A; Pod: EC_M310A; Pod: Staff: Childs, Joseph; Roe, Sam	Year 3 Project presentations to Year 1 Lecture, 12:00-14:00 Room: EC_TG11; Lecture Theatre B (LTB)		Access to Facilities Z Other: Independent Study, 10:00-14:00 Room: EC_M301; Play Room	Exploratory Practice: Game Arts Supervised Studio or Workshop op Time, 10:00-14:00 Room: EC_M302; Staff: SMITH, Ryan	Group B - Exploratory Practice Animation Arts Supervised Studio or Workshop op Time, 10:00-14:00 Room: EC_M302A; Staff: HILTON, Stuart	Group A - Exploratory Practice: Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M308; Staff: HILTON, Stuart	VFX - Exploratory Practice: Visual Effects Supervised Studio or Workshop op Time, 10:00-14:00 Room: EC_M104; Staff: Roe, Billie	3DC - Exploratory Practice: 3D Computer Animation Supervised Studio or Workshop op Time, 10:00-14:00 Room: EC_M302; Staff: Roe, Sam	Access to Facilities Z Other: Independent Study, 10:00-14:00 Rooms: EC_M301; Play Room; EC_M302A; EC_M308	MTP - Interim Presentation 3 PROD UCTION Cuts or Other Formative Assessment, 10:00-14:00 Rooms: EC_M309A; Staff: Saul, Daniel; Wilkins on, Susi	Tool Kit Option - Stop Motion Supervised Studio or Workshop op Time, 10:00-13:00 Room: EC_M301; Play Room; Staff: Eales, Chris	Tool Kit Option - 2D Supervised Studio or Workshop op Time, 10:00-13:00 Room: EC_M302A; Staff: Radev, Mario	(A) CTS 1 Seminar, 10:00-13:00 Room: EC_T1101; Staff: Hankin, Jane	(B) CTS 1 Seminar, 10:00-13:00 Room: EC_T1105; Staff: Selincourt, Chris	Cross pathway briefing, Exploratory Practice: Animation Arts (Collaborative Project) Briefing, 10:00-13:00 Room: EC_TG11; Lecture Theatre B (LTB); Staff: Roe, Sam; Vine, Billie	Access to Facilities Z Other: Independent Study, 10:00-14:00 Room: EC_M302					
11:00																																
11:00																																
12:00																																
12:00																																
13:00																																
13:00																																
14:00																																
14:00	Game Arts Elective Project Group 2 Supervised Studio or Workshop op Time, 14:00-17:00 Room: EC_M302; Staff: SMITH, Ryan	3D Computer Animation Elective Group 2 Supervised Studio or Workshop op Time, 14:00-17:00 Room: EC_M311; Staff: Roe Sam	Show Planning Team Meeting Room M310B Other Unit Tutorials, 14:00-18:00 Staff: Wilkin son, Susi	Animation Arts Lip Sync Group 1 Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M304; Staff: Childs, Joseph	CTS2 Group D Seminar, 14:00-17:00 Room: EC_T1402; Staff: Holdsworth, Claire	CTS2 Group C Seminar, 14:00-17:00 Room: EC_T805; Staff: Plowman, Nicola	Access to Facilities Z Other: Independent Study, 14:00-18:00 Rooms: EC_M301; Play Room; EC_M302; EC_M302A	Access to Facilities Z Other: Independent Study, 14:00-18:00 Room: EC_M301; Play Room	Game Arts Elective Project Group 1 Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M304; Staff: Childs, Joseph	3D Computer Animation Elective Group 1 Supervised Studio or Workshop op Time, 14:00-18:00 Room: EC_M308; Staff: Roe, Sam	Show Planning Meeting Z Other: Formative Assessment, 14:00-18:00 Room: EC_M309A; Staff: Saul, Daniel; Wilkins on, Susi	MTP - Interim Presentation 3 PROD UCTION Cuts or Other Formative Assessment, 14:00-18:00 Room: EC_M309A; Staff: Saul, Daniel; Wilkins on, Susi	3D Computer Animation Elective Project Group 2 Supervised Studio or Workshop op Time, 14:00-18:00 Room: EC_M311; Staff: Roe, Sam	One to One Tutorial Z Other: Pastoral Tutorials, 15:15-18:00 Room: EC_M310A; Pod: Staff: HILTON, Stuart	Access to Facilities Z Other: Independent Study, 14:00-18:00 Rooms: EC_M301; Play Room; EC_M302; EC_M302A	Tool Kit Option - 3D Supervised Studio or Workshop op Time, 14:00-17:00 Room: EC_M308; Staff: Stephens, Florian	Summative Assessment 3pm via Moodle CTS2 Element 1 Z Other: Hand-in, 14:00-15:00		Personal tutorials - Group C Other Unit Tutorials, 15:15-16:30	Personal tutorials - Group D Other Unit Tutorials, 15:15-16:30	One to One Tutorial Z Other: Pastoral Tutorials, 15:15-18:00 Room: EC_M112A; Pod: Staff: HILTON, Stuart	CTS 1 Group E Seminar, 14:00-17:00 Room: EC_T1105; Staff: Selincourt, Chris	3DCA Tutorials (9 slots) Other Unit Tutorials, 14:00-16:00 Room: EC_M301; Play Room; EC_M302; EC_M302A	Access to Facilities Z Other: Independent Study, 14:00-18:00 Rooms: EC_M301; Play Room; EC_M302; EC_M302A	2D Animation Skills Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M304; Staff: Radev, Mario	TBC - PP - TV Series interim presentations 2 Z Other: Presentation, 14:00-18:00 Room: EC_M304; Staff: Marshall, Kelly; Tan, Su-Lynn; Wilkins on, Susi	3D Computer Animation Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M311; Staff: Stephens, Florian	Stop Motion Supervised Studio or Workshop op Time, 14:00-18:00 Room: EC_M301; Play Room; EC_M303; Stop Motion/ Light box; Staff: Eales, Chris	Tool Kit 5 part 1 Supervised Studio or Workshop Time, 14:00-17:00 Room: EC_M310; Staff: Holdsworth, Claire	Personal tutorials - Group A Room M310B Other Unit Tutorials, 14:00-17:00 Room: EC_M310; Staff: Holdsworth, Claire	(D) CTS 1 Seminar, 14:00-17:00 Room: EC_T1102; Staff: Holdsworth, Claire	(C) CTS 1 Seminar, 14:00-17:00 Room: EC_T1105; Staff: Hankin, Jane
15:00																																
15:00																																
16:00																																
16:00																																
17:00																																
17:00																																
18:00																																
18:00																																
19:00																																
19:00																																
20:00																																
20:00																																
21:00																																
21:00																																
22:00																																

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 09/03/2020)

	Monday 09/03/2020					Tuesday 10/03/2020					Wednesday 11/03/2020					Thursday 12/03/2020					Friday 13/03/2020					Sat 14/03/2020	Su 15/03/2020					
08:00																																
09:00																																
10:00																																
10:00	Game Arts Elective Project Group 1 Supervised Studio or Workshop p Time, 10:00-13:00 Room: EC, M302A; Staff: SMITH, Ryan	3D Computer Animation Elective Group 1 Supervised Studio or Workshop p Time, 10:00-13:00 Room: EC, M308; Staff: Roe, Sam	CTS2 Group B Seminar, 10:00-13:00 Room: EC, T1402; Staff: de Selincourt, Chris	CTS2 Group A Seminar, 10:00-13:00 Room: EC, T805; Staff: Satchell, I-Baeza Sophia	Access to Facilities Z Other Independent Study, 10:00-14:00 Room: EC, M301; Play Room	Professional Practice unit Royal Academy of Music project interim presentations Seminar, 10:00-14:00 Room: EC, M302; Staff: Radev, Mario	Group C Exploratory Practice: Game Arts Supervised Studio or Workshop p Time, 10:00-13:00 Room: EC, M302; Staff: SMITH, Ryan	Access to Facilities Z Other Independent Study, 10:00-14:00 Room: EC, M301; Play Room	Toon Boom workshop Supervised Studio or Workshop p Time, 10:00-14:00 Room: EC, M302A; Staff: Tan, Su-Lynn	Working on projects / project tutorials Supervised Studio or Workshop p Time, 10:00-14:00 Room: EC, M308; Staff: HILTON, Stuart	Personal tutorials - 2 groups (2 tutorial rooms) Sam Roe, Joseph Childs Z Other: Pastoral Tutorials, 10:00-14:00 Rooms: EC, M112A; Pod; EC, M310A; Pod; Staff: Childs, Joseph; Roe, Sam	MTP: Team tutorials Other Unit Tutorials, 10:00-13:00 Rooms: EC, M309A; Staff: Saul, Daniel; Wilkinson, Susi	Access to Facilities Z Other Independent Study, 10:00-14:00 Room: EC, M301; Play Room	Exploratory Practice: Game Arts Supervised Studio or Workshop p Time, 10:00-14:00 Room: EC, M302; Staff: SMITH, Ryan	After Effects sign up via Moodle Supervised Studio or Workshop p Time, 10:00-14:00 Room: EC, M302A; Staff: MAY, Steven	the Animation on Arts working on projects/ tutorials Supervised Studio or Workshop p Time, 10:00-14:00 Room: EC, M308; Staff: HILTON, Stuart				VFX - Exploratory Practice: Visual Effects Supervised Studio or Workshop p Time, 10:00-14:00 Room: EC, M104D; Staff: Vine, Billie	3DC - Exploratory Practice: 3D Computer Animation Supervised Studio or Workshop p Time, 10:00-14:00 Room: EC, M302; Staff: Roe, Sam	Access to Facilities Z Other Independent Study, 10:00-14:00 Rooms: EC, M301; Play Room; EC, M302; Staff: Saul, Daniel; Wilkins, Susi	MTP: Team Tutorials - Stuart Hilton Other Unit Tutorials, 10:00-14:00 Rooms: EC, M304; EC, M309A; Staff: Radev, Mario	VFX - Exploratory Practice: Visual Effects Supervised Studio or Workshop p Time, 10:00-13:00 Room: EC, M104D; Staff: Vine, Billie	Tool Kit Option - Stop Motion Supervised Studio or Workshop p Time, 10:00-13:00 Room: EC, M301; Play Room; Staff: Eales, Chris	3DC - Exploratory Practice: 3D Computer Animation Supervised Studio or Workshop p Time, 10:00-13:00 Room: EC, M302; Staff: Roe, Sam	Tool Kit Option - 2D Supervised Studio or Workshop p Time, 10:00-13:00 Room: EC, M302A; Staff: Radev, Mario	(A) CTS 1 Seminar, 10:00-13:00 Room: EC, T1101; Staff: Hankin, Jane	(B) CTS 1 Seminar, 10:00-13:00 Room: EC, T1105; Staff: de Selincourt, Chris	Animation Arts group - Print Workshop Supervised Studio or Workshop p Time, 10:00-13:00 Room: EC, W306; Intaglio; Staff: Harrison, Dominica		
11:00																																
12:00																																
13:00																																
14:00	Game Arts Elective Project Group 2 Supervised Studio or Workshop p Time, 14:00-17:00 Room: EC, M302; Staff: SMITH, Ryan	3D Computer Animation Elective Group 2 Supervised Studio or Workshop p Time, 14:00-17:00 Room: EC, M311; Staff: Roe, Sam	Animation Arts Lip Sync Group 1 Supervised Studio or Workshop p Time, 14:00-18:00 Room: EC, M304; Staff: Childs, Joseph	CTS2 Group D Seminar, 14:00-17:00 Room: EC, T1402; Staff: Holdsworth, Claire	CTS2 Group C Seminar, 14:00-17:00 Room: EC, T805; Staff: Plowman, Nicola	Access to Facilities Z Other Independent Study, 14:00-18:00 Rooms: EC, M301; Play Room; EC, M302; Staff: Radev, Mario	Game Arts Elective Project Group 2 Supervised Studio or Workshop p Time, 14:00-17:00 Room: EC, M302; Staff: SMITH, Ryan	Access to Facilities Z Other Independent Study, 14:00-18:00 Room: EC, M301; Play Room	Game Arts Elective Project Group 1 Supervised Studio or Workshop p Time, 14:00-18:00 Room: EC, M304; Staff: Childs, Joseph	Animation Arts Lip Sync 1 Supervised Studio or Workshop p Time, 14:00-18:00 Room: EC, M304; Staff: Childs, Joseph	3D Computer Animation Elective Project Group 2 Supervised Studio or Workshop p Time, 14:00-18:00 Room: EC, M308; Staff: Roe, Sam	MTP: Team tutorials Other Unit Tutorials, 14:00-18:00 Room: EC, M309A; Staff: Saul, Daniel; Wilkinson, Susi	3D Computer Animation Elective Project Group 2 Supervised Studio or Workshop p Time, 14:00-18:00 Room: EC, M311; Staff: Roe, Sam	Access to Facilities Z Other Independent Study, 14:00-18:00 Rooms: EC, M301; Play Room; EC, M302; Staff: SMITH, Ryan	Tool Kit Option - 3D Supervised Studio or Workshop p Time, 14:00-17:00 Room: EC, M308; Staff: Stephen, Florian	Collaborative Project Briefing British Library project 'Have Ears' + Charmaine Wong Project Briefing, 14:00-16:00 Room: EC, M308; Staff: Stephen, Florian	Room: EC, T1401			CTS 1 Group E Seminar, 14:00-17:00 Room: EC, T1105; Staff: de Selincourt, Chris	3DCA Tutorial s (9 slots) Other Unit Tutorial s, 14:00-16:00 Room: EC, M302; Staff: Roe, Sam	Access to Facilities Z Other Independent Study, 14:00-18:00 Rooms: EC, M301; Play Room; EC, M302; Staff: Radev, Mario	VFX Drop in tutorials Other Unit Tutorials, 15:00-17:00 Room: EC, M104D; Staff: Vine, Billie	3D Computer Animation Supervised Studio or Workshop p Time, 14:00-18:00 Room: EC, M301; Play Room; EC, M303; Stop Motion/ Light box; Staff: Eales, Chris	Stop Motion Supervised Studio or Workshop p Time, 14:00-18:00 Room: EC, M301; Play Room; EC, M303; Stop Motion/ Light box; Staff: Eales, Chris	Tool Kit 5 part 2 Supervised Studio or Workshop p Time, 14:00-17:00 Room: EC, M310; Staff: Vine, Billie	Personal tutorials - Group A Room M310B Other Unit Tutorials, 14:00-17:00 Room: EC, M310; Staff: Vine, Billie	(D) CTS 1 Seminar, 14:00-17:00 Room: EC, T1102; Staff: Holdsworth, Claire	(C) CTS 1 Seminar, 14:00-17:00 Room: EC, T1105; Staff: Hankin, Jane	2D Animation Skills Supervised Studio or Workshop p Time, 14:00-18:00 Room: EC, M302A; Staff: Radev, Mario		
15:00																																
16:00																																
17:00																																
18:00																																
19:00																																
20:00																																
21:00																																
22:00																																

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 06/04/2020)

	Monday 06/04/2020	Tuesday 07/04/2020	Wednesday 08/04/2020	Thursday 09/04/2020	Friday 10/04/2020	Saturday 11/04/2020	Sunday 12/04/2020
08:00					Public Holiday (Good Friday) 08:00-22:00		
09:00					**Public Holiday (Good Friday)** Good Friday		
09:00							
10:00							
10:00							
11:00							
11:00							
12:00							
12:00							
13:00							
13:00							
14:00							
14:00							
15:00							
15:00							
16:00							
16:00							
17:00							
17:00							
18:00							
18:00							
19:00							
19:00							
20:00							
20:00							
21:00							
21:00							
22:00							

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 13/04/2020)

	Mon 13/04/2020	Tuesday 14/04/2020					Wednesday 15/04/2020				Thursday 16/04/2020				Friday 17/04/2020						Sat 18/04/2020	Sun 19/04/2020	
08:00	Public Holiday (Easter Monday) 08:00-22:00																						
09:00	**Public Holiday (Easter Monday)**																						
10:00	Easter Monday	Group C - Exploratory Practice: Game Arts Supervised Studio or Workshop Time, 10:00-13:00 Room: EC_M302; Staff: SMITH, Ryan	Group A - Exploratory Practice: Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302A; Staff: Tan, Lynn	Group B - Exploratory Practice: Animation Arts - Tutor: Stuart Hilton Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M308			Exploratory Practice: Game Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302; Staff: SMITH, Ryan	Group B - Exploratory Practice: Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302A	Group A - Exploratory Practice: Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M308		VFX - Exploratory Practice: Visual Effects Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M104D; Staff: Vine, Billie	3DC - Exploratory Practice: 3D Computer Animation Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302; Staff: Roe, Sam		VFX - Exploratory Practice: Visual Effects Supervised Studio or Workshop Time, 10:00-13:00 Room: EC_M104D; Staff: Eales, Billie	Tool Kit Option - Stop Motion Supervised Studio or Workshop Time, 10:00-13:00 Room: EC_M301; Play Room: Staff: Eales, Chris	3DC - Exploratory Practice: 3D Computer Animation Supervised Studio or Workshop Time, 10:00-13:00 Room: EC_M302; Staff: Roe, Sam	Tool Kit Option - 2D Supervised Studio or Workshop Time, 10:00-13:00 Room: EC_M302A; Staff: Radev, Mario	Tool Kit Option - 3D Supervised Studio or Workshop Time, 10:00-13:00 Room: EC_M308; Staff: Stephens, Florian	(A) CTS 1 Seminar, 10:00-13:00 Room: EC_T1101; Staff: de Selincourt, Chris	(B) CTS 1 Seminar, 10:00-13:00 Room: EC_T1105; Staff: Hankin, Jane			
11:00																							
12:00																							
13:00																							
14:00																							
14:00		3D Computer Animation Elective Project Group 3 Supervised Studio or Workshop Time, 14:00-17:00 Room: EC_M302; Staff: Roe, Sam	Game Arts Elective Project Group 3 Supervised Studio or Workshop Time, 14:00-17:00 Room: EC_M302A; Staff: SMITH, Ryan	Animation Arts Lip synch 1 project 2 Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M304; Staff: Childs, Joseph	Animation Arts Loops Elective Project 2 Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M308; Staff: HILTON, Stuart	Visual Effects Elective Project 2 Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M311; Staff: FILIBERT O,Aldo	MTP: Interim Presentation 4 POST PRODUCTION Seminar, 14:00-18:00 Rooms: EC_M304; EC_M309A; Staff: Saul, Daniel, Wilkinson, Susi	Life Drawing - open class - sign up via Moodle Z Other: Workshop, 14:00-15:15 Room: EC_M304			CTS 1 Group E Seminar, 14:00-17:00 Room: EC_M102B; Staff: Hankin, Jane	MTP: Interim Presentation 4 POST PRODUCTION Seminar, 14:00-18:00 Rooms: EC_M304; EC_M309A; Staff: Saul, Daniel, Wilkinson, Susi		3DCA Drop in tutorials (6 Slots) Other Unit Tutorials, 15:00-17:00	VFX Drop in tutorials Other Unit Tutorials, 15:00-17:00 Room: EC_M104D; Staff: Vine, Billie	Digital Arts Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M302; Staff: Bartlett, Danyl	2D Animation Skills Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M302A; Staff: Radev, Mario	3D Computer Animation Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M311; Staff: Stephens, Florian	Stop Motion Supervised Studio or Workshop Time, 14:00-18:00 Rooms: EC_M301; Play Room EC_M303; Stop Motion/ Light box; Staff: Eales, Chris	Tool Kit 5 part 3 Supervised Studio or Workshop Time, 14:00-17:00 Room: EC_T1102; Staff: de Selincourt, Chris	(D) CTS 1 Seminar, 14:00-17:00 Room: EC_T1102; Staff: de Selincourt, Chris	(C) CTS 1 Seminar, 14:00-17:00 Room: EC_T1105; Staff: Holdsworth, Claire	
15:00																							
15:00																							
16:00																							
16:00																							
17:00																							
17:00																							
18:00																							
18:00																							
19:00																							
19:00																							
20:00																							
20:00																							
21:00																							
21:00																							
22:00																							

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 20/04/2020)

[illegible]

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 27/04/2020)

	Monday 27/04/2020						Tuesday 28/04/2020						Wednesday 29/04/2020				Thursday 30/04/2020			Friday 01/05/2020				Sat 02/05/2020	Sun 03/05/2020
08:00																									
09:00																									
10:00	CTS2 Group A Seminar, 10:00-13:00 Room: T1104;; Staff: Satchell-Baeza, Sophia	CTS2 Group B Seminar, 10:00-13:00 Room: EC_T1402;; Staff: de Selincourt,Chris					Group C - Exploratory Practice Game Arts Supervise d Studio or Workshop Time, 10:00-13:00 Room: EC_M302 Staff: SMITH, Ryan	Group A - Exploratory Practice Animation Arts Supervise d Studio or Workshop Time, 10:00-14:00 Room: EC_M302A; Staff: Tan, Su-Lynn	Group B - Exploratory Practice: Animation Arts Tutor: Stuart Hilton Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M308				Exploratory Practice Game Arts Supervise d Studio or Workshop Time, 10:00-14:00 Room: EC_M302 Staff: SMITH, Ryan	Group B - Exploratory Practice Animation Arts Supervise d Studio or Workshop Time, 10:00-14:00 Room: EC_M302A	Group A - Exploratory Practice Animation Arts Supervise d Studio or Workshop Time, 10:00-14:00 Room: EC_M308	VFX - Exploratory Practice Visual Effects Supervise d Studio or Workshop Time, 10:00-14:00 Room: M104D; Staff: Vine, Billie	3DC - Exploratory Practice 3D Computer Animation Supervise d Studio or Workshop Time, 10:00-14:00 Room: EC_M302 Staff: Roe, Sam	MTP fit to submit tutorials Stuart Hilton Other Unit Tutorials, 10:00-14:00 Rooms: EC_M304 EC_M309A; Staff: Saul, Daniel; Wilkinson ,Susi	VFX - Exploratory Practice Visual Effects Supervise d Studio or Workshop Time, 10:00-13:00 Room: EC_M104D; Staff: Vine, Billie	3DC - Exploratory Practice 3D Computer Animation Supervise d Studio or Workshop Time, 10:00-13:00 Room: EC_M302 Staff: Roe, Sam	(A) CTS 1 Seminar, 10:00-13:00 Room: EC_T1101;; Staff: de Selincourt,Chris	(B) CTS 1 Seminar, 10:00-13:00 Room: EC_T1105;; Staff: Hankin, Jane			
11:00																									
12:00																									
12:00																									
13:00																									
14:00	3D Computer Animation Elective Group 3 Supervise d Studio or Workshop Time, 14:00-17:00 Room: EC_M302 Staff: Roe Sam	Game Arts Elective Project Group 3 Supervise d Studio or Workshop Time, 14:00-17:00 Room: EC_M302A; Staff: SMITH, Ryan	CTS2 Group D Seminar, 14:00-17:00 Room: EC_T1402;; Staff: Holdsworth, Claire	CTS2 Group C Seminar, 14:00-17:00 Room: EC_T805; Staff: Plowman, Nicola	Animation Arts Lip Sync Group 2 Supervise d Studio or Workshop Time, 14:00-18:00 Room: EC_M304 Staff: Childs, Joseph	Animation Arts Elective Project Loops Supervise d Studio or Workshop Time, 14:00-18:00 Room: EC_M311 Staff: Vine, Billie	Visual Effects Elective Project 2 Supervise d Studio or Workshop Time, 14:00-18:00 Room: EC_M302 Staff: SMITH, Ryan	3D Computer Animation Elective Project Group 3 Supervise d Studio or Workshop Time, 14:00-17:00 Room: EC_M302A; Staff: Roe Sam	Game Arts Elective Project Group 3 Supervise d Studio or Workshop Time, 14:00-17:00 Room: EC_M302A; Staff: SMITH, Ryan	Animation Arts Lip synch 1 project 2 Supervise d Studio or Workshop Time, 14:00-18:00 Room: EC_M304 Staff: Childs, Joseph	Animation Arts Loops Elective Project Supervise d Studio or Workshop Time, 14:00-18:00 Room: EC_M308 Staff: HILTON, Stuart	Visual Effects Elective Project 2 Supervise d Studio or Workshop Time, 14:00-18:00 Room: EC_M311 Staff: FILIBERT O.Aldo	MTP: FINAL TEAM PRESENTATIONS - Stuart Hilton Lecture, 14:00-18:00 Room: EC_TG02 Lecture Theatre C (LTC); Staff: Saul, Daniel; Wilkinson ,Susi	Life Drawing - open class - sign up via Moodle Z Other: Workshop, 14:00-15:15 Room: EC_M304				CTS 1 Seminar, 14:00-17:00 Room: EC_T1407;; Staff: Hankin, Jane	3DCA Drop in tutorials (6 Slots) Other Unit Tutorials, 15:00-17:00 Room: EC_M104D; Staff: Vine, Billie	VFX Drop in tutorials Other Unit Tutorials, 15:00-17:00 Room: EC_M104D; Staff: Vine, Billie	(D) CTS 1 Seminar, 14:00-17:00 Room: EC_T1102;; Staff: de Selincourt,Chris	(C) CTS 1 Seminar, 14:00-17:00 Room: EC_T1105; Staff: Holdsworth, Claire			
15:00																									
16:00																									
17:00																									
18:00																									
19:00																									
20:00																									
21:00																									
22:00																									

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 04/05/2020)

	Monday 04/05/2020							Tuesday 05/05/2020							Wednesday 06/05/2020							Thursday 07/05/2020							Friday 08/05/2020	Sat 09/05/2020	Sun 10/05/2020		
08:00																										Public Holiday (May Day) 08:00-22:00							
09:00																										**Public Holiday (May Day) ** May Day							
10:00	CTS2 Group A Seminar, 10:00-13:00 Room: EC, T1104; Staff: Satchell- Baeza, Sophia	CTS2 Group B Seminar, 10:00-13:00 Room: EC, T1402; Staff: de Selincourt, Chris	MTP Summative Assessment via Moodle 3pm Z Other: Hand-in, 10:00-15:00				Group C - Exploratory Practice: Game Arts Supervised Studio or Workshop Time, 10:00-13:00 Room: EC M302; Staff: f. SMITH, Ryan	Group A - Exploratory Practice: Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC, M302A; Staff: Tan, Su- Lynn	Group B - Exploratory Practice: Animation Arts - Tutor: Stuart Hilton Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M308	Exploratory Practice: Game Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC M302; Staff: f. SMITH, Ryan	Group B - Exploratory Practice: Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC, M302A	Group A - Exploratory Practice: Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC, M308	Life Drawing - open class - sign up via Moodle Z Other: Workshop, 12:15-13:30 Room: EC_M304	VFX - Exploratory Practice: Visual Effects Supervised Studio or Workshop Time, 10:00-14:00 Room: EC M104D; Staff: Vine, Billie	3DC - Exploratory Practice: 3D Computer Animation Supervised Studio or Workshop Time, 10:00-14:00 Room: EC M302; Staff: f. Roe, Sam	Groups E, A & half of B - CTS1 Presentations Project Briefing, 10:00-13:00 Room: EC, TG02:Lecture Theatre C (LTC); Staff: de Selincourt, Chris; Hankin, Jane; Holdsworth, Claire	TBC Professional Practice unit TV Series final presentations - Stuart Hilton Z Other: Hand-in, 10:00-14:00 Room: EC M304; Staff: f. Marshall, Kelly, Wilkinson, Susi																
11:00																																	
12:00																																	
13:00																																	
14:00	3D Computer Animation Elective Group 3 Supervised Studio or Workshop Time, 14:00-17:00 Room: EC M302; Staff: f. Roe, Sam	Game Arts Elective Project Group 3 Supervised Studio or Workshop Time, 14:00-17:00 Room: EC M302A; Staff: f. SMITH Ryan		CTS2 Group D Seminar, 14:00-17:00 Room: EC, T1402; Staff: Holdsworth, Claire	CTS2 Group C Seminar, 14:00-17:00 Room: EC T805; Staff: Plowman, Nicola	Animation Arts Lip Sync Group 2 Supervised Studio or Workshop Time, 14:00-18:00 Room: EC M304; Staff: f. Childs, Joseph	Animation Arts Elective Project Loops Supervised Studio or Workshop Time, 14:00-18:00 Room: EC M308; Staff: f. HILTON, Stuart	Visual Effects Elective Project 2 Supervised Studio or Workshop Time, 14:00-18:00 Room: EC M311; Staff: f. Vine, Billie	3D Computer Animation Elective Project Group 3 Supervised Studio or Workshop Time, 14:00-17:00 Room: EC M302; Staff: f. Roe, Sam	Game Arts Elective Project Group 3 Supervised Studio or Workshop Time, 14:00-17:00 Room: EC M302A; Staff: f. SMITH, Ryan	Animation Arts Lip synchrony 1 project 2 Supervised Studio or Workshop Time, 14:00-18:00 Room: EC M304; Staff: f. Childs, Joseph	Animation Arts Loops Elective Project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC M308; Staff: f. HILTON, Stuart	Visual Effects Elective Project 2 Supervised Studio or Workshop Time, 14:00-18:00 Room: EC M311; Staff: f. FILIBERT O,Aldo	Life Drawing - open class - sign up via Moodle Z Other: Workshop, 14:00-15:15 Room: EC_M304	Student Projects (Visual Effects Pathway) Z Other: Workshop, 14:00-18:00 Room: EC M104D; Staff: f. Vine, Billie	Groups C, D & the other half of B - CTS1 Presentations Project Briefing, 14:00-17:00 Room: EC TG02:Lecture Theatre C (LTC); Staff: de Selincourt, Chris; Hankin, Jane; Holdsworth, Claire																	
15:00																																	
16:00																																	
17:00																																	
18:00																																	
19:00																																	
20:00																																	
21:00																																	
22:00																																	

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 11/05/2020)

	Monday 11/05/2020							Tuesday 12/05/2020							Wednesday 13/05/2020				Thursday 14/05/2020				Friday 15/05/2020				Sat 16/05/2020	Sun 17/05/2020
08:00																												
09:00																												
09:00																												
10:00																												
10:00	Professional Practice unit Royal Academy of Music project final presentations Seminar, 10:00-13:00 Room: EC_M302; Staff: Radev, Mario	CTS2 Group A Seminar, 10:00-13:00 Room: EC_T1104; Staff: Satchell-Baeza, Sophia	CTS2 Group B Seminar, 10:00-13:00 Room: EC_T1402; Staff: de Selincourt, Chris					Group C - Exploratory Practice: Game Arts Supervised Studio or Workshop Time, 10:00-13:00 Room: EC_M302; Staff: SMITH, Ryan	Group A - Exploratory Practice: Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302A; Staff: Tan, Su-Lynn	Group B - Exploratory Practice: Animation Arts - Tutor: Stuart Hilton Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M308				Exploratory Practice: Game Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302; Staff: SMITH, Ryan	Group B - Exploratory Practice: Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302A	Group A - Exploratory Practice: Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M308	Life Drawing - open class - sign up via Moodle Z Other: Workshop, 12:15-13:30 Room: EC_M304	VFX - Exploratory Practice: Visual Effects Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M104D; Staff: Vine, Billie	3DC - Exploratory Practice: 3D Computer Animation Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302; Staff: Roe, Sam	Professional Practice: fit to submit tutorials - Stuart Hilton Other Unit Tutorials, 10:00-14:00 Rooms: EC_M304; EC_M309A; Staff: Saul, Daniel; Wilkinson, Susi	CTS1 summative submission 3pm via Moodle Z Other: Hand-in, 10:00-15:00	VFX - Exploratory Practice: Visual Effects Supervised Studio or Workshop Time, 10:00-13:00 Room: EC_M104D; Staff: Vine, Billie	3DC - Exploratory Practice: 3D Computer Animation Supervised Studio or Workshop Time, 10:00-13:00 Room: EC_M302; Staff: Roe, Sam	Professional Practice Summative Assessment via Moodle 3pm Z Other: Hand-in, 10:00-15:00				
11:00																												
12:00																												
12:00																												
13:00																												
14:00																												
14:00	3D Computer Animation Elective Project Group 3 Supervised Studio or Workshop Time, 14:00-17:00 Room: EC_M302; Staff: Roe, Sam	Game Arts Elective Project Group 3 Supervised Studio or Workshop Time, 14:00-17:00 Room: EC_M302A; Staff: SMITH, Ryan	CTS2 Group D Seminar, 14:00-17:00 Room: EC_T1402; Staff: Holdsworth, Claire	CTS2 Group C Seminar, 14:00-17:00 Room: EC_T805; Staff: Plowman, Nicola	Animation Arts Lip Sync Group 2 Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M304; Staff: Childs, Joseph	Animation Arts Elective Project Loops Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M308; Staff: HILTON, Stuart	Visual Effects Elective Project 2 Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M311; Staff: Vine, Billie	Professional Practice - Show planning duration final presentations ALL STUDENTS TO ATTEND: S Hilton Seminar, 14:00-16:00	3D Computer Animation Elective Project Group 3 Supervised Studio or Workshop Time, 14:00-17:00 Room: EC_M302; Staff: Roe, Sam	Game Arts Elective Project Group 3 Supervised Studio or Workshop Time, 14:00-17:00 Room: EC_M302A; Staff: SMITH, Ryan	Animation Arts Lip Sync project 2 Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M304; Staff: Childs, Joseph	Professional Practice - Exit dossier/Showreel tutorials - Stuart Hilton Other Unit Tutorials, 14:00-18:00 Room: EC_M304; Staff: Saul, Daniel; Wilkinson, Susi	Animation Arts Loops Elective Project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M308; Staff: HILTON, Stuart	Visual Effects Elective Project 2 Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M311; Staff: FILIBERTO, Aldo	Life Drawing - open class - sign up via Moodle Z Other: Workshop, 14:00-15:15 Room: EC_M304				Student Projects (Visual Effects Pathway) Z Other: Workshop, 14:00-18:00 Room: EC_M104D; Staff: Vine, Billie									
15:00																												
15:00																												
16:00																												
16:00																												
17:00																												
17:00																												
18:00																												
18:00																												
19:00																												
19:00																												
20:00																												
20:00																												
21:00																												
21:00																												
22:00																												

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 18/05/2020)

	Monday 18/05/2020		Tuesday 19/05/2020				Wednesday 20/05/2020			Thursday 21/05/2020		Friday 22/05/2020		Saturday 23/05/2020	Sunday 24/05/2020					
08:00																				
09:00																				
09:00																				
10:00																				
10:00	CTS2 Group A Seminar, 10:00-13:00 Room: EC_T1104 Staff: Satchell-Baeza,Sophia	CTS2 Group B Seminar, 10:00-13:00 Room: EC_T1402 Staff: de Selincourt,Chris	Group C - Exploratory Practice: Game Arts Supervised Studio or Workshop Time, 10:00-13:00 Room: EC_M302 Staff: SMITH, Ryan	Group A - Exploratory Practice: Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302A Staff: Tan,Su-Lynn	Group B - Exploratory Practice: Animation Arts - Tutor: Stuart Hilton Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M308		Exploratory Practice: Game Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302 Staff: SMITH, Ryan	Group B - Exploratory Practice: Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302A	Group A - Exploratory Practice: Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M308	VFX -Exploratory Practice: Visual Effects Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M104D Staff: Vine,Billie	3DC - Exploratory Practice: 3D Computer Animation Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302 Staff: Roe,Sam	VFX -Exploratory Practice: Visual Effects Supervised Studio or Workshop Time, 10:00-13:00 Room: EC_M104D Staff: Vine,Billie	3DC - Exploratory Practice: 3D Computer Animation Supervised Studio or Workshop Time, 10:00-13:00 Room: EC_M302 Staff: Roe,Sam							
11:00																				
11:00																				
12:00																				
12:00																				
13:00																				
13:00																				
14:00																				
14:00	CTS2 Group D Seminar, 14:00-17:00 Room: EC_T1402 Staff: Holdsworth,Claire	CTS2 Group C Seminar, 14:00-17:00 Room: EC_T805 Staff: Plowman, Nicola	3D Computer Animation Pathway Taster project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M302 Staff: Roe,Sam	Game Arts Pathway Taster project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M302A Staff: SMITH,Ryan	Animation Arts Pathway Taster project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M304 Staff: Childs, Joseph	Animation Arts Pathway Taster project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M308 Staff: HILTON, Stuart	Visual Effects Taster Project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M311 Staff: FILIBERTO, Aldo				Student Projects (Visual Effects Pathway) Z Other: Workshop, 14:00-18:00 Room: EC_M104D Staff: Vine,Billie									
15:00																				
15:00																				
16:00																				
16:00																				
17:00																				
17:00																				
18:00																				
18:00																				
19:00																				
19:00																				
20:00																				
20:00																				
21:00																				
21:00																				
22:00																				

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 25/05/2020)

	Monday 25/05/2020	Tuesday 26/05/2020	Wednesday 27/05/2020	Thursday 28/05/2020	Friday 29/05/2020	Saturday 30/05/2020	Sunday 31/05/2020
08:00	Public Holiday (Spring Bank Holiday) 08:00-22:00						
09:00	**Public Holiday (Spring Bank Holiday)** Spring Holiday						
10:00							
10:00	Group C - Exploratory Practice: Game Arts Supervised Studio or Workshop Time, 10:00-13:00 Room: EC_M302; Staff: SMITH,Ryan	Group A - Exploratory Practice: Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302A; Staff: Tan,Su-Lynn	Group B - Exploratory Practice: Animation Arts - Tutor: Stuart Hilton Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M308	Exploratory Practice: Game Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302; Staff: SMITH,Ryan	Group B - Exploratory Practice: Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302A	Group A - Exploratory Practice: Animation Arts Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M308	VFX -Exploratory Practice: Visual Effects Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M104D; Staff: Vine,Billie
11:00							
11:00							
12:00							
12:00							
13:00							
13:00							
14:00							
14:00	3D Computer Animation Pathway Taster project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M302; Staff: Roe,Sam	Game Arts Pathway Taster project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M302A; Staff: SMITH,Ryan	Animation Arts Pathway Taster project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M304; Staff: Childs, Joseph	Animation Arts Pathway Taster project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M308; Staff: HILTON, Stuart	Visual Effects Taster Project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M311; Staff: FILIBERTO, Aldo	Summative Assessment 3pm via Moodle. CTS2 Element 3 Z Other: Hand-in, 14:00-15:00	Student Projects (Visual Effects Pathway) Z Other: Workshop, 14:00-18:00 Room: EC_M104D; Staff: Vine,Billie
15:00							
15:00							
16:00							
16:00							
17:00							
17:00							
18:00							
18:00							
19:00							
19:00							
20:00							
20:00							
21:00							
21:00							
22:00							

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 01/06/2020)

	Monday 01/06/2020					Tuesday 02/06/2020					Wednesday 03/06/2020			Thursday 04/06/2020			Friday 05/06/2020		Sat 06/06/2020	Sunday 07/06/2020										
08:00																														
09:00																														
09:00																														
10:00						Group C - Exploratory Practice: Game Arts - Fit to Submit Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302; Staff: SMITH,Ryan	Group A - Exploratory Practice: Animation Arts - Fit to Submit Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302A; Staff: Tan,Su-Lynn	Group B - Exploratory Practice: Animation Arts - Fit to Submit - Tutor: Stuart Hilton Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M308			Group C - Exploratory Practice: Game Arts - Fit to Submit Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302; Staff: SMITH,Ryan	Group B - Exploratory Practice: Animation Arts - Fit to Submit Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302A	Group A - Exploratory Practice: Animation Arts - Fit to Submit - Tutor: Stuart Hilton Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M308	VFX - Exploratory Practice: Visual Effects - Fit to Submit Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M104D; Staff: Vine,Billie	3DC - Exploratory Practice: 3D Computer Animation - Fit to Submit Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302; Staff: Roe,Sam	Visual Narrative summative submission 3pm via Moodle Z Other: Hand-in, 10:00-15:00	VFX - Exploratory Practice: Visual Effects - Fit to Submit Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M104D; Staff: Vine,Billie	3DC - Exploratory Practice: 3D Computer Animation Fit to Submit Supervised Studio or Workshop Time, 10:00-14:00 Room: EC_M302; Staff: Roe,Sam												
11:00																														
12:00																														
12:00																														
13:00																														
13:00																														
14:00																														
14:00	3D Computer Animation Pathway Taster project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M302; Staff: Roe,Sam	Game Arts Pathway Taster project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M302A; Staff: SMITH,Ryan	Animation Arts Pathway Taster project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M304; Staff: Childs,Joseph	Animation Arts Pathway Taster project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M308; Staff: HILTON, Stuart	Visual Effects Taster project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M311; Staff: Vine,Billie	3D Computer Animation Pathway Taster project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M302; Staff: Roe,Sam	Game Arts Pathway Taster project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M302A; Staff: SMITH,Ryan	Animation Arts Pathway Taster project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M304; Staff: Childs,Joseph	Animation Arts Pathway Taster project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M308; Staff: HILTON, Stuart	Visual Effects Taster Project Supervised Studio or Workshop Time, 14:00-18:00 Room: EC_M311; Staff: FILIBERTO, Aldo				Student Projects (Visual Effects Pathway) Z Other: Workshop, 14:00-18:00 Room: EC_M104D; Staff: Vine,Billie		Summative Assessment 3pm via Moodle Exploratory Practice Z Other: Hand-in, 14:00-15:00														
15:00																														
15:00																														
16:00																														
16:00																														
17:00																														
17:00																														
18:00																														
18:00																														
19:00																														
19:00																														
20:00																														
20:00																														
21:00																														
21:00																														
22:00																														

Group timetable - LCC_BA (Hons) Animation (Full Time) (wk starting 08/06/2020)

	Monday 08/06/2020	Tuesday 09/06/2020	Wednesday 10/06/2020	Thursday 11/06/2020	Friday 12/06/2020	Saturday 13/06/2020	Sunday 14/06/2020
08:00							
09:00							
09:00							
10:00							
10:00							
11:00							
11:00							
12:00							
12:00							
13:00							
13:00							
14:00							
14:00	Meet with RAM pianists at Royal Academy of Music Z Other: Offsite Event, 14:00-18:00 Staff: Radev,Mario						
15:00							
15:00							
16:00							
16:00							
17:00							
17:00							
18:00							
18:00							
19:00							
19:00							
20:00							
20:00							
21:00							
21:00							
22:00							