

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						
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 19/09/2022)

	Monday 19/09/2022	Tuesday 20/09/2022	Wednesday 21/09/2022	Thursday 22/09/2022	Friday 23/09/2022	Saturday 24/09/2022	Sunday 25/09/2022
08:00	Public Holiday - UAL closed 08:00-22:00 Bank Holiday for the State Funeral of Queen Elizabeth II						
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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							
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09:00			Submit E1 workshop choices by 5pm on Moodle 09:00-17:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) DPS; LCC_BA (Hons) Animation (FT Yr 3) DPS; LCC_BA (Hons) Animation (FT Yr 3)				
10:00	ALL PATHWAYS Welcome Back! FMPE1 Induction/ Year Intro Online Lecture, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT 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) (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 Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))	AA GpA Summer holiday project - presentations Z Other: Presentation, 10:00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)) Yr 3) DPS; LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); Room: EC_M302; Staff: HILTON, Stuart					
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14:00				FMP E1 Personal Schedules Published 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT 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) (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 Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))	Story Worlds Technical Workshop, 14:00-17:00 Groups: LCC_BA (Hons) Animation (FT 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) (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 Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M312; Rostrom Camera; Staff: EALES, Chris		
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 03/10/2022)

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11:00			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: 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 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (Full Time); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Visual Effects (Full Time)). Staff: STEPHENS.Porlan	ONLINE Life Drawing Online Supervised Studio or Workshop Time, 11:00-13:00 <i>Event too large - resources not printed</i>			
12:00	Animation VIP DPS Guest Lecture - Room M404 Lecture, 11:00-12:30 <i>Event too large - resources not printed</i>						
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14:00			ONLINE Life Drawing Online Supervised Studio or Workshop Time, 14:00-16:00 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) 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 (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Visual Effects (Full Time)). Staff: STEPHENS.Porlan		Story Worlds Technical Workshop, 14:00-17:00 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) 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: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (Full Time); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (Full Time)). Room: EC_MST2-Roomm Camera; Staff: EALES.Chris		
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 10/10/2022)

	Monday 10/10/2022	Tuesday 11/10/2022	Wednesday 12/10/2022	Thursday 13/10/2022	Friday 14/10/2022	Saturday 15/10/2022	Sunday 16/10/2022
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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: 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 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (Full Time); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: STEPHENS, Poran	ONLINE Life Drawing Online Supervised Studio or Workshop Time, 11:00-13:00 <i>Event too large - resources not printed</i>			
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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	Wednesday 19/10/2022	Thursday 20/10/2022	Friday 21/10/2022	Saturday 22/10/2022	Sunday 23/10/2022
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10:00			<p>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: 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: Game Arts (Full Time); LCC_BA (Hons) Animation: Visual Effects (Full Time); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: STEPHENS, Florian</p>	<p>ONLINE: Library Induction 2 Other: Inductions, 10:00-11:00 Event too large - resources not printed</p>			
11:00			<p>ONLINE Life Drawing Online Supervised Studio or Workshop Time, 11:00-13:00 Event too large - resources not printed</p>				
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14:00			<p>ONLINE Life Drawing Online Supervised Studio or Workshop Time, 14:00-16:00 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) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Visual Effects (Full Time); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))</p>	<p>VFX Supervised Studio or Workshop Time 14:00-17:00 Groups: 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_M310</p>	<p>Story Worlds Technical Workshop, 14:00-17:00 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) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time); LCC_BA (Hons) Animation: Visual Effects (Full Time); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M312; Roshum Camera; Staff: EALES, Chris</p>		
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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	Wednesday 26/10/2022	Thursday 27/10/2022	Friday 28/10/2022	Saturday 29/10/2022	Sunday 30/10/2022
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10:00			<div> <p>ONLINE Digital Dioramas</p> <p>Online Technical Workshop, 10:00-13:00</p> <p>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) (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 Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)). Staff: STEPHENS,Florian</p> </div>				
11:00				<div> <p>ONLINE Life Drawing</p> <p>Online Supervised Studio or Workshop Time, 11:00-13:00</p> <p>Event too large - resources not printed</p> </div>			
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14:00			<div> <p>ONLINE Life Drawing</p> <p>Online Supervised Studio or Workshop Time, 14:00-16:00</p> <p>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) (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 Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)).</p> </div>	<div> <p>VFX 3DCA Virtual Production</p> <p>Supervised Studio or Workshop Time, 14:00-17:00</p> <p>Groups: 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: 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: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (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) (BA (Hons) Animation: Visual Effects (Full Time)). Staff: VINE,Billie</p> </div>	<div> <p>Story Worlds</p> <p>Technical Workshop, 14:00-17:00</p> <p>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) (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: Animation Arts (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)). Camera: Staff: EALES,Chris</p> </div>		
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16:00	<div> <p>Creative Tech Lab Induction</p> <p>Z Other: Inductions, 16:00-16:30</p> </div>						
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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	Wednesday 02/11/2022	Thursday 03/11/2022	Friday 04/11/2022	Saturday 05/11/2022	Sunday 06/11/2022
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10:00			<div style="border: 2px solid green; padding: 5px;"> <small>ONLINE Digital Dioramas</small> 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: 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 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 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) Animatio: Game Arts (Full Time)); LCC_BA (Hons) Anima: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)). Staff: STEPHENS,Florian </div>	<div style="border: 2px solid green; padding: 5px;"> <small>ONLINE Life Drawing</small> Online Supervised Studio or Workshop Time, 11:00-13:00 <i>Event too large - resources not printed</i> </div>			
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14:00			<div style="border: 2px solid green; padding: 5px;"> <small>ONLINE Life Drawing</small> Online Supervised Studio or Workshop Time, 14:00-16:00 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) 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 (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Anima: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)) </div>	<div style="background-color: yellow; border: 2px solid orange; padding: 5px;"> <small>VFX 3DCA Virtual Production</small> 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 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: Visual Effects (FT Yr 3) (BA (Hons) Anima: Visual Effects (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS; Room: EC_W108; Staff: VINE,Billie </div>	<div style="border: 2px solid cyan; padding: 5px;"> <small>Story Worlds</small> Technical Workshop, 14:00-17:00 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) 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 (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) Anima: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Anima: Game Arts (Full Time)); LCC_BA (Hons) Anima: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M312/Rostrum Camera; Staff: EALES,Chris </div>		
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 07/11/2022)

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

	Monday 14/11/2022	Tuesday 15/11/2022	Wednesday 16/11/2022		Thursday 17/11/2022	Friday 18/11/2022		Saturday 19/11/2022	Sunday 20/11/2022	
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10:00			<div>ONLINE Digital Dioramas</div> <div>Online Technical Workshop, 10:00-13:00</div> <div>Event too large - resources not printed</div>		<div>Summative Assessment FMP E1 3PM</div> <div>10:00-15:00</div> <div>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 (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: 3D Computer Animation (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 Time)); LCC_BA (Hons) Animation LCC Full-time Year 3 (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: Visual Effects (Full Time))</div>	<div>Informed Practice 3 (Gp3)</div> <div>Supervised Studio or Workshop Time, 10:00-13:00</div> <div>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) (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 Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_T1105; Staff: MCGOWAN, David</div>				
11:00										
11:00				<div>ONLINE Life Drawing</div> <div>Online Supervised Studio or Workshop Time, 11:00-13:00</div> <div>Event too large - resources not printed</div>						
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14:00			<div>ONLINE Life Drawing</div> <div>Online Supervised Studio or Workshop Time, 14:00-16:00</div> <div>Event too large - resources not printed</div>	<div>MIDA Guest Speaker</div> <div>(Z Other: Visiting Practitioner Talk, 14:00-17:00</div> <div>Event too large - resources not printed</div>		<div>ONLINE: FMP Support Briefing Session</div> <div>Online Project Briefing, 14:00-17:00</div> <div>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) (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 Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time))</div>	<div>ONLINE FMP Support</div> <div>Online Supervised Studio or Workshop Time, 14:00-17:00</div> <div>Event too large - resources not printed</div>			
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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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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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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
08:00	Public Holiday Boxing Day 08:00-22:00 **Public Holiday**	Public Holiday Christmas Day 08:00-22:00 **Public Holiday**					
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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						
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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 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed		
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 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 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed		
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 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 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed		
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 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 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed		
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 06/02/2023)

	Monday 06/02/2023	Tuesday 07/02/2023	Wednesday 08/02/2023	Thursday 09/02/2023	Friday 10/02/2023				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 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14: 00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14: 00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14: 00-17:00 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
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14:00					FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00-17:00 <i>Event too large - resources not printed</i>	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					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) (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 Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: KANELLOS,Manos	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) (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 Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M302A; Staff: RADEV, Miro	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) (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 Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M304; Staff: STEPHENS, Florian	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) (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 Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M308; Staff: MARTIN,Kelvin	
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 20/02/2023)

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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	Friday 03/03/2023					Saturday 04/03/2023	Sunday 05/03/2023
08:00											
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10:00	Group A Animation Arts - Professional Futures:TV Series Character Development Supervised Studio or Workshop Time, 10:00-13:00		ONLINE All Pathways - PF - Enterprise & Employability 1 Online Supervised Studio or Workshop Time, 10:00-12:00 <i>Event too large - resources not printed</i>								
11:00	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS; Room: EC_M302A										
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14:00					FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00-17:00 <i>Event too large - resources not printed</i>	ONLINE FMP Support 3D/2D Online Supervised Studio or Workshop Time, 14:00-18:00 <i>Event too large - resources not printed</i>	Project Support 2D Animation Supervised Studio or Workshop Time, 14:00-18:00 <i>Event too large - resources not printed</i>	Project Support - Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00 <i>Event too large - resources not printed</i>	Project Support Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00 <i>Event too large - resources not printed</i>	Guest Lecture: Dom Davenport & Paul Franklin- Created Academy Lecture, 14:00-17:00 <i>Event too large - resources not printed</i>	
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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 (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 (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							
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 06/03/2023)

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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		
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14:00		Animation Arts - PF & PP Industry Talk -Romaine Wach - Animade Lecture, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 2 (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3 (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) DPS: Room: EC_TG02;Lecture Theatre C (LTC)			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 (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 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 Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: KANELOS,Manos	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 (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 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 Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M302A; Staff: RADEV, Miro	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 (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 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 Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M304; Staff: STEPHENS, Florian	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 (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 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 Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M308; Staff: MARTIN,Kelvin		
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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 **Public Holiday (Good Friday)** Good Friday		
09:00							
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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	<div>Public Holiday (Easter Monday) 08:00-22:00</div> <div>**Public Holiday (Easter Monday)** Easter Monday</div>										
09:00											
09:00											
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10:00					<div>ONLINE Guest Lecture VFX Journalist: Ian Falles: The evolution of compositing Online Lecture, 10:00-11:00 Event too large - resources not printed</div>						
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14:00					<div>FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed</div>	<div>ONLINE FMP Support 3D/2D 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 (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 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 Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: KANELLOS,Manos</div>	<div>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 (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 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 Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M302A; Staff: RADEV, Miro</div>	<div>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 (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 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 Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M304; Staff: STEPHENS, Florian</div>	<div>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 (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 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 Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M308; Staff: MARTIN,Kelvin</div>		
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18:00					<div>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) 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 (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</div>						
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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		Friday 21/04/2023		Saturday 22/04/2023	Sunday 23/04/2023
08:00									
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10:00				ONSITE Guest Lecture - VFX Journalist: Ian Faires: The evolution of animation Lecture, 10:00-11:00 Event too large - resources not printed					
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14:00	3DCA 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 Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (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)); 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 3) (BA (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			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 (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 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 Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: KANELLOS,Manos	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 (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 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 Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M302A; Staff: RADEV, Miro	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 (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 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 Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M304; Staff: STEPHENS, Florian		
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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 (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 (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					
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 24/04/2023)

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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	<div>Public Holiday (May Day) 08:00-22:00 **Public Holiday (May Day) ** May Day</div>										
09:00											
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10:00					<div>ONLINE Guest Lecture - VFX Journalist: Ian Faires: The evolution of virtual production Online Lecture, 10:00-11:00 Event too large - resources not printed</div>						
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14:00					<div>FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed</div>	<div>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 (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 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 Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: KANELLOS,Manos</div>	<div>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 (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 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 Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M302A; Staff: RADEV, Miro</div>	<div>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 (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 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 Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M304; Staff: STEPHENS, Florian</div>	<div>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 (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 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 Animation (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M308; Staff: MARTIN,Kelvin</div>		
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Group timetable - LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) DPS (wk starting 08/05/2023)

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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							
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10:00				ONLINE Guest Lecture - VFX Journalist: Ian Falles: The evolution of practical effects Online Lecture, 10:00-11:00 Event too large - resources not printed			
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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 (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 (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			
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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
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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 Holiday (Spring Bank Holiday) 08:00-22:00 **Public Holiday (Spring Bank Holiday)** Spring Holiday						
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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 (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 (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			
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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
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18:00				Game Arts Support Z Other: Workshop, 18:00-21:00			
19:00				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 (Full Time)); LCC_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 (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua			
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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
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18:00				Game Arts Support Z Other: Workshop, 18:00-21:00			
19:00				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 (Full Time)); LCC_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 (Full Time)); LCC_BA (Hons) Games Art (FT Yr 1); Room: EC_M308; Staff: FAUNTLEROY BRAND,Joshua			
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