This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Celcat State and Celcat Calendar on the footer.

Group timetable - LCC_NA (wk starting 31/08/2020)

	Monday 31/08/2020	Tuesday 01/09/2020	Wednesday 02/09/2020	Thursday 03/09/2020	Friday 04/09/2020	Saturday 05/09/2020	Sunday 06/09/2020
08:00	Late Summer Bank Holiday - UAL CLosed 08:00-22:00						
09:00							
09:00 09:00							
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Group timetable - LCC_NA (wk starting 19/10/2020)

	Monday 19/10/2020	Tuesday 20/10/2020	Wednesday 21/10/2020		Thur 22/10	sday)/2020		Friday 23/10/2020	Saturday 24/10/2020	Sunday 25/10/2020
08:00										
09:00										
10:00 10:00 11:00				Final Major Project Testing Testing] workshops - various (see personal schedule for choices) Supervised Studio or Workshop Time, 10: 00-13:00 Event too large - resources not printed	ONLINE LIVE FMP AA pathway Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons)	ONLINE LIVE FMP GA pathway Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA	FMP GA pathway Tutorials Other Unit Tutorials, 10:00-13 00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with	FMP all pathways YR3 Final Major Project Testing Testing Workshops - various (see personal schedule) Chilan Livel Jaynch Orme, 100-0-30 Studio or Workshop Groupe: LOC, BA (Hong) Animation (FT Yr S) LOC, BA (Hong) Animation (With Creative Computing) (FT Y-3) (BA (Hong) Animation (Full True); LOC, BA (Hong)		
11:00 12:00 12:00	Welcome to Year 3 / Final Major Project Briefing: Element 1 Testing Testing 1 - All	Online live FMP Creen Forum Online Supervised Studio or Workshop Time, 11:30-13:300 Event too large - resources not printed			Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3 (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts	(Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time));Staff;	Creative Computing) (FT Yr 3 (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time));Roo m: EC M301:Play Room;Sta	Animation LCC Full-time Year 3 (BA (Hons) Animation: Visual Effects (Full Time); LCC, BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_ BA (Hons) Animation: Animation Arts (FT		
13:00 13:00	pathways. Creline livel apyre Online Supervised Studio or Workshop Time, 12:00-13:00 Event too large - resources not printed				(Full Time)); Staff: SAUL, Daniel	SMITH,Ryan	ff: WILKINSON,Šusi	11*3 J Ben (Horid) Animistico: Animation Ami (Cammon): (TV) (Ben Animation) Ami (Cammon): (TV) (Ben Animation) Cammon (ST) (Ben Aministic) Came Arts (Full Time)): LOC, BA (Horid) Animation: Visual Effects (FT) (SI) (BA (Horid) Animation: Visual Effects (Full Time)): Self: EALES Chillers (FLBERTCA Addition) RADEV, Mario; STEPHENS, Plorian		
14:00 14:00	Contextual and Theoretical Studies Briefing: Craine Live Online Supervised Studio or Workshop Time, 14:30-17:00 Groups: LCC, Bal (Hons) Animation (FT Yr 3); LCC, Bal (Hons) Animation (with Creative Computing) (FT Yr 3) (Bk (Hons)	Submit Testing Testing project triboloss by 5pm Z Other: Hand-in, 14:00-17:00 Groups: LCC BA (Hons) Animation (FT Yr 3): LCC, BA (Hons)		Independent study access to facilities (no moving between rooms) Z Other: Independent Study, 14:00-17:00 Groups: LCG, BA (Hong) Animation (FT Yr Creative Computing) (FT Y: 3) (BA (Hong) Animation (FUIT Tree); LCC, BA (Hong)	DNLINE Library Induction 2 Other: Inductions, 14:00-15:00 Groups: LCC, BA (Hong) Animation (FT Yr 3 Christians, 3D Computer Animation (FT Yr 3) Animation Arts (FT Yr 3) (BA (Hong) Animation Arinarison Arts (FT Yr 3) (BA (Hong) Animation); LCC, BA (Hons) Animation (with Creative Co Full-time Year 3 (BA (Hons) Animation: Siloanguer Animatio GR (Hons) Animation: 3D Computer Animatio on: Animation Arts (Full Time)); LCC, BA (Hons) (Hons) Animation Yisual Effects (TY Y 3) (B4	reputing) (FT Yr 3) (BA (Hons) Animation I Effects (Full Time)); LOC, BA (Hons) on (Full Time)); LOC, BA (Hons) Animation: J Animation: Came Arts (FT Yr 3) (BA (Hons)			
15:00 15:00 16:00	Creative Computing) (F1 Yr 3) (BA (Hons) Animation (Fill Time)); LCC - BA (Hons) Ya (BA (Hons) Animation: 3D computer Animation (Full Time)); LCC - BA (Hons) Animation: Animation ATIS (F1 Yr 3) (BA (Hons) Animation: Animation ATIS (Fill Hons) Animation: Animation ATIS (Fill Time); LCC - BA (Hons) Animation: Game Atts (Full Time); LCC - BA (Hons) Animation: Visual Effects (F1 Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)	Animation (with Creative Computing) (FT Yr 3) (B4 (Hons) Animation (Full Time); LCC, B4 (Hons) Animation: 3D Computer Animation (FT Yr 3) (B4 (Hons) Animation: 3D Computer Animation Arimation: Animation Arts (FT Yr 3) (B4 (Hons) Animation: Animation Arts (Full Time)); LCC_		Animation (Full Imag); LCC, SA Hon) Animation (Valual Elterach Full Imag); LCC, BA (Hon) Animation: 3D Computer Animation (Full Star); SI (BA (Hong) Animation: 3D Computer Animation (Full Imag); LCC, Same Ans, Grut J (Sama); Animation Ani- (Full Imag); LCC, BA (Hong) Animation Game Antis (Full J (Full); SI (BA) (Animation Game Antis (Full J (Full); SI (SA) (Full); Honon; EC, MIXI (Anis) (Full); Com; EC, MIXI (Full C, MIXI (Full); SI (Full); Animation (Full); Ani	Animation: Game Arts (Full Time); LCC_BA	(Hons) Animation: Visual Effects (F1 Yr 3) (BP	(Hons) Animation: Visual Effects (Full Time)			
17:00	() Staff: DE SELINCOURT, Chris; HOLDSWORTH, Claire; PETREY, Grant; PLOWMAN, Nicola	BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time); LCC, BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))		(Hons) Animation: Visual Effects (Full Time); Rooms: EC_M104D; EC_M301:Play Room; EC_M311; EC_M312:Rostrum Camera						
17:00 18:00										
18:00 19:00										
19:00 20:00										
20:00										
21:00 22:00										

Group timetable - LCC_NA (wk starting 26/10/2020)

	Monday 26/10/2020		sday)/2020	Wednesday 28/10/2020	Thursday 29/10/2020		day 0/2020	Saturday 31/10/2020	Sunday 01/11/2020
08:00									
09:00									
10:00 10:00 11:00 11:00 12:00 12:00	Contendual and Theoretical Studies, Orline Live imperational CTS schedule for tutor and storal imme). Online Other Unit Tutorials, 10:00-13:00 Groups, LCC, BA (Hona) Animation (FT Y 3) LCC, BA (Hona) Animation (FT Y 3) Castlement (Castlement) (Castlement) (Full Time); LCC, BA (Hona) Animation LCC Full-Imme Yara's (BA (Hona) Animation - King Effects (Full Time); LCC, BA (Hona) Animation - King Line (Hona) Animation: Animation Animation (Full Time); LCC, BA (Hona) Animation - Animation (Full Time); LCC, BA (Hona) Animation - Animation (Full Time); LCC, BA (Hona) Animation: Animation Anis (Full Time); LCC, BA (Hona) Animation: Animation Anis (Full Time); LCC, BA (Hona) Animation: Castlene Anis (Full Time); LCC, BA (Hona) Animation: Castlene Anis (FT Y 3) (BA (Hona) Animation: Castlene Anis (FT Y 3) (BA (Hona) Animation: Animation: Visual Effects (FT Y 3) (BA (Hona) Animation: Visual Effects (FT Y 3) (BA (Hona) Animation: Visual	(Full Time)); LCC_BA (Hons) Anin (Hons) Animation: Visual Effects (Animation: 3D Computer Animatio 3D Computer Animation (Full Tim Animation Arts (FT Yr 3) (BA (Hon	kshop Time, 10:00-13:00 on (FT Yr 3) LCC_BA (Hons) mation LCC Full-time Year 3 (BA (Full Time)); LCC_BA (Hons) on (FT Yr 3) (BA (Hons) Animation: ns) Animation: Animation Artis (Full m: Game Arts (FT Yr 3) (BA (Hons)); LCC_BA (Hons) Animation: o; Animation: Visual Effects (Full	DNLINE LIVE WORKSHOP Costing with your tracks stress and time insurancement Online Supervised Studio or Workshop Time, 11: 30-1300 Event too large - resources not printed	ONLINE: Characters between the Pages Group A Online Supervised Studio or Workshop Time, 10:00-13:00	ONLINE: Tool Kits A - Points of Entelechy Online Supervised Studio or Workshop Time, 10:00-13:00 Staff: RADEV,Mario	TMP all pathways YG3 Final Major Project Tealing Teating' workshops - various (see personal schedule) Chrine Luw asynch Online Supervised Studio et Workshop Time, 10: 00-1300 Groups LCD-20, B4 (Renz) Animation (TT Yr3) Computing (FT Yr3) (B4 (Nenz) Animation Computing) (FT Yr3) (B4 (Nenz) Animation (Teal) Teal) (EC, B4 (Nenz) Animation (CC Full Teal), ICC, B4 (Nenz) Animation (TT Yr3) Computer Nam 3 (B4 (Nenz) Animation (TU Tr3) Computer Animation (FT Yr3) (B4 (Nenz) Animation: 3D Computer Animation (FT Yr3) (B4 (Nenz) Animation: 3D Computer Animation (FT Yr3) Computer Animation (FT Yr3) (B4 (Nenz) Animation: 3D Computer Animation (FT Yr3) (FT Yr3) (B4 (Neng) Animation Science Arts (Full Tray)); LCC, B4 (Nenz) Animation: Visual Teal) (FT Yr3) (B4 (Neng) Animation: Visual		
13:00 13:00	Conte, HE INEY, Grant, PLOYMAN, Nacola	Time)), Stan: SAUL, Danier, WILK					EFLIGETUD Inno: Sant ALES LOng FilleETUD Ado, AADEV/Mano, STEPHENS, Florian		
14:00 14:00 15:00 15:00 16:00 16:00	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and utoral fines). Description (State 1998). Comes LCC 2004 (Annu 1998). Computing (FY 3) (BA Hons) Animation LCC Computing (FY 3) (BA Hons) Animation LCC Computing (FY 3) (BA Hons) Animation LCC Lettleme Yara's (BA Hons) Animation Valual Effects (Full Time)). LCC BA (Hons) Animation Artis (FU Animation: 30 Computer Animation (Full Time)). LCC BA (Hons) Animation: Animation Artis (FU Animation: 30 Computer Animation Artis (FU (FU) (FY 3) (BA (Hons) Animation: Artis (FU (FU) (FY 3) (BA (Hons) Animation: Artis (FU (FU) (FU)). Suff (CS EX) (SC BA (Hons) Animation: Valual Effects (FU FY 3) (BA (Hons) Animation: Valual	Summer holdsy project - presentations Online live (see personal schedule) Online Supervised Studio or Workshop Time, 14. 06/1729. ICO. Bill (Hors) Animation (FY 13) Computing (FY 13) (BA Hors) Animation (FV 13) Computing (FY 13) (BA Hors) Animation (FU Computing (FY 13) (BA Hors) Animation (FU Full-time Versi 28) (A Hors) Animation (FU Full-time) (FY 13) (BA Hors) Animation: Visual Effects (FU Tris) (BA Hors) Animation: Visual Effects (FU Tris) (Sath HAKKIN,Jane; SAUL, Daniet, VILKONSON,Susi	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 1420-17.00 Groups: LCC_BA (Hons) Animation (FT Y 3), LCC_BA (Hons) Animation (FT (Hons) Animation: GTY Tray), LCC_BA (Hons) Animation: GTY Tray), LCC, BA (Hons) Animation: Sta (Hons) Animation (TY Y3) (BA (Hons) Animation Arts (FT Y73) (BA (Hons) Animation Arts (FT Y73) (BA (Hons) Animation: ARS (Hons) Animation: Animation: Arts (Hons) Animation: CTP Y3) (BA (Hons) Animation: Game Arts Animation: Arts (Hons) Animation: Game Arts (FT Y3) (BA (Hons) Animation: Game Arts (Hons) Animation: Visual Effects (FU Hime)); LCC_BA (HoDSWORTH/Claire		Independent study access to facilities (no moving between rooms) Z Offer: Independent Study, 14:00-17:00 Groups: LCC, BA (Hons) Animation (FT Y 3) LCC, BA (Hons) Animation (Hint) Cestive (Full Time); LCC, BA (Hons) Animation: Visual Filteds (Full Time); LCC, BA (Hons) Animation: SID Computer Animation (FT Y 3) (BA (Mins)) (CCC, BA (Hons) Animation: Animation Atts (FT Y 3) (BA (Hons) Animation: Animation Atts (FT Full Time); LCC, BA (Hons) Animation: Visual Effects (FT Y 3) (BA (Hons) Animation: Visual Camera				
17:00		,	,						
18:00 18:00 19:00									
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22:00									

Group timetable - LCC_NA (wk starting 02/11/2020)

	Monday 02/11/2020	Tuesday 03/11/2020	Wednesday 04/11/2020	Thursday 05/11/2020	Friday 06/11/2020	Saturday 07/11/2020	Sunday 08/11/2020
08:00							
09:00							
10:00	personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 10:00-13:00			ONLINE: Characters between the Pages Group A Online Supervised Studio or Workshop	ONLINE: Tool Kits A - Points of Entelechy Online Supervised Studio or Workshop Time, 10:00-13:00		
11:00 11:00	Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_ BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: LCC Full-time Year 3 (BA (Hons) Animation: Youal Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: Full Computer Animation (FU			Time, 10:00-13:00	Staff: RADEV,Mario		
12:00 12:00	Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC BA (Hons) Animation: Visual Effects (FT Yr 3)		ONLINE LIVE WORKSHOP 'Academic reading and writing: waluating sources, referencing Online Supervised Studio or Workshop Time, 11:30-13:00 Event too large - resources not printed				
13:00	(BA (Hons) Animation: Visual Effects (Full Time))Sia ff: DE SELINCOURT, Chris; PETREY, Grant; PLOWMAN, Nicola						
14:00							
14:00	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_ BA (Hons) Animation (Ft UT attree Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation LCC Full-time Year 3 (BA (Hons)	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3)	Life Drawing - see life drawing schedule for details Z Other: Life Drawing, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative	Independent study access to facilities (no moving between nooms) Z Other: Independent Study, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_ BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)): I CC_BA			
15:00	Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation Affs Time)); LCC_BA (Hons) Animation: Animation Afts (FT Yr 3) (BA (Hons) Animation: Animation Afts (Full	LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)): LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)): LCC_BA (Hons) Animation: Animation Arts (FT	Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation LCC Full-time Year 3 (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FTY r3) (BA (Hons) Animation: 3D Computer Animation (Full Time));	Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation LCC Full-Imme Year 3 (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation: Animation Arts (Full			
16:00 16:00	Time); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FUI Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Ful Time))Ba ft: DE SELINCOURT,Chris; PETREY,Grant; PLOWMAN,Nicola	Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Y7 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FV 73) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: HOLDSWORTH, Claire	LCC, BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC, BA (Hons) Animation: Game Arts (Full Time)); LCC, BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual	Time)): LCC_BA (Hons) Animation: Game Arts (FT Yr3) (BA (Hons) Animation: Game Arts (FUII Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr3) (BA (Hons) Animation: Visual Effects (FuII Time)); Ro Gms: EC_M1042, EC_M301-Play Room; EC_M311; EC_M312:Rostrum Camera			
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Group timetable - LCC_NA (wk starting 09/11/2020)

	Monday 09/11/2020	Tuesday 10/11/2020	Wednesday 11/11/2020	Thursday 12/11/2020	Friday 13/11/2020	Saturday 14/11/2020	Sunday 15/11/2020
08:00							
09:00							
10:00							
10:00 11:00 11:00 12:00 12:00	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 10:00-13:00 Groups: LCC, BA (Hons) Animation (FT Y3) LCC, BA (Hons) Animation (Full Time)); LCC, BA (Hons) Animation (LCC Full-Imree); LCC, BA (Hons) Animation CLC Full-Imree); LCC, BA (Hons) Animation: 3D Computer Animation (FT Y3) (BA (Hons) Animation: 3D Computer Animation (FT Y3) (BA (Hons) Animation: Animation Arts (FT Irrol); LCC, BA (Hons) Animation: Animation Arts (FT Y73) (BA (Hons) Animation: Game Arts (FT Y73) (BC, BA (Hons) Animation: Game Arts (FT Y73) (BC (ES) (Hons) (Hons) (Hons) (Hons) (BC (ES) (Hons) (Hons) (Hons) (Hons) (Hons) (BC (ES) (Hons) (Hons) (Hons) (Hons) (Hons) (BC (ES) (Hons) (Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT YG) (BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual (Felts (FT Yr 3) (BA (Hons) Animation: Visual		ONLINE: Characters between the Pages Group A Online Supervised Studio or Workshop Time, 10:00-13:00	ONLINE: Tool Kits A - Points of Entelechy Online Supervised Studio or Workshop Time, 10:00-13:00 Staff: RADEV,Mario		
13:00	PLOWMAN, Nicola	Effects (Full Time))					
13:00	<u>L</u>				J		
14:00							
14:00 15:00 15:00 16:00 16:00	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Y3) LCC_ BA (Hons) Animation (Hu Time)); LCC_BA (Hons) Animation (LCC Full-Immer Vear's (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: LCC Full-Immer Vear's (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: State (Full Time)); LCC_BA (Hons) Animation: Same Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Same Arts (Full Time)); LCC_BA (Hons) Animation: Same Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: Visual Effects (Full Time)); IGA (Hons) Animation: Visual Effects (Full Time)); IGA (Hons) Animation: Visual Effects (Full Time)); If DE SELINCOURT, Chris; PETREY, Grant; PLOWMAN, Nicola	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 14:00-17:00 Groups: LCC, BA (Hons) Animation (FT Y3) LCC, BA (Hons) Animation (Mith Creative Computing) (FT Y3) (BA (Hons) Animation: 3D Computer Animation (FT Y3) (BA (Hons) Animation: 3D Computer Animation Arts (FT Yr 3) (BA (Hons) Animation: Arts (FT Yr 3) (BA (Hons) Animation: Arts (Full Time)); LCC; BA (Hons) Animation Arts (Full Time); LCC; BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT VT 3) (BA (Hons) Animation: Visual Effects (FU Time)); Staff: HOLDSWORTH, Claire	Life Drawing - see life drawing schedule for details 2 Other: Life Drawing, 14:00-17:00 Groups: LCC, BA (Hons) Animation (FT Yr 3) LCC, BA (Hons) Animation (FT Yr 3) LCC, BA (Hons) Animation (LCC Full-time Year 3 (BA (Hons) Animation: Visual Effects (Full Time)): LCC, BA (Hons) Animation: Visual Effects (Full Time)): LCC, BA (Hons) Animation: CD 7) (BA (Hons) Animation: Animation Arts (Full Time)): LCC, BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)): LCC, BA (Hons) Animation: Visual Effects (Full Time)): LCC, BA (Hons) Animation: Visual Effects (Full Yr 3) (BA (Hons) Animation: Visual Effects (Full Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)):	Independent study access to facilities (no moving between nooms) 2 Other: Independent Study, 14:00-17:00 2 Other: Independent Study, 14:00-17:00 BA (Hons) Animation (Full Time); LCC, BA (Hons) Animation (With Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC, BA (Hons) Animation CC Full-Imme); LCC, BA (BA) (Hons) Animation CF ull-Imme); LCC, BA (First) Animation: State (Full Time); LCC, BA (First) Animation: State (Full Time); LCC, BA (First) (Formation: State Animation Arts (Full Time)); LCC, BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC, BA (Hons) Animation: Animation Arts (Full Time)); LCC, BA (Hons) Animation: Same Arts (Full Time)); LCC, BA (Hons) Animation: Visual Effects (Full Time)); LCC, BA (Hons) Animation: Visual Effects (Full Time)); LCC, BA (Hons) Animation: Visual Effects (Full Time)); Cours: EC, M104D; EC, M301:Play Room; EC, M311: EC, M312:Rostrum Camera			
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Group timetable - LCC_NA (wk starting 16/11/2020)

	Monday 16/11/2020	Tue: 17/11	sday //2020	Wednesday 18/11/2020	Thursday 19/11/2020	Friday 20/11/2020	Saturday 21/11/2020	Sunday 22/11/2020
08:00								
09:00 09:00								
10:00								
10:00 11:00 11:00	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 10:00-13:00 Groupe: LCC_ BA (Hons) Animation (FTY r3) LCC_ BA (Hons) Animation (FTY r3) (BA (Hons) Animation (FT) Tamg)); LCC_ BA (Hons) Animation: Visual Animation (FT) Year 3 (BA (Hons) Animation: Visual Effects (Full Time)); LCC_ BA (Hons) Animation: SD Computer Year 3 (BA (Hons) Animation: SD Computer	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Congene Cher Unit Tutorials, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 30 Computer Animation (FT Yr 3) (BA (Hons) Animation: 30 Computer Animation (Full Time)	Creative Practice Seminar Group 1D: part 1 of 1 - online live (10) Online Seminar, 10:00-11:30 Staff: HANKIN,Jane		ONLINE: 5 Obstructions Group B Online Supervised Studio or Workshop Time, 10:00-13:00 Staff: SAUL,Daniel			
12:00	Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (FT Yr 3) (CBA (Hons)	; LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation:						
12:00	Animation: Animation Ans (Full Time)); LCC, BA (Hons) Animation: Game Arts (FUT Y 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC., BA (Hons) Animation: Visual Effects (FT Y 3) (BA (Hons) Animation: Visual Effects (FUT 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: DE SELINOOURT, Chris; PETREY, Grant; PLOWMAN, Nicola	Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))						
13:00 13:00								
14:00								
14:00	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FTY r3) LCC_BA (Hons) Animation (FTY r3) (EA (Hons) Animation (FUH Time)); LCC_BA (Hons) Animation (CC Full-Ime	Final Major Project Testing Testing! workshops - various (see personal schedule for choices) Online live/ asynchronous Online Supervised Studio or Workshop Time, 14:00-17:00	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (With Creative Computing) (FT Yr 3) (BA (Hons) Animation	Life Drawing - see life drawing schedule for details 2 Other: Life Drawing, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time); LCC_BA (Hons) Animation LCC	Independent study access to facilities (no moving tetween rooms) 2 Orher: Independent Study, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation LCC Full-time Year 3 (BA (Hons) Animation Sull Effects (Full			
16:00	Year 3 (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Are (FT Yr 3) (BA (Hons)	Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time))	(Full Time)): LCC, BA (Hons) Animation: 3D Computer Animation (FT Y3) (BA (Hons) Animation: 3D Computer Animation (Full Time)) LCC, BA (Hons) Animation: Animation Arts (FT Y73) (BA (Hons) Animation: Animation Arts (Full Time)): LCC, BA (Hons) Animation: Game Arts (FU T Y3) (BA (Hons) Animation: Game Arts (FU Time)): LCC, BA (Hons) A	Full-time Year 3 (BA (Hons) Animation: Visual Effects (Full Time)); LCC, BA (Hons) Animation: 3D Computer Animation (FT Y3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC, BA (Hons) Animation: Animation Arts (FT Y1 3) (BA); (Hons) Animation: Animation Arts (FT VT) LCC, BA (Hons) Animation: Game Arts (FT Yr	Time); LCC, BA (Hons) Animation: 3D Computer Animation (FT v3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC, BA (Hons) Animation: Animation Arts (Full Time)); LCC, BA (Hons) Animation: Game Arts (Full Time)); LCC, Hons) Animation: Game Arts (Full Time)); LCC, BA (Hons) Animation: Game Arts (Full Time)); LCC, BA (Hons) Animation: Same Arts (Full Time); LCC, A (Hons) Animation; Same Arts (Full Time); LCC, A (Hons) Animation; Same Arts (Full Time); LCC, A (Hons) Animation; Same Arts (Hons); A (H			
17:00	(Hons) Animation: Game Arts (Huil Time)); LCC_ BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: DE SELINCOURT, Chris; PETREY, Grant; PLOWMAN, Nicola		Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) HOLDSWORTH,Claire	3) (BA (Hons) Animitation: Game Arts (F-H Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))	BA (rhons) Animation: Visual Effects (F1 YT 3) (BA (rhons) Animation: Visual Effects (Full Time)); Rooms: EC_M104D; EC_M301:Play Room; EC_ M311; EC_M312:Rostrum Camera			
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Group timetable - LCC_NA (wk starting 23/11/2020)

	Monday 23/11/2020	Tue: 24/11	sday /2020	Wednesday 25/11/2020	Thursday 26/11/2020	Friday 27/11/2020	Saturday 28/11/2020	Sunday 29/11/2020
08:00								
09:00								
10:00 10:00 11:00 11:00 12:00	(see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 10:00-13:00 Groupe: LCC_ BA (Hons) Animation (FTV r3) LCC_ BA (Hons) Animation (FTV r3) LCC_ BA (Hons) Animation (FTV r3) (FTV r3) (BA (Hons) Animation: CTU Turol); LCC_ BA (Hons) Animation: 20 Computer Animation (FTV r3) (BA (Hons) Animation: 20 Computer Animation Artis (FTV r3) (BA (Hons) Animation: Animation Artis (FTV r7) (BA (Hons) Animation: Animation	Creative Storyboards Group A: 1-part workshop - online live/ asynchronous Online Supervised Studio or Workshop Time, 10:00-13:00 Staff: SAUL,Daniel	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 10:00-13:00 Groups: LCC, BA (Hons) Animation (FT Yr 3) LCC, BA (Hons) Animation (Hons) Animation (Full Time)); LCC, BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time ; LCC, BA (Hons) Animation: Animation Arts (Full Time); LCC, BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FU Time); LCC, BA (Hons) Animation:	Frankenstein Lives: character workshop -Online live/ asynchronous Online Seminar, 10:00-13:00 Staff: TAN,Su-Lynn	ONLINE: 5 Obstructions Group B Online Supervised Studio or Workshop Time, 10:00-13:00 Staff: SAUL,Daniel			
13:00 13:00	(Hons) Animation: Game Arts (Full Time)); LCC. BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: DE SELINCOURT, Chris; PETREY, Grant; PLOWMAN, Nicola		Animation: Visual Effects (FT Yr 3) (BA/) Animation: Visual Effects (Full Time))					
14:00								
14:00 15:00 15:00 16:00	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for Liver and tutorial times) Online Other Unit Tutoriais, 14:00-17:00 Groups: LCC_, BA (Hons) Animation (FT Y 3) LCC_, BA (Hons) Animation (Ft Korton) Computing) (FT Y 3) (BA (Hons) Animation LCC Full- may); LCC_, BA (Hons) Animation: UCS Full- Yaar 3 (BA (Hons) Animation: UCS Full- Yaar 3 (BA (Hons) Animation: UCS Full- Animation (FT Y 3) (BA (Hons) Animation: SO Computer Animation Artis (FT Y 3) (BA (Hons) Animation: Animation Artis (Full Time)); LCC_, BA (Hons) Animation: Same Artis (Full Time); LCC_, BA (Hons) Animation: Same Artis (FT Y 3) (BA (Hons) Animation (Hons) (H	for tutor and tutorial times) Online Other Unit Tutorials, 14:00-17:1 Groups: LCC_BA (Hons) Animation (F Creative Computing) (FT Yr 3) (BA (H (Hons) Animation: 3D Computer Anim 3D Computer Animation (Full Time)); Arts (FT Yr 3) (BA (Hons) Animation: (Hons) Animation: Game Arts (FT Yr 1 (Full Time)): LCC BA (Hons) Animation	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (With Creative Computing) (FT Yr 3) (BA (Hons) Animation, Fful Time); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FW) (Full Time)); LCC_BA (Hons) Animation: Game Arts Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Maination: Visual Effects (FU ITime)); Staff: HOLDSWORTH,Claire (Ff Hors)		Independent study access to facilities (no moving between noom; Z Other: Independent Study, 14:00-17:00 Groups: LCC, BA (Hons) Animation (FT Y 3) LCC, BA (Hons) Animation (With Creative Computing) (FT y3) (BA (Hons) Animation (LCC Full- time); LCC, BA (Hons) Animation: LCC Full-time Year 3 (BA (Hons) Animation: SD Computer Animation: Animation Asting (ET V) (LCC, BA (Hons) Animation: Animation full Time); LCC, BA (Hons) Animation: Gam Arts (FT Y 3) (BA (Hons) Animation: Gam Arts (FT Y 3) (BA (Hons) Animation: Waal Effects (Full Time); LCC, BA (Hons) Animation: So Computer Animation: Animation: Waal Effects (Full Time); (Hons) Animation: Gam Arts (FT Y 3) (BA (Hons) Animation: Waal Effects (Full Time); Norms: EC, M1301; CA) (Hons) (Fa) (Hons) (Animation: Waal Effects (Full Time); Norms: EC, M1301; CA) (Hons) (Fa) (Hons) (Hon			
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Group timetable - LCC_NA (wk starting 30/11/2020)

	Monday 30/11/2020	Tuesday 01/12/2020	Wednesday 02/12/2020		sday 2/2020	Friday 04/12/2020	Saturday 05/12/2020	Sunday 06/12/2020
08:00								
09:00								
10:00 10:00 11:00 11:00 12:00	Contextual and Theoretical Studies: Online Live. (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 10:00-13:00 Groups: LCC, BA (Hons) Animation (FT Y rs) LCC, BA (Hons) Animation (Mir Konshine Computing) (FT Yr 3) (BA (Hons) Asimation (Full Time)); LCC, BA (Hons) Animation: LCC Fullimer Year 3 (BA (Hons) Animation: Visual Effects (Full Time)); LCC, BA (Hons) Animation: 30 Computer Animation (FT II'rs) (BA (Hons) Animation: 30 Computer Animation (FT II'rs) (BA (Hons) Animation: Animation Aris (FT Yr 3) (BA	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit tutorials, 10:00-13:00 Groups: LCC_ BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation; With Creative Computing) (FT Yr 3) (BA (Hons) Animation; 3D Computer Animation; FT Yr 3) (BA (Hons) Animation; 3D Computer Animation (Full Time :LCC_BA (Hons) Animation; Animation (FT Yr 3) (BA (Hons) Animation; Animation Arts (Full Time); LCC_BA (Hons) Animation;	Frankenstein Lives: character workshop -Online live/ asynchronous Online Seminar, 10:00-13:00 Staff: TAN,Su-Lynn	ONLINE: 5 Obstructions Group B Online Supervised Studio or Worksho Staff: SAUL,Daniel	p Time, 10:00-13:00			
12:00	(Hons) Animation: Game Arts (FT YY 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC. BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FU Time)); Staff: DE SELINCOURT, Chris: PETREY, Grant; PLOWMAN, Nicola	Game Arts (FT YT 3) (BA (Hons) Animation: Game Arts (Full Time)): LCC, BA (Hons) Animation: Visual Effects (FT YT 3) (BA (Hons Animation: Visual Effects (Full Time))						
13:00 14:00								
14:00 15:00 15:00	Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC, BA (Hons) Animation LCC Full-ime Year 3 (BA (Hons) Animation: Visual Effects (Full Time)), LCC, BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation Arts (FT Yr 3) (BA (Hons) Animation: Arts (FT Yr 3) (BA (Hons)	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for lutor and tutorial times) Online Other Unit Tutorials, 14:00-17:00 Groups: LCC, BA (Hons) Animation (FT Yr 3) LCC, BA (Hons) Animation (FT Yr 3) Computing (FT v3) (BA (Hons) Animation (Full Time)); LCC, BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC, BA (Hons) Animation: Animation (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time); LCC, BA (Hons) Animation	Life Drawing - see life drawing schedule for details 2 Other: Life Drawing, 14:00-17:00 2 Corpus: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (KTC reative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time); LCC_BA (Hons) Animation: Sisual Effects (Full Time); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: KTC yr 3) (BA (Hons) Animation (FU Tirs); LCC_BA (Hons) Animation: full Time); LCC_BA (Hons)	Independent study access to facilities (no moving between rooms) 20 Mer. Independent Study, 14:00-17:00 Groups: LOC, BA (Hons) Animation (FT Y13) LOC, BA (Hons) Animation (Win Creative Computing) (FT Y13) (BA (Hons) Animation CLC Full Time)); LOC, BA (Hons) Animation: Visual Eflects (Full Time)); LOC, BA (Hons) Animation: 3D Computer Animation (FT Y13) (BA (Hons) Animation: 3D Computer Animation Animation Ats (FT Y13) (BA (Hons) Animation: Animation Ats (FT Y13) (BA (Hons)	NHLINE: Industry tait - The Contemporary Landscape el 20 Animation. Toon Boom Online Lacture, 1400-1600 Graupe, LCC, BA (Hons) Animation (FT Yr 3); LCC, BA Hons) Animation (with Creative Computing (FT Yr 3); BA (Hons) Animation (Full Time); LCC, BA (Hons) Animation: 3D Computer Animation (Art Time); LCC, BA (Hons) Animation: Animation Arts (FT Yr 3); BA (Hons) Animation: Animation Arts (FT Yr 3); Animation: Visual Effects (Full Time)); Staff: WYATT, Andrew			
16:00	Animation: Anta (Full Time); LCC, BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time); LCC, BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FUll Time)); Staff: CB SELUNCOURT, Chris; PETREY, Grant; PLOWMAN, Nicola	Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: HOLDSWORTH,Claire	(Hone) Animation: Animation Arts (F'ull Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))	(Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FtI Trma)); LCC_ BA (Hons) Animation: Visual Effects (FtI Trma)); (BA (Hons) Animation: Visual Effects (FtI Trma)); Rooms: EC_M104D; EC_M301:Play Room; EC_ M311; EC_M312:Rostrum Camera				
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Group timetable - LCC_NA (wk starting 07/12/2020)

	Monday 07/12/2020	Tue: 08/12	sday 2/2020	Wednesday 09/12/2020	Thursday 10/12/2020	Friday 11/12/2020	Saturday 12/12/2020	Sunday 13/12/2020
08:00								
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10:00 10:00 11:00 11:00 12:00 12:00 13:00	Isee personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 10:00-13:00 Groups: LCC, BA (Hons) Animation (FT Yr 3) LCC, BA (Hons) Animation (FT Yr 3) LCC, BA (Hons) Animation (FT Hullime) Year 3 (BA (Hons) Animation: Animation (FT Hullime) Year 3 (BA (Hons) Animation: Vaual Effects (Full Time)); LCC, BA (Hons) Animation: 30 Computer Animation (FT Yr 3) (BA (Hons) Animation: 30 Animation: Animation (FT Yr 3) (BA (Hons) Animation: 30 Animation (FT Yr 3) (B	for tutor and tutorial times) Online Other Unit Tutorials, 10:00-13:0 Groups: LCC, BA (Hons) Animation (E	T Yr 3) LCC_BA (Hons) Animation (with lons) Animation (Full Time)); LCC_BA lation (FT Yr 3) (BA (Hons) Animation: LCC_BA (Hons) Animation: Animation Animation Arts (Full Time)); LCC_BA 3) (BA (Hons) Animation: Game Arts on: Visual Effects (FT Yr 3) (BA (Hons)		Independent study access to facilities (no moving between rooms) Z Other: Independent Study, 10:00-13 00 (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time));R M302A; EC_M104D; EC_M302; EC_ M302A; EC_M311; EC_M312: Rostrum Camera			
13:00 14:00								
14:00 15:00 15:00 16:00 16:00	feee personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 14:00-17:00 Groups: LCC, BA (Hons) Animation (FTV 73) LCC, BA (Hons) Animation (FTV 74) CC, BA (Hons) Animation (FTV 14) Times); LCC, BA (Hons) Animation LCC Full-time Years 3 (BA (Hons) Animation: 3D Computer Animation (FTV 73) (BA (Hons) Animation: 3D Computer Animation (FTV 73) (BA (Hons) Animation: 3D Computer Animation (FTV 73) (BA (Hons) Animation: 3D Computer Animation: Animation Artis (FTV 74) (BA (Hons) Animation: Animation Artis (FTV 74) (BA Hons) Animation: Animation Artis (Final Major Project Testing Testing! Fit to Submit tutorials - Online live/ asynchronous Online Other Unit Tutorials, 14:00-17 00 Groups: LCC_BA (Hons) Animation (FT Yr 3), LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time))	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutoral times) Online Other Unit Tutorials, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computer, Animation, Computer Animation Computer Animation (FT Yr 3) (BA (Hons) Animation: 30 Computer Animation (Full Time : LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Calmaton Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FV 73) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Subal Effects (Full Time))Staff: HOLDSWORTH,Claire	Life Drawing - see life drawing schedule for divability Z Other: Life Drawing, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (Wint Creative Computing) (FT Yr 3) (BA (Hons) Animation (Fifth Time)): LCC_BA (Hons) Animation: 20 Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Came Arts (FT Yr 3) (BA (Hons) Animation: Came Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Yr 3) (BA	Igns Burnative assessmet Final Major Project. Element 1 2 Other: Handin 14:00-15:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time))			
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Group timetable - LCC_NA (wk starting 14/12/2020)

	Monday 14/12/2020	Tuesday 15/12/2020	Wednesday 16/12/2020	Thursday 17/12/2020	Friday 18/12/2020	Saturday 19/12/2020	Sunday 20/12/2020
08:00							
09:00							
10:00 10:00 11:00 11:00 12:00 12:00 13:00	(see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 10:00-13:00 Groups: LCC, BA (Hons) Animation (FT Yr 3) LCC, BA (Hons) Animation (with Creative Computing) (FT yr 3) (BA (Hons) Animation (TS) Workshop Time, Yara' 3 (BA (Hons) Animation: 2D Computer Animation (FT Yr 3) (BA (Hons) Animation: 2D Computer Animation, FT yr 3) (BA (Hons) Animation; 2D Computer Animation, FT yr 3) (BA (Hons) Animation; 2D Computer Animation, FT yr 3) (BA (Hons) An	d Studio or Groups: LCC_BA (Hons) Animation (FT	Yr 3)				
13:00							
14:00 15:00 15:00 16:00 16:00	(see personal CTS schedule for tubri and tubriand) Online Other Unit Tubrials, 14:00-17:00 Groups: LCC, BA (Hons) Animation (FTY 13) LCC, BA (Hons) Animation (with Creative Computing (IFT 13) (BA (Hons) Animation (TB) Workshop Time, Year 3 (BA (Hons) Animation LCC Full-Kinet Workshop Time, Groups: LCC, BA (Hors) Animation: TD Computer Animation (FTY 13) (BA (Hons) Animation: TD) Computer Ministon FTY 13 (BA (Hons) Animation: TD) Computer Ministon FTY 15 (BA (Hons) Animation: TD) Computer	d Studio or	Idetails Z Other: Life Drawing, 14:00-17:00 Groups: LCC, BA (Hons) Animation (FT Yr 3) LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC, BA (Hons) Animation (LCC) Dill-time Year 3 (BA (Hons) Animation (LCC) Full-time Year 3 (BA (Hons) Animation (LCC) Dill-time Year 3 (BA (Hons) Animation (LCC) Full-time Year 3 (BA (Hons) Animation (LCC) Full-time Year 3 (BA (Hons) Animation (FT Yr 3) BA (Hons) Animation (FT Yr 3) (BA (Hons) Animation (FT Yr 3) Computer Animation (FT Yr 3) (BA (Hons) Animation (FT Yr 3) Computer Animation (FT Yr 3) (BA (Hons) Animation (Game Arts (Full (TT Y))) COM (A (Hons)) (BA (Hons) Animation (Game Arts (Full (TT Y))) COM (A (Hons))				
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Group timetable - LCC_NA (wk starting 21/12/2020)

	Monday 21/12/2020	Tuesday 22/12/2020	Wednesday 23/12/2020	Thursday 24/12/2020	Friday 25/12/2020	Saturday 26/12/2020	Sunday 27/12/2020
08:00					UAL Closed (Christmas Day) 08:00-22:00 **UAL Closed**		
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Group timetable - LCC_NA (wk starting 28/12/2020)

	Monday 28/12/2020	Tuesday 29/12/2020	Wednesday 30/12/2020	Thursday 31/12/2020	Friday 01/01/2021	Saturday 02/01/2021	Sunday 03/01/2021
08:00	Public Holiday Boxing Day 08:00-22:00				Public Holiday - New Year's Day 08:00-22:00		
	Public Holiday				00.00-22.00		
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Group timetable - LCC_NA (wk starting 11/01/2021)

	Monday 11/01/2021	Tue: 12/01	sday /2021	Wednesday 13/01/2021	Thursday 14/01/2021	Friday 15/01/2021	Saturday 16/01/2021	Sunday 17/01/2021
08:00								
09:00					ONLINE All pathways Storyboard Pro Workshop 1			
10:00 11:00 11:00		for tutor and tutorial times) Online Other Unit Tutorials, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3)LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time) Staff: HOLDSWORTH,Claire		Storyboarding lecture Online Lecture, 10:00-13:00	Online Technical Workshop, 09:30-12 30 Group: LCC_BA (Hons) Animation (FT Yr 3); Staff: BUNTING,David	FMP all pathways YR3 Tool Kits Online Liver asynchronous Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Fuil Time); LCC_BA (Hons) Animation: LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Fuil Time); LCC_BA (Hons) Animation: Game Arts (FT Y 3) (BA (Hons) Animation: Game Arts (FUILTER); CFT DA (Hons) Animation: Wall Effects (FT A) Game Arts (FUILTER); CFT DA (Hons) Animation: Value Effects (FUI Funz); Staff: EALES, Chris; FILIBERTO, Aldo; RADEV, Mario; STEPHENS, Florian		
13:00 14:00								
15:00 15:00	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and nutorial times) Online Other Unit Tutorials, 14:00-17 00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3); (BA (Hons) Animation (Full Time))St aff: DE SELINCOURT, Chris; PETREY, Grant; PLOWMAN, Nicola	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 14:00-17 00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time))St aff: HOLDSWORTH,Claire	ONLINE AII Pathways FMP: Element 2 unit briefing Online Project Briefing, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (Hon Creative Computing) (FT Yr 3) (BA (Hons) Animation Animation: 2D Computer Animation (BA (Hons) Animation: 2D Computer Animation (BA (Hons) Animation: Animation (FT Yr 3) (BA (Hons) Animation: Animation (For A) (SA (Hons) Animation: Supp. LCC, BA (Hons) Animation (FT Yr 3) (BA (Hons) Animation: Animation Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Tr		ONLINE FMP AA pathway Tutorials Online Other Unit Tutorials, 14:00-17 00 Group: LCC, BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time ; Staff: HANKIN,Jane; HILTON,Stuart SAUL,Daniel; TAN,Su-Lynn			
17:00								
18:00								
19:00 19:00								
20:00 20:00 21:00								
21:00								

Group timetable - LCC_NA (wk starting 18/01/2021)

	Monday 18/01/2021	Tue: 19/01	sday /2021	Wednesday 20/01/2021	Thursday 21/01/2021		Friday 22/01/2021	Saturday 23/01/2021	Sunday 24/01/2021
08:00									
	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 10:00 13:00	Animation (FT TT 3) (BA (Hons)	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 10:01 13:00	-	ONLINE All pathways Storyboard Tutorials Online Other Unit Tutorials, 09:30 12:30 Group: LCC_BA (Hons) Animation (FT Yr 3); Staff: BUNTING, David	ONLINE All pathways FMP Tutorials Online Other Unit Tutorials, 10:00-13:00 Groups: LCC_BA (Hons) Animation (#T Yr 3); LCC_BA (Hons) Animation (#U Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer	FMP all pathways YR3 Tool Kits Online Live asynchronous Online Supervised Studio or Workshop Time, 1000-1300 Groups: LCC, BA (Hons) Animation (FT Yr 3): LCC, BA (Hons) Animation (With Creative Companito), (FT Yr 3) (BA (Hons)		
11:00 12:00 12:00	Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)): Staff: DE SELINCOURT, Chris: PETREY, Grant: PLOWMAN,Nicola	Animation: 3D Computer Animation (Full Time)); LCC, BA (Hons) Animation: Animation: Ansk (FT Yr 3) (BA (Hons) Animation: Animation: Arst (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC, BA (Hons) Animation: Visual Effects (FV 73) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: BUNTING, David	Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time));Staff: HOLDSWORTH,Claire		-	Administen (FT Y' 3) (BA (Hons) Administen (SC Computer Aministon (Full Time); LCC, BA (Hons) Administon (Full Administon: Administon (FT Y 3) (BA (Hons) Administon: Administon (FT Y 1) (BA (Hons) Administon: Administon: Game Arts (FT Y' 3) (BA (Hons) Administon: Game Arts (Hons) Administon: Visual Effects (Full Time)): Staff: HANKIN, Jane; HILTON, Stuart; SAUL, Daniel	Animation: 30 Computer Animation (FT VT Animation: 30 Computer Animation (FT YT 3) (BA (Hons) Animation: 30 Computer Animation (FI TIme)); LCC, BA (Hons) Animation: Animation Atrs (FI VT 3) (BA (Hons) Animation: Game Atrs (FT VT 3) (BA (Hons) Animation: Game Atrs (FT VT 3) (BA (Hons) Animation: Game Atrs (FT VT 3) (BA (Hons) Animation: Game Atrs (FI TI 3) (BA (Hons) Animation: Game Atrs (Hons) Atrs (Hons) Animation: Game Atrs (Hons) Atrs (Hons) A		
13:00									
14:00 15:00 15:00 16:00 16:00	17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time));Staff: DE SEI INCOLIDET Chris: DETREY	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 14:00 17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT Y 3) (BA (Hons) Animation (Full Time));Staff: HOLDSWORTH,Claire	CNLINE AII pathways FMP Tutorials Online Orber Unit Tutorials, 14:00-17:00 Groups: LCC_BA (Hons) Animation (HT Yr 3); LCC_BA (Hons) Animation (HT Yr 3); LCC_BA (Hons) Animation (HT Parally Animation; 10:00, CC_BA (Hons) Animation: 20 Computer Animation (TY 13) (BA (Hons) Animation: ASA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: ARB (Hons) Animation: Animation: ArB (Hons) Animation: Animation: ArB (Hons) Animation: Animation: Arbuilto (HOns) Animation: Asual Effects (FV 3) (BA (Hons) Animation: Visual Effects (FUT 3) (BA (Hons) Animation: Taval Effects (Ful Time)); LCC_BA (Hons) Animation: Visual Effects (FUT 3) (BA (Hons) Animation: Surae ITTON, Stuart; SAUL, Daniel; TAN, Su-Lynn	Life Drawing - see Tile drawing schedule for details 2 Other: Life Drawing, 14:00-17:00 Groups: LCC, BA (Hors) Animation (FT Yr 3); LCC, BA (Hors) Animation (Wh Creative Computing) (FT Yr 3) (BA (Hors) Animation LCC e-Lifetuiner Verar (26 (A Hors) Animation: Visual Effects (Full Time)); LCC, BA (Hors) Animation: 3D Computing Animation (FT Yr 3) (BA (Hors) Animation: Animation: FT Yr 3) (BA (Hors) Animation: Call (Hors) Animation: Animation (FT Yr 3) (BA (Hors) Animation: Computing); (FT Yr 3) (BA (Hors) Animation: Computing); (FT Yr 3) (BA (Hors) Animation: Computing); (FT Yr 3) (BA (Hors) Animation: Came Arts; (FT Yr 3) (BA (Hors) Animation: Came Arts; (FT Yr 3) (BA (Hors) Animation: Animation: Visual Effects (FT Yr 3) (BA (Hors) Animation: Visual Effects (FT Yr 3) (BA	ONLINE Animation Arts pathway Online Other Unit Tutorials, 14:00 Groups: LCC_ BA (Hons) Animatic Animation: Animation Arts (FT Yr Animation Arts (Full Time));Staff: Su-Lynn	D-17:00 on (FT Yr 3) LCC BA (Hons)	۹		
17:00									
18:00									
19:00									
20:00									
21:00									

Group timetable - LCC_NA (wk starting 25/01/2021)

	Monday 25/01/2021	Tuesday 26/01/2021		Wednesday 27/01/2021		sday /2021	Friday 29/01/2021	Saturday 30/01/2021	Sunday 31/01/2021
08:00									
09:00	ONLINE All pathways Storyboard Tutorials Online Other Unit Tutorials, 09:30-12: 30 Contextual and Theoretical	Contextual and Theoretical	ONLINE All pathways FMP Tutorials		ONLINE All pathways Storyboard Tutorials Online Other Unit Tutorials, 09:30-12:30	ONLINE All cathways FMP Tutorials	FMP all pathways YR3 Tool Kits Online		
11:00 St 11:00 Ot 11:00 Gi Ar	 Studies: Online Live (see ersonal CTS schedule for tudi cash and tudi and tudi and tudi and tudi tudi cash and tudi and tudi and tudi and tudi tudi cash and tudi and tudi and tudi (Scob A Hong) Ammittion: 20 Computer Animation (FT Yr 3) (LC B A Hons) similation (FT Yr 3) (LC BA Hons) nimation (FT Yr 3) (LC BA Hons) Hons) Animation Armation (FT Yr 3) (Hons) Animation (FT Yr 3) (Hons) Animation (FT Yr 3) Hons) Animation (FT Yr 3) Hons) Animation (FT Yr 3) 	Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 10:00-13:00 groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with	Contine Other Unit Tutorials, 10:00-13: 00 Groups: LCC. BA (Hons) Animation (with Creative Computing) (FT Yr 3): LCC. BA (Hons) Animation: 21 LCC. BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (FUT Yr 3) (BA		Group: LCC BA (Hons) Animation (FT Yr 3) Staff: BUNTING,David	Online Other Unit Tuborials, 10:00-13: 00 Groups: LCC, BA (Hons) Animation (With Creative Computing) (FT Yr 3); LCC, BA (Hons) Animation (BA (Hons) Animation: (BT Irme)); LCC, BA (Hons) Animation: 3D Computer Animation: Ty 3) (BA (Hons) Animation: SD Computer Animation (FUT Yr 3) (BA	Livet asynchroniosa Online Supervised Studio or Workshop Time, 10:00-13:00 Groups, LCC, BA (Hons) Animation (HT Y 3); LCC, BA (Hons) Animation (HT Y Cataliva Computing (FT Y) 3) (BA (Hons) Animation: 30 Complex Animation (FT Y Animation Full Time); LCC, BA (Hons) Animation Animation Arti (FT Y) 3) (BA (Hons) Animation Arts (FT Y) 3) (BA (Hons) Animation: Animation Arts (Ft)		
12:00 (B 12:00 SF 12:00 SF PF Ni 13:00	Zreative Computing) (FT Yr 3) Ainmaton' Game Arts (Full Bin (Hons) Animation: Game Arts (Full Trme)); Staff: DE BELINCOURT, Chris; EELINCOURT, Chris; BETREY, Grant; PLOWMAN, licola Maintaion: Game Arts (Full Trme); LCC_BA (Hons) Animation: Visual Effects (FV r3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: BUNTING, David	Creative Computing) (FT Yr 3 (BA (Hons) Animation (Full Time)); Staff: HOLDSWORTH,Claire	Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation: Arts (Full Time)); LCC, BA (Hons) Animation: Came Arts (FY Y 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC, BA (Hons) Animation: Visual Effects (FY 7) 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: HANKIN,Jane; SAUL,Daniel			Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC, BA (Hons) Animation: Casme Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC, BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Safit: HANKIM, Jane; HILTON, Stuart; SAULDaniel	Timoli); LCC, BA (Hona) Animation: Game Arta (FT Yr 3) (BA (Hona) Animation: Game Ara, (Full Timol); LCC, BA (Hona) Honay Animaton: Visual Effects (Full Timol) 1); Staff: EALES, Chris, FLIBERTO Aldo; RADEV, Mario; STEPHENS, Florian		
13:00									
15:00 St 14 15:00 Gi Ar (H Ci	Contextual and Theoretical Studies: Online Live (see ersonal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 4:00-17:00 Groups: LCC_BA (Hons) Immation (FT Y13) LCC_BA Hons) Animation (With Yeative Computing) (FT Yr 3 (Hons) Animation (FU) (BA (Hons) Animation (Full	Animation: Animation Arts (FT Animation Arts (Full Time));St Daniel; TAN,Su-Lynn	4:00-17:00 ation (FT Yr 3) LCC_BA (Hons) [°] Yr 3) (BA (Hons) Animation:	In Drawing - see list drawing schedule for dratals Zoften: Lise Drawing, 14:00/17:00 Groups: LCC, BA (Hons) Animation (FT Y1 B); LCC, BA (Hons) Animation (HM Carebane Computing) (FT Y2); BA (Hons) Animation (LCC Full-time Years (BA (Hons)) Animation (LCC Full-time Years (BA (Hons)) Carebane) Animation: 3D Computer More Computer Discourse Animation: Animation Arts (FT Y3); BA (Hons) Animation: Animation Arts Carem Arts (FT Y3); BA (Hons) Animation Carem Arts (FT Y7); BA (Hons) Animation: Schemation: Animation Arts Carem Arts (FT Y7); BA (Hons)	ONLINE Animation Arts FMP Tutorials Online Other Unit Tutorials, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); Staff: HILTON, Stuart: SAUL, Daniel; TAN, Su	ONLINE Animation Arts TV Series Screen Formats Online Lecture, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)): Staff: MARSHALL,Kelly			
16:00 Ti 16:00 St Pt	ime)); Staff: DE ELINCOURT,Chris; ETREY,Grant; PLOWMAN, licola			Game Arts (Full Time)): LCC BA (Hons) Animaton: Game Arts (Full Time)): LCC BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)	Lynn				
17:00					·,	,			
18:00									
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21:00									

Group timetable - LCC_NA (wk starting 01/02/2021)

	Monday 01/02/2021	Tue: 02/02	sday 2/2021	Wednesday 03/02/2021		Thursday 04/02/2021		Saturday 06/02/2021	Sunday 07/02/2021
08:00									
09:00									
10:00 10:00 11:00 11:00 12:00	Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 10:00 13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); Staff: DE	Contextual and Theoretical Studies: Online Live (see personal CTS schedule for tutor and tutorial times) Online Other Unit Tutorials, 10:00 13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); Staff: HOLDSWORTH,Claire	ONLINE Animation Arts FMP Tutorials Online Other Unit Tutorials, 10:00 13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation: Animation Arts (Hons) Animation: Animation: Animation Arts (Full Time));Staff SAUL Daniel		(Full Time)); LCC_BA (Hons) Anir Yr 3) (BA (Hons) Animation: 3D C LCC_BA (Hons) Animation: Anima Animation: Animation Arts (Full Ti	h-13:00 nn (FT Yr 3) LCC_BA (Hons) ng) (FT Yr 3) (BA (Hons) Animation nation: 3D Computer Animation (FI ormputer Animation (Full Time)); tion Arts (FT Yr 3) (BA (Hons) mei)); LCC_BA (Hons) Animation: Animation: Game Arts (Full Time)); L Effects (FT Y 3) (BA (Hons)			
13:00 13:00									
	Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time));Staff: DE SEI UNCOLIBT Chris: DETREY	17:00 Groups: LCC_BA (Hons) Animation (ET Yr 3) LCC_BA	ONLINE Animation Arts FMP Tutorials Online Other Unit Tutorials, 14:00 17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));Staff : HILTON,Stuart; TAN,Su-Lynn	Life Drawing - see life drawing schedule for details 2 Other: Life Drawing, 14:00-17:30 Groups: LCC, BA (Hons) Animation (FT Yr 3), LCC, BA (Hons) Animation (Hons) Animation (FI mail); LCC, BA (Hons) Animation: Visual Effects (Full Trme); LCC, BA (Hons) Animation: SC computer Animation (FT Yr 3) (BA (Hons) Animation 20 Computer Animation: Animation Arts (FT 97 3) (BA (Hons) Animation: Arts (FT Yr 3) (BA (Hons) Animation Arts (FT Yr 3) (BA (Hons) Animation Arts (FT Yr 3) (BA (Hons) Animation: Arts (FT Yr 3) (BA (Hons) Animation Arts (FT Yr 3) (BA (Hons) Animati	ONLINE Animation Arts FMP Tutorials Online Other Unit Tutorials, 14:00 17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));Staff : HILTON, Stuart; SAUL, Daniel; TAN, Su-Lynn	Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation: Animation Arts			
17:00	<u></u>		,		<u></u>				
18:00 18:00								1	
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20:00									
21:00									

Group timetable - LCC_NA (wk starting 08/02/2021)

	Monday 08/02/2021	Tuesday 09/02/2021	Wednesday 10/02/2021	Thursday 11/02/2021	Friday 12/02/2021	Saturday 13/02/2021	Sunday 14/02/2021
08:00							
09:00							
09:00							
10:00							
10:00				ONLINE Animation Arts FMP Tutorials Online Other Unit Tutorials, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation: Animation	FMP all pathways YR3 Tool Kits Online Live/ asynchronous Online Supervised Studio or Workshop Time, 10:00- 13:00		
11:00				3); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation:	Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_ BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA		
11:00				Animation Arts (Full Time));Staff: HILTON, Stuart; SAUL,Daniel; TAN,Su-Lynn	(Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full		
12:00					Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3)		
12:00					Lime); LUC; BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LOC; BA (Hons) Animation: Game Arts (FT Yr3) (BA (Hons) Animation: Waue Arts (Full Time)); LOC; BA (Hons) Animation: Visual Effects (Full Time)); EA (Hons) Animation: Visual Effects (Full Time)); Sta ff: EALES, Chris; FILIBERTO, Aldo; RADEV, Mario; STEPHENS, Piorian		
13:00							
13:00							
14:00							
14:00			3pm Summative assessment CTS3 via Turnitin Z Other: Hand-in, 14:00-15:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_ BA (Hons) Animation (With Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time))				
15:00 15:00			TT3) (BA (nons) Animation (Puil Time))				
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21:00							
22:00							

Group timetable - LCC_NA (wk starting 15/02/2021)

	Monday 15/02/2021	Tuesday 16/02/2021	Wednesday 17/02/2021	Thursday 18/02/2021	Friday 19/02/2021	Saturday 20/02/2021	Sunday 21/02/2021
08:00							
09:00 09:00							
00.00							
10:00							
10:00		ONLINE All Pathways Concept Artwork Development Workshop 1 Online Supervised Studio or Workshop Time, 10: 00-13:00	ONLINE All Pathways Digital Architecture Group B Part 1 of 2 Online Supervised Studio or Workshop Time, 10: 00-13:00	ONLINE LIVE FMP Toon Boom Harmony Advanced Rigging - Adam Oliver Online Supervised Studio or Workshop Time, 10:00-13:00	FMP all pathways YR3 Tool Kits Online Live/ asynchronous Online Supervised Studio or Workshop Time, 10:00- 13:00		
11:00		Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative	Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D	Group: LCC_BA (Hons) Animation:	Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_ BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA		
11:00		LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)): LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC BA (Hons) Animation Arts (FT	Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC BA (Hons) Animation: Animation Arts (FT	Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time))	(Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full		
12:00		Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)): LCC BA (Hons) Animation: Game	Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)): LCC BA (Hons) Animation: Game		Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Sta		
12:00		Àrts (FT Ýr 3) (BĀ (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Visual Effects (FT Y 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: MARTIN,Kelvin	Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: HIRT,Ben		(BA (Hons) Animation: Visual Effects (Full Time)); Sta ff: EALES,Chris; FILIBERTO,Aldo; RADEV,Mario; STEPHENS,Florian		
13:00							
13:00							
14:00							
14:00				ONLINE LIVE FMP Toon Boom Harmony Advanced Rigging - Adam Oliver Online Supervised Studio or Workshop Time, 14:00-17:00			
15:00 15:00				Group: LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons)			
				Animation: Animation Arts (Full Time))			
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Group timetable - LCC_NA (wk starting 22/02/2021)

	Monday 22/02/2021	Tuesday 23/02/2021	Wednesday 24/02/2021	Thursday 25/02/2021		Friday 26/02/2021	Saturday 27/02/2021	Sunday 28/02/2021	
08:00									
09:00									
09:00									
		ONLINE All Pathways Concept Artwork							
10:00		Online Supervised Studio or Workshop Time, 09: 30-11:00		ONIT NIC All Deduces or Desfansional Description	ONIT ATTACK Professional Development		PAID all a schoor on VDA Tast Mite Online Line/		
10:00	ONLINE ALL PATHWAY BRIEFING - TVS, RAM, WASE Online Project Briefing, 10:00-13:	Event too large - resources not printed	ONLINE All Pathways Digital Architecture Group B Part 2 of 2 Online Supervised Studio or Workshop	ONLINE All Pathways Professional Practice WASE Online Supervised Studio or Workshop	ONLINE All pathways Professional Practice Unit MA Screenwriting/ TV Series/ Pitch Online Supervised Studio or Workshop	ONLINE LIVE FMP AA FMP Tutorials Online Other Unit Tutorials, 10:0	FMP all pathways YR3 Tool Kits Online Live/ asynchronous Online Supervised Studio or Workshop		
11:00	00 Groups: LCC_BA (Hons)		Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with	Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with	Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with	13:00 Groups: LCC_BA (Hons)	Groups: LCC_BA (Hons) Animation (FT Yr 3): LCC_BA (Hons) Animation (with		
11:00	Animation (FT Yr 3), LCC_BA (Hons) Animation: Animation Arts		Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA	Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr	Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr	Animation (FT Yr 3); LCC_BA (Hons) Animation: Animation Arts	Creative Computing) (FT Yr 3) (BA (Hons)		
	(FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));Staff		(Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full	3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA	3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA	(FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time))	 (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA 		
12:00	: HILTON,Stuart; RADEV,Mario; TAN,Su-Lynn		Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));	(Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game	(Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game		(Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game		
12:00			LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)): LCC BA (Hons)	Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)	Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (ET Yr 3) (BA		Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA		
10.00			Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)): Staff: HIRT.Ben); Staff: HILTON,Stuart; HIRT,Ben; SAUL, Daniel	(Hons) Animation: Visual Effects (Full Time)); Staff: MARSHALL,Kelly; TAN,Su-Lynn		(Hons) Animation: Visual Effects (Full Time)); Staff: EALES,Chris; FILIBERTO,Aldo; RADEV,Mario; STEPHENS,Florian		
13:00 13:00	<u></u>		(Intro)), Stall. FIR(1,880)	 					
14:00									
14:00			ONLINE Life Drawing - see life drawing schedule for details (ALL)	ONLINE All pathways Profession Online Supervised Studio or Work	al Practice Unit MA Screenwriting/ shop Time, 14:00-17:00	TV Series/ Pitch			
			Online Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT	Yr 3) (BA (Hons) Animation (Full	on (FT Yr 3) LCC_BA (Hons) Anima Time)); LCC BA (Hons) Animation	: 3D Computer Animation (FT Yr 3			
15:00 15:00			Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA	(FT Yr 3) (BA (Hons) Animation:	Animation Arts (Full Time)); LCC	BA (Hons) Animation: Animation Ar BA (Hons) Animation: Game Arts (F	T		
10.00			(Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons)	(BA (Hons) Animation: Gam (BA (Hons) Animation: Visual Effe	ects (Full Time)); LCC_BA (Hon: ects (Full Time))\$taff: MARSHALL,	s) Animation: Visual Effects (FT Yr Kelly; TAN,Su-Lynn	3)		
16:00			Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons)						
16:00			Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game						
			Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full						
17:00 17:00			Time))						
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Group timetable - LCC_NA (wk starting 01/03/2021)

	Monday 01/03/2021	Tuesday 02/03/2021	Wednesday 03/03/2021	Thursday 04/03/2021			Friday 05/03/2021	Saturday 06/03/2021	Sunday 07/03/2021
08:00									
09:00									
09:00									
10:00 10:00			ONLINE Animation Arts Lipsync	ONLINE Animation Arts Progress	ONLINE All Pathways Professional	ONLINE LIVE FMP AA FMP	FMP all pathways YR3 Tool Kits Online Live/		
			1 of 3 Online Other Unit Tutorials, 10:00	Harmony workshop 2 Adam Oliver	Practice WASE Online Supervised Studio or Workshop Time, 10:00-13:00	Tutorials Online Other Unit Tutorials, 10:00			
11:00			13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC BA	Online Supervised Studio or Workshop Time, 10:00-13:00 Group: LCC_BA (Hons) ts Animation: Animation Arts (FT Yi 3) (BA (Hons) Animation: 4) Animation Arts (FUII Time)	Groups: LCC_BA (Hons) Animation (+1 Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons)	13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC BA	Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons)		
11:00			(Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));Staff			(Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));Staff:	Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC BA (Hons)		
12:00			: MAY,Steven	× ″	Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));	HANKIN, Jane	Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game		
12:00					Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA		Arts (FT Yr 3) (BÅ (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: EALES,Chris; FILIBERTO,Aldo;		
13:00					(Hons) Animation: Visual Effects (Full Time)); Staff: HILTON,Stuart; HIRT,Ben		RADEV, Mario; STEPHENS, Florian		
13:00									
14:00									
14:00			ONLINE Life Drawing - see life drawing schedule for details (ALL) Online Supervised Studio or Workshop Time, 14:00-17:00	Online Supervised Studio or Wor Group: LCC_BA (Hons) Animatio		ons) Animation: Animation Arts (Fu	1		
15:00			Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA	Time))					
15:00			(Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full						
16:00			Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));						
16:00			LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full						
17:00 17:00			(Time))						
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Group timetable - LCC_NA (wk starting 08/03/2021)

	Monday 08/03/2021	Tuesday 09/03/2021	Wednesday 10/03/2021	Thursday 11/03/2021	Friday 12/03/2021	Saturday 13/03/2021	Sunday 14/03/2021
08:00							
09:00 09:00							
10:00 10:00			ONLINE Animation Arts Lipsync 2 of 3 Online Other Unit Tutorials, 10:00-13:00	ONLINE Animation Arts Final Presentation FMP BLUEPRINT	FMP all pathways YR3 Tool Kits Online Live/ asynchronous		
11:00			Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC BA (Hons) Animation: Animation	Online Other Unit Tutorials, 10:00-13:00 Groups: LCC BA (Hons) Animation (FT Yr	Online Supervised Studio or Workshop Time, 10:00- 13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_		
11:00 11:00			Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));Staff: MAY, Steven	3); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time))Staff: HILTON, Stuart; SAUL,Daniel; TAN,Su-Lynn	Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_ BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (Fill (BA (Hons) Animation: 3D Computer Animation Fill Time)); LCC_BA (Hons) Animation: Animation Arts		
12:00				Stuart, SAUL, Daniel, TAN, Su-Lynn	(FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time));		
12:00			-		LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Yr 3) (F EALES, Chris; FILIBERTO, Aldo; RADEV, Mario; STEPHENS, Florian		
13:00					S EFFENS, FUIIall		
13:00							
14:00							
14:00			ONLINE Life Drawing - see life drawing schedule for details (ALL) Online Supervised Studio or Workshop Time, 14:	ONLINE Animation Arts Final Presentation FMP BLUEPRINT Online Other Unit Tutorials, 14:00-17:00			
15:00			00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative	Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation:			
15:00			Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time));	Animation Arts (Full Time));Staff: HILTON, Stuart; SAUL,Daniel; TAN,Su-Lynn			
16:00 16:00			LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts - (Full Time)); LCC_BA (Hons) Animation: Game				
16:00			Arts (FT Ýr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Ýr 3) (BA (Hons) Animation: Visual Effects (Full Time))				
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Group timetable - LCC_NA (wk starting 15/03/2021)

	Monday 15/03/2021	Tuesday 16/03/2021	Wedn 17/03	esday 8/2021	7 Thursday 18/03/2021		Friday 19/03/2021	Saturday 20/03/2021	Sunday 21/03/2021
08:00									
09:00									
09:00									
10:00									
10:00		ONLINE Animation Arts FMP E2 Fit to Submit tutorials Online Other Unit Tutorials, 10:0 13:00 Groups: LCC_BA (Hons)	ONLINE Animation Arts Lipsync 3 of 3 Online Other Unit Tutorials, 10:0 13:00 Groups: LCC_BA (Hons)	FMP Element 2 summative assessment 17 March by 3pm via Moodle Z Other: Hand-in, 10:00-15:00 Groups: LCC BA (Hons)	ONLINE All Pathways Professional Practice WASE Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with	ONLINE All Pathway Professional Practice Unit MA Screenwriting/TV Series Interim 1 Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Y7) (BA (Hons)	FMP all pathways YR3 Tool Kits Online Live/ asynchronous Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Y13) (BA (Hons)		
11:00		Animation (FT Yr 3) LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time))Staff : HANKIN,Jane; SAUL,Daniel	nimation (FT Yr 3) LCC_BA	Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer	(Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation:	Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation; Animation Atts (FT Yr 3) (BA (Hons) Animation: Animation Atts (Ft) (Hons) Animation: Animation Atts (Ft)	Animation (Full Time)); LCC BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC BA (Hons) Animation: Animation Aris (FT Yr 3) (BA (Hons) Animation: Animation Aris (FI)		
12:00 12:00				Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC	Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full	Time)): LCC_BA (Hons) Animation: Game Arts (FT Yr) (BA (Hons) Animation: Game Arts (FUII Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FuII Time)); Staff: MARSHALL, Kelly; TAN,Su-Lynn	Time): LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (Full Time) (Hons) Animation: Visual Effects (Full Time)): Staff: EALES,Chris; FILIBERTO,Aldo; RADEV.Man; STEPHENS,Florian		
13:00 13:00				BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation:					
13:00				Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))					
14:00				-					
14:00		ONLINE Animation Arts FMP E2 Fit to Submit tutorials Online Other Unit Tutorials, 14:00 17:00)-						
15:00 15:00		Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation: Animation Arts							
		(Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));Staff : SAUL,Daniel	S						
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Group timetable - LCC_NA (wk starting 22/03/2021)

	Monday 22/03/2021	Tuesday 23/03/2021	Wednesday 24/03/2021		Thursday 25/03/2021		Saturday 27/03/2021	Sunday 28/03/2021
08:00								
09:00								
10:00 10:00		ONLINE LIVE AA Personal Tutorials Z Other: Pastoral Tutorials, 10:00-13:		ONLINE LIVE FMP AA Personal Tutorials	ONLINE All Pathways Professional Practice WASE Online Supervised Studio or Workshop Time,	FMP all pathways YR3 Tool Kits Online Live/ asynchronous Online Supervised Studio or Workshop Time,		
11:00		00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)		Online Other Unit Tutorials, 10:00-13 00 Group: LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time	10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)): LCC BA (Hons) Animation: 3D	10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)): LCC_BA (Hons) Animation: 3D		
12:00		; Staff: SAUL,Daniel		; Staff: HILTON,Stuart; SAÙL,Daniel	Computer Animation (ET Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)) ; LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FU Time)); LCC_BA (Hons)	Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)) ; LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation:		
12:00					Game Arts (Full Time)); LČC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: HILTON,Stuart; HIRT,Ben	Game Arts (Full Time)); LČC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FUI Time)); Saff: EALES,Chris; FILIBERTO,Aldo; RADEV,Mario; STEPHENS,Florian		
13:00					<u> </u>			
14:00 14:00		ONLINE LIVE AA Personal Tutorials Z Other: Pastoral Tutorials, 14:00-17:	ONLINE Life Drawing - see life drawing schedule for details (ALL) Online Supervised Studio or Workshop Time,	ONLINE LIVE FMP AA Personal Tuto Online Other Unit Tutorials, 14:00-17:	00			
15:00 15:00		Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)	14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons)	Group: LCC_BA (Hons) Animation: Ar Animation: Animation Arts (Full Time)	imation Arts (FT Yr 3) (BA (Hons))Staff: HANKIN,Jane; SAUL,Daniel			
16:00		; Staff: HILTON,Stuart; TAN,Su-Lynn	Animation: 3D Computer Animation (Full Time ; LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation:	*				
16:00			Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))					
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Group timetable - LCC_NA (wk starting 29/03/2021)

08:00 09:00 09:00				03/04/2021	04/04/2021
			Public Holiday (Good Friday) 08:00-22:00 **Public Holiday (Good Friday)** Good Friday		
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This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Group timetable - LCC_NA (wk starting 05/04/2021)

	Monday 05/04/2021	Tuesday 06/04/2021	Wednesday 07/04/2021	Thursday 08/04/2021	Friday 09/04/2021	Saturday 10/04/2021	Sunday 11/04/2021
08:00	Public Holiday (Easter Monday) 08:00-22:00						
l	08:00-22:00 **Public Holiday (Easter Monday)** Easter Monday						
09:00	Monday						
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Group timetable - LCC_NA (wk starting 12/04/2021)

	Monday 12/04/2021	Tuesday 13/04/2021	Wednesday 14/04/2021	Thursday Friday 15/04/2021 16/04/2021		Saturday 17/04/2021	Sunday 18/04/2021		
08:00									
09:00									
10:00									
10:00				ONLINE All Pathways Professional Practice WASE Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with	ONLINE All Pathway Professional Practice Unit MA Screenwriting/ TV Series Interim 2 Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with	FMP all pathways YR3 Tool Kits Online Live/ asynchronous Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with	Stop Motion Supervised Studio or Workshop Time, 10: 00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (FT Yr Creative Computing) (FT Yr 3) (BA (Hons)		
11:00				Creative Computing) (FT Yr 3) (BÅ (Hons) Animation (Full Time)): LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)): LCC_BA (Hons) Animation: Animation Ats (FT Yr 3) (BA (Hons)	Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); Loc, BA (Hons) Animation (Full Time)); Loc, BA (Hons) Animation and Computer Animation (FT Yr 3) (BA (Hons) Animation: Ab (FT Yr 3) (BA Animation Animation: Animation Arts (FT) (Full (Hons) Animation: Animation Arts (Full	Creative Computing) (FT Y3) (BA (Hons) Animation (Full Time)); LCC, BA (Hons) Animation (Full Time)); LCC, BA (Hons) (BA (Hons) Animation: 3D Computer Animation (FT Y 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC, BA (Hons) Animation (Full Time)); LCC, PA (Hons) Animation (Full Time); LCC, PA (Hons) Animation (Full			
12:00				Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full	Time); LCC, BA (Hons) Animation: Game Arts (FT V7) (BA (Hons) Animation: Game Arts (FT V7) (BA (Hons) Animation: Visual Effects (FU TY 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: MARSHALL,Kelly; TAN,Su-Lynn	[[Hons] Anmatlor: Animation Arts (Full Time)]; LCC, BA (Hons) Animation: Game Arts (FUT Y) 3] (BA (Hons) Animation: Game Arts (Full Time)]; LCC, BA (Hons) Animation: Visual Effects (FUT Y) 3] (BA (Hons) Animation: Visual Effects (FUT Y) 3] (BA (Hons) Animation: Visual Effects (FUT Tim) (Noms: EC, M301 Paya Room; EC, M301		<u> </u>	
13:00 13:00				Time)); Staff: HILTON,Stuart; HIRT,Ben			<u> </u>]		
14:00									
14:00				ONLINE LIVE FMP AA FMP Tuto Online Other Unit Tutorials, 14:00 Groups: LCC_BA (Hons) Animatio Animation: Animation Arts (FT Yr	0-17:00 on (FT Yr 3) LCC_BA (Hons) 3) (BA (Hons) Animation:				
15:00 15:00				Animation Arts (Full Time));Staff: SAUL,Daniel	HANKIN, Jane; HILTON, Stuart;				
16:00									
16:00				-					
17:00 17:00									
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18:00									
19:00									
19:00									
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21:00 21:00									
22:00									

Group timetable - LCC_NA (wk starting 19/04/2021)

	Monday 19/04/2021	Tuesday 20/04/2021	Wednesday 21/04/2021	Thu 22/04	Thursday Friday 22/04/2021 23/04/2021		Saturday 24/04/2021	Sunday 25/04/2021	
08:00									
09:00									
10:00									
10:00				ONLINE All Pathways Professional Practice WASE Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with	ONLINE All Pathway Professional Practice Unit MA Screenwriting/TV Series Tutorials Online Other Unit Tutorials, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with	FMP all pathways YR3 Tool Kits Online Live/ asynchronous Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with	Stop Motion Supervised Studio or Workshop Time, 10: 00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons)		
11:00				Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation:	Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation:	Creative Computing) (FT Yr 3) (BA (Hons) Animaton (FUI Time)); LCC, BA (Hons) Animaton: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation: Animation Arts (Ful Hons) Animation: Animation Arts (Ful Time)); LCC, BA (Hons) Animation: Game Ants (FUT Yr 3) (BA (Hons) Animation: Game Ants (FUT Yr 3): (BA (Hons) Animation: To Chan Arts (Ful Time)); LCC, BA (Hons) Animation: Animation: Game Ants (FT Yr 3): (BA (Hons) Animation: Game Ants (FUT Yr 3): (BA (Hons) Animation: Game Ants (FU	Animation (Full Timo)); LCC, BA (Hons) Animation: 2D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Timo)); LCC, BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC, BA (Hons) Animation: Game		
12:00 12:00				Animation: Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full	Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA		Hindi, LCC-BA (Holis) Auritabilit Carrie Arts (FT V7 3) (Rholis) Auritability Carried Arts (FUI Time)); LCC_BA (Hons) Animation: Visual Effects (FT Y1 3) (BA (Hons) Animation: Visual Effects (Full Time)); Rooms: EC_M301(Pilay Room; EC_M312 Rostrum Camera; Staff: EALES,Chris		
13:00				(Hons) Animation: Visual Effects (Hull Time)); Staff: HILTON,Stuart; HIRT,Ben	(Hons) Animation: Visual Effects (Full Time)); Staff: TAN,Su-Lynn				
13:00									
14:00 14:00			ONLINE Life Drawing - see life drawing	ONLINE LIVE FMP AA Personal	Tutorials				
15:00			schedule for details (ALL) Online Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT	Online Other Unit Tutorials, 14:00 Group: LCC BA (Hons) Animation	0-17:00				
15:00			Yr 3): LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Timel); LCC_BA (Hons) Animation: 3D Computer Animation: 3D Computer Animation: Animation: 3D Computer Animation: Animation: Ats (FT Yr 3) (BA (Hons)						
16:00			Alimation: Alimation Alimation (Final Science) Animation: Animation Atts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))						
17:00									
18:00									
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19:00									
19:00									
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21:00 21:00									
22:00									

Group timetable - LCC_NA (wk starting 26/04/2021)

	Monday 26/04/2021	Tuesday 27/04/2021	Wednesday 28/04/2021	Thursday 29/04/2021	Fri 30/04	day /2021	Saturday 01/05/2021	Sunday 02/05/2021
08:00								
09:00								
	00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons)	ONLINE Animation Arts Professional Practice Fit to Submit tutorials Online Other Unit Tutorials, 10:00-13: 00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation Animation: Animation Arts (Full Time ; Staff: TAN,Su-Lynn	Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)		TMP all pathways YR3 Tool Kits Online Live/ ssynchronous Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT v3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 30 Groups: Tool (FT v3) (BA (Hons) Animation: 30 Groups: Tool (FT v3) (BA (Hons) Animation; 30 (FUL) (FT v3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FU Y3) (BA (Hons) Animation: Gamia Arts (Full Time)); LCC_BA (Hons) Animation: Gamia Arts (Full Time); LCC_BA (Hons) Animation:	Stop Motion Supervised Studio or Workshop Time, 10:00- 13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (Wth Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)): LCC_BA (Hons) Animation: 30 Computer Animation (FT Yr 3) (BA (Hons) AliCC_BA (Hons) Animation: Animation (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time): LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons)		
13:00 13:00					Animation: Visual Effects (Full Time)): Staff. FILIBERTO, Aldo; RADEV, Mario; STEPHENS, Florian	EC_M3011Play Room; EC_M312:Rostrum Camera; Staff: EALES,Chris		
14:00 14:00 15:00				ONLINE Animation Arts Editing Tutorial Online Other Unit Tutorials, 14:00-17: 00				
15:00 16:00				Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time ; Staff: SAUL,Daniel				
16:00								
17:00								
18:00								
19:00 19:00 20:00								
20:00								
21:00								

Group timetable - LCC_NA (wk starting 03/05/2021)

Monday 03/05/2021	Tuesday 04/05/2021	Wednesday 05/05/2021	Thursday 06/05/2021		day 5/2021	Saturday 08/05/2021	Sunday 09/05/2021
08:00 Public Holiday (May Day) 08:00-22:00 **Public Holiday (May Day)** May Day 09:00							
09:00							
10:00	ONLINE LIVE FMP AA FMP Tutorials Online Other Unit Tutorials, 10:00-13 00		ONLINE LIVE FMP AA FMP Interim Online Supervised Studio or Workshop Time, 10:00-13:00	FMP all pathways YR3 Tool Kits Online Live/ asynchronous Online Supervised Studio or Workshop Time, 10:00-13:00	Stop Motion Supervised Studio or Workshop Time, 10:00- 13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3)		
<u>11:00</u> 11:00	Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time) ; Staff: HANKIN,Jane; TAN,Su-Lynn		Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time ; Staff: HILTON,Stuart; TAN,Su-Lynn	Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time LCC_BA (Hons) Animation: Animation Arts	LCC_BA (Hons) Animation (with Creative Computing) (FT Y3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Y3) (BA (Hons) Animation: 3D Computer Animation (FI Time))); LCC_BA (Hons) Animation: Animation Ats (FT Y3) (BA (Hons) Animation: Animation		
12:00 12:00				(FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time); LCC BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time); LCC BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) FILBERTO, JAdo; RADEV Mario; STEPHENS,	Arts (Full Time)); LCC, BA (Hons) Animation: Game Arts (FT Y 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC, BA (Hons) Animation: Visual Effects (Full Time)); Rooms: EC_M301:Play Room; EC_M312:Rostrum Camera; Statt: FALES, Chris		
13:00 13:00				Florian			
14:00 14:00		ONLINE Life Drawing - see life drawing schedule for details (ALL) Online Supervised Studio or Workshop Time, 14:00-17:0	ONLINE LIVE FMP AA FMP Interim Online Supervised Studio or Workshop Time, 14:00-17:00				
15:00 15:00		Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)	Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time ; Staff: HILTON,Stuart; TAN,Su-Lynn)			
16:00 16:00		LCC_BA (Hons) Animation: Animation Arts (FTY r3) (8k (Hons) Animation: Animation Arts (FUII Time)); LCC_BA (Hons) Animation: Game Arts (FUII Time)); LCC_BA (Hons) Animation: Game Arts (FUII Time)); LCC_BA (Hons) Animation: Visual Effects (FUI Time))					
17:00 17:00							
18:00 18:00							
<u>19:00</u> 19:00							
20:00 20:00							
21:00 21:00							
22:00							

Group timetable - LCC_NA (wk starting 10/05/2021)

	Monday 0/05/2021	Tuesday 11/05/2021	Wednesday 12/05/2021	Thur 13/05	rsday 5/2021		day 5/2021	Saturday 15/05/2021	Sunday 16/05/2021
08:00									
09:00									
10:00		ONLINE Animation Arts (AA)		ONLINE All Pathway Professional Practice	ONLINE LIVE FMP AA FMP	FMP all pathways YR3 Tool Kits Online Live/	Stop Motion		
11:00		FMP Editing Tutorial Online Other Unit Tutorials, 10:00 13:00 Groups: LCC_BA (Hops)		Unit MA Screenwriting/ TV Series Interim 3 Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3): LCC_BA (Hons) Animation (with	Tutorials Online Other Unit Tutorials, 10:00 13:00 Groups: LCC BA (Hons)	asynchronous Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3): LCC_BA (Hons) Animation (with	Supervised Studio or Workshop Time, 10: 00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons)		
11:00		Animation (FT Yr 3) LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)) Staff : SAUL,Daniel		Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation: Animation: Arts (FT Yr 3) (BA	Animation (FT Yr 3) LCC_BA (Hons) Animation: Animation Artt (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time))Staff : HANKIN,Jane; HILTON,Stuart	3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA	Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full		
12:00 12:00		-		(Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Y7) (BA (Hons) Animation: Game Arts (FUI) (JB (BA (Hons)) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)		(Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Y7) (BA (Hons) Animation: Game Arts (FUI) Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)	Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Rooms: EC_M301:Play Room; EC_M312		
13:00); Staff: MARSHALL,Kelly; TAN,Su-Lynn); Staff: FILIBERTO,Aldo; RADEV,Mario; STEPHENS,Florian	Rostrum Camera; Staff: ÉALES, Chris		
13:00									
14:00									
14:00			ONLINE Life Drawing - see life drawing schedule for details (ALL) Online Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT	ONLINE Animation Arts Editing Tutorial Online Other Unit Tutorials, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation:					
15:00 15:00			Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation; 3D Computer Animation (Full	Animation Arts (Full Time));Staff:	ation Arts (Full Time))Staff: SAUL,Daniel				
16:00			Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));						
16:00			LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full						
17:00 17:00			Time))						
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21:00 21:00									
22:00									

Group timetable - LCC_NA (wk starting 17/05/2021)

	Monday 17/05/2021	Tuesday 18/05/2021	Wednesday 19/05/2021	Thursday 20/05/2021	Friday 21/05/2021	Saturday 22/05/2021	Sunday 23/05/2021
08:00							
09:00							
10:00							
	ONLINE Animation Arts FMP Fit to Submit Online Other Unit Tutorials, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));Staff: SAUL, Daniel		FMP Element 3 summative assessment 3r June by 3pm via Moodle 2 Other: Hand-in, 10:00-15:00 Group: LCC_BA (Hons) Animation (FT Yr 3				
11.00	Daniel						
12:00 12:00			-				
13:00							
13:00							
14:00							
14:00	ONLINE Animation Arts FMP Fit to Submit Online Other Unit Tutorials, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3): LCC BA (Hons) Animation: Animation						
15:00 15:00	Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));Staff: HILTON, Stuart; TAN,Su-Lynn						
16:00							
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21:00 21:00							
22:00							

Group timetable - LCC_NA (wk starting 31/05/2021)

	Monday 31/05/2021	Tuesday 01/06/2021	Wednesday 02/06/2021	Thursday 03/06/2021	Friday 04/06/2021	Saturday 05/06/2021	Sunday 06/06/2021
08:00 09:00 09:00	Public Holiday (Spring Bank Holiday) 08:00-22:00 **Public Holiday (Spring Bank Holiday)** Spring Holiday						
10:00							
10:00			ONLINE All Pathways Professional Practice Unit RAM - Technical Testing Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation: Animation	Groups: LCC_BA (Hons) Animation (FT Yr 3)			
11:00			Arts (FT Yr 3) (BA (Hons) Animation:	Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation Arts (FT LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts			
12:00			-	Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FU Tr 3) (BA (Hons) Animation: Visual Effects (FU II Time)); Staff: MARSHALL,Kelly; TAN,Su-Lynn			
13:00 13:00							
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21:00							
21:00							

Group timetable - LCC_NA (wk starting 14/06/2021)

	Monday 14/06/2021	Tuesday 15/06/2021	Wednesday 16/06/2021	Thursday 17/06/2021	Friday 18/06/2021	Saturday 19/06/2021	Sunday 20/06/2021
08:00							
09:00							
09:00							
10:00							
10:00				ONLINE All Pathway MA Screenwriting/ TV Series Final Pitch to Producers Online Crits or Other Formative Assessment, 10:			
11:00				00-13:00			
11:00				Groups: LCC_BA (Hons) Animation (FT Yr 3) LCC_BA (Hons) Animation (with Creative Computing) (TT Yr 3) (BA (Hons) Animation (Full Time)): LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons)) Animation: 3D Computer Animation (Full Time)):			
12:00				Yr 3) (BA (Hons) Animation: Animation Arts			
12:00				(Full Time); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: MARSHALL,Kelly; TAN,Su-Lynn			
13:00				TAN,Su-Lynn			
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