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						

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

CELCAT web publisher

Group timetable - LCC_NA (wk starting 19/10/2020)

	Monday 19/10/2020	Tuesday 20/10/2020	Wednesday 21/10/2020	Thursday 22/10/2020			Friday 23/10/2020	Saturday 24/10/2020	Sunday 25/10/2020

Morning / Midday events

- **Tuesday 20/10/2020, 11:00-13:00** — Online live FMP Open Forum. Online Supervised Studio or Workshop Time, 11:00-13:00. *Event too large - resources not printed*

- **Monday 19/10/2020, 12:00-13:00** — Welcome to Year 3 / Final Major Project Briefing: Element 1 Testing Testing! - All pathways Online live/ async. Online Supervised Studio or Workshop Time, 12:00-13:00. *Event too large - resources not printed*

- **Thursday 22/10/2020, 10:00-13:00** — 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*

- **Thursday 22/10/2020, 10:00-13:00** — ONLINE LIVE FMP AA pathway. 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 (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); Staff: SAUL, Daniel

- **Thursday 22/10/2020, 10:00-13:00** — 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 (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: SMITH, Ryan

- **Friday 23/10/2020, 10:00-13:00** — FMP GA pathway Tutorials. 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)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M301:Play Room; Staff: WILKINSON, Susi

- **Friday 23/10/2020, 10:00-13:00** — FMP all pathways YR3 Final Major Project Testing Testing! workshops - various (see personal schedule) Online Live/ asynch. 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 (Full Time)); LCC_BA (Hons) Animation LCC Full-time Year 3 (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) 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: 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; RADEV,Mario; STEPHENS,Florian

Afternoon events

- **Monday 19/10/2020, 14:00-17:00** — Contextual and Theoretical Studies Briefing: Online Live. Online Supervised Studio or Workshop 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) 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 (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: DE SELINCOURT,Chris; HOLDSWORTH,Claire; PETREY,Grant; PLOWMAN,Nicola

- **Tuesday 20/10/2020, 14:00-17:00** — Submit Testing Testing project choices by 5pm. Z Other: Hand-in, 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) 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 (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))

- **Thursday 22/10/2020, 14:00-17:00** — Independent study access to facilities (no moving between rooms). 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 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 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 Time)); Rooms: EC_M104D; EC_M301:Play Room; EC_M311; EC_M312:Rostrum Camera

- **Thursday 22/10/2020, 14:00-15:00** — ONLINE Library Induction. Z Other: Inductions, 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)); LCC_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 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 Time))

(truncated to fit page)

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

CELCAT web publisher

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

	Monday 26/10/2020	Tuesday 27/10/2020	Wednesday 28/10/2020	Thursday 29/10/2020	Friday 30/10/2020	Saturday 31/10/2020	Sunday 01/11/2020

Monday 26/10/2020

10:00–13:00 — 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 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: 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 Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: Visual Effects (Full Time)); Staff: DE SELINCOURT, Chris; PETREY,Grant; PLOWMAN,Nicola

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 (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 (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: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: DE SELINCOURT, Chris; PETREY,Grant; PLOWMAN,Nicola

Tuesday 27/10/2020

10:00–13:00 — Summer holiday project - presentations Online live (see personal schedule). 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 (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 (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: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: SAUL,Daniel; WILKINSON,Susi

14:00–17:00 — Summer holiday project - presentations Online live (see personal schedule). Online Supervised Studio or Workshop 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 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 Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: HANKIN,Jane; SAUL,Daniel; WILKINSON,Susi

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 (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 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 Time)); Staff: HOLDSWORTH,Claire

Wednesday 28/10/2020

11:30–13:00 — ONLINE LIVE WORKSHOP Coping with your thesis: stress and time management. Online Supervised Studio or Workshop Time, 11:30-13:00. *Event too large - resources not printed*

Thursday 29/10/2020

10:00–13:00 — ONLINE: Characters between the Pages Group A. Online Supervised Studio or Workshop Time, 10:00-13:00

14:00–17:00 — Independent study access to facilities (no moving between rooms). 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)); LCC_BA (Hons) Animation LCC Full-time Year 3 (BA (Hons) Animation: Visual Effects (Full Time)); LCC_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 (Full Time)); LCC_BA (Hons) Animation: Visual Effects (Full Time)); Rooms: EC_M104D; EC_M301:Play Room; EC_M311; EC_M312:Rostrum Camera

Friday 30/10/2020

10:00–13:00 — ONLINE: Tool Kits A - Points of Entelechy. Online Supervised Studio or Workshop Time, 10:00-13:00. Staff: RADEV,Mario

10:00–13:00 — FMP all pathways YR3 Final Major Project Testing Testing! workshops - various (see personal schedule) Online Live/ asynch. 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 (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 (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: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: EALES,Chris; FILIBERTO,Aldo; RADEV,Mario; STEPHENS, Florian

(truncated to fit page)

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

CELCAT web publisher

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	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)); LCC_BA (Hons) 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 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 Time))Staff: DE SELINCOURT,Chris; PETREY,Grant; PLOWMAN,Nicola		ONLINE LIVE WORKSHOP 'Academic reading and writing: evaluating sources, referencing Online Supervised Studio or Workshop Time, 11:30-13:00 *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		
13:00							
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 (with Creative 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 (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: 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	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)); 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 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 Time)); Staff: HOLDSWORTH, Claire	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 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 (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: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))	Independent study access to facilities (no moving between rooms) 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)); LCC_BA (Hons) 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 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 Time)); Rooms: EC_M104D; EC_M301:Play Room; EC_M311; EC_M312:Rostrum Camera			
17:00							
18:00							
19:00							
20:00							
21:00							
22:00							

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

CELCAT web publisher

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	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)); LCC_BA (Hons) 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 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 Time))Staff: 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, 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 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: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))		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							
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 (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_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 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 Time))Staff: 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)); 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 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 Time)); Staff: HOLDSWORTH, Claire	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 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 (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: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))	Independent study access to facilities (no moving between rooms) 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)); LCC_BA (Hons) 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 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 Time)); Rooms: EC_M104D; EC_M301:Play Room; EC_M311; EC_M312:Rostrum Camera			
17:00							
18:00							
19:00							
20:00							
21:00							
22:00							

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

CELCAT
web publisher

Group timetable - LCC_NA (wk starting 16/11/2020)

	Monday 16/11/2020	Tuesday 17/11/2020	Wednesday 18/11/2020	Thursday 19/11/2020	Friday 20/11/2020	Saturday 21/11/2020	Sunday 22/11/2020
08:00							
09:00							
10:00	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 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: 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 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 Time)) Staff: 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, 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 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: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (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			
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 (with Creative 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 (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 (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	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 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 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)); 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 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 Time)); Staff: HOLDSWORTH,Claire	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 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 (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: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))	Independent study access to facilities (no moving between rooms) 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)); LCC_BA (Hons) 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 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 Time)); Rooms: EC_M104D; EC_M301:Play Room; EC_M311; EC_M312:Rostrum Camera			

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

CELCAT web publisher

Group timetable - LCC_NA (wk starting 23/11/2020)

	Monday 23/11/2020	Tuesday 24/11/2020		Wednesday 25/11/2020	Thursday 26/11/2020	Friday 27/11/2020	Saturday 28/11/2020	Sunday 29/11/2020

Morning (10:00 block)

- **Monday:** 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)); LCC_BA (Hons) 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 (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: DE SELINCOURT,Chris; PETREY,Grant; PLOWMAN,Nicola

- **Tuesday (A):** Creative Storyboards Group A: 1-part workshop - online live/ asynchronous. Online Supervised Studio or Workshop Time, 10:00-13:00. Staff: SAUL,Daniel

- **Tuesday (B):** 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)); 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 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 Time))

- **Wednesday:** Frankenstein Lives: character workshop -Online live/ asynchronous. Online Seminar, 10:00-13:00. Staff: TAN,Su-Lynn

- **Thursday:** ONLINE: 5 Obstructions Group B. Online Supervised Studio or Workshop Time, 10:00-13:00. Staff: SAUL,Daniel

Afternoon (14:00 block)

- **Monday:** 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)); LCC_BA (Hons) 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 (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: DE SELINCOURT,Chris; PETREY,Grant; PLOWMAN,Nicola

- **Tuesday:** 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)); 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 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 Time)). Staff: HOLDSWORTH,Claire

- **Wednesday:** 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 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 (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: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))

- **Thursday:** Independent study access to facilities (no moving between rooms). 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)); LCC_BA (Hons) 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 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 Time)); Rooms: EC_M104D; EC_M301:Play Room; EC_M311; EC_M312:Rostrum Camera

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

CELCAT web publisher

Group timetable - LCC_NA (wk starting 30/11/2020)

	Monday 30/11/2020	Tuesday 01/12/2020	Wednesday 02/12/2020	Thursday 03/12/2020	Friday 04/12/2020	Saturday 05/12/2020	Sunday 06/12/2020
08:00							
09:00							
10:00	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 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: 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 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 Time)) Staff: 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, 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: 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 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 Time))	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							
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 (with Creative 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 (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 (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	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)); 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 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 Time)); Staff: HOLDSWORTH,Claire	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 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 (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: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))	Independent study access to facilities (no moving between rooms) 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)); LCC_BA (Hons) 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 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 Time)); Rooms: EC_M104D; EC_M301:Play Room; EC_M311; EC_M312:Rostrum Camera	ONLINE: Industry talk - The Contemporary Landscape of 2D Animation, Toon Boom Online Lecture, 14:00-16:00 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)); 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) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: WYATT, Andrew		
17:00							
18:00							
19:00							
20:00							
21:00							
22:00							

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

CELCAT web publisher

Group timetable - LCC_NA (wk starting 07/12/2020)

	Monday 07/12/2020	Tuesday 08/12/2020	Wednesday 09/12/2020	Thursday 10/12/2020	Friday 11/12/2020	Saturday 12/12/2020	Sunday 13/12/2020
08:00							
09:00							
10:00	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 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: 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 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 Time)); Staff: 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, 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 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: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))		Independent study access to facilities (no moving between rooms) Z Other: Independent Study, 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));Rooms: EC_M104D; EC_M302; EC_M302A; EC_M311; EC_M312: Rostrum Camera			
11:00							
12:00							
13:00							
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 (with Creative 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 (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: 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	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 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)); 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 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 Time));Staff: HOLDSWORTH,Claire	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 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 (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: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))	3pm Summative assessment Final Major Project: Element 1 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							
16:00							
17:00							
18:00							
19:00							
20:00							
21:00							
22:00							

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

CELCAT web publisher

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
10:00–13:00	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 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: 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 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 Time)); Staff: DE SELINCOURT,Chris; PETREY,Grant; PLOWMAN,Nicola	Final Major Project Testing Testing! workshops - various (see personal schedule for choices) 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 Yr 3) (BA (Hons) Animation (Full Time))	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)); 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 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 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 (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 (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: 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	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 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 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)); 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 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 Time)); Staff: HOLDSWORTH,Claire	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 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 (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 Time))			

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**		
09:00							
10:00							
11:00							
12:00							
13:00							
14:00							
15:00							
16:00							
17:00							
18:00							
19:00							
20:00							
21:00							
22:00							

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***				Public Holiday - New Year's Day 08:00-22:00		

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

CELCAT web.publisher

Group timetable - LCC_NA (wk starting 11/01/2021)

	Monday 11/01/2021	Tuesday 12/01/2021	Wednesday 13/01/2021	Thursday 14/01/2021	Friday 15/01/2021	Saturday 16/01/2021	Sunday 17/01/2021
08:00							
09:00							
10:00	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 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	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 All pathways David Bunting Storyboarding lecture Online Lecture, 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 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: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: BUNTING,David	ONLINE All pathways Storyboard Pro Workshop 1 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 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 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 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 Time)); Staff: EALES,Chris; FILIBERTO,Aldo; RADEV,Mario; STEPHENS,Florian		
13:00							
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 (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time))Staff: 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))Staff: HOLDSWORTH,Claire	ONLINE All 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 (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 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 Time)); Staff: HANKIN,Jane; HILTON,Stuart; HIRT,Ben; ROE,Sam; SAUL,Daniel; SMITH,Ryan; TAN, Su-Lynn	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							
20:00							
21:00							
22:00							

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

CELCAT web publisher

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

	Monday 18/01/2021	Tuesday 19/01/2021	Wednesday 20/01/2021	Thursday 21/01/2021	Friday 22/01/2021	Saturday 23/01/2021	Sunday 24/01/2021
08:00							
09:00							
10:00	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 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	ONLINE All pathways Storyboard Pro workshop 2 Online Supervised Studio or Workshop Time, 09:30-12:30 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 (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 Time)); Staff: BUNTING,David		ONLINE All pathways Storyboard Tutorials Online Other Unit Tutorials, 09:30-12:30 Group: LCC_BA (Hons) Animation (FT Yr 3); Staff: BUNTING,David	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 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 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 Time)); Staff: EALES,Chris; FILIBERTO,Aldo; RADEV,Mario; STEPHENS,Florian		
		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 All pathways FMP Tutorials 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 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)); Staff: HANKIN,Jane; HILTON, Stuart; SAUL,Daniel			
13:00							
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 (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time));Staff: 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));Staff: HOLDSWORTH,Claire	ONLINE All pathways FMP Tutorials 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)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (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) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: HANKIN,Jane; HILTON, Stuart; SAUL,Daniel; TAN,Su-Lynn	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 Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation LCC Full-time Year 3 (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: 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)	ONLINE Animation Arts pathway 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			
17:00							
18:00							
19:00							
20:00							
21:00							
22:00							

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

CELCAT web.publisher

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

	Monday 25/01/2021	Tuesday 26/01/2021	Wednesday 27/01/2021	Thursday 28/01/2021	Friday 29/01/2021	Saturday 30/01/2021	Sunday 31/01/2021
08:00							
09:00							
10:00	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 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	ONLINE All pathways Storyboard Tutorials Online Other Unit Tutorials, 09:30-12:30 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 (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 (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: BUNTING,David	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 All pathways FMP Tutorials 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)); LCC_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 (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: HANKIN,Jane; SAUL,Daniel	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 (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 (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 (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: HANKIN,Jane; HILTON,Stuart; SAUL,Daniel	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 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: 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: EALES,Chris; FILIBERTO,Aldo; RADEV,Mario; STEPHENS,Florian		
13:00							
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 (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); Staff: 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)); Staff: HOLDSWORTH,Claire	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	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 Computing) (FT Yr 3) (BA (Hons) 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 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 Time	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	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		
17:00							
18:00							
19:00							
20:00							
21:00							
22:00							

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

CELCAT
web publisher

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

	Monday 01/02/2021	Tuesday 02/02/2021	Wednesday 03/02/2021	Thursday 04/02/2021	Friday 05/02/2021	Saturday 06/02/2021	Sunday 07/02/2021
08:00							
09:00							
10:00	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 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	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 (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));Staff: SAUL,Daniel	ONLINE All pathways FMP Tutorials 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)); 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 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 Time));Staff: HILTON,Stuart; SAUL, Daniel			
13:00							
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 (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time));Staff: 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));Staff: HOLDSWORTH,Claire	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 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: Visual Effects (Full Time)); LCC_BA (Hons) Animation LCC Full-time Year 3 (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: 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)	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	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		
17:00							
18:00							
19:00							
20:00							
21:00							
22:00							

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							
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 Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));Staff: HILTON, Stuart; SAUL,Daniel; TAN,Su-Lynn	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 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 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 Time)); Staff: EALES,Chris; FILIBERTO,Aldo; RADEV,Mario; STEPHENS,Florian		
11:00							
12:00							
13:00							
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							
16:00							
17:00							
18:00							
19:00							
20:00							
21:00							
22:00							

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

CELCAT
web publisher

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							
10:00		ONLINE All Pathways Concept Artwork Development Workshop 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 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 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 Time)); Staff: MARTIN,Kelvin	ONLINE All Pathways Digital Architecture Group B Part 1 of 2 — 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 (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 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 Time)); Staff: HIRT,Ben	ONLINE LIVE FMP Toon Boom Harmony Advanced Rigging - Adam Oliver — Online Supervised Studio or Workshop Time, 10:00-13:00. Group: LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time))	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 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 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 Time)); Staff: EALES,Chris; FILIBERTO,Aldo; RADEV,Mario; STEPHENS,Florian		
11:00							
12:00							
13:00							
14:00				ONLINE LIVE FMP Toon Boom Harmony Advanced Rigging - Adam Oliver — Online Supervised Studio or Workshop Time, 14:00-17:00. Group: LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time))			
15:00							
16:00							
17:00							
18:00							
19:00							
20:00							
21:00							
22:00							

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

CELCAT web publisher

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 – 22:00

- **Tuesday 09:30-11:00** — ONLINE All Pathways Concept Artwork Development Workshop 2; Online Supervised Studio or Workshop Time, 09:30-11:00. *Event too large - resources not printed*

- **Monday 10:00-13:00** — ONLINE ALL PATHWAY BRIEFING - TVS, RAM, WASE; Online Project Briefing, 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 : HILTON,Stuart; RADEV,Mario; TAN,Su-Lynn

- **Wednesday 10:00-13:00** — ONLINE All Pathways Digital Architecture Group B Part 2 of 2; 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 (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 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 Time)); Staff: HIRT,Ben

- **Thursday 10:00-13:00** — 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 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 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 Time)); Staff: HILTON,Stuart; HIRT,Ben; SAUL,Daniel

- **Thursday 10:00-13:00** — ONLINE All pathways Professional Practice Unit MA Screenwriting/ TV Series/ Pitch; 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 (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 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 Time)); Staff: MARSHALL,Kelly; TAN,Su-Lynn

- **Thursday 10:00-13:00** — ONLINE LIVE FMP AA FMP Tutorials; 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))

- **Friday 10:00-13:00** — 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 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 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 Time)); Staff: EALES,Chris; FILIBERTO,Aldo; RADEV,Mario; STEPHENS,Florian

- **Wednesday 14:00-17:00** — 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 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 (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 Time))

- **Thursday 14:00-17:00** — ONLINE All pathways Professional Practice Unit MA Screenwriting/ TV Series/ Pitch; Online Supervised Studio or Workshop 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) 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 (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: MARSHALL,Kelly; TAN,Su-Lynn

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

CELCAT web publisher

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

10:00

Wednesday 10:00: ONLINE Animation Arts Lipsync 1 of 3
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 : MAY,Steven

Wednesday 10:00: ONLINE Animation Arts Progress Harmony workshop 2 Adam Oliver
Online Supervised Studio or Workshop Time, 10:00-13:00
Group: LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time))

Thursday 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 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 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 Time)); Staff: HILTON,Stuart; HIRT,Ben

Thursday 10:00: ONLINE LIVE FMP AA FMP Tutorials
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: HANKIN,Jane

Friday 10:00: 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 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 (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: EALES,Chris; FILIBERTO,Aldo; RADEV,Mario; STEPHENS,Florian

13:00

14:00

Wednesday 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 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 (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 Time))

Thursday 14:00: ONLINE Animation Arts Progress Harmony workshop 2 Adam Oliver
Online Supervised Studio or Workshop Time, 14:00-17:00
Group: LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time))

17:00

18:00

19:00

20:00

21:00

22:00

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

Group timetable - LCC_NA (wk starting 08/03/2021)

CELCAT
web publisher

	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							
10:00			ONLINE Animation Arts Lipsync 2 of 3 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: MAY, Steven	ONLINE Animation Arts Final Presentation FMP BLUEPRINT 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: HILTON, Stuart; SAUL,Daniel; TAN,Su-Lynn	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 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 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 Time)); Staff: EALES,Chris; FILIBERTO,Aldo; RADEV,Mario; STEPHENS,Florian		
11:00							
12:00							
13:00							
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 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 (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 Time))	ONLINE Animation Arts Final Presentation FMP BLUEPRINT 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			
15:00							
16:00							
17:00							
18:00							
19:00							
20:00							
21:00							
22:00							

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

CELCAT web publisher

Group timetable - LCC_NA (wk starting 15/03/2021)

	Monday 15/03/2021	Tuesday 16/03/2021	Wednesday 17/03/2021	Thursday 18/03/2021	Friday 19/03/2021	Saturday 20/03/2021	Sunday 21/03/2021
08:00							
09:00							
10:00		ONLINE Animation Arts FMP E2 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 Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));Staff: HANKIN,Jane; SAUL,Daniel	ONLINE Animation Arts Lipsync 3 of 3. 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: MAY,Steven	FMP Element 2 summative assessment 17 March by 3pm via Moodle. Z Other: Hand-in, 10:00-15:00. 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)); 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) (BA (Hons) Animation: Visual Effects (Full Time))	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 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 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 Time)); Staff: HILTON,Stuart	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 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 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 Time)); Staff: MARSHALL,Kelly; TAN,Su-Lynn	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 Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (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) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: EALES,Chris; FILIBERTO,Aldo; RADEV,Mario; STEPHENS,Florian		
11:00							
12:00							
13:00							
14:00		ONLINE Animation Arts FMP E2 Fit to Submit 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: SAUL,Daniel					
15:00							
16:00							
17:00							
18:00							
19:00							
20:00							
21:00							
22:00							

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

CELCAT web publisher

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	Friday 26/03/2021	Saturday 27/03/2021	Sunday 28/03/2021
10:00–13:00		ONLINE LIVE AA Personal Tutorials Z Other: Pastoral 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		ONLINE LIVE FMP AA Personal Tutorials 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)) ; Staff: HILTON,Stuart; SAUL,Daniel	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 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 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 Time)); Staff: HILTON,Stuart; HIRT,Ben	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 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 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 Time)); Staff: EALES,Chris; FILIBERTO,Aldo; RADEV,Mario; STEPHENS,Florian		
14:00–17:00		ONLINE LIVE AA Personal Tutorials Z Other: Pastoral 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	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 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 (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 Time))	ONLINE LIVE FMP AA Personal 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; SAUL,Daniel			

Group timetable - LCC_NA (wk starting 29/03/2021)

	Monday 29/03/2021	Tuesday 30/03/2021	Wednesday 31/03/2021	Thursday 01/04/2021	Friday 02/04/2021	Saturday 03/04/2021	Sunday 04/04/2021
08:00					Public Holiday (Good Friday) 08:00-22:00 **Public Holiday (Good Friday)** Good Friday		

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 ***Public Holiday (Easter Monday)** Easter Monday*						

Group timetable - LCC_NA (wk starting 12/04/2021)

	Monday 12/04/2021	Tuesday 13/04/2021	Wednesday 14/04/2021	Thursday 15/04/2021	Friday 16/04/2021	Saturday 17/04/2021	Sunday 18/04/2021

Thursday 15/04/2021 (10:00-13:00):
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 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 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 Time)); Staff: HILTON,Stuart; HIRT,Ben

Thursday 15/04/2021 (10:00-13:00):
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 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 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 Time)); Staff: MARSHALL,Kelly; TAN,Su-Lynn

Friday 16/04/2021 (10:00-13:00):
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 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 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 Time)); Staff: FILIBERTO,Aldo; RADEV,Mario; STEPHENS,Florian

Friday 16/04/2021 (10:00-13:00):
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) 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 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 Time)); Rooms: EC_M301:Play Room; EC_M312 Rostrum Camera; Staff: EALES,Chris

Thursday 15/04/2021 (14:00-17:00):
ONLINE LIVE FMP AA 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: HANKIN,Jane; HILTON,Stuart; SAUL,Daniel

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

CELCAT
web publisher

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

	Monday 19/04/2021	Tuesday 20/04/2021	Wednesday 21/04/2021	Thursday 22/04/2021	Friday 23/04/2021	Saturday 24/04/2021	Sunday 25/04/2021

Thursday 22/04/2021 (10:00–13:00):
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 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 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 Time)); Staff: HILTON,Stuart; HIRT,Ben

Thursday 22/04/2021 (10:00–13:00):
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 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 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 Time)); Staff: TAN,Su-Lynn

Friday 23/04/2021 (10:00–13:00):
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 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 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 Time)): Staff: FILIBERTO,Aldo; RADEV,Mario; STEPHENS,Florian

Friday 23/04/2021 (10:00–13:00):
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) 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 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 Time)); Rooms: EC_M301:Play Room; EC_M312 Rostrum Camera; Staff: EALES,Chris

Wednesday 21/04/2021 (14:00–17:00):
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 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 (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 Time))

Thursday 22/04/2021 (14:00–17:00):
ONLINE LIVE FMP AA Personal 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

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

CELCAT
web.publisher

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	Friday 30/04/2021	Saturday 01/05/2021	Sunday 02/05/2021
08:00							
09:00							
10:00	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 Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); Staff: HILTON,Stuart; TAN,Su-Lynn	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 Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); Staff: TAN,Su-Lynn	Professional Practice summative assessment by 3pm via Moodle. Z Other: Hand-in, 10:00-15:00. Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time))		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 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 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 Time)); Staff: FILIBERTO,Aldo; RADEV,Mario; STEPHENS, Florian	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) 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 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 Time)); Rooms: EC_M301:Play Room; EC_M312:Rostrum Camera; Staff: EALES,Chris	
11:00							
12:00							
13:00							
14:00				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: Animation Arts (Full Time)); Staff: SAUL,Daniel			
15:00							
16:00							
17:00							
18:00							
19:00							
20:00							
21:00							
22:00							

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	Friday 07/05/2021	Saturday 08/05/2021	Sunday 09/05/2021
08:00	Public Holiday (May Day) 08:00-22:00 **Public Holiday (May Day)** May Day						

Tuesday 10:00-13:00: ONLINE LIVE FMP AA FMP Tutorials — 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: HANKIN,Jane; TAN,Su-Lynn

Thursday 10:00-13:00: ONLINE LIVE FMP AA FMP Interim — Online Supervised Studio or Workshop Time, 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: HILTON,Stuart; TAN,Su-Lynn

Friday 10:00-13:00: 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 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 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 Time)). Staff: FILIBERTO,Aldo; RADEV,Mario; STEPHENS, Florian

Friday 10:00-13:00: 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) 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 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 Time)); Rooms: EC_M301:Play Room; EC_M312:Rostrum Camera; Staff: EALES,Chris

Tuesday 14:00-17:00: 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 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 (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 Time))

Wednesday 14:00-17:00: ONLINE LIVE FMP AA FMP Interim — Online Supervised Studio or Workshop Time, 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

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

CELCAT
web publisher

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

	Monday 10/05/2021	Tuesday 11/05/2021	Wednesday 12/05/2021	Thursday 13/05/2021	Friday 14/05/2021	Saturday 15/05/2021	Sunday 16/05/2021
08:00							
09:00							
10:00		ONLINE Animation Arts (AA) FMP Editing Tutorial. 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		ONLINE All Pathway Professional Practice 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 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 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 Time)): Staff: MARSHALL,Kelly; TAN,Su-Lynn	ONLINE LIVE FMP AA FMP Tutorials. 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 : HANKIN,Jane; HILTON,Stuart	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 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 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 Time)): Staff: FILIBERTO,Aldo; RADEV,Mario; STEPHENS,Florian	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) 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 (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 Rostrum Camera;Staff: EALES,Chris		
13:00							
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 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 (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 Time))	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: Animation Arts (Full Time));Staff: SAUL,Daniel			
17:00							
18:00							
19:00							
20:00							
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 3rd June by 3pm via Moodle Z Other: Hand-in, 10:00-15:00 Group: LCC_BA (Hons) Animation (FT Yr 3)				
11:00							
12:00							
13:00							
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 Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));Staff: HILTON, Stuart; TAN,Su-Lynn						
15:00							
16:00							
17:00							
18:00							
19:00							
20:00							
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	Public Holiday (Spring Bank Holiday) 08:00-22:00 **Public Holiday (Spring Bank Holiday)** Spring Holiday						
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 Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time));Staff: RADEV, Mario	ONLINE All Pathway Professional Practice Unit MA Screenwriting/ TV Series 1-1 Tutorials 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)); 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 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 Time)); Staff: MARSHALL,Kelly; TAN,Su-Lynn			

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							
10:00–11:00				ONLINE All Pathway MA Screenwriting/ TV Series Final Pitch to Producers Online Crits or Other Formative Assessment, 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 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: 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			
11:00–12:00							
12:00–13:00							
13:00–14:00							
14:00–15:00							
15:00–16:00							
16:00–17:00							
17:00–18:00							
18:00–19:00							
19:00–20:00							
20:00–21:00							
21:00–22:00							