Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 29/08/2022)

	Monday 29/08/2022	Tuesday 30/08/2022	Wednesday 31/08/2022	Thursday 01/09/2022	Friday 02/09/2022	Saturday 03/09/2022	Sunday 04/09/2022
08:00	Late Summer Bank Holiday - UAL CLosed 08:00-22:00						
09:00							
10:00							
10:00							
11:00							
12:00							
13:00							
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14:00 14:00							
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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 Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 19/09/2022)

Monday Tuesday Wednesday Thursday Friday Saturday Sunday 24/09/2022 19/09/2022 20/09/2022 21/09/2022 22/09/2022 23/09/2022 25/09/2022 Public Holiday - UAL closed 08:00-22:00 Bank Holiday for the State Funeral of Queen Elizabeth II 10:00 11:00 12:00 13:00 18:00 19:00

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 26/09/2022)

	Monday 26/09/2022	Tuesday 27/09/2022	Wednesday 28/09/2022	Thursday 29/09/2022	Friday 30/09/2022	Saturday 01/10/2022	Sunday 02/10/2022
08:00							
09:00 10:00	ALL PATHWAYS Welcome Backl FMP-E1 Induction/ Feer Interview 1900-13100	Submit E1 workshop choices by 5pm on Moodle 09:00-17:00 Groups: LOC_BA (Hons) Animation (FT (BA (Hons) Animation (FUII Time) Yr 3) DPS; LCC_BA (Hons) Animation (FT Yr 3)					
11:00	Groups: LCC, BA (Hros) Animation (FT (BA (Hors) Animation) (FT vs) (LCC, BA (Hors) Animation) (Hros) (TS) (SA (Hors) Animation) (Hros)	5					
12:00 12:00 13:00	LICC, BA (Front) Animation: 30 Computer Animation (FTY 3) (BA (Front) Animation: 30 Computer Animation (Full Timel); LCC, BA (Horse) Animation (Full Timel); LCC BA (Horse) Animation (Full Timel); LCC BA (Horse) Animation: Came Arts (FTY 3) (BA (Horse) Animation: Came Arts (FTY 3) (BA (Horse) Animation: Came Arts (FUT Immel); LCC BA (Horse) Animation: Visual Electic (Full Time); LCC BA (Horse) Animation: LCC BA (Horse) Ani						
14:00				FMP E1 Personal Schedules Published	Story Worlds		
15:00 15:00		-		1400-1700 Grupp: LCC, BA (Hons) Animation (FT (BA (Hons) Animation) (FT (BA (Hons) Animation) (FT (BA (Hons) Animation) (FT (FT (Hons) Animation) (FT (FT (Hons) Animation) (FT (FT (Hons) Animation) (FT (FT (Hons) Animation (With Creative Computing) (FT YT (GT (Hons) Animation (Mith Creative Computing) (FT YT (Hons) Animation (Mith Creative Computing) (FT YT (Hons) Animation (Mith Creative Computing) (FT YT (HONS) Animation) (With (HONS) (HONS) (WITH (HONS)	Technical Workshop, 14:00-17:00 Groupe LCC, BA (Horsa) Animation (FT (BA (Hons) Animation (FT (BA (Hons) Animation (FT (BA (Hons) Animation (FT (IT man)) Yr.3 (DRS, LCC, BA (Hons) Animation (FT (IT "S), LCC, BA (Hons) Animation (FT (IT "S), LCC, BA (Hons) Animation (Technical (IT "C), LCC, BA (Hons) Animation (with Creative Computing) (FT Yr.3) (BA (Hons) Animation, Animation Arts (IT IT IT "B)); LCC, BA (Hons) Animation (with Creative Computing) (FT Yr.3) (BA (Hons) Animation) (with Creative Computing) (With Creative		
16:00 16:00		-		BA (Hors) Animation (with Creative Computing) (FT Yr. 3) (BA (Hons) Animation: Visual Effects (Full Time)), LCC. BA (Hons) Animation: 30 Computer Animation: LCC. BA (Hons) Animation: 30 Computer Animation (Full Time)); LCC. BA (Hons) Animation: Game Arts (FT Yr. 3) (BA (Hons) Animation: Visual Effects); (FT Yr. 3) (BA (Hons) Animation: Visual E	3) (B.A. (Hons) Animatoro. Came Arts (Full Time)). LOC. BA (Hons) Animatoro (with Creative Computing) (ETY V.3) (B.A. (Hons) Animation: Visual Effects (Full Time)). LOC. BA (Hons) Animation: 3D Computer Animation (ETYYS) (B.A. (Hons) Animatoris: 3D Computer Animation (ETY) (B.A. (Hons) Animatoris: 3D Computer Animatoris (ETY) (B.A. (Hons) Animatoris: 4D Animatoris		
17:00 17:00					Cellifority, Class. EXCLUSIONS		
18:00							
19:00							
20:00							
21:00							

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 03/10/2022)

	Monday 03/10/2022	Tuesday 04/10/2022	Wedn 05/10	esday 0/2022	Thursday 06/10/2022	Friday 07/10/2022	Saturday 08/10/2022	Sunday 09/10/2022
08:00								
09:00								
09:00								
10:00								
10:00			ONLINE Digital Dioramas Online Technical Workshop, 10:00-13:00					
11:00			Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation:					
11:00	Animation VIP DPS Guest Lecture - Room M404 Lecture, 11:00-12:30		Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation) (With Creative Computing)	ONLINE Life Drawing Online Supervised Studio or Workshop Time, 11:00-13:				
	Event too large - resources not printed		30 Computer Arisination (Felia Time); LCC, EM (Fiolis) Animation (with Treative Computing) (FT Y 3) (EA (Horis) Animation Aris (Felia Time)); LCC (EM (Horis) Animation Aris (Felia Time)); LCC (EM (Horis) Animation (with Cestive Computing) (FT Y 3) (EA (Horis) Animation (with Cestive Computing) (FT Y 3) (EM (Horis) Animation (with Cestive Computing) (FT Y 3) (EM (Horis) Animation (with Cestive Computing) (FT Y CESTI C	00 Event too large - resources not printed				
12:00			(FT Ŷr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (FU Tyr 3) (BA (Hons) Animation:					
12:00			[F1 Y 73 [64 (Hons) Animation: 30 Computer Animation (Full Time)): LCC, 28 (Hons) Animation: Animation Arts (FT Y 73 (BA (Hons) Animation: Animation Arts (Full Time)); LCC, 28 (Hons) Animation: Game Arts (FT Y 73) (BA (Hons) Animation: Game Arts (Full Time)); LCD, 8 (Hons) Animation: Visual Effects (FT Y 73) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: ETPHENS, Fortion					
13:00			Effects (Full Time)); Staff: STEPHENS,Florian					
13:00								
14:00						Story Worlds		
14:00			ONLINE Life Drawing Online Supervised Studio or Workshop Time, 14 Groups: LCC_RA (Hops) Animation (ET (RA (Ho	one) Animation (Full Time)) Vr 3) DDS: LCC RA		Technical Workshop, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons)		
15:00			(Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (BA (Hons) Animation: 3D Computer Animation)	imation (with Creative Computing) (FT Yr 3) Full Time): I CC_BA (Hons) Animation (with		Animation (Full Time)) Yr3 DPS; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)): LCC BA (Hons)		
15:00			Creative Computing) (FT Yr 3) (BA (Hons) Anim (Hons) Animation (with Creative Computing) (FT Time)); LCC_BA (Hons) Animation (with Creative Computing)	Yr 3) (BA (Hons) Animation: Game Arts (Full e Computing) (FT Yr 3) (BA (Hons) Animation:		Animation (Full Time) I/Y 3) IPS; LCC BA (Hons) Animation (FY YS); LCC, BA (Hons) Animation (With Creative Computing) (FT Ys) 3 (BA (Hons) Animation: 3D Computer Animation (Full Time); LCC, BA (Hons) Animation (with Creative Computing) (FT Ys) (BA (Hons) Animation: Animation Arts (Full Time); LCC, BA (Hons) Animation (with Creative Computing) (FT Ys) 3 (BA (Meach Animation: Animation Animation (FT Ys)); LCC, BA (Hons) Animation (with Creative Computing) (FT Ys) 3 (BA (Meach Animation: Animation Animation); LCC, BA (Hons) Animation (With Creative Computing) (FT Ys) 3 (BA (Meach Animation); LCC) 4 (BA		
			Visual Effects (Full Time)); LCC_BA (Hons) Anir (Hons) Animation: 3D Computer Animation (Full Arts (FT Yr 3) (BA (Hons) Animation: Animation Game Arts (FT Yr 3) (BA (Hons) Animation: Gar	Time)): LCC BA (Hons) Animation: Animation		3) (BA (Hons) Animation: Came Arts (Full Time); LCC BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation		
16:00			Game Arts (FT Yr 3) (BA (Hons) Animation: Gal Visual Effects (FT Yr 3) (BA (Hons) Animation: Y	ne Arts (Full Time)); LCC_BA (Hons) Animation: /isual Effects (Full Time))		(FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Vr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons)		
16:00								
47.00						Game Arts (Full Time); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Wr 3) (BA (Hons) Animation: Visual Effects (FT Wr 3) (BA (Hons) Animation: Visual Effects (FULl Time)); Room: EC_M312:Rostrum Camera; Staff: EALES,Chris		
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22.00			Done 4 a		ity of the Arts London - CELCAT Time	tablica.		(truncated to fit page)

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 10/10/2022)

	Monday	Tuesday	Wedn	esday	Thursday	Friday	Saturday	Sunday
	10/10/2022	11/10/2022	12/10	/2022	13/10/2022	14/10/2022	15/10/2022	16/10/2022
08:00								
09:00								
09:00								
10:00								
10:00			ONLINE Digital Dioramas Online Technical Workshop, 10:00-13:00					
			Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with					
11:00			Groups: LCC, BA (Hons) Animation (FT (BA (Hons) Animation (FII Trial) Y 3) DPS, LCC, BA (Hons) Animation (FII Yr 3); LCC, BA (Hons) Animation (FIY Yr 3); LCC, BA (Hons) Animation (With Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation (With Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC, LCC, LCC, LCC, LCC, LCC, LCC, LCC					
11:00			(Hons) Animation: Animation Arts (Full Time)); LCC_ BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_	ONLINE Life Drawing Online Supervised Studio or Workshop Time, 11:00-13:				
			BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC BA (Hons) Animation: 3D Computer Animation	Event too large - resources not printed				
12:00			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:					
12:00			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: STEPHENS,Florian					
13:00								
13:00								
14:00								
14:00			ONLINE Life Drawing Online Supervised Studio or Workshop Time, 14			Story Worlds Technical Workshop, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons)		
			Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Anim	ons) Animation (Full Time)) Yr 3) DPS; LCC_BA imation (with Creative Computing) (FT Yr 3)		Animation (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with		
15:00			(Hons) Animation (FT Yr 3); LCC_BA (Hons) An (BA (Hons) Animation: 3D Computer Animation (Creative Computing) (FT Yr 3) (BA (Hons) Anim (Hons) Animation (with Creative Computing) (FT			Groups: LUC_B4 (Hohs) Ahimitabin (F) (1 (B4 (Hohs) Animation (Full Time)) Yr 3) DPS; LUC_B4 (Hohs) Animation (FT Y 4), LUC_B4 (Hohs) Animation (With Creative Computing) (FT Yr 3) (B4 (Hohs) Animation; 3D Computer Animation (Full Time); LUC_B4 (Hohs) Animation (with Creative Computing) (FT Yr 3); Animation (with Creative Computing) (FT Xr B4 (Hohs) Animation (with Creative Computing) (FT Xr 3) (B4 (Hohs) Animation (with Creative Computing) (FT Xr 3) (B4 (Hohs) Animation (with Creative Computing) (FT Xr		
15:00			Time)); LCC_BA (Hons) Animation (with Creative Visual Effects (Full Time)); LCC_BA (Hons) Anim (Hons) Animation: 3D Computer Animation (Full	e Computing) (FT Yr 3) (BA (Hons) Animation: nation: 3D Computer Animation (FT Yr 3) (BA		BA (Hons) Animation: Animation Arts (Full Time)), ECC_ BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_		
			HArts (FT Yr 3) (BA (Hons) Animation: Animation	Arts (Full Time)): LCC BA (Hons) Animation:		3) (BA (Hons) Animation: Game Arts (Full Time)); LCC BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation		
16:00			Game Arts (FT Yr 3) (BA (Hons) Animation: Gar Visual Effects (FT Yr 3) (BA (Hons) Animation: V	/isual Effects (Full Time))		(FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation:		
16:00						LUC_ J& (Hons) Animation: 3U Computer Animation: FT Yr 3) (B4 (Hons) Animation: 3D Computer Animation (Full Time)); LOC_ DA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (FUI Time)); LCC_ DA (Hons) Animation: Came Arts (FU TY 3) (BA (Hons) Animation: Came Arts (FUI Time)); LCC_ BA (Hons) Animation: Came Arts (FUI Time); LCC_ BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects)		
						Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M312:Rostrum Camera; Staff: EALES,Chris		
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 17/10/2022)

	Monday 17/10/2022	Tuesday 18/10/2022	Wedn 19/10	esday //2022	Thursday 20/10/2022	Friday 21/10/2022	Saturday 22/10/2022	Sunday 23/10/2022
08:00								
09:00								
10:00								
10:00			ONLINE Digital Dioramas Online Technical Workshop, 10:00-13:00 Groups: LCC, BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS, LCC, BA (Hons) Animation (FT Yr 3); LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3); BA (Hons) Animation (with Creative Computing) (FT Yr 3); BA (Hons) Animation: 30 Computer Animation (FII Time): LCC BA (Hons)	ONLINE: Library Induction Z Other: Inductions, 10:00-11:00 Event too large - resources not printed				
11:00			Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_	ONLINE Life Drawing Online Supervised Studio or Workshop Time, 11:00-13:				
12:00			BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer	00 Event too large - resources not printed				
12:00			Animation (Full Time); LCC_BA (Hons) Animation: Animation Arts (FT Yr.3) (BA (Hons) Animation: Animation Arts (FT Yr.3) (BA (Hons) Animation: Animation Arts (Fill Time); LCC_BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Visual Effects (FT Yr.3) (BA (Hons) Animation: Visual Effects (FT Yr.3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: STEPHENS,Fortion					
13:00								
13:00								
14:00			ONLINE Life Drawing		VFX	Story Worlds Technical Workshop, 14:00-17:00		
15:00			Online Supervised Studio or Workshop Time, 14 Groups: LCC_BA (Hons) Animation (FT (BA (Hothers) Animation (FT Yr 3); LCC_BA (Hons) Arimation (FT Yr 3); LCC_BA (Hons) Animation (FT Yr 3); (BA (Hons) Animation)	ons) Animation (Full Time)) Yr 3) DPS; LCC_BA imation (with Creative Computing) (FT Yr 3) Full Time)); LCC_BA (Hons) Animation (with ation; Animation Arts (Full Time)); LCC_BA	Supervised Studio or Workshop Time 14:00-17:00 Groups: LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons)	Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time): LCC_BA (Hons)		
15:00			(Hons) Animation (with Creative Computing) (FT Time)); LOC_BA (Hons) Animation (with Creativ Visual Effects (Full Time)); LOC_BA (Hons) Ani (Hons) Animation: 3D Computer Animation (Full Arts (FT YS) (BA (Hons) Animation: Animation Game Arts (FT YS) (BA (Hons) Animation: Sat Visual Effects (FT YS) (BA (Hons) Animation: Sat	nation: 3D Computer Animation (FT Yr 3) (BA Firme)); LCC_BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: ne Arts (Full Time)); LCC BA (Hons) Animation:	Animation: Visual Effects (Full Time)) LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS;Room: EC_ M310	Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Hons) Animation: 3D Computer (Hons) Animation: 3D Computer (Hons) Animation: 3D Computer (Hons) Animation (Hons) Animation: 3D Computer (Hons) Animation (Hons) A		
16:00						FET Y 3) (BA (Hons) Animation: SD Computer Animation (Fill Time)); LCC_BA (Hons) Animation: Animation (Fill Time)); LCC_BA (Hons) Animation: Animation Arts (FT Y 3) (BA (Hons) Animation: Animation Arts (FT HT Time)); LCBA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Visual Effects (Full Time); RCORT EC_M312:Rostrum LCL Current; Sulf EALES.Chris		
17:00 17:00								
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21:00								
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22:00			Page 6. r	oublished 18/08/2023 17:55:01 - Univer	sity of the Arts London - CELCAT Timet			(truncated to fit page)

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 24/10/2022)

	Monday 24/10/2022	Tuesday 25/10/2022	Wedn 26/10	esday //2022	Thursday 27/10/2022	Friday 28/10/2022	Saturday 29/10/2022	Sunday 30/10/2022
08:00								
09:00								
10:00								
10:00			Online Eligital Dioramas Online Technical Workshop, 10:00-13:300 Grupps: LCD, & (Hors) Arimation (FT (BA (Hons) Arimation (FU (BA (Hons) Arimation (FU (Time)) Yr 3) DPS, LCD, & (Hons) Arimation (FU (Time)) Yr 3) (ED, & (Hons) Arimation (FU (Time)) Yr 3) (ED, & (Hons) Arimation (FU (Time)), LCD, & (Hons) Arimation (With Creative Computing) (FT Yr 3) (BA (Hons) Arimation (with Creative Computing) (FT Yr 3) (BA (Hons) Arimation Arimation Arimation (FU (Time)), LCD.					
11:00			3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr	ONLINE Life Drawing Online Supervised Studio or Workshop Time, 11:00-13:				
12:00			BA (Hons) Animation (with Creative Computing) (FT Vr. 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC. BA (Hons) Animation (with Creative Computing) (FT Vr. 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC. BA (Hons) Animation: 30 Computer Animation (FT Vr. 3) (BA (Hons) Animation: 30 Computer Animation (FT) Vr. 3) (BA (Hons) Animation: 30 Computer Animation (Full Time)); LCC. BA (Hons) Animation:	00 Event too large - resources not printed				
12:00			Animation (Full Ilme); LCC_BA (Hons) Animation: Animation Arts (FYT y) (B4 (Hons) Animation: Animation Arts (FUT Ilme)); LCC_BA (Hons) Animation: Game Arts (FT y73) (BA (Hons) Animation: Game Arts (FUT); LCC_BA (Hons) Animation: Visual Effects (FT yr 3) (BA (Hons) Animation: Visual Effects (FUT yr 3) (BA (Hons) Animation: Visual Effects (FUT yr 3) (BA (Hons) Animation: Visual Effects (FUT) (BA (Hons) Animatio					
13:00 13:00								
14:00 14:00			ONLINE Life Drawing Online Supervised Studio or Workshop Time, 14	-00.16:00	VFX 3DCA Virtual Production Supervised Studio or Workshop Time, 14:	Story Worlds Technical Workshop, 14:00-17:00		
15:00			Groups: LCC_BA (Hons) Animation (FT (BA (Ho (Hons) Animation (FT Yr 3); LCC_BA (Hons) An (BA (Hons) Animation: 3D Computer Animation: Creative Computino) (FT Yr 3) (BA (Hons) Anim	ons) Animation (Full Time)) Yr 3) DPS; LCC_BA imation (with Creative Computing) (FT Yr 3) Full Time)); LCC_BA (Hons) Animation (with ation: Animation Arts (Full Time)); LCC BA	00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full	Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 30 Computing) (FT Yr 3) (BA (Hons) Animation:		
15:00			(Hons) Animation (with Creative Computing) (FT Time)); LCC_BA (Hons) Animation (with Creativ Visual Effects (Full Time)); LCC_BA (Hons) Anim ((Hons) Animation: 3D Computer Animation (Full Arts (FT Yr 3) (BA (Hons) Animation: Animation Game Arts (FT Yr 3) (BA (Hons) Animation: Gau	e Computing) (FT Yr 3) (BA (Hons) Animation: nation: 3D Computer Animation (FT Yr 3) (BA Time)); LCC_BA (Hons) Animation: Animation	Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation: 4TY 3) (BA (Hons) Animation: 3D Computer Animation (Full	Arimation (with Creative Computing) (FT Yr.3) (BA (Hors) Arimation: Amination Arts (Full Time); LOC, BA (Hors) Arimation (with Creative Computing) (FT Yr.3) (BA (Hors) Arimation: Game Arts (Full Time); LOC, BA (Hors) Arimation: Game Arts (Full Time); LOC, BA (Hors) Arimation (with Creative Computing) (FT Yr.3) (BA (Hors) Arimation: 30 Computer Arimation (FT Yr.3) (BA (Hors) Arimation: 30 Computer Arimation (FT Yr.3) (BA (Hors) Arimation: 30 Computer Arimation		
16:00		Creative Tech Lab Induction Z Other: Inductions, 16:00-16:30	Visual Lifects (1 1 1 3) (bx (1 tots) Allimanon.	rada checis (r dir rime))	Timei); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FUI Time); LCC_BA (Hons) Animation: Visual Effects (FUI Time); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS; Room: EC_W108; Staff: VINE,Billie	IFT Y 3) (BA (Hora) Animation: 3D Cemputer Animation (Full Time)); LCC, BA (Hora) Animation: Animation (Full Time)); LCC, BA (Hora) Animation: Animation Arts (FT Yr 3) (BA (Hora) Animation: Animation Arts (FUll Time)); LCC, BA (Hora) Animation: Game Arts (FT Yr 3) (BA (Hora) Animation: Game Arts (FT Yr 3) (BA (Hora) Animation: Valual Electric (FT A) (BA (Hora) Animation: Valual Comments (Battle Comments) Effect (FT A) (BA (Hora) Animation: Valual Comments (Battle Comments) Effect (BA (Hora) Animation: Valual Comments (Battle Comments) Effect (BA (Hora) Animation: Valual Comments (Battle Comments)		
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 31/10/2022)

	Monday 31/10/2022	Tuesday 01/11/2022		esday /2022	Thursday 03/11/2022	Friday 04/11/2022	Saturday 05/11/2022	Sunday 06/11/2022
08:00								
09:00								
10:00			ONLINE Digital Dioramas Online Technical Workshop, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr. 3 (PS, LCC_BA (Hons)					
11:00			Grupe: LCC, BA (Hors) Animation FT (BA (Hors) Animation (FT (BA) (Hors) Animation (FT (BA) (Hors)) Y3 (DRS LCC, BA (Hors) Animation (FT Y3); LCC, BA (Hors) Animation (FT (Barther) (FT Y3); LCC, BA (Hors) Animation (Horstein Computing (FT Y3); BA (Hors) Animation (Marination (ONLINE Life Drawing Online Supervised Studio or Workshop Time, 11:00-13: 00				
12:00			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 (Full Time); LCC_BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation:	Event too large - resources not printed				
13:00 13:00			Visual Effects (FT Yr. 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: STEPHENS, Florian					
14:00			ONLINE Life Drawing		VFX 3DCA Virtual Production	Story Worlds		
15:00			Online Supervised Studio or Workshop Time, 14	ons) Animation (Full Time)) Yr 3) DPS; LCC_BA imation (with Creative Computing) (FT Yr 3) (Full Time)); LCC_BA (Hons) Animation (with ation: Animation Arts (Full Time)); LCC BA	Supervised Studio or Workshop Time, 14: 00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full	Technical Workshop, 14:00-17:00 Groups: LOC, BA (Hons) Animation (FT (BA (Hons) Animation (FI (BA (Hons) Animation (FI (FI (BA (Hons) Animation (FI (FI (FI (BA (Hons) Animation (FI (FI Yr 3); LCC, BA (Hons) Animation (FI Yr 3); LCC, BA (Hons) Animation (FI Williams) (BA (Hons) Animation (BA (Hons) Animation (Holl Time)); LCC, BA (Hons) Animation (Will Creative Computing) (FT (FI Yr 3) (BA		
15:00			Time)); LCC_BA (Hons) Animation (with Creative Visual Effects (Full Time)); LCC_BA (Hons) Anim (Hons) Animation: 3D Computer Animation (Full Arts (FT Yr 3) (BA (Hons) Animation; Animation)	e Computing) (FT Yr 3) (BA (Hons) Animation: nation: 3D Computer Animation (FT Yr 3) (BA Time)); LCC_BA (Hons) Animation: Animation	Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 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	Animation (with Creative Computing) (FT Y.3) (B.A. (Horns) Animation. Arimitation Arts (Full Time)); LOC. B.A. (Hors) Animation (with Creative Computing) (FT Yr. 3) (B.A. (Hors) Animation (make horse) (FT III) (B.A. (Hors) Animation (with Creative Computing) (FT Yr. 3) (B.A. (Hors) Animation (with all Full Time)); LOC. B.A. (Hors) Animation (with all Full Time); LOC. B.A. (Hors) Animation (FT Yr. 3) (B.A. (Hors) Animation; G.A. (Hors) Animation; Animation (FT III Time); LOC. B.A. (Hors) Animation; Animation Arts (FT Yr. 3) (B.A. (Hors) Animation; Animation (FT III Time); LOC. B.A. (Hors)		
16:00					Timel); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Timel); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS; Room: EC_W108; Staff: VINE,Billie	Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (FUI Time); LCC BA (Hons) Animation: Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Wr 3) (BA (Hons) Animation: Visual Effects (FT Wr 3) (BA (Hons) Animation: Visual Effects (FT Wr 3) (BA (Hons) Animation: Visual Effects (FUI Time); Room: EC_M312:Rostrum Camera; Staff: EALES, Chris		
17:00								
18:00								
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21:00								
22:00								

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 07/11/2022)

	Monday 07/11/2022	Tuesday 08/11/2022		Wednesday 09/11/2022		Thursday 10/11/2022	Friday 11/11/2022	Saturday 12/11/2022	Sunday 13/11/2022
08:00									
09:00									
10:00			ONLINE Digital Dioramas Online Technical Workshop, 10:00-13:00 Event too large - resources not printed	ONLINE: Academic Support (Academic reading and writing, evaluating sources) Z Other: Inductions, 10:00-12:00					
11:00 11:00				Event too large - resources not printed	ONLINE Life Drawing Online Supervised Studio or Workshop Time, 11: 00-13:00				
12:00					00-13:00 Event too large - resources not printed				
13:00									
13:00									
14:00			(FT Yr 3): LCC BA (Hons) Animation ((BA (Hons) Animation (Full Time)) Yr 3)	Hons) Animation: 3D Computer	VFX 3DCA Virtual Production Supervised Studio or Workshop Time, 1-00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA	Story Worlds Technical Workshop, 14:00-17:00 Event too large - resources not printed		
15:00			Animation Arts (Full Time)); LCC_BA (Hogame Arts (Full Time)); LCC_BA (Hons Visual Effects (Full Time)); LCC_BA (HComputer Animation (Full Time)); LCC_Animation Arts (Full Time); LCC_BA (HCOMPUTED ARTS)	Animation (with Creative Computing) (Fi fons) Animation (with Creative Computing) (Fi ons) Animation (with Creative Computing) (Fi ons) Animation: 3D Computer Animation BA (Hons) Animation: Animation Arts (Fi dons) Animation: Game Arts (FT Yr 3) (Bx : Visual Effects (FT Yr 3) (BA (Hons) Anim	j) (FT Yr 3) (BA (Hons) Animation: T Yr 3) (BA (Hons) Animation: (FT Yr 3) (BA (Hons) Animation: 3D T Yr 3) (BA (Hons) Animation: A (Hons) Animation:	(Hons) Animation: 3D Computer Animation (Full Time); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation; 3D			
16:00 16:00						Computer Animation (Full Time)); LCC_ BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS; Room: EC_W108; Staff: VINE, Billie			
17:00 17:00									
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22:00				Page 9, published 18/08/2023	17:55:01 - University of the Arts Lo				(truncated to fit page

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 14/11/2022)

100		Monday 14/11/2022	Tuesday 15/11/2022	Wedr 16/11	nesday 1/2022	Thursday 17/11/2022	Fri 18/11	day /2022	Saturday 19/11/2022	Sunday 20/11/2022
100 100	08:00									
Procedure Proc										
10 10 10 10 10 10 10 10										
Company Comp				ONLINE Digital Dioramas Online Technical Workshop 10:00-13:00		Summative Assessment FMP E1 3PM				
Control of the Cont						Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS: LCC BA (Hons) Animation (FT Yr 3)	Groups: LCC_BA (Hons) Animation (FT Yr 3) DPS; LCC_BA (Hons) Animation	(BA (Hons) Animation (Full Time)) (FT Yr 3) ; LCC_BA (Hons) Animation		
Company Comp	-			_	ONLINE Life Drawing Online Supervised Studio or Workshop Time, 11:	Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr	Animation (Full Time)); LCC_BA (Hons (FT Yr 3) (BA (Hons) Animation: Anima Animation (with Creative Computing) (F) Animation (with Creative Computing) tion Arts (Full Time)); LCC_BA (Hons) FT Yr 3) (BA (Hons) Animation: Game		
100 100	42.00					Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Young) (RA (Hons) Animation: Animation Arts	Yr 3) (BA (Hons) Animation: Visual Effe Animation: 3D Computer Animation (FT	ects (Full Time)); LCC_BA (Hons) Γ Yr 3) (BA (Hons) Animation: 3D		
1000	-					(with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative	Arts (FT Yr 3) (BA (Hons) Animation: A (Hons) Animation: Game Arts (FT Yr 3) (Full Time)); LCC_BA (Hons) Animation	nimation Arts (Full Time)); LCC_BA (BA (Hons) Animation: Game Arts n: Visual Effects (FT Yr 3) (BA (Hons)		
14:00 14:00 15:00 16	13:00					Animation: Visual Effects (Full Time)); LCC_ BA (Hons) Animation LCC Full-time Year 3 (BA (Hons) Animation: Visual Effects (Full	Animation: Visual Effects (Full Time)); David	Room: EC_T1105; Staff: MCGOWAN,		
14:00 The contract of the c						Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)): LCC BA (Hons) Animation:		,		
1.6.00 Class degree and that or Vintering Process March 1997 Class degree and process March 1997	14:00					Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts				
15.00	14:00			Online Supervised Studio or Workshop Time, 14: 00-16:00		Visual Effects (FT Yr 3) (BA (Hons)	Online Project Briefing, 14:00-17:00 Groups: I.CC. BA (Hons) Animation (FT (BA	Online Supervised Studio or Workshop Time, 14: 00-17:00		
16.00				Event too large - resources not printed			Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)): I CC. BA (Hons) Animation (with	Event too large - resources not printed		
Control Company Francisco The Francisco	15:00						(Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)): LCC BA (Hons) Animation (with			
April 1997 1997 1998 1999 1998 1999 1							Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT			
17:00 18:00 19:00 19:00 20:00 20:00 21:00	10.00						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			
18:00 19:00 19:00 20:00 21:00 21:00							BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))			
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This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change the control of the control of

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 21/11/2022)

	Monday 21/11/2022	Tuesday 22/11/2022	Wednesday 23/11/2022	Thursday 24/11/2022			Friday 25/11/2022			Saturday 26/11/2022	Sunday 27/11/2022
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 28/11/2022)

	Monday 28/11/2022	Tuesday 29/11/2022	Wednesday 30/11/2022	Thursday 01/12/2022			Friday 02/12/2022			Saturday 03/12/2022	Sunday 04/12/2022
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14:00					ONLINE FMP Support Online Supervised Studio or Workshop Time, 14:00-17:00	FMP Support Supervised Studio or Workshop Time, 14:00-17:00					
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 05/12/2022)

	Monday 05/12/2022	Tuesday 06/12/2022	Wednesday 07/12/2022	Thursday 08/12/2022			Friday 09/12/2022			Saturday 10/12/2022	Sunday 11/12/2022
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14:00 14:00					ONLINE FMP Support	FMP Support	FMP Support	FMP Support	FMP Support		
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22:00						55:01 - University of the Arts					(truncated to fit page

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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 26/12/2022)

	Monday 26/12/2022	Tuesday 27/12/2022	Wednesday 28/12/2022	Thursday 29/12/2022	Friday 30/12/2022	Saturday 31/12/2022	Sunday 01/01/2023
09:00	Public Holiday Boxing Day 08:00-22:00 **Public Holiday**	Public Holiday Christmas Day 08:00-22:00 **Public Holiday**					
09:00							
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21:00							
22:00					CELCAT Timetabling		

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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 02/01/2023)

	Monday 02/01/2023	Tuesday 03/01/2023	Wednesday 04/01/2023	Thursday 05/01/2023	Friday 06/01/2023	Saturday 07/01/2023	Sunday 08/01/2023
08:00	Public Holiday - New Year's Day 08:00-22:00						
09:00							
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21:00							
22:00					- CELCAT Timetabling		

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 09/01/2023)

	Monday 09/01/2023	Tuesday 10/01/2023	Wednesday 11/01/2023	Thursday 12/01/2023			Friday 13/01/2023			Saturday 14/01/2023	Sunday 15/01/2023
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14:00					ONLINE FMP Support Online Supervised Studio or Workshop Time, 14:00-17:00	FMP Support Supervised Studio or Workshop Time, 14:00-17:00					
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 16/01/2023)

	Monday 16/01/2023	Tuesday 17/01/2023	Wednesday 18/01/2023	Thursday 19/01/2023			Friday 20/01/2023			Saturday 21/01/2023	Sunday 22/01/2023
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14:00					ONLINE FMP Support Online Supervised Studio or Workshop Time, 14:00-17:00	FMP Support Supervised Studio or Workshop Time, 14:00-17:00					
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 23/01/2023)

	Monday 23/01/2023	Tuesday 24/01/2023	Wednesday 25/01/2023	Thursday 26/01/2023			Friday 27/01/2023			Saturday 28/01/2023	Sunday 29/01/2023
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14:00					ONLINE FMP Support Online Supervised Studio or Workshop Time, 14:00-17:00	FMP Support Supervised Studio or Workshop Time, 14:00-17:00					
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					<u> </u>	55:01 - University of the Arts	<u> </u>				(truncated to fit page

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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 30/01/2023)

	Monday 30/01/2023	Tuesday 31/01/2023	Wednesday 01/02/2023	Thursday 02/02/2023			Friday 03/02/2023			Saturday 04/02/2023	Sunday 05/02/2023
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14:00					ONLINE FMP Support Online Supervised Studio or Workshop Time, 14:00-17:00	FMP Support Supervised Studio or Workshop Time, 14:00-17:00					
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 06/02/2023)

	Monday 06/02/2023	Tuesday 07/02/2023	Wednesday 08/02/2023	Thursday 09/02/2023		Fri 10/02	day 2/2023		Saturday 11/02/2023	Sunday 12/02/2023
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14:00					FMP Support Supervised Studio or Workshop Time, 14: 00-17:00					
					00-17:00 Event too large - resources not printed	00-17:00 Event too large - resources not printed	60-17:00 Event too large - resources not printed	60-17:00 Event too large - resources not printed		
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 13/02/2023)

	Monday 13/02/2023	Tuesday 14/02/2023	Wednesday 15/02/2023	Thursday 16/02/2023			Friday 17/02/2023			Saturday 18/02/2023	Sunday 19/02/2023
08:00											
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13:00 13:00											
14:00 14:00					FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00-17:00	ONLINE FMP Support 3D/2D Online Supervised Studio or Workshop	Project Support 2D Animation Supervised Studio or Workshop Time, 14:00-18:00	Project Support - Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00	Project Support Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00		
15:00 15:00					Event too large - resources not printed	Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS: LCC_BA (Hons) Animation (FT Yr 3): LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computed Animation (Full Time)); LCC_BA (Hons)	Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons)	Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS: LCC_BA (Hons) Animation (FT Yr 3): LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons)	Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons)		
16:00						Animation (Full Time)); LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Atts (Full Time); LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Garme Arts (Full Time)); LCC, BA (Hons) Animation (with Creative Computing) (FT y3) (BA	Animation (Full Time)); LCC_BA (Hons Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation (With Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Creative Computing) (FT Yr 3) (BA	Animation (Full Time)); LCC_BA (Hons Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA	Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA		
16:00						LCC_ BA (Hons) Animation (with Creative Computing) (FT Y73 (BA (Hons) Animation: Visual Effects (Full Time)): LCC_ BA (Hons) Animation: 3D Computer Animation (FT Y73) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_ BA (Hons) Animation: Animation: Animation Arts (FT Yr. 3) (BA (Hons) Animation: Animation Arts	LCC_BA (Hons) Animation (with Creative Computing) (FT Y3) (BA (Hons) Animation: Visual Effects (Full Time)): LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA Animation: 3D Computer Animation: 3D Computer Animation: Animation: Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts	LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 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 Arimation Arts (FT Yr 3)	(Hons), Animation (with Creative Computing) (FT Y 3) (B4 (Hons) Animation: Game Arts (Full Time)); LCC, B4 (Hons) Animation (with Creative Computing) (FT Yr 3) (B4 (Hons) Animation: Visual Effects (Full Time)); LCC, B4 (Hons) Animation: 3D Computer Animation (FT Yr 3) (A (Hons) Animation: 3D Computer Animation (Full Time)); LCC, B4 (Hons) Animation: Animation Arts (FT Yr 3) (B4 (Hons) Animation Arts (FT Yr 3)		
17:00 17:00						Animation: Animation Arts (F 1 Yr 3) (BA (Hons) Animation: Animation and (Full Timel); LCC_BA (Hons) Animation: Game Arts (Full Timel); LCC_BA (Hons) Animation: Game Arts (Full Timel); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: KANELLOS,Manos	(Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full	(Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full	Animation: Animation Arts (F I Yr 3) (BA (Hons) Animation: Animation arts (Full Timel); LCC_BA (Hons) Animation: Game Arts (Full Timel); LCC_BA (Hons) Animation: Game Arts (Full Timel); LCC_BA (Hons) Animation: Visual Effects (FI Yr 3) (BA (Hons) Animation: Visual Effects (FII Timel); Room: EC_M308. Staff MARTIN,Kekin		
18:00 18:00						Staff: KANELLOS,Manos	Visual Effects (FTVr 3) (BA (Hons) Animation: Visual Effects (FTVr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M302A; Staff: RADEV, Mario	Visual Effects (FTYr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M304; Staff: STEPHENS, Florian	Room: EC_M308; Staff: MARTIN,Kelvin		
19:00 19:00											
20:00											
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21:00											
22:00											

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 20/02/2023)

	Monday 20/02/2023	Tuesday 21/02/2023	Wednesday 22/02/2023	Thursday 23/02/2023			Friday 24/02/2023			Saturday 25/02/2023	Sunday 26/02/2023
08:00											
09:00											
10:00			DANI INC AN Darkovana DC Catanaria								
10:00			ONLINE All Pathways - PF - Enterprise & Employability 1 Online Supervised Studio or Workshop Time, 10:00-12:00								
11:00			Event too large - resources not printed								
11:00											
12:00 12:00											
13:00											
13:00											
14:00											
14:00	ONLINE All Pathways - Professional Futures - Andy Wyatt Industry Talk				FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00-17:00	ONLINE FMP Support 3D/2D Online Supervised Studio or Workshop Time, 14:00-18:00	Project Support 2D Animation Supervised Studio or Workshop Time, 14:00-18:00	Project Support - Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00	Project Support Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00		
	Online Supervised Studio or Workshop Time, 14:00-16:00 Event too large - resources not printed				Event too large - resources not printed	Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation	Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation	Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation	Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation		
15:00 15:00					-	(FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons)	(FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons)		(FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons)		
						Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative	Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative	Animation (viii Time)), LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative	Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative		
16:00						(Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA	(Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA	(Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA	(Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA		
16:00						Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA	Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA	Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA	(Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D		
17:00						(Hons) Animation: 3D Computer Animation (Full Time); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts	(Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts		(Hons) Animation: 3D Computer Animation (Full Time); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts		
17:00						(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)	(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)	(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:	(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: KANELLOS,Manos	Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M302A; Staff: RADEV,	Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M304; Staff: STEPHENS, Florian	Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M308; Staff: MARTIN,Kelvin		
18:00 18:00				Game Arts Support		- STEELEO, WAR 100	Mario Stall. NADEV,	Florian	San Maria National		
. 5.00				Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts							
19:00				(Full Time)) Yr 3) DPS; LCC_BA							
19:00				(Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA							
00.00				(Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA							
20:00				(Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA							
				(Hons) Games Art (FT Yr 1); Ro om: EC_M308; Staff: FAUNTLEROY BRAND, Joshua							
21:00											
21:00											
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 27/02/2023)

	Monday 27/02/2023	Tuesday 28/02/2023	Wednesday 01/03/2023	Thursday 02/03/2023			Fri 03/03	day 8/2023			Saturday 04/03/2023	Sunday 05/03/2023
08:00												
09:00												
09:00												
10:00												
10:00	Group A Animation Arts - Professional Futures:TV Series Character Development Supervised Studio or		ONLINE All Pathways - PF - Enterprise & Employability 1 Online Supervised Studio or Workshop Time, 10:00-12:00 Event too large - resources not									
11.00	Workshop Time, 10:00-13:00		printed									
11:00	Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA											
12:00	(Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons)											
\perp	Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS; Room: EC_											
40.00	M302A											
13:00												
10.00												
14:00					THE COLUMN TO	ONLINE END O	No. 10 100 100 110	D. J. LO. J. D. S. METWED	D. I. A. D. A. D. N. HARTING			
14:00					FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	ONLINE FMP Support 3D/2D Online Supervised Studio or Workshop Time, 14:00-18:00 Event too large - resources not printed	Project Support 2D Animation Supervised Studio or Workshop Time, 14:00-18:00 Event too large - resources not printed	Project Support - Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00 Event too large - resources not printed	Project Support Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00 Event too large - resources not printed	Guest Lecture: Dom Davenport & Paul Franklin- Created Academy Lecture, 14:00-17:00 Event too large - resources not printed		
15:00												
15:00												
16:00												
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17:00												
18:00												
18:00				Game Arts Support Z Other: Workshop, 18:00-21: 00 Groups: LCC_BA (Hons)								
19:00				Animation: Game Arts (FT (BA (Hons) Animation: Game Arts								
19:00				(Full Time)) Yr 3) DPS; LCC_ BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons)								
20.00				Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game								
20:00				Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation:								
				(F1 Y73) (BA (Hons) Animation: Game Arts (Full Time)); LCC_ BA (Hons) Games Art (FT Yr 1) Room: EC_M308; Staff: FAUNTLEROY BRAND, Joshua								
21:00					J							
21:00												
22:00												
_		1	1		Page 23 published 18	/08/2023 17:55:01 - Hnive	I rsity of the Arts London - C	ELCAT Timetabling	1		I	(truncated to fit page

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 06/03/2023)

	Monday 06/03/2023	Tuesday 07/03/2023	Wednesday 08/03/2023	Thursday 09/03/2023			Friday 10/03/2023			Saturday 11/03/2023	Sunday 12/03/2023
08:00											
09:00											
10:00		ONLINE All Pathways - PF - Enterprise & Employability 1 Online Supervised Studio or Workshop Time, 10:00-12:00									
11:00		Event too large - resources not printed									
12:00 12:00			ONLINE Josh Parks industry talk - Join via teams invite								
13:00			Online Lecture, 12:00-13:00 Event too large - resources not printed								
13:00											
14:00					FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	ONLINE FMP Support 3D/2D Online Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC, BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC, BA (Hons) Animation (FT Yr 3); LCC, BA (Hons) Animation	Project Support 2D Animation Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS. LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation	Project Support - Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr:3) DPS: LCC_BA (Hons) Animation (FT Yr.3); LCC_BA (Hons) Animation	Project Support Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation		
15:00 15:00						(with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative	(with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (With Creative	(with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hone) Animation (with Creative	(with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative		
16:00 16:00		ONLINE Animation Arts - PF & PP Industry Talk - Reka Busci Online Lecture, 16:00-17:30 Event too large - resources not printed				Computing) (FT Yr 3) (BA (Hons) Animation: Came Ats (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Version (Fig. (Full Time)); CC_BA (Hons)	Computing) (FT Yr 3) (BA (Hons) Animation: Game Atts (Full Time)); LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Time); LCC, BA (Hons) Animation: SD Computer Animation: FT Yr 3) (BA (Hons) Animation: SD Computer Animation: FT Yr 3) (BA (Hons) Animation: SD Computer Animation (Full Time)); LCC, BA (Hons) Animation Artia (FT Yr 3) (BA (Hons) Animation Artia (FT Yr 3) (BA (Hons) Animation: Animation Artia (FT Yr 3) (BA (Hons) Animation: Animation Artia (FU) (Full Time)); LCC, BA (Hons)	Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Computer Animation (FT OR BA (Hons) Animation: Animation: Animation (FT OR BA (Hons) Animation: Animation	Computing) (FT Yr 3) (BA (Hons) Animation: Game Ats (Full Time)); LCC, BA (Hons) Animation (with LCC, BA (Hons) Animation (with 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 Animation (Full Time); LCC, BA (Hons) Animation Animation Animation Animation Animation Animation Arts (Full Time); LCC, BA (Hons) Animation: Animation Animati		
17:00 17:00						Hors) Animation: 3D Computer Animation (Full Time)); LCC, BA (Hons) Animation: Animation Arts (FT Y; 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC, BA (Hons) Animation: Caname Arts (FUll Time)); LCC, BA (Hons) Animation: Game Arts (Full Time)); LCC, BA (Hons) Animation: Visual Effects (FT Y; 3) (BA (Hons) Animation: Visual Effects (FULL) Animation:	(Hons) Animation: Game Arts (F1 11 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Vr. 3) (BA (Hons)	Holisy Aulinations: Do Unipular Animation (Full Time)); LCC_BA (Hons Animation: Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (FUT Yr 3) (BA (Hons) Animation: Game Arts (FUT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Wisual Effects (FT Yr 3) (BA (Hons) Animation: Yusual Effects (FT Yr 3) (BA (Hons) Animation Yusual E	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));		
18:00 18:00				Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons)		Staff: KANELLOS,Manos	Animation: Visual Effects (Full Time)); Room: EC_M302A, Staff: RADEV, Mario	Room: EC_M304; Staff: STEPHENS, Florian	Room: EC_M308; Staff: MARTIN,Kelvin		
19:00 19:00				Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time); LCC_BA							
20:00				(FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); Ro							
21:00				om: EC_M308;Staff: FAUNTLEROY BRAND,Joshua							
22:00											

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 13/03/2023)

	Monday 13/03/2023	Tuesday 14/03/2023	Wednesday 15/03/2023	Thursday 16/03/2023			Friday 17/03/2023			Saturday 18/03/2023	Sunday 19/03/2023
08:00											
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13:00											
13:00											
14:00		Animation Arts - PF & PP Industry Talk -Romaine Wach - Animade Lecture, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative			FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	ONLINE FMP Support 3D/2D Online Supervised Studio or Workshop Time, 14:00-18:00 Groups: L.C., BA (Hons) Animation (Fr (BA (Hons) Animation (Full Time)) Yr 3) DPS; L.C., BA (Hons) Animation (FT Yr 3); L.C., BA (Hons) Animation	Project Support 2D Animation Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS, LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation	Project Support - Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation	Project Support Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Y7:3) DPS, LCC_BA (Hons) Animation (FT Y7:8); LCC_BA (Hons) Animation		
15:00		Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full) Time)); LCC_BA (Hons) Animation: Animation Arts (FT (BA (Hons) Animation: Animation Arts (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Animation Arts (FT Yr 2 (BA (Hons)) Animation: Animation				IFT Yr. 3); LCC_BA (Hons) Animation with Creative Computing) (FF Yr. 3) (BA (Hons) Animation: 3D Computer Animation (FF Yr. 3) (BA (Hons) Animation: 3D Computer Animation (FF Hons) Animation (FF Hons) Animation (FF Yr. 3) (BA (Hons) Animation (Art (Full Time)); LCC_BA (Hons) Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FF Yr. 3) (BA (Hons) Animation: Game Arts (Full Time));	(FT Yr.3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr.3) (BA (Hons) Animation: 3D Computer Animation (FU Time)); LCC_BA (Hons) Animation: with Creative Computing) (FT Yr.3) (BA (Hons) Animation: Arimation Arts (Full Time)); LCC_BA (Hons) Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr.3) (BA (Hons) Animation: Game Arts (Full Time));	IFT Y13); LCC, BA (Hons) Animation with Creative Computing) (FT Y 3) (BA (Hons) Animation: 3D Computer Animation (FUT Time)); LCC, BA (Hons) Animation: (with Creative Computing) (FT Y13) (BA (Hons) Animation (Atts (Full Time)); LCC, BA (Hons) Animation (with Creative Computing) (FT Y13) (BA (Hons) Animation (with Creation (with Creati	IFT Y: 3); LCC_BA (Hons) Animation with Creative Computing) [FY Y: 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Arimation: Arimation: Arimation Arts (Full Time)); LCC_BA (Hons) Animation: Arimation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Y: 3) (BA (Hons) Animation: Game Arts (Full Time));		
16:00		Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3 (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS; Room: EC_TG02-Lecture Theatre C (LTC)				Animation: Game Arts (Full Time); LLCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC, BA (Hons) Animation: 30 Computer Animation: 3D Computer Animation (FT Yr 3) (BA Chanimation: Animation: Animation: Animation: Animation: Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts	LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 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: Game Arts (Full Time); LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 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	Animation: Game Arts (Full Time)); LLCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC, BA (Hons) Animation: 3D Computer Animation: 3D Computer Animation: Animation: Animation Animation: Animation: Animation Arts (FT Yr 3) (Fell Time)); LCC, BA (Hons)		
17:00 17:00						(Eal (Hons) Animation: Animation Arts (Eull Time)); LCC. BA (Hons) Animation: Animation Ants (Full Time); LCC. BA (Hons) Animation: Game Arts (Full Time)); LCC. BA (Hons) Animation: Game Arts (Full Time)); LCC. BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: KANELLOS,Manos	Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)): LCC, BA (Hons) Animation: Caname 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 (FU Yr 3) Room: EC, M302A; Staff: RADEV, Mario Mario	(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));	(BA (Hons) Animation: Animation Arts (Full Timel); LCC, BA (Hons) Animation: Animation Arts (Full Timel); LCC, BA (Hons) Animation: Game Arts (Full Timel); LCC, BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Wr 3) (BA (Hons) Animation: Visual Effects (Full Timel); Room: EC, M308; Staff MARTIN, Kelvin		
18:00				Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA			Mario	Relation Viside Links (Williams), Room: EC_MS04!, Staff: STEPHENS, Plottan			
19:00				(Hons) Animation: Game Arts (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation;							
20:00				Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1) Ro om: EC_M308; Staff:							
21:00				FAUNTLEROY BRAND, Joshua							
22:00					25. published 18/08/2023 17:	55:01 - University of the Arts					(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 Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 03/04/2023)

	Monday 03/04/2023	Tuesday 04/04/2023	Wednesday 05/04/2023	Thursday 06/04/2023	Friday 07/04/2023	Saturday 08/04/2023	Sunday 09/04/2023
08:00					Public Holiday (Good Friday) 08:00-22:00		
09:00					**Public Holiday (Good Friday)** Good Friday		
09:00							
10:00							
11:00 11:00							
11.00							
12:00							
12:00							
13:00							
13:00							
44.00							
14:00 14:00							
15:00 15:00							
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18:00							
46.00							
19:00 19:00							
20:00							
25.00							
21:00							
21:00							
22:00							

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 10/04/2023)

	Monday 10/04/2023	Tuesday 11/04/2023	Wednesday 12/04/2023	Thursday 13/04/2023			Friday 14/04/2023			Saturday 15/04/2023	Sunday 16/04/2023
08:00	Public Holiday (Easter Monday) 08:00-22:00 **Public Holiday (Easter Monday)** Easter Monday										
09:00											
10:00				ONLINE Guest Lecture VFX Journalist: Ian Failes: The evolution of compositing Online Lecture, 10:00-11:00 Event too large - resources not printed							
11:00											
12:00	-										
13:00	-										
14:00	-				FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00-17:00	ONLINE FMP Support 3D/2D Online Supervised Studio or Workshop Time, 14:00-18:00	Project Support 2D Animation Supervised Studio or Workshop Time, 14:00-18:00	Project Support - Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00	Project Support Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00		
15:00 15:00					Event too large - resources not printed	Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (FII Time)) V7.3) IPS; LCC_BA (Hons) Animation (FT Y7.3); LCC_BA (Hons) Animation (FIT Y7.3); LCC_BA (Hons) Animation (with Creative Computing) (FT Y7.3) (BA (Hons) Animation: 3D Computer Animation (FIII Time)); LCC_BA (Hons) Animation (with Creative Computing)	Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Fall) Yr 3) DPS; LCC_BA (Hons) Animation (FI Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time); LCC_BA (Hons) Animation (Full Time); LCC_BA (Hons Animation (with Creative Computing)	Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr3) DPS; LCC_BA (Hons) Animation (FI Yr3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr3) (BA (Hons) Animation (Full Time); LCC_BA (Hons) Animation (Full Time); LCC_BA (Hons) Animation (with Creative Computing)	Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time); LCC_BA (Hons) Animation (with Creative Computing)		
16:00	-					(FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full	(FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA	(FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Timel); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA	(FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full (Hons) Animation: Visual Effects (Full		
17:00						Timel); LCC, BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Timel); LCC, BA (Hons) Animation: Animation Animation: Animation: Animation Animation: Animation Animation: Animation Animation: LCC, BA (Hons)	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).	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	Timel); LCC, BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Timel); LCC, BA (Hons) Animation: Animation Atts (FT Yr 3) (BA (Hons) Animation: Animation Arts (FT Yr 3)		
18:00						(Hons) Arimaly, Leaf (Hons) Arimation: Game Arts (Full Time); LCC, BA (Hons) Animation: Game Arts (Full Time); LCC, BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: KANELLOS, Manos	Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)): LCC, BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Was) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M302A; Staff: RADEV, Mario	(Full Hille); Z.S.R (FUIS); Animation: Game Arts (FI 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); Room: EC_M304; Staff: STEPHENS, Florian	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 Effect; FUI Time)); Room: EC_M308; Staff: MARTIN,Kelvin		
18:00				Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (Full Time)) Yr 3) DPS; LCC_BA							
19:00				(Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA							
20:00				(Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time));LCC_BA (Hons) Games Art (FT Yr 1) Ro om: EC_M308; Staff: FAUNTLEROY BRAND, Joshua							
21:00											
22:00				Page :	27. published 18/08/2023 17:	55:01 - University of the Arts	London CELCAT Time and	ling			(truncated to fit page)

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 17/04/2023)

	Monday 17/04/2023	Tuesday 18/04/2023	Wednesday 19/04/2023	Thursday 20/04/2023				Saturday 22/04/2023	Sunday 23/04/2023		
08:00											
09:00											
10:00				ONSITE Guest Lecture - VFX Journalist: Ian Failes: The evolution of animation Lecture, 10:00-11:00 Event too large - resources not printed							
11:00											
12:00 12:00											
13:00											
14:00	3DCA Supervised Studio or Workshop Time, 14:00-17:00				FMP Support Stop Motion Supervised Studio or Workshop Time,	ONLINE FMP Support 3D/2D Online Supervised Studio or Workshop	Project Support 2D Animation Supervised Studio or Workshop Time, 14:00-18:00	Project Support - Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00	Project Support Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00		
15:00 15:00	14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation: Tyr (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_				14:00-17:00 Event too large - resources not printed	Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time); LCC_BA (Hons)	14:00-18:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons)	14:00-18:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons)	14:00-18:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Comput		
16:00	BA (Hons) Animation: 3D Computer Animation (FT Vf 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT (BA (Hons) Animation: Visual Effects (FUll Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Visual Effects (FT Yr 2) (BA					Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA	Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Astr (Full Time); LOC_BA (Hons) Animation Arts (Full Time); LOC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA	Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time); LOC_BA (Hons) Animation Arts (Full Time); LOC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA	Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation Arts (Full Time); LCC_BA (Hons) Animation (yfT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA		
17:00	(Hons) Animation: Visual Effects (Full Time); LCC, BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M308					(Hons) Animation: Visual Effects (Full Timel); 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	(Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Y 3) (BA (Hons) Animation: 3D Computer Animation (FT VT 3) (BA (Hons) Animation: Animation (FU IT Time)); LCC_BA (Hons) (BA (Hons) Animation Animati		(Hons) Animation: Visual Effects (Full Tirrel); LCC, BA (Hons) Animation: 3D Computer Animation (FT Y3) (BA (Hons) Animation: 3D Computer Animation (FUll Tirrel); LCC, BA (Hons) Animation: Animation: Animation: Animation (FC Y7.3) (BA (Hons) Animation: Animation Arts (FT Y7.3) (Full Tirrel); LCC_BA (Hons)		
17:00						(Full Time); LCC_BA (Hons) Animation: Game Arts (FT yr 3) (BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Visual Effects (FT yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: KANELLOS.Manos	(Full Time)); LCC_BA (Hons) Animation: Game Arts (FTY 73) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FTY 73) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M302A; Staff: RADEV, Mario	(Full Time)); LCC_BA (Hons) Animation: Game Arts (FTY Y3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FTY Y3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M304; Staff: STEPHENS, Florian	(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)); Room: EC_M308; Staff: MARTIN,Kelvin		
18:00				Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts							
19:00				(Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA							
20:00				(Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time));LCC_BA (Hons) Games Art (FT Yr 1) Ro om: EC_M308; Staff: FAUNTLEROY BRAND, Joshua							
21:00 21:00											
22:00				Page 2	20	55:01 - University of the Arts	Leader OFLOAT Timestall				(truncated to fit page)

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 24/04/2023)

	Monday 24/04/2023	Tuesday 25/04/2023	Wednesday 26/04/2023	Thursday 27/04/2023			Friday 28/04/2023			Saturday 29/04/2023	Sunday 30/04/2023
08:00											
09:00											
10:00		ONLINE Sound tutorial Sign Ups Online Other Unit Tutorials, 10:00-13:									
11:00		Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects									
11:00		Animation: 3D Computer Animation (FT (BA (Hons) Animation: 3D Computer Animation: 3D Computer Animation (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: 3D Computer Animation (FT (BA (Hons) Animation: 3D Computer Animation (Full Time))) DPS; LCC_BA (Hons)									
12:00 12:00		Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation: 3D Computer Animation (Full Time)); LCC, BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: MARLOWE, Jessica									
13:00		GCCCCC									
14:00											
1 1	3DCA Supervised Studio or Workshop Time, 14:00-17:00 Groups: LOC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Timel); LOC, BA (Hons)	ONLINE Sound tutorial Sign Ups Online Other Unit Tutorials, 14: 00-18:00 Groups: LCC_BA (Hons) Animation (with Creative			FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	ONLINE FMP Support 3D/2D Online Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC, BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC, BA (Hons) Animation (FT Yr 3); LCC, BA (Hons) Animation	Project Support 2D Animation Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS, LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation	Project Support - Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS, LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation	Project Support Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC, BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS, LCC, BA (Hons) Animation (FT Yr 3); LCC, BA (Hons) Animation		
15:00	Animation: 3D Computer Animation (FT Yr 2) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_ BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time): I CC BA (Hons)	Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC, BA (Hons) Animation: 3D Computer Animation (FT (BA (Hons) Animation: 3D Computer Animation (Full Time)) Yr 3) DPS;				(FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Timel); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation (with Creative	(FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative	(with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hone) Animation (with Creative	(FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Timel); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation (with Creative		
16:00 16:00	Animation: Visual Effects (FT (BA (Hons) Animation: Visual Effects (Full Time)) Yr 3) DPS: LCC_BA (Hons) Animation: Visual Effects (FT Yr 2) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: Visual Effects (Full Time); Rom: Edward (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Rom: EC_MOS)	LCC_BA (Hons) Animation: 3D Computer Animation (FT (BA (Hons) Animation: 3D Computer Animation (Full Time))) DPS; LCC_BA (Hons) Animation: 3D				Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (PA.	Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA	Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer	Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA		
17:00 17:00	Animation: Visual Effects (Full Time)); Room: EC_M308	Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Character (FT) DPS; LCC_BA				(Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts	(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 (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons)	(Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts		
18:00		(Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: MARLOWE,Jessica				Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)): LOC BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: KANELLOS,Manos	Animation: Game Arts (FUII TY 3) (BA (Hons) Animation: Game Arts (FUII Time)): LCC, BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FUII Time)): Room: EC_M302A; Staff: RADEV, Mario	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)); Room: EC_M304; Staff: STEPHENS, Florian	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)); Room: EC_M308; Staff: MARTIN,Kelvin		
18:00				Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts							
19:00 19:00				(Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts							
20:00				(FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA							
21:00				(Hons) Games Art (FT Yr 1) Ro om: EC_M308; Staff: FAUNTLEROY BRAND, Joshua							
21:00											
22:00				Page :	29. published 18/08/2023 17:	55:01 - University of the Arts	London CELCAT Time stabili	na			(truncated to fit page)

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 01/05/2023)

	Monday 01/05/2023	Tuesday 02/05/2023	Wednesday 03/05/2023	Thursday 04/05/2023			Friday 05/05/2023			Saturday 06/05/2023	Sunday 07/05/2023
08:00 **Pub	ic Holiday (May Day) 0-22:00 blic Holiday (May Day) lay Day										
09:00											
10:00				ONLINE Guest Lecture - VFX Journalist: Ian Failes: The evolution of virtual production Online Lecture, 10:00-11:00 Event too large - resources not printed							
11:00											
12:00											
13:00											
14:00					FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	ONLINE FMP Support 3D/2D Online Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (FT BA (Hons) Animation (Full Time))	Project Support 2D Animation Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time))	Project Support - Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time))	Project Support Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (FT (BA (Hons) Animation (Full Time))		
15:00 15:00						IFT (BA (Horns) Animation (Full Time)) Yr3 DPS (LCD BA (Horns) Animation (FT Yr3); LCC BA (Horns) Animation (FT Yr3); LCC BA (Horns) Animation (with Creative Computing) (FT Yr3); BA (Horns) Animation: 3D Computer Animation (FUI Time)); LCC BA (Horns) Animation (FT Yr3); BA (Horns) Animation: Animation (After (Full Time)); LCC_BA (Horns) Animation: Animation Arts (Full Time)); LCC_BA (Horns) Animation (with Creative)	(FT 6A. (Hons) Animation (Full Time)) Y: 3) DPS. LCC BA (Hons) Animation (FT Yr 3): LCC BA (Hons) Animation (FT Yr 3): LCC BA (Hons) Animation (Wth Creative Computing) (FT Yr 3) ((BA (Hons) Animation: 3D Computer Animation (Full Time)): LCC, BA (Hons Animation (FULL Time)): LCC, BA (Hons) Animation: Animation (Alfons) Animation: Animation Animation (Wth Creative Computing) (Hons) Animation: Animation (Wth Creation)	Animation (with Creative Computing)	IFT (BA (Hons) Animation (Full Time)) Yr3 (DPS). LCD, B4 (Hons) Animation (FF Yr3); LCC, B4 (Hons) Animation (FF Yr3); LCC, B4 (Hons) Animation (with Creative Computing) (FF Yr3) (B4 (Hons) Animation: 3D Computer Animation (FII Time)); LCC, B4 (Hons) Animation (with Creative Computing) (FF Yr3) (B4 (Hons) Animation: Animation Arts (Full Time)); LCC, B4 (Hons) Animation (with Creative		
16:00 16:00						Computing) (FT Yr 3) (BA (Hons) Animation: Same Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (ET Yr 3) (BA	Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA	(F1 Yr 3) (B4 (Hons) Animation: Animation Arts (Full Time)); LCC_B4 (Hons) Animation (with Creative Computing) (F1 Yr 3) (B4 (Hons)); LCC_B4 (Hons) Animation (with Creative Computing) (F1 Yr 3) (B4 (Hons) Animation: Visual Effects (Full Time)); LCC_B4 (Hons) Animation: 30 Computer Animation (F1 Yr 3) (B4 (Hons) Animation: 30 Computer (Hons) Animation: 30 Computer	Computing) (FT Yr 3) (BA (Hons) Animation: Same Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer		
17:00 17:00						Hons) Animation: 3D Computer (Hons) Animation: 3D Computer Animation (Full Time), LCC, BA (Hons) Animation: Animation: Arts (FTYr.) (BA (Hons) Animation: Animation Arts (FTYr.) (Full Time)); LCC, BA (Hons) Animation: Game Arts (FTYr.) (Hons) Animation: Game Arts (Full Time)); LCC, BA (Hons) Animation: Game Arts (Full Time)); LCC, BA (Hons) Animation: Game Arts (Full Time); LCC,	(Hond), Afinitation: Vasial Enters (Full Time)); LCC, BA (Hons) Animation: 3D Computer Animation (Fur Y 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC, BA (Hons) Animation (Full Time)); LCC, BA (BA, Hons) Animation Arts (FT Y 3) (BA, Hons) Animation: Animation Arts (Animation); Animation: Game Arts (Full Time)); LCC, BA (Hons) Animation: Visual Effects (FT Y 3) (BA (Hons) Animation: Visual Effects (FT Y 3) (BA (Hons) Animati	(Hons) Animation: Game Arts (F1 T1 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Vr.3) (BA (Hons)	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 (FI Time));		
18:00 18:00				Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons)		Animation: Visual Effects (Full Time); Staff: KANELLOS,Manos	Animation: visual effects (+uil Time); Room: EC_M302A; Staff: RADEV, Mario	Animation: Visual Effects (Full Time)); Room: EC_M304; Staff: STEPHENS, Florian	Room: EC_M308: Staff: MARTIN,Kelvin		
19:00				Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (Full Time) Yr 3) DPS: LOC BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (FII Time); LOC BA (Hons) Animation: Game Arts (FII Time); LOC BA							
20:00				(FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); Ro om: EC_M308; Staff:							
21:00				FAUNTLEROY BRAND, Joshua							
22:00				D	30. published 18/08/2023 17:	55:01 - University of the Arts	London CELCATTITUTE	ling			(truncated to fit page)

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 08/05/2023)

	Monday 08/05/2023	Tuesday 09/05/2023	Wednesday 10/05/2023	Thursday 11/05/2023			Friday 12/05/2023			Saturday 13/05/2023	Sunday 14/05/2023
08:00	Public Holiday - UAL closed 08:00-22:00 Bank Holiday for the coronation of King Charles										
09:00											
10:00				ONLINE Guest Lecture - VFX Journalist:lan Failes: Ian Failes: The evolution of CG Online Lecture, 10:00-11:00 Event too large - resources not printed							
11:00											
12:00 12:00											
13:00											
14:00					FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00-17:00	ONLINE FMP Support 3D/2D Online Supervised Studio or Workshop Time, 14:00-18:00	Project Support 2D Animation Supervised Studio or Workshop Time, 14:00-18:00	Project Support - Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00	Project Support Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00		
15:00 15:00					Event too large - resources not printed	Groups: LCC, BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC, BA (Hons) Animation (FT Yr 3); LCC, BA (Hons) Animation (With Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC, BA (Hons) Animation (Full Time); LCC, BA (Hons) Animation (Full Time); LCC, BA (Hons) Animation (Full Time); LCM, BA (Hons) Animation (FT Yr 3) (BA (Hons) Animation; BA (Hons) Animation;	Groups: LCC, BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC, BA (Hons) Animation (FT Yr 3); LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation; 3D Computer Animation (Full Time)); LCC, BA (Hons) Animation (Full Time); LCC, BA (Hons) Animation (Full Time); Lorgative Computing) (FT Yr 3) (FA) (Hons) Animation;	Animation (with Creative Computing)	Groups: LCC, BA (Hons) Animation (FT (BA (Hons) Animation (Full Time)) Yr 3) DPS; LCC, BA (Hons) Animation (FT Yr 3); LCC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC, BA (Hons) Animation (Full Time); LCC, BA (Hons) Animation (Full Time); LCC, BA (Hons) Animation (With Creative Computing)		
16:00						Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Vieual Effecte (Full	Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA	Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA	Animation Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (First Indianative Creative Computing) (FT Yr 3) (BA (Hons) Animation Viewal Effects (Full		
17:00 17:00						Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation: 3D Computer Animation: 6T 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 Animation: Game Arts (FT Yr 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 Animation Ats (FT Yr 3) (BA (Hons) Animation: Animation Ats (Full Time)); LCC, BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons));	(Hons), Animation: Visual Effects (Full Time)); LCC, BA (Hons), Animation: 3D Computer Animation (FT Yr 3) (BA (Hons), Animation: The Computer Animation (Full Time)); LCC, BA (Hons), Animation Animation (Full Time); LCC, BA (Hons) (BA (Hons) Animation: Animation Arts (Fill Time)); LCC, BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons)); LCC, BA (Hons)	Time); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: Try 3) (BA (Hons) Animation: Animation (FU II Time)); LCC_BA (Hons) 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 Animation: Game Arts (FT Yr 3) (BA		
18:00				Game Arts Support		It all rainely, Co. (1 colls) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LOC, BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: KANELLOS, Manos	Animation: Game Arts (FT Yr 3) BA (Hons) Animation: Game Arts (FT Yr 3) BA (Hons) Animation: Game Arts (Full Time); LCC, BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FU Yr 3) (BA (Hons) Room: EC_M302A; Staff: RADEV, Mario	(Full Intel), LDC_EM (Fulls) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LDC_EM (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FULL Time)); Room: EC_M304; Staff: STEPHENS, Florian	Animation: Game Arts (FT Y 3) (BA (Hors) Animation: Game Arts (FU T) 3) (Time)); LC, BA (Hors) Animation: Visual Effects (FT Yr 3) (BA (Hors) Animation: Visual Effects (Full Time)); Room: EC_M308: Staff: MARTIN,Kelvin		
19:00				Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts							
19:00				(FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts							
20:00				- (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); Ro om: EC_M308; Staff: FAUNTLEROY BRAND, Joshua							
21:00											
22:00				Page:	31. published 18/08/2023 17:	55:01 - University of the Arts	London CELCAT Timetoh	ling			(truncated to fit page)

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 15/05/2023)

	Monday 15/05/2023	Tuesday 16/05/2023	Wednesday 17/05/2023	Thursday 18/05/2023	Friday 19/05/2023	Saturday 20/05/2023	Sunday 21/05/2023
08:00							
09:00							
10:00							
10:00				ONLINE Guest Lecture - VFX Journalist: Ian Failes: The evolution of practical effects Online Lecture, 10:00-11:00			
				Event too large - resources not printed			
11:00 11:00							
12:00							
12:00							
13:00 13:00							
14:00							
14:00							
15:00 15:00							
16:00							
16:00							
17:00 17:00							
18:00							
18:00				Game Arts Support Z Other: Workshop, 18:00-21:00			
40.00				Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons)			
19:00 19:00				(Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_			
20:00				Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game			
20:00				BA (Hons) Animation: Game Arts (F1 YZ) (BA (Hons) Animation: Game Arts (FWI) Timen); LCC_BA (Hons) Animation: Game Arts (FT YT 3) (BA (Hons) Animation: Game Arts (FUI Time); LCC_BA (Hons) Games Art (FT YT 1); Room: EC_M308; Staff: FAUNTLEROY BRAND, Joshua			
21:00 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 the control of the control of

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 22/05/2023)

	Monday 22/05/2023	Tuesday 23/05/2023	Wednesday 24/05/2023	Thursday 25/05/2023	Friday 26/05/2023	Saturday 27/05/2023	Sunday 28/05/2023
08:00							
09:00							
10:00							
11:00							
12:00 12:00							
13:00							
13:00							
14:00							
15:00 15:00							
16:00							
17:00 17:00							
18:00 18:00				Game Arts Support			
19:00				Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons)			
19:00				BA (Hons) Animation: Game Arts (FUII TIME); LCC_ BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (Full			
20:00				Arts (FTV f 3) (BA (Hons) Animation: Game Arts (FUH Time));LCC_BA (Hons) Games Art (FTV f 1); Room: EC_M308: Staff: FAUNTLEROY BRAND,Joshua			
21:00							
22:00				2023 17:55:01 - University of the Arts London - C			

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 29/05/2023)

	Monday 29/05/2023	Tuesday 30/05/2023	Wednesday 31/05/2023	Thursday 01/06/2023	Friday 02/06/2023	Saturday 03/06/2023	Sunday 04/06/2023
08:00 Public Holi 08:00-22:0 **Public Holi Spring Holi	iday (Spring Bank Holiday) 0 oliday (Spring Bank Holiday)** iday						
09:00							
10:00							
11:00							
12:00							
13:00							
14:00							
15:00 15:00							
16:00 16:00							
17:00 17:00							
18:00				Game Arts Support Z Other: Workshop, 18:00-21:00			
19:00				Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (FUll Time)): LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Yr 1); Room: EC_M308: Staff: FAUNTLEROY BRAND, Joshua			
20:00				(BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FUll Time)); LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua			
21:00 21:00							
22:00			Page 24 published 49/09/	2023 17:55:01 - University of the Arts London -	CEL CAT Timetabling		

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

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 05/06/2023)

	Monday 05/06/2023	Tuesday 06/06/2023	Wednesday 07/06/2023	Thursday 08/06/2023	Friday 09/06/2023	Saturday 10/06/2023	Sunday 11/06/2023
08:00							
09:00							
10:00							
11:00 11:00							
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19:00				Game Arts Support Z Other: Workshop, 18:00-21:00 Groups: LCC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons)			
19:00				BA (Hons) Animation: Game Arts (FT Yr 2) (BA (Hons) Animation: Game Arts (FT Wr 2) (BA (Hons) Animation: Game Arts (Full			
20:00				Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY BRAND, Joshua			
21:00							
22:00				2023 17:55:01 - University of the Arts London - C			

Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 12/06/2023)

	Monday 12/06/2023	Tuesday 13/06/2023	Wednesday 14/06/2023	Thursday 15/06/2023	Friday 16/06/2023	Saturday 17/06/2023	Sunday 18/06/2023
08:00							
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19:00				Groups: LOC_BA (Hons) Animation: Game Arts (FT (BA (Hons) Animation: Game Arts (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Game Arts (FT Yr 1) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Yr); Room: EC_M308; Staff:			
20:00				(BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game			
20:00				Art (FUII Time));LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308;Staff: FAUNTLEROY BRAND,Joshua			
21:00							
21:00							
22:00				2023 17:55:01 - University of the Arts London - C			