

Group timetable - LCC_NA (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_NA (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_NA (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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10:00	ALL PATHWAYS Welcome Back! FMP E1 Induction/ Year Intro Online Lecture, 10:00-13:00 Event too large - resources not printed	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 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	AA GpB 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)); Room: EC_M304; Staff: HILTON,Stuart	Game Arts Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M309	AArts Summer Holiday Project Presentations Online Supervised Studio or Workshop Time, 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))Staff: SAUL,Daniel; TAN,Su-Lynn		
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14:00	3DCA Briefing Project Briefing, 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)); Room: EC_M308; Staff: ROE,Sam	VFX Briefing Project Briefing, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (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_M304	Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M309	FMP E1 Personal Schedules Published 14:00-17:00 Event too large - resources not printed	GArts GpA Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M302; Staff: RISINO,Luca	GArts GpB Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M302A	Story Worlds Technical Workshop, 14:00-17:00 Event too large - resources not printed
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Group timetable - LCC_NA (wk starting 03/10/2022)

	Monday 03/10/2022	Tuesday 04/10/2022	Wednesday 05/10/2022	Thursday 06/10/2022	Friday 07/10/2022	Saturday 08/10/2022	Sunday 09/10/2022
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10:00	AA GpA FMP E1 Planning Tutorials Other Unit Tutorials, 10:00-13:00	AA GpB FMP E1 Planning Tutorials Other Unit Tutorials, 10:00-13:00	Game Arts Supervised Studio or Workshop Time, 10:00-13:00	3DCA, VFX FMP Location Shooting Supervised Studio or Workshop Time, 09:30-13:30 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));Room : EC_M301;Play Room: Staff: TYLER,Oliver	AArts GpA FMP E1 Planning Tutorials Other Unit Tutorials, 10:00-13:00	AArts GpB FMP E1 Planning Tutorials Other Unit Tutorials, 10:00-13:00	
11:00	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time))	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time))	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104		Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time))	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time))	
11:00	LCC_BA (Hons) Animation: Animation Arts (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))	Online Life Drawing Online Supervised Studio or Workshop Time, 11:00-13:00 Event too large - resources not printed		LCC_BA (Hons) Animation: Animation Arts (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))	
12:00	Room: EC_M302; Staff: HILTON,Stuart	Room: EC_M304; Staff: DOHERTY,Darren			Room: EC_M302; Staff: TAN,Su-Lynn	Room: EC_M302A; Staff: HILTON,Stuart; SAUL, Daniel; TAN,Su-Lynn	
13:00							
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14:00	3DCA Studio Access Supervised Studio or Workshop Time, 14:00-17:00	VFX Studio Access Supervised Studio or Workshop Time, 14:00-17:00	Game Arts Supervised Studio or Workshop Time, 14:00-17:00	GArts GpA Supervised Studio or Workshop Time, 14:00-17:00	GArts GpB Supervised Studio or Workshop Time, 14:00-17:00	3DCA, VFX FMP Location Shooting Supervised Studio or Workshop Time, 14:00-18:00	Story Worlds Technical Workshop, 14:00-17:00 Event too large - resources not printed
15:00	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)); Room: EC_M308; Staff: ROE,Sam	Groups: LCC_BA (Hons) Animation (with Creative Computing) (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_M304	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302; Staff: RISINO,Luca	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302A	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time));Room : EC_M301;Play Room;Staff: TYLER,Oliver	
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Group timetable - LCC_NA (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	
08:00								
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10:00	Animation Arts Hold Room Supervised Studio or Workshop Time, 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)): Room: EC_M302A	FMP E1 Workshop 1 Frankenstein Lives! Supervised Studio or Workshop Time, 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)): Room: EC_M304; Staff: TAN,Su-Lynn	Game Arts Supervised Studio or Workshop Time, 10:00-13: 00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M104	ONLINE Digital Dioramas Online Technical Workshop, 10:00-13: 00 Event too large - resources not printed	3DCA, VFX Virtual Production Supervised Studio or Workshop Time, 09:30-13: 30 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)); Room : EC_W108	AArts Gps A&B Animation Skills Supervised Studio or Workshop Time, 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)); Rooms: EC_M302, EC_M302A; Staff: MAY, Steven		
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14:00	3DCA Studio Access 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)); Room: EC_M308; Staff: ROE,Sam	VFX Studio Access Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (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_M304	Game Arts Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M104	ONLINE Life Drawing Online Supervised Studio or Workshop Time, 14:00-16:00 Groups: LCC_BA (Hons) Animation (FT Yr 3) (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: 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))	GArts GpA Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M302; Staff: RISINO, Luca	GArts GpB Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M302A	3DCA, VFX Virtual Production Supervised Studio or Workshop Time, 14:00-18: 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)); Room : EC_W108	Story Worlds Technical Workshop, 14:00-17:00 Event too large - resources not printed
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18:00			Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Event too large - resources not printed					
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Group timetable - LCC_NA (wk starting 17/10/2022)

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08:00							
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10:00	ONLINE FMP E1 Workshop 2 Frankenstein Lives! Online Supervised Studio or Workshop Time, 10:00-13:00	Animation Arts Hold Room Supervised Studio or Workshop Time, 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)); Room: EC_ M302A	Game Arts Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Roo m: EC_M104	ONLINE Digital Dioramas Online Technical Workshop, 10:00-13:00 Event too large - resources not printed ONLINE Library Induction 2 Other: Inductions, 10:00-11:00 Event too large - resources not printed ONLINE Life Drawing Online Supervised Studio or Workshop Time, 11:00-13:00 Event too large - resources not printed	AArts Gps A&B Toon Boom 1 Supervised Studio or Workshop Time, 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)); Rooms: EC_ M302; EC_M302A; Staff: TAN,Su-Lynn		
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14:00	3DCA Studio Access 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)); Room: EC_M308; Sta ff: ROE,Sam	VFX Studio Access Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (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_ M304	Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Roo m: EC_M104	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: 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))	GAarts GpA Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Roo m: EC_M302; Staff: RISINO, Luca	GAarts GpB Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Roo m: EC_M302A	Story Worlds Technical Workshop, 14:00-17:00 Event too large - resources not printed
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Group timetable - LCC_NA (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
08:00												
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10:00	AA FMP E1 Interim Supervised Studio or Workshop Time, 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)); Room: EC_T1402; Staff: DOHERTY, Darren; HILTON, Stuart; SAUL, Daniel; TAN, Su-Lynn			Game Arts Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104		ONLINE Digital Dioramas Online Technical Workshop, 10:00-13:00 Event too large - resources not printed		AArts Gps A&B Animation Skills 2 Supervised Studio or Workshop Time, 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)); Rooms: EC_M302; EC_M302A; Staff: MAY, Steven				
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14:00	3DCA Studio Access 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)); Room: EC_M308; Staff: ROE, Sam	AA FMP E1 Interim Supervised Studio or Workshop Time, 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 3) (BA (Hons) Animation: Animation Arts (Full Time)); Room: EC_TG11; Lecture Theatre B (LTB); Staff: DOHERTY, Darren	All Pathways: What My Ear Sees Technical Workshop, 14:00-17:00 Event too large - resources not printed	Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104		ONLINE Life Drawing Online Supervised Studio or Workshop Time, 14:00-16:00 Event too large - resources not printed		VFX 3DCA Virtual Production 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: Animation Arts (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_W108; Staff: VINE, Billie	GArts GpA Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302; Staff: RISINO, Luca	GArts GpB Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302A	Story Worlds Technical Workshop, 14:00-17:00 Event too large - resources not printed	
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Group timetable - LCC_NA (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	AA GpA Personal Tutorials Other Unit Tutorials, 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)) Room: EC_M302; Staff: HILTON, Stuart; TAN, Su-Lynn	AA GpB Personal Tutorials Other Unit Tutorials, 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)) Room: EC_M304; Staff: DOHERTY, Darren; SAUL, Daniel	Game Arts Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104	ONLINE Digital Dioramas Online Technical Workshop, 10:00-13:00 Event too large - resources not printed	AArts Gps A&B Toon Boom 2 Supervised Studio or Workshop Time, 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)) Rooms: EC_M302; EC_M302A; Staff: TAN, Su-Lynn			
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11:00				ONLINE Life Drawing Online Supervised Studio or Workshop Time, 11:00-13:00 Event too large - resources not printed				
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14:00	3DCA Studio Access 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)); Room: EC_M308; Staff: ROE, Sam	All Pathways: What My Ear See's Technical Workshop, 14:00-17:00 Groups: 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: HILTON, Stuart	Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104	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: Game 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 (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))	VFX 3DCA Virtual Production 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: 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_W108; Staff: VINE, Sille	GArts GpA Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302; Staff: RISINO, Luca	GArts GpB Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302A	Story Worlds Technical Workshop, 14:00-17:00 Event too large - resources not printed
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Group timetable - LCC_NA (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
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10:00	AA GpA Fit to Submit Other Unit Tutorials, 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)); Roo m: EC_M302; Staff: HILTON,Stuart; TAN, Su-Lynn	AA GpB Fit to Submit Other Unit Tutorials, 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)); Roo m: EC_M304; Staff: DOHERTY, Darren; SAUL, Daniel	Game Arts Supervised Studio or Workshop Time, 10:00- 13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)) ; Room: EC_M104	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 Event too large - resources not printed		ONLINE AArts Gps A&B Animation Skills 3 Online Supervised Studio or Workshop Time, 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))Staff: MAY,Steven					
11:00						ONLINE Life Drawing Online Supervised Studio or Workshop Time, 11:00-13:00 Event too large - resources not printed						
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14:00	3DCA Studio Access 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));R oom: EC_M308; Staff: ROE, Sam	All Pathways: What My Ear See's Technical Workshop, 14:00- 17:00 Event too large - resources not printed	Game Arts Supervised Studio or Workshop Time, 14:00- 17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)) ; Room: EC_M104	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: 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))	VFX 3DCA Virtual Production Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	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)); Room: EC_M311	GArts GpB Supervised Studio or Workshop Time, 14:00- 17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302A	VFX Supervised Studio or Workshop Time, 14:00- 17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (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_ M310; Staff: VINE, Billie	Story Worlds Technical Workshop, 14:00- 17:00 Event too large - resources not printed	GArts GpA Supervised Studio or Workshop Time, 14:00- 17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M309; Staf f: RISINO, Luca		
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18:00			Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21: 00 Event too large - resources not printed									
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Group timetable - LCC_NA (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	AA GpA FMP E1 Final 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)); Room: EC_M302A; Staff: HILTON, Stuart; TAN, Su-Lynn	Game Arts Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104	ONLINE Digital Dioramas Online Technical Workshop, 10:00-13:00 Event too large - resources not printed	A/Arts GpA Personal Tutorials Other Unit Tutorials, 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)); Room: EC_M302; Staff: HILTON, Stuart; TAN, Su-Lynn	A/Arts GpB Personal Tutorials Other Unit Tutorials, 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)); Room: EC_M302A; Staff: DOHERTY, Darren; SAUL, Daniel	Summative Assessment FMP E1 3PM 10:00-15:00 Event too large - resources not printed	Informed Practice 3 (Gp3) Supervised Studio or Workshop Time, 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 (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 (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)); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_T1105; Staff: MCGOWAN, David							
11:00			ONLINE Life Drawing Online Supervised Studio or Workshop Time, 11:00-13:00 Event too large - resources not printed											
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14:00	3DCA Studio Access 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)); Room: EC_M308; Staff: ROE, Sam	AA GpB FMP E1 Final Presentations Z Other: Presentation, 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 3) (BA (Hons) Animation: Animation Arts (Full Time)); Room: EC_TG11; Lecture Theatre B (LTB); Staff: DOHERTY, Darren; EALES, Chris	All Pathways: What My Ear Sees Technical Workshop, 14:00-17:00 Event too large - resources not printed	Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (Full Time); Room: EC_M104	ONLINE Life Drawing Online Supervised Studio or Workshop Time, 14:00-16:00 Event too large - resources not printed	MIDA Guest Speaker Z Other: Visiting Practitioner Talk, 14:00-17:00 Event too large - resources not printed	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)); Room: EC_M311	GA/Arts GpA Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302; Staff: RISINO, Luca	GA/Arts GpB Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302A	VFX Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (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_M310; Staff: VINE, Billie	ONLINE: FMP Support Briefing Session Online Project Briefing, 14:00-17:00 Event too large - resources not printed	ONLINE FMP Support Online Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	Motion Capture Class Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M308; EC_W108; Staff: FAUNTLEROY, BRAND, Joshua; RISINO, Luca	
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Group timetable - LCC_NA (wk starting 21/11/2022)

	Monday 21/11/2022	Tuesday 22/11/2022	Wed 23/11/2022	Thursday 24/11/2022		Friday 25/11/2022						Saturday 26/11/2022	Sunday 27/11/2022	
08:00														
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10:00	AA (GpA & GpB) FMP E2 Briefing Project Briefing, 10:00-13:30 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)); Room: EC_TG02; Lecture Theatre C (LTC); Staff: HILTON, Stuart; TAN, Su-Lynn	Game Arts Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)) ; Room: EC_M104	VFX and 3DCA E1 presentations Z Other: Presentation, 10:00-13:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (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)); Room: EC_WG10; Lecture Theatre A (LTA); Staff: VINE, Billie	AArts Gps A&B Toon Boom 3 Supervised Studio or Workshop Time, 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)); Rooms: EC_M302; EC_M302A; Staff: TAN, Su-Lynn										
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14:00	3DCA Studio Access 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)); Room: EC_M308; Staff: ROE, Sam	VFX Studio Access Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (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_M304	Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)) ; Room: EC_M104	GArts GpA Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)) ; Room: EC_M302; Staff: RISINO, Luca	GArts GpB Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)) ; Room: EC_M302A	VFX and 3DCA E1 presentations Z Other: Presentation, 14:00-18:00 Groups: LCC_BA (Hons) Animation (FT Yr 3); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)); LCC_BA (Hons) Animation (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)); Room: EC_WG10; Lecture Theatre A (LTA); Staff: VINE, Billie	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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18:00		Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Event too large - resources not printed												
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Group timetable - LCC_NA (wk starting 28/11/2022)

	Monday 28/11/2022	Tuesday 29/11/2022	Wed 30/11/2022	Thursday 01/12/2022			Friday 02/12/2022					Saturday 03/12/2022	Sunday 04/12/2022
08:00													
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10:00	AA GpA&B Acting for Animation Supervised Studio or Workshop Time, 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 (Full Time); LCC_BA (Hons) Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation: Animation Arts (Full Time); Room: EC_T1402	Game Arts Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (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 (Full Time); Room: EC_M104		AArts Gps A&B Storyboarding SBP 1 Supervised Studio or Workshop Time, 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 (Full Time); LCC_BA (Hons) Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation: Animation Arts (Full Time); Rooms: EC_M302; EC_M302A; Staff: YACHE,Fernando									
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14:00	AA & 3DCA Working with Sound Supervised Studio or Workshop Time, 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 (Full Time); LCC_BA (Hons) Animation: Animation Arts (Full Time); LCC_BA (Hons) Animation: Animation Arts (Full Time); Room: EC_M308	Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (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 (Full Time); Room: EC_M104	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 (Full Time); LCC_BA (Hons) Animation: 3D Computer Animation (Full Time); LCC_BA (Hons) Animation: 3D Computer Animation (Full Time); Room: EC_M311	GAarts GpA Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (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 (Full Time); Room: EC_M302; Staff: RISINO,Luca	GAarts GpB Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (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 (Full Time); Room: EC_M302A	VFX Supervised Studio or Workshop Time, 14:00-17:00 Groups: 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); LCC_BA (Hons) Animation: Visual Effects (Full Time); LCC_BA (Hons) Animation: Visual Effects (Full Time); Room: EC_M310; Staff: VINE,Billie	ONLINE PMP Support Online Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	PMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	PMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	PMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	PMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed		
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Group timetable - LCC_NA (wk starting 05/12/2022)

	Monday 05/12/2022	Tuesday 06/12/2022	Wed 07/12/2022	Thursday 08/12/2022	Friday 09/12/2022						Saturday 10/12/2022	Sunday 11/12/2022
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10:00	AA GpA Project Tutorials Other Unit Tutorials, 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)); Rooms: EC_M302A; Staff: HILTON, Stuart, TAN, Su-Lynn	AA GpB Project Tutorials Other Unit Tutorials, 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)); Rooms: EC_M304; Staff: DOHERTY, Darren; SAUL, Daniel		AArts Gps A&B Storyboarding SBP 2 Supervised Studio or Workshop Time, 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)); Rooms: EC_M302; EC_M302A; Staff: YACHE, Fernando								
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14:00	AA & 3DCA Studio Access Supervised Studio or Workshop Time, 14:00-18:00 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: 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)); Rooms: EC_M308; Staff: STEPHENS, Florian	Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Rooms: EC_M104		GArts GpA Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Rooms: EC_M302; Staff: RISINO, Luca	GArts GpB Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Rooms: EC_M302A	Presentations Supervised Studio or Workshop Time, 14:00-18:00 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) Animation: Visual Effects (Full Time)); Rooms: EC_M310; EC_M311; Staff: ROE, Sam; VINE, Billie	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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18:00		Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Event too large - resources not printed										
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Group timetable - LCC_NA (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_NA (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_NA (wk starting 09/01/2023)

	Monday 09/01/2023	Tuesday 10/01/2023	Wed 11/01/2023	Thursday 12/01/2023				Friday 13/01/2023					Saturday 14/01/2023	Sunday 15/01/2023
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10:00	AA GpA Project Tutorials Other Unit Tutorials, 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)); Room: EC_ M302A; Staff: HILTON, Stuart, TAN,Su-Lynn	AA GpB Project Tutorials Other Unit Tutorials, 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)); Room: EC_ M304; Staff: DOHERTY,Darren; SAUL,Daniel	Game Arts Supervised Studio or Workshop Time, 10: 00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M104											
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14:00	AA & 3DCA Studio Access Supervised Studio or Workshop Time, 14:00-18:00 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: 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)); Room: EC_M308; Staff: TYLER,Oliver	Game Arts Supervised Studio or Workshop Time, 14: 00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M104		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)); Room: EC M308; Staff: ROE,Sam	GArts GpA Supervised Studio or Workshop Time, 14:00- 17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302; Staff : FAUNTLEROY BRAND,Joshua	GArts GpB Supervised Studio or Workshop Time, 14: 00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M302A	VFX Supervised Studio or Workshop Time, 14:00- 17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (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_ M310; Staff: VINE,Billie	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_NA (wk starting 16/01/2023)

	Monday 16/01/2023	Tuesday 17/01/2023	Wed 18/01/2023	Thursday 19/01/2023				Friday 20/01/2023					Saturday 21/01/2023	Sunday 22/01/2023
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10:00	Room Available for independent Study Z Other: Independent Study, 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)); Room: EC_M302A	Game Arts Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104		AArts GpA&B Storyboarding 3 Supervised Studio or Workshop Time, 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)); Rooms: EC_M302; EC_M302A; Staff: YACHE,Fernando										
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14:00	AA & 3DCA Studio Access Supervised Studio or Workshop Time, 14:00-18:00 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: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (Full Time); Room: EC_M304; Staff: MARLOWE,Jessica	Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104		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)); Room: EC_M308; Staff: ROE,Sam	GArts GpA Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302; Staff: FAUNTLEROY BRAND,Joshua	GArts GpB Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302A	VFX Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (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_M310; Staff: VINE,Billie	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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18:00		Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Event too large - resources not printed												
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Group timetable - LCC_NA (wk starting 23/01/2023)

	Monday 23/01/2023	Tuesday 24/01/2023	Wed 25/01/2023	Thursday 26/01/2023				Friday 27/01/2023					Saturday 28/01/2023	Sunday 29/01/2023
08:00														
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10:00	Animation Arts Hold Room Supervised Studio or Workshop Time, 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)); Room: EC_M302A	AA GpB Supervised Studio or Workshop Time, 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)); Room: EC_M304	Game Arts Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104	A:Arts Gps A&B Animation Skills 4 Supervised Studio or Workshop Time, 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)); Rooms: EC_M302; EC_M302A; Staff: MAY,Steven										
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14:00	AA & 3DCA Studio Access Supervised Studio or Workshop Time, 14:00-18:00 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: 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)); Room: EC_M308; Staff: TYLER,Oliver	Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104		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)); Room: EC_M308; Staff: ROE,Sam	GA:Arts GpA Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302; Staff: FAUNTLEROY BRAND,Joshua	GA:Arts GpB Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302A	VFX Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (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_M310; Staff: VINE,Billie	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_NA (wk starting 30/01/2023)

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Group timetable - LCC_NA (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_NA (wk starting 13/02/2023)

	Monday 13/02/2023		Tuesday 14/02/2023	Wed 15/02/2023	Thursday 16/02/2023			Friday 17/02/2023				Saturday 18/02/2023	Sunday 19/02/2023
08:00													
09:00													
09:00					Animation Arts: Professional Futures - TVS Project Pitch Supervised Studio or Workshop Time, 09:00-11:00 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))Room: EC_WG10:Lecture Theatre A (LTA);Staff: MARSHALL,Kelly; TAN,Su-Lynn								
10:00	ONLINE All Pathways - Professional Futures Launch Online Supervised Studio or Workshop Time, 10:00-13:00 Event too large - resources not printed	Group A Animation Arts Supervised Studio or Workshop Time, 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)); Room: EC_M302A	ONLINE All Pathways - Professional Futures Launch Online Supervised Studio or Workshop Time, 10:00-13:00 Event too large - resources not printed										
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13:00					Animation Arts: Professional Futures - TVS Project Pitch Supervised Studio or Workshop Time, 13:00-14:00 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));Room: EC_WG10:Lecture Theatre A (LTA); Staff: MARSHALL,Kelly; TAN,Su-Lynn								
14:00	3DCA Supervised Studio or Workshop Time, 14:00-18:00 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)); Room: EC_M308; Staff: ROE, Sam	ONLINE VFX & 3D - Professional Futures Launch Online Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	Animation Arts - TV Series Launch Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104;Staff: FAUNTLEROY BRAND,Joshua		3DCA FMP Supervised Studio or Workshop Time, 14:00-18:00 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)); Room: EC_M311; Staff: ROE, Sam	Game Arts Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302; Staff: LESLIE,Michael	Animation Arts: Professional Futures - TVS Project Groups Supervised Studio or Workshop Time, 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 3) (BA (Hons) Animation: Animation Arts (Full Time)); Rooms: EC_T1401; EC_T1402; Staff: MARSHALL,Kelly; TAN,Su-Lynn	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	
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Group timetable - LCC_NA (wk starting 20/02/2023)

	Monday 20/02/2023			Tuesday 21/02/2023		Wed 22/02/2023	Thursday 23/02/2023			Friday 24/02/2023					Saturday 25/02/2023	Sunday 26/02/2023
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10:00	ONLINE All Pathways - Professional Futures Online Supervised Studio or Workshop Time, 10:00-13:00 Event too large - resources not printed	ONLINE Group A Working with Sound 5 Online Supervised Studio or Workshop Time, 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)); Staff: MARLOWE, Jessica				ONLINE All Pathways - PF - Enterprise & Employability 1 Online Supervised Studio or Workshop Time, 10:00-12:00 Event too large - resources not printed	(A&B) BA Animation Arts Toon Boom 3 Supervised Studio or Workshop Time, 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)); Rooms: EC_M302; EC_M302A; Staff: TAN, Su-Lynn									
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14:00	3DCA Supervised Studio or Workshop Time, 14:00-18:00 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)); Room: EC_M308; Staff: ROE, Sam	VFX Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (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_M304; Staff: VINE, Billie	ONLINE All Pathways - Professional Futures - Andy Wyatt Industry Talk Online Supervised Studio or Workshop Time, 14:00-16:00 Event too large - resources not printed	Group A Acting for Animation 4 Supervised Studio or Workshop Time, 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 3) (BA (Hons) Animation: Animation Arts (Full Time)); Room: EC_M104; Staff: PHILIPPS, Christophe	Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104; Staff: FAUNTLEROY BRAND, Joshua	FMP Compositing Workshop 1 of 2 Supervised Studio or Workshop Time, 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 3) (BA (Hons) Animation: Animation Arts (Full Time)); Room: EC_W231; Apple Macs; Staff: HIRT, Ben	3DCA FMP Supervised Studio or Workshop Time, 14:00-18:00 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)); Room: EC_M311; Staff: ROE, Sam	Game Arts Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302; Staff: LESLIE, Michael	BA Animation Arts Professional Futures: TV Series Kelly's talk - Series, Formats Supervised Studio or Workshop Time, 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 3) (BA (Hons) Animation: Animation Arts (Full Time)); Room: EC_T304-01; EC_T304-02; Staff: MARSHALL, Kelly	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		
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Group timetable - LCC_NA (wk starting 27/02/2023)

	Monday 27/02/2023			Tuesday 28/02/2023	Wed 01/03/2023	Thursday 02/03/2023		Friday 03/03/2023						Saturday 04/03/2023	Sunday 05/03/2023		
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10:00	<div>Group A Animation Arts - Professional Futures:TV Series Character Development</div> <div>Supervised Studio or Workshop Time, 10:00-13:00</div> <div>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 (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); DPS Room: EC_M302A</div>			<div>ONLINE All Pathways - PF Enterprise & Employability 1</div> <div>Online Supervised Studio or Workshop Time, 10:00-12:00</div> <div>Event too large - resources not printed</div>	<div>Animation Skills 5</div> <div>Supervised Studio or Workshop Time, 10:00-13:00</div> <div>Groups: LCC_BA (Hons) 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: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); Rooms: EC_M302; EC_M302A</div>												
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14:00	<div>3DCA</div> <div>Supervised Studio or Workshop Time, 14:00-18:00</div> <div>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)); Room: EC_M308; Staff: ROE, Sam</div>	<div>VFX</div> <div>Supervised Studio or Workshop Time, 14:00-18:00</div> <div>Groups: LCC_BA (Hons) Animation (with Creative Computing) (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_M304; Staff: VINE,Billie</div>	<div>Group B Animation Arts Personal/Project Tutorials</div> <div>Other Unit Tutorials, 14:00-17:00</div> <div>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)); Room: EC_M310A; Pod</div>	<div>Game Arts</div> <div>Supervised Studio or Workshop Time, 14:00-17:00</div> <div>Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104; Staff: FAUNTLEROY BRAND,Joshua</div>	<div>FMP Compositing Workshop</div> <div>Supervised Studio or Workshop Time, 14:00-17:00</div> <div>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)); Room: EC_W231; Apple Macs; Staff: HIRT,Ben</div>	<div>3DCA FMP</div> <div>Supervised Studio or Workshop Time, 14:00-18:00</div> <div>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)); Room: EC_M302; Staff: ROE, Sam</div>	<div>Game Arts</div> <div>Supervised Studio or Workshop Time, 14:00-18:00</div> <div>Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302; Staff: LESLIE, Michael</div>	<div>FMP Support Stop Motion</div> <div>Supervised Studio or Workshop Time, 14:00-17:00</div> <div>Event too large - resources not printed</div>	<div>ONLINE FMP Support 3D/2D</div> <div>Online Supervised Studio or Workshop Time, 14:00-18:00</div> <div>Event too large - resources not printed</div>	<div>Project Support 2D Animation</div> <div>Supervised Studio or Workshop Time, 14:00-18:00</div> <div>Event too large - resources not printed</div>	<div>Project Support - Digital VFX/3D</div> <div>Supervised Studio or Workshop Time, 14:00-18:00</div> <div>Event too large - resources not printed</div>	<div>Project Support Digital/VFX/3D</div> <div>Supervised Studio or Workshop Time, 14:00-18:00</div> <div>Event too large - resources not printed</div>	<div>Guest Lecture: Dom Davenport & Paul Franklin-Created Academy Lecture, 14:00-17:00</div> <div>Event too large - resources not printed</div>				
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18:00				<div>Game Nights (extra-curricular optional activity)</div> <div>2 Other: Workshop, 18:00-21:00</div> <div>Event too large - resources not printed</div>													
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Group timetable - LCC_NA (wk starting 06/03/2023)

	Monday 06/03/2023	Tuesday 07/03/2023	Wed 08/03/2023	Thursday 09/03/2023	Friday 10/03/2023						Saturday 11/03/2023	Sunday 12/03/2023
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10:00	Group A Working with Sound 6 Online Supervised Studio or Workshop Time, 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)); Room: EC_M302A; Staff: MARLOWE, Jessica	ONLINE All Pathways - PF - Enterprise & Employability 1 Online Supervised Studio or Workshop Time, 10:00-12:00 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: Visual Effects (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Staff: TYNAN-CAMPBELL, Zoe										
11:00												
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13:00			ONLINE Josh Parks Industry talk - Join via teams invite Online Lecture, 12:00-13:00 Event too large - resources not printed									
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14:00	3DCA Supervised Studio or Workshop Time, 14:00-18:00 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)); Room: EC_M308; Staff: ROE, Sam	VFX Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (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_M304; Staff: VINE, Billie	Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104; Staff: FAUNTLEROY BRAND, Joshua	3DCA FMP Supervised Studio or Workshop Time, 14:00-18:00 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)); Room: EC_M311; Staff: ROE, Sam	Game Arts Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M309; Staff: LESLIE Michael	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		
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16:00			ONLINE Animation Arts - PF & PP Industry Talk - Reka Busci Online Lecture, 16:00-17:30 Event too large - resources not printed									
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Group timetable - LCC_NA (wk starting 13/03/2023)

	Monday 13/03/2023	Tuesday 14/03/2023	Wed 15/03/2023	Thursday 16/03/2023	Friday 17/03/2023	Saturday 18/03/2023	Sunday 19/03/2023					
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10:00	<div>Group A Animation Arts Personal/ Project Tutorials Other Unit Tutorials, 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)); Rooms: EC_T1001; EC_T1005; EC_ T1007; Staff: DOHERTY,Darren; HILTON,Stuart; TAN,Su-Lynn</div>		<div>Animation Skills 5 Supervised Studio or Workshop Time, 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)); Rooms: EC_ M302A; EC_M304; Sta ff: MAY,Steven</div>									
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12:00				<div>Game Arts Pathway Showcase Meeting Z Other: Meeting, 12:00-14:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M309; Staff : LESLIE,Michael</div>								
13:00												
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14:00	<div>All Pathways - TBD initial review Supervised Studio or Workshop Time, 14:00-17: 00 Event too large - resources not printed</div>	<div>Group B Animation Arts Personal/Project Tutorials Other Unit Tutorials, 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 3) (BA (Hons) Animation: Animation Arts (Full Time)); Room: EC_ M301; Play Room; Staff : DOHERTY,Darren; HILTON,Stuart; TAN, Su-Lynn</div>	<div>Animation Arts - PF & PP Industry Talk - Romaine Wach - Anime Lecture, 14:00-17:00 Event too large - resources not printed</div>	<div>Game Arts Supervised Studio or Workshop Time, 14:00- 17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104; Staff : FAUNTLEROY BRAND,Joshua</div>	<div>3DCA FMP Supervised Studio or Workshop Time, 14:00-18:00 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)); Room: EC_ M311; Staff: ROE, Sam</div>	<div>Game Arts Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M104D; Staff: LESLIE,Michael</div>	<div>ONLINE: Animation Arts: Professional Futures - TVS Interim Online Supervised Studio or Workshop Time, 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 3) (BA (Hons) Animation: Animation Arts (Full Time)); Staff: MARSHALL,Kelly; TAN, Su-Lynn</div>	<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 Event too large - resources not printed</div>	<div>Project Support 2D Animation Supervised Studio or Workshop Time, 14:00-18: 00 Event too large - resources not printed</div>	<div>Project Support - Digital/ VFX/3D Supervised Studio or Workshop Time, 14:00-18: 00 Event too large - resources not printed</div>	<div>Project Support Digital/VFX/ 3D Supervised Studio or Workshop Time, 14:00-18: 00 Event too large - resources not printed</div>
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Group timetable - LCC_NA (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		
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Group timetable - LCC_NA (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										
09:00	**Public Holiday (Easter Monday)** Easter Monday										
10:00											
10:00			ONLINE Guest Lecture VFX Journalist: Jan Falles: The evolution of compositing Online Lecture, 10:00-11:00 Event too large - resources not printed	Animation Skills 6 Supervised Studio or Workshop Time, 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)); Rooms: EC_M302; EC_M302A							
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14:00	Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104; Staff: FAUNTLEROY BRAND, Joshua		3DCA FMP Supervised Studio or Workshop Time, 14:00-18:00 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)); Room: EC_M311; Staff: ROE, Sam	Game Arts Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302; Staff: LESLIE, Michael	Animation Arts: Professional Futures - TVS Interim 2 Supervised Studio or Workshop Time, 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 3) (BA (Hons) Animation: Animation Arts (Full Time)); Room: EC_TG02; Lecture Theatre C (LTC); Staff: MARSHALL, Kelly, TAN, Su Lynn	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	
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18:00	Game Nights (extra-curricular optional activity) 2 Other: Workshop, 18:00-21:00 Event too large - resources not printed										
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Group timetable - LCC_NA (wk starting 17/04/2023)

	Monday 17/04/2023	Tuesday 18/04/2023	Wed 19/04/2023	Thursday 20/04/2023	Friday 21/04/2023	Saturday 22/04/2023	Sunday 23/04/2023						
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10:00	<div>Group B Animation Arts</div> <div>Supervised Studio or Workshop Time, 10:00-13:00</div> <div>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)); Room: EC_M302A</div>		<div>ONSITE Guest Lecture - VFX Journalist: Ian Falles: The evolution of animation</div> <div>Lecture, 10:00-11:00</div> <div>Event too large - resources not printed</div>	<div>Group A BA Animation Arts - FMP E2 Interim 4 Presentations - Edited Animatic</div> <div>Crits or Other Formative Assessment, 10:00-13:00</div> <div>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)); Room: EC_WG10: Lecture Theatre A (LTA); Staff: DOHERTY,Darren; HILTON,Stuart; TAN,Su-Lynn</div>	<div>Visual Effects: FMP</div> <div>Supervised Studio or Workshop Time, 10:00-13:00</div> <div>Group: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M310; Staff: VINE,Billie</div>								
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14:00	<div>VFX</div> <div>Supervised Studio or Workshop Time, 14:00-18:00</div> <div>Groups: LCC_BA (Hons) Animation (with Creative Computing) (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_M304; Staff: VINE,Billie</div>	<div>3DCA</div> <div>Supervised Studio or Workshop Time, 14:00-17:00</div> <div>Event too large - resources not printed</div>	<div>Group A Animation Arts - Working with Sound</div> <div>Supervised Studio or Workshop Time, 14:00-17:00</div> <div>Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (Full Time); Room: EC_M302A; Staff: MARLOWE,Jessica</div>	<div>Game Arts</div> <div>Supervised Studio or Workshop Time, 14:00-17:00</div> <div>Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104; Staff: FAUNTLEROY BRAND,Joshua</div>	<div>3DCA FMP</div> <div>Supervised Studio or Workshop Time, 14:00-18:00</div> <div>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)); Room: EC_M311; Staff: ROE,Sam</div>	<div>FMP Support Stop Motion</div> <div>Supervised Studio or Workshop Time, 14:00-17:00</div> <div>Event too large - resources not printed</div>	<div>ONLINE FMP Support 3D/2D</div> <div>Online Supervised Studio or Workshop Time, 14:00-18:00</div> <div>Event too large - resources not printed</div>	<div>Project Support 2D Animation</div> <div>Supervised Studio or Workshop Time, 14:00-18:00</div> <div>Event too large - resources not printed</div>	<div>Project Support - Digital/ VFX/3D</div> <div>Supervised Studio or Workshop Time, 14:00-18:00</div> <div>Event too large - resources not printed</div>	<div>Project Support Digital/ VFX/3D</div> <div>Supervised Studio or Workshop Time, 14:00-18:00</div> <div>Event too large - resources not printed</div>	<div>Visual Effects: FMP</div> <div>Supervised Studio or Workshop Time, 14:00-17:00</div> <div>Group: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M310; Staff: VINE,Billie</div>		
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Group timetable - LCC_NA (wk starting 24/04/2023)

	Monday 24/04/2023	Tuesday 25/04/2023	Wed 26/04/2023	Thursday 27/04/2023	Friday 28/04/2023	Saturday 29/04/2023	Sunday 30/04/2023							
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10:00	Group A Animation Arts Fit to Submit Tutorials Supervised Studio or Workshop Time, 10:00- 13:00	Group B Animation Arts Fit to Submit Tutorials Supervised Studio or Workshop Time, 10:00- 13:00	ONLINE Sound tutorial Sign Ups Online Other Unit Tutorials, 10:00-13:00 Groups: 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 (BA (Hons) 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) 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)); Staff: MARLOWE, Jessica	Animation Skills 7 Supervised Studio or Workshop Time, 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))Rooms: EC_M302; EC_M302A										
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)); Room: EC_M302A; Staff: DOHERTY, Darren; HILTON, Stuart; TAN, Su-Lynn	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)); Room: EC_M302A; Staff: DOHERTY, Darren; HILTON, Stuart; TAN, Su-Lynn												
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14:00	All Pathways - TBD initial review Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	3DCA Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104; Staff: FAUNTLEROY, BRAND, Joshua	ONLINE Sound tutorial Sign Ups Online Other Unit Tutorials, 14:00-18:00 Groups: 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 (BA (Hons) 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) 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)); Staff: MARLOWE, Jessica	3DCA FMP Supervised Studio or Workshop Time, 14:00-18:00 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)); Room: EC_M311; Staff: ROE, Sam	Game Arts Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302; Staff: LESLIE, Michael	Animation Arts: Professional Futures - TVS Interim 2 Supervised Studio or Workshop Time, 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 3) (BA (Hons) Animation: Animation Arts (Full Time)); Staff: MARSHALL, Kelly; TAN, Su-Lynn Can move to T1101	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		
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Group timetable - LCC_NA (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	Public Holiday (May Day) 08:00-22:00 **Public Holiday (May Day)** May Day										
09:00											
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10:00				ONLINE Guest Lecture - VFX Journalist: Ian Falles: The evolution of virtual production Online Lecture, 10:00-11:00 Event too large - resources not printed							
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14:00		Game Arts Supervised Studio or Workshop Time, 14:00-17:00		3DCA FMP Supervised Studio or Workshop Time, 14:00-18:00	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		
15:00		Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104; Staff: FAUNTLEROY BRAND, Joshua		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)); Room: EC_M311; Staff: ROE, Sam							
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Group timetable - LCC_NA (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 III										
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10:00				ONLINE Guest Lecture - VFX Journalist Ian Faires: The evolution of CG Online Lecture, 10:00-11:00 Event too large - resources not printed							
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14:00	Game Arts Supervised Studio or Workshop Time, 14:00-17:00		3DCA FMP Supervised Studio or Workshop Time, 14:00-18:00	Game Arts Supervised Studio or Workshop Time, 14:00-18:00	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		
15:00	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104; Staff: FAUNTLEROY BRAND, Joshua		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)); Room: EC_M311; Staff: ROE, Sam	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Rooms: EC_M302; EC_M302A; Staff: LESLIE, Michael							
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18:00	Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00 Event too large - resources not printed										
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Group timetable - LCC_NA (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	Group A Animation Arts Fit to Submit Tutorials Supervised Studio or Workshop Time, 10:00-13:00	Group B Animation Arts Fit to Submit Tutorials Supervised Studio or Workshop Time, 10:00-13:00		ONLINE Guest Lecture - VFX Journalist: Ian Falles: The evolution of practical effects Online Lecture, 10:00-11:00 Event too large - resources not printed			
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)); Room: EC_M302A; Staff: DOHERTY, Darren; HILTON, Stuart; TAN, Su-Lynn	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)); Room: EC_M302A; Staff: DOHERTY, Darren; HILTON, Stuart; TAN, Su-Lynn					
12:00							
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14:00	VFX Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (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_M304; Staff: VINE, Billie	Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104; Staff: FAUNTLEROY BRAND, Joshua					
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Group timetable - LCC_NA (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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18:00		Game Nights (extra-curricular optional activity) 2 Other: Workshop, 18:00-21:00 Event too large - resources not printed					
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Group timetable - LCC_NA (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						
08:00-22:00							
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Group timetable - LCC_NA (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 Nights (extra-curricular optional activity) 2 Other: Workshop, 18:00-21:00 Event too large - resources not printed					
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Group timetable - LCC_NA (wk starting 19/06/2023)

	Monday 19/06/2023	Tuesday 20/06/2023	Wednesday 21/06/2023	Thursday 22/06/2023	Friday 23/06/2023	Saturday 24/06/2023	Sunday 25/06/2023
08:00							
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18:00		Game Nights (extra-curricular optional activity) 2 Other: Workshop, 18:00-21:00 Event too large - resources not printed					
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