This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Group timetable - LCC\_NA (wk starting 29/08/2022)

	Monday 29/08/2022	Tuesday 30/08/2022	Wednesday 31/08/2022	Thursday 01/09/2022	Friday 02/09/2022	Saturday 03/09/2022	Sunday 04/09/2022
08:00	Late Summer Bank Holiday - UAL CLosed 08:00-22:00						
09:00							
10:00							
11:00							
11:00							
12:00							
13:00							
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19:00 19:00							
20:00							
21:00							
21:00							
22:00			Page 1 published 20/08/2		- CELCAT Timetabling		

This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Group timetable - LCC\_NA (wk starting 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						
09:00							
10:00							
11:00							
12:00							
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21:00 21:00							
22:00			Page 2 published 20/08/2		CELCAT Timetabling		

### Group timetable - LCC\_NA (wk starting 26/09/2022)

09:00	
09:00	
10:00 ALL PATHWAYS Welcome Baskd FMP (Enduction Year Intro Online Lecture, 10:00:13:00 Context Lecture, 10:00:13:00 (Supervised Studio or Workshop Time, 10:00:13:00 (Soupers, 1	
12:00    (Full Time) Yr.3) DPS; LCC_BA (Hons) Animation:   Animation Arts (FV Yr.3) (BA (Hons) Animation Arts (Full Time)     Animation: Game Arts (Full Time)     Animation: Game Arts (Full Time)     Animation: Game Arts (Full Time)     Animation: Arts (Full Time)     Animation: Animation: Game Arts (Full Time)     Animation: Animation: Game Arts (Full Time)     Animation: Animation Animation Animation: Animation An	
13:00	
14:00	
14:00 3DCA Briefing Project Briefing, 14:00-17: 00 Groups: LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons)	
Computer Animation (Full Time); LCC_BA (Hons) Animation: Game Arts (Full Time)	
Time)); Room: EC_M308; Staff: RISINO,Luca M302; Staff: RISINO,Luca M302A	
17:00	
18:00	
18:00	
19:00	
20:00         0 <td></td>	
21:00       21:00	
22:00	

### Group timetable - LCC\_NA (wk starting 03/10/2022)

	Monday Tuesday 03/10/2022 04/10/202			Wedn 05/10			Thursday 06/10/2022		Friday 07/10/2022	Saturday 08/10/2022	Sunday 09/10/2022
08:00											
09:00 09:00 10:00 11:00 11:00 12:00 12:00 13:00	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) (IBA (Hons) Animation:	AA GpB FMP E1 Planning 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 (FT Yr 3) GBA (Hons) Animation: Animation Arts (Full Time) Room: EC_M304; Staff: DOHERTY, Darren	Supervised Studio or	ONLINE Digital Dioramas Online Technical Workshop, 10:00-13: 00 Event too large - resources not printed	CNLINE Life Drawing Online Supervised Studio or Workshop Time, 11:00-12:00 Event too large - resources not printed	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)); Soom : EC_M301:Play Room; St aff: TYLER,Oliver	AArts GpA FMP E1 Planning 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 (FT Yr 3) Room: EC_M302; Staff: TAN,Su-Lynn	AArts GpB FMP E1 Planning 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 (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time) Room: EC_M302A: Staff; HILTON, Stuart; SAUL, Daniel; TAN, Su-Lynn			
14:00 14:00 15:00 15:00 16:00	SDCA 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 (Full Time)): Poom: 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 (FUI 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	DRLINE Life Drawing Online Supervised Studio or Workshop, T Groups, LCD, Bi, (Hong) Animation (FT IDPS; LCC, BA (Hong) Animation (FT V Creative Computing (FT Y's) BA (Hong) (Full Time)); LCC, BA (Hong) Animation (FT Creative Computing) (FT Y's) BA (Hong) Animation (Mt) LCC, BA (Hong) Animation (with Creative Computing) (FT Y's) BI and Effects (Full Time); LC Creative Computing) (FT Y's) BI animation (Animation Animation (Barne Arts (Full Time)); LCC BA (Hong) Animation: Game Arts (Full Time) Effects (FT Y'r 3) (BA (Hong) Animation*)	[8.4] Hono) Animation (Full Timel) IY 3) 3) 1.CC. BA (Hono) Animation (will Animation (will Animation) with 1.0 Animation (with Creative Computer) (FT Y 3) (BA (minel)); LOC, BA (Hono) Animation (with Tentible Computing) (FT Y 3) (BA (Hono) Animation (with Timel)); Computing) (FT Y 3) (BA (Hono) Animation (Full Timel)); Computing (FT Y 3) (BA (Hono) Animation (Full Timel)); IS (FT Y 3) (BA (Hono) Animation (FT Y 3) (BA (LOC)); Computer Animation (LOC)); Computer Animation (LOC); Computer Animation (	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 (FURL 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 FMP Location Shooting Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Full Time)): LCC BA (Hons) Animation (For Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time); Room: ETC_M301:Play Room; St aff: TYLER, Oliver	Story Worlds Technical Workshop, 14:00-17:30 Event too large - resources not printed		
17:00 18:00 18:00 19:00 19:00 20:00											
21:00 21:00 22:00											(truncated to fit page)

# Group timetable - LCC\_NA (wk starting 10/10/2022)

	Monday Tuesday Wednesday 10/10/2022 11/10/2022 12/10/2022						Thursday 13/10/2022		Friday 14/10/2022	Saturday 15/10/2022	Sunday 16/10/2022
08:00											
09:00											
11:00	Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)) LCC BA (Hons) Animation:	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))	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) Game	ONLINE Digital Dioramas Online Technical Workshop, 10:00-13: 00 Event too large - resources not printed	ONLINE Life Drawing Online Supervised Studio or Workshop Time, 1100-1200 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 (With Creative Computer Animation (Full Time)): LCC_BA (Hons) Animation: Animation Arts (Full Time)): LCC_BA (Hons) Animation: Animation Arts (Full Time)): Rooms: EC_M302; EC_M302A; Staff: MAY Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room : EC_W108					
12:00 12:00 13:00	Animation Arts (FT Yr 3) (IBA (Hons) Animation: Animation Arts (Full Time) Room: EC_M302A	LCC_BA (Hons) Animation Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)) Room: EC_M304; Staff: TAN,Su-Lynn	Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M104			Effects (Full Time)); Room					
14:00	3DCA Studio Access	VFX Studio Access	Game Arts	ONLINE Life Drawing		GArts GpA	GArts GpB	3DCA, VFX Virtual	Story Worlds Technical Workshop, 14:00-17:00		
15:00 15:00	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	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_	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	Online Supervised Studio or Workshop Ti. Groups L.CC., BA (Hons) Animation (FT 17) DPS, LCC., BA (Hons) Animation (FT 17) Creative Computing) (FT 17) (BA (Hons) (FU Harma) (LCC), BA (Hons) Animation (FT 17) (Full Time)), LCC, BA (Hons), Animation (FT 17) (Full Time), LCC, BA (Hons), Animation (FT 17) (Full Time), LCC, BA (Hons), Animation (Hons) (LCC), BA (Hons), Animation (Hons), LCC, BA (Hons), Animation, Animati	(BA (Hons) Animation (Full Time)) Yr 3)	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	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	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	Technical Workshop, 14:00-17:00 Event too large - resources not printed		
16:00 16:00	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	BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M304	(Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M104	(Hons) Animation: Game Arts (Full Time) Effects (FT Yr 3) (BA (Hons) Animation: \text{\text{'}}	); LCC_BA (Hone) Animation: Visual Visual Effects (Full Time))	(Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M302; Staff: RISINO,Luca	(Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M302A	Computer Animation (Full Time)); LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room : EC_W108			
17:00											
18:00			Game Nights (extra-curricular optional activity) 2 Other: Workshop, 18:00-21:00 Event too large - resources not printed								
19:00 19:00											
20:00											
21:00											
21:00											
22.00					5 h l'-h l 00/00/0000 40 5	A A A Habaraha Ada Ada	Landar OFLOAT Taradali				(truncated to fit page)

### Group timetable - LCC\_NA (wk starting 17/10/2022)

	Monday 17/10/2022	Tuesday 18/10/2022	Wedno 19/10			rsday 0/2022	Friday 21/10/2022	Saturday 22/10/2022	Sunday 23/10/2022
08:00									
09:00									
10:00 11:00 11:00	ONLINE FMP E1 Workshop Z Frankenstein Lives! 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 (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)): Staff: TAN, SuLynn	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons)	ONLINE Digital Discretises 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 Workshc Groups: LCC_BA (Hons) Animatic (FT Yr 3) (BA (Hons) Animatic LCC_BA (Hons) Animation: At (Hons) Animation: Animation I M302; EC_M302A; Staff: TAN,	op Time, 10:00-13:00 nation (with Creative Computing on: Animation Arts (Full Time)); nimation Arts (FT Yr 3) (BA Arts (Full Time)); Rooms: EC_			
13:00									
15:00	SDCA 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: 3D Computer Animation: 3D Computer Animation: Tyr 3) (BA (Hons) Animation: Visual Effects (Full Time); LCC. E (Hons) Animation: Visual Effects (Full Time); Room: EC_ M304  Windows (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 A (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr	Computing) (FT Yr 3) (BA (Hons) Animation: 3 BA (Hons) Animation (with Creative Computin Animation Arts (Full Time)); LCC_BA (Hons) A 3) (BA (Hons) Animation: Game Arts (Full Tim Creative Computing) (FT Yr 3) (BA (Hons) An BA (Hons) Animation: 3D Computer Animatior	Hons) Animation (Full Time)) Yr 3) DPS; A (HO Animation (with Creative 3D Computer Animation (Full Time)); LCC_ g) (FT Yr 3) (BA (Hons) Animation: Animation (with Creative Computing) (FT Yr le)); LCC_BA (Hons) Animation (with imation: Visual Effects (Full Time)); LCC_ (FT Yr 3) (BA (Hons) Animation: 3D core) Animation; Animation: 3D	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); Roo m: 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));Roo m: EC_M302A	Story Workshop, 14:00-17:00 Event too large - resources not printed		
17:00									
18:00 18:00									
19:00									
20:00									
21:00									(truncated to fit page)

# Group timetable - LCC\_NA (wk starting 24/10/2022)

	Monday 24/10/2022			Tues 25/10		Wedn 26/10			Thursday 27/10/2022		Friday 28/10/2022	Saturday 29/10/2022	Sunday 30/10/2022		
08:00															
09:00															
10:00	Groups: LCC_BA (Hon (BA (Hons) Animation: Animation: Animation A Arts (Full Time)); Room	IP E1 Interim  rised Studio or Workshop Time, 10:00-13:00  s: LCC_BA (Hons) Animation (with Creative Computing) (FT Yons) Animation: Animation Arts (FUI Time)); LCC_BA (Hons) tion: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation ition: Animation Arts (FT Yr 3) (BA (Hons) Animation: Anima		udio or Workshop Time, 10:00-13:00  BA (Hons) Animation (with Creative Computing) (FT Yr 3) imation: Animation Arts (Full Time)); LCC_BA (Hons) mation Arts (FT Yr 3) (BA (Hons) Animation: Animation )); Room: EC_T1402; Staff: DOHERTY, Darren; HILTON, Daniel; TAN, Su-Lynn  Supervised Groups: LC Creative Cc Animation: (Hons) Anii (Hons) Anii		Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons)		ONLINE Digital Dioramas Online Technical Workshop, 10: 00-13:00  Event too large - resources not printed	too large - resources not		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				
13:00															
	SDCA Studio Access Supervised Studio or Workshop Time, 14:00- 17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FTY r 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 Ans (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) 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 Seals Seals Tool Morkshop, 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 (FT Wr 3) (BA (Hons) Animation: Game Arts (FT Wr 3) (BA (Hons) Animation: Game Arts (FT Wr 3) (BA (Hons) Animation: Game Arts (FUll Time); Room:	Creative Tech Lab Induction 2 Other: Inductions, 16:00-16:30	OnLine Life Drawing Online Supervised Studio or Work Event too large - resources not pri		IVEX.3DCA Virtual Production Supervised Stude or Workshop Transport of Comments of Comments Georges, LCC, BA (Hons) Animation (with Creative Computing) (FT Yr. 3) (BA (Hons) Animation (with Creative Computing) (FT Yr. 3) (BA (Hons) Animation, (with Creative Chrosh) Animation (with Creative Chrosh) Animation (with Creative Animation (FT Yr. 3) (BA (Hons) Animation; Supervised (Full Time)); LCC, BA (Hons) Animation (Full Time); LCC, BA (Hons) Animation; Visual Effects Visual Effects (Full Time); Roo m: 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 (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time) ; Room: EC_M302; St aff: RISINO,Luca	Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation:	Story Worlds Technical Workshop, 14.00-17: 00 Event too large - resources not printed				
17:00															
18:00				Game Nights (extra-curricular optic Z Other: Workshop, 18:00-21:00 Event too large - resources not prin											
19:00 19:00 20:00															
20:00 21:00 21:00															
22:00					Page 7 - vita	lished 20/08/2023 16:51:	24. Haiyoreiti et the An	to London, CELCAT To	potobling				(truncated to fit page)		

### Group timetable - LCC\_NA (wk starting 31/10/2022)

	Mor 31/10	nday //2022	Tuesday 01/11/2022	Wedn 02/11			Thursday 03/11/2022		Friday 04/11/2022	Saturday 05/11/2022	Sunday 06/11/2022
08:00											
09:00											
09:00											
10:00		AA GpB Personal Tutorials	Game Arts	ONLINE Digital Dioramas Online Technical Workshop, 10:00-13:		AArts Gps A&B Toon Boom	12				
	13:00 Groups: LCC BA (Hons)	Other Unit Tutorials, 10:00 13:00 Groups: LCC_BA (Hons)	Workshop Time, 10:00-13: 00	00  Event too large - resources not printed		Animation: Animation Arts (	nimation (with Creative Com (Full Time)); LCC BA (Hons)	Animation: Animation Arts			
11:00	Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)	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		ONLINE Life Drawing Online Supervised Studio or Workshop Time, 11:00-13:00	(FT Yr 3) (BA (Hons) Anima M302A; Staff: TAN,Su-Lynn	ation: Animation Arts (Full Til	me))Rooms: EC_M302; EC_			
12:00	LCC_BA (Hons) Animation Animation Arts (FT Yr 3) (BA (Hons) Animation:	LCC_BA (Hons) Animation Animation Arts (FT Yr 3) (BA (Hons) Animation:	Àrts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons)		Event too large - resources not printed						
12:00	Animation Arts (Full Time) Room: EC_M302;Staff: HILTON,Stuart; TAN,Su- Lynn	Animation Arts (Full Time) Room: EC_M304; Staff: DOHERTY, Darren; SAUL, Daniel	Animation: Game Arts (Full Time)); Room: EC_ M104								
13:00											
13.00											
14:00 14:00	3DCA Studio Access	All Pathways: What My Ear See's Technical Workshop, 14:00-17:00	Game Arts	ONLINE Life Drawing Online Supervised Studio or Workshop Ti	īme, 14:00-16:00	VFX 3DCA Virtual Production Supervised Studio or Workshop Time, 14:00-17:00	GArts GpA	GArts GpB	Story Worlds Technical Workshop, 14:00-17:00		
15:00	Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC_BA (Hons)	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full	Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC_BA (Hons)	DPS; LCC_BA (Hons) Animation (FT Yr: Creative Computing) (FT Yr 3) (BA (Hons (Full Time)); LCC_BA (Hons) Animation (	s) Animation: 3D Computer Animation (with Creative Computing) (FT Yr 3) (BA	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)	Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC_BA (Hons)	Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC_BA (Hons)	Event too large - resources not printed		
15:00	Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D	Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time));	Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game	Creative Computing) (FT Yr 3) (BA (Hons LCC_BA (Hons) Animation (with Creative Animation: Visual Effects (Full Time)): LC	s) Animation: Game Arts (Full Time)); e Computing) (FT Yr 3) (BA (Hons)	Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)): LCC BA (Hons)	Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game	Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game			
16:00	Computer Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA	LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons)	Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts	Animation Arts (Full Time)); LCC_BA (Hc (Hons) Animation: Game Arts (Full Time) Effects (FT Yr 3) (BA (Hons) Animation:	on: 3D Computer Animation (Full Time)): tts (FT Yr 3) (BA (Hons) Animation: ons) Animation: Game Arts (FT Yr 3) (BA ()); LCC_BA (Hons) Animation: Visual Visual Effects (Full Time))	Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation: 4D Computer Animation: 4D Computer Animation: Animation: Animation Arts (FT Yr 3) DPS; LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) BA (Hons) Animation: Visual Effects (FT Wr 3) (BA (Hons) Animation: Visual Effects (FW IT ITTMP); Room: EC_W108; Staff: VINE,	Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts	Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts			
16:00	(Hons) Animation: 3D Computer Animation (Full Time)); Room: EC_M308; Staff: ROE,Sam	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	(Full Time)); Room: EC_ M104			Time)); Room: EC_W108; Staff: VINE, Billie	(Full Time)); Room: EC_ M302; Staff: RISINO,Luca	(Full Time)); Room: EC_ M302A			
17:00 17:00		M304; Stall: HILTON,Stuart									
18:00											
18:00											
19:00											
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_2.00				David	0	4.04	Landan OFLOAT Taraball				(truncated to fit page)

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### Group timetable - LCC\_NA (wk starting 07/11/2022)

	Monday Tuesday Wednesday 07/11/2022 08/11/2022 09/11/2022								rsday /2022		Friday 11/11/2022		Saturday 12/11/2022	Sunday 13/11/2022
08:00														
09:00														
10:00 11:00 11:00	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 (Full Time)): LCC_ Animation: Animation Animati	AA GpB Fit to Submit Other Unit Tutorials, 10:00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FF Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_ BA (Hons) Animation: Animation Arts (Full Time)); LCC_ Animation: Animation Arts (Full Time)); LCC_ Animation: Animation Arts (Full Time)); LCC_ MATS (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 Doramas Online Technical Workshop, 1000-1300 Event to Jurge - resources not printed	ONLINE: Academic Support (Academic reading and withing, evaluating sources) 2 Other, Inductions, 1000-12. Event too large - resources not printed	ONLINE Life Drawing Online Supervised Studio or Workshop Time, 11:00-1300 Event too large - resources not printed	Online Supervised St Groups: LCC_BA (Ho Animation: Animation	Arts (Full Time)); LCC		: Animation Arts (FT)	r			
13:00 13:00														
14:00 15:00 15:00 16:00 17:00	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 (Full Time); LCC_BA	All Pathways: What My Ear See's Technical Workshop, 14:00- 17:00 Feer too large - resources not profiled	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	(Hons) Animation (FT Yr 3); LC (Hons) Animation: 3D Compute Creative Computing) (FT Yr 3) ( (Hons) Animation (with Creative Time)); LCC_BA (Hons) Animat Visual Effects (Full Time)); LCC (Hons) Animation: 3D Compute Arts (FT Y 3) (RA 4 (Nos) Animation	risshop Time, 14:00-16:00 uton (FT (BA (Hons) Animation (F C, BA (Hons) Animation (with Com-Animation (Hons) Animation (with Com-Animation (Hons) (Loc. BA Administor) (Hons) (Loc. BA (Hons) (Hons) (Loc. BA (Hons)	ative Computing) (FT Yr 3) (BA (Hons) Animation (with Arts (Full Time)); LCC_BA Animation: Game Arts (Full Yr 3) (BA (Hons) Animation: uter Animation (FT Yr 3) (BA (Hons) Animation: Animation LCC_BA (Hons) Animation	VFX 30CA Virtual Production Supervised Studio or Workshop Time, 14:50-17:00 Event too large - resources root 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 (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (FUT Yr) (FT Yr), Read (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 (Full Time); Room: EC_MS02A	VFX Supenvised Studio or Workshop Time, 14:00- 17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (FU ITme); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Man) (Man) (Man) Man) Manimation: Man Man) Man (Man) Man) Man (Man) Man) Man (Man) Man) Man (Man) Man) Man) Man (Man) Man) Man) Man) Man) Man) Man) Man)	Story Worlds Technical Workshop, 14:00- 17:00 to Jurge - resources not printed	GArts GpA Supenvised 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 (FUT Tr) Room: EC_M309; Staf f: RISINO,Luca		
17:00														
18:00 19:00 19:00 20:00 20:00			Game Nights (extra-curricular optional activity) Z Other Workshop, 1:800-21: 00 Event too large - resources not printed											
21:00														(truncated to fit page)

# Group timetable - LCC\_NA (wk starting 14/11/2022)

		Monday Tuesday Wednesd 14/11/2022 15/11/2022 16/11/202							Thursday 17/11/2022				Friday 18/11/2022	2	Saturday 19/11/2022	
08:00																
09:00																
10:00	AA GpA FMP E1 F Z Other: Presentat Groups: LCC_BA ( Computing) (FT Yn Arts (Full Time)); L Arts (FT Yr 3) (BA	ion, 10:00-13:00 Hons) Animation (v 3) (BA (Hons) Anii .CC_BA (Hons) Anii (Hons) Animation:	mation: Animation imation: Animation	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 (Frill 7; 3) (BA (Hons) Animation: Game Arts (FTY Y 3), (BA (Hons) Time)); Room: EC_M104	ONLINE Digital Dioramas Online Technical Workshop, 10:00-13:00 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 GpA Personal Tutorials Other Unit Tutorials, 10:00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation Arts (Full Time)); LCC_BA (Hons) Animation Arts (Full Time); LCC_BA (Hons) Animation: Ants (Full Time)); Room: EC_UKSQC_Staff: HLTON_Stuart; TAN, Su-Lynn	AArts GpB Personal Tutorials Other Unit Tutorials, 10:00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation Arts (Full Time)); LCC_BA (Hons) Animation Arts (Full Time); LCC_BA (Hons) Animation: Ants (Full Time)); Roo (POPERTY, Darren; SAUL, Daniel	Summative Assessment FMP E1 3PM 1000-1500 Event too large - resources not printed			Groups: LCC_BA (Hor Time) yr 3) DPs: (Hons) Animation (with Animation: 3D Companion: Animation (with Creatin Animation (with Creatin Animation Arts (Full TI Computing) (FT Yr 3) LCC_BA (Hons) Animation: Animation: 3D Comput Animation: Animati	p3) Vorkshop Time, 10:00-1 Vorkshop Time, 10:00-1 Laboration (FT (BA (I) Laboration (FT (I) Laboration (FT (I) Laboration (I) Laboration (Laboration (Labo	Hons) Animation (Full (FT Yr 3) LCC_BA TY 73) (BA (Hons) )); LCC_BA (Hons) )); LCC_BA (Hons) (JCA (Hons) (JCA (Hons) (JCA (Hons) (HONS) (HONS) (HONS) (HONS) (HONS) (HONS) (HONS) (HONS) Animation: (Hons) Animation: (Hons) Animation: (FT Yr 3) (BA (Hons) (Hons) Animation: (Hons) (Hon		
13:00																
14:00 15:00 15:00 16:00	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.	AA GB FMP E1Final Presentation 3 Z Other: Presentation 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation Animation Ans (FT Imel): LCC_BA (Hons) Animation: Animation Ans (FT Imel): Row Computing (FT Yr 3) (BA (Hons) Animation: Animation Ans (FT Imel): Row Computer (FI	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: Came Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Came Arts (FUll Time); Came Arts (Full Time); Mind.	ONLINE Life Drawing Online Supervised Studio or Workshop Time, 14:00- 16:00 Event too large - resources not printed	MIDA Couest Speaker Z Other: Visiling Practitioner Talk, 14:00- 17:00 December 20:00 Appendix Event no large - resources not printed	SDCA Supervised Studio or Workshop Time, 14: 00-17:00 00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation: 4D Computer Animation (FIT Yr 3) (BA (Hons) Computer Animation (FIT Time)); Room: ECC M3111	GATIS GPA Supervised Studio or Workshop Time, 14: 00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (BA (Hons) Animation Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Noom. EC_MSQC_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 (FUII Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT Wr 3) (BA (Hons) Animation: Game Arts (FT Wr 3) (BA (Hons) Animation: Game Arts (FUII Time)); Room: EC_M3072A	VFX Supervised Studio or Workshop Time, 14: 00-17:00 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 (FT Yr S) (BA) (Hons) Animation: Visual Effects (FT Yr S) (Hons) (H	ONLINE FMP Support Briefing Session Online Project Briefing, 14:00-17:00 Event no large - resources not printed	ONLINE FMP Support Online Supervised Studio or Workshop Time, 14:00- 17:00 Event no 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 Jr. LCC_BA (Hons) Animation: Game Arts (FT yr 3) (BA (Hons) Animation: Game Arts (FUll Time); Rooms: EC_M308; EC_W108 Staff: FANTI-LEROY BRAND, Joshus; RISINO, Luca		
17:00 17:00		EALES, Chris		WITO4						M302A						
18:00																
19:00																
20:00																
21:00																

# Group timetable - LCC\_NA (wk starting 21/11/2022)

	Mor 21/11	nday /2022	Tuesday 22/11/2022	Wed 23/11/2022						Friday 25/11/2022			Saturday 26/11/2022	Sunday 27/11/2022
08:00														
09:00														
11:00 11:00 12:00 12:00	AA (GpA & GpB) FM Project Briefing, 10:0 Groups: LCC_BA (Hc Creative Computing) Animation: Animation LCC_BA (Hons) Anim (FT Y 3) (BA (Hons) Arts (Full Timel); Roo Theatre C (LTC); Staf TAN,Su-Lynn	0-13:30 ons) Animation (with (FT Yr 3) (BA (Hons) Arts (Full Time)); nation: Animation Arts Animation: Animation m: EC TG02:Lecture	Garne Arts Supervised Studio or Workshop Time, 10:00- 13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Garne Arts (Full Time); LCC_BA (Hons) Animation: Garne Arts (Full Time); ; Room: EC_M104		VFF, and SICCLE1 Z. Other. Presentation, 10:00- 13:00 Groups: LCC. BA (Hong) Animation (FT V); 3); LCC. BA (Hong) Animation (FT V); 3); LCC. BA (Hong) Animation (FT V); BA (Hong) Animation (With V); BA (Hong) Animation (With V); BA (Hong) Animation (With Creative Animati	Animation: Animation LCC BA (Hons) Anin	Workshop Time, 10: ons) Animation (with (FT Yr 3) (BA (Hons) Arts (Full Time)); nation: Animation Arts Animation: Animation ms: EC_M302; EC_							
13:00 14:00 14:00	3DCA Studio Access	VFX Studio Access	Game Arts		GArts GpA	GArts GpB	VFX and 3DCA E1	ONLINE FMP Support	FMP Support	FMP Support	FMP Support	FMP Support		
15:00 15:00 16:00	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: 10Full Time); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (FT Wr 3) (BA (Hons) Staff: ROE.Sam	Supenvised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Y3) (BA (Hons) Animation: Visual Effects (Full Time)); LCC_BA (Hons) Animation: Visual Effects (FT Y3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_M304	Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (8A (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 5) (8A (Hons) Animation: Game Arts (Full Time)); Room: EC_M104		Supenvised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr.3) (84 (Hons) Animation: Game Arts (Full Time)). LCC_BA (Hons) Animation: Game Arts (Full Time)). CG anne Arts (Full Time); Animation: Game Arts (Full Time); Arts (Full Time); Arts (Full Time); Room: EC MisaQc_St aff: RISINO,Luca	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 5) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M302A	presentations 2. Other. Presentation, 14: 00-18:00 Groups: LCC, BA (Hons) Animation (FT Y; 3); LCC BA (Hons) Animation (FT Y; 3); LCC BA (Hons) Animation (with Creative Computing) (FT Y; 3) (BA (Hons) Animation (Full Time)); LCC, BA (Hons) Animation (Full Time); LCC, BA (Hons) Animation (FT Y; 3) (BA (Hons) Animation; 3D Computer Animation; Tull Time); LCC, BA (Hons) Animation (with Creative Computing) (FT Y; 3)	Online Supervised Studio or Workshop Time, 4400-4700 Event too large - resources not printed	Supervised Studio or Workshop Time, 4400-7200 Event too large - resources not printed	Supervised Studio or Whotshop Time, 44-00-7-00 Event too large - resources not printed 4	Supervised Studio or Workshop Time. 440-01-7:00 Event too large - resources not printed 4	Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed a		
17:00 17:00							Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Room: EC_ WG10:Lecture Theatre A (LTA); Staff: VINE,Billie							
18:00 18:00 19:00 19:00			Game Nights (extra-unicular optional activity) Z Other Workshop, 18:00-21: 00 Event to Jurge - resources por printed											
20:00 21:00 21:00 22:00														

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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		Thur 01/12	sday 2/2022				Friday 02/12/2022			Saturday 03/12/2022	Sunday 04/12/2022
08:00														
09:00														
10:00	AA GpA&B Acting for	Game Arts		AArts Gps A&B Story	hoarding SBD 1									
11:00	Animation Supervised Studio or Workshop Time, 10:00- 13:00	Supervised Studio or Workshop Time, 10:00- 13:00 Groups: LCC_BA		Supervised Studio or Groups: LCC BA (Ho	Workshop Time, 10:00 ns) Animation (with Cr Arts (Full Time)); LCC	eative Computing) (F	n: Animation Arts (FT	Yr						
11:00	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation	(Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA		ff: YACHE,Fernando	ion. vuimation vuto (i	un rimo),kooma. 20_	, 1002, 20_10021, <b>014</b>							
	Arts (Full Time)); LCC_ BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation	(Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)) ; Room: EC_M104												
13:00	Arts (Full Time)); Roo m: EC_T1402													
14:00														
14:00	AA & 3DCA Working with Sound Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons)	Game Arts Supervised Studio or Workshop Time, 14:00- 17:00		3DCA 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	VFX Supervised Studio or Workshop Time, 14:00- 17:00	ONLINE FMP Support Online Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed		
15:00 15:00	Animation (with Creative Computing) (FTYr 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	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA		Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time));							
16:00 16:00	(HURS) Allimation: Annihation 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: Animation Arts (FT Yr 3) (BA (Hons) Animation Arts (FT Yr 3) (BA (Hons) Animation Arts	(Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)) ; Room: EC_M104		(Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D	(Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)) ; Room: EC_M302; St	(Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)) ; Room: EC_M302A	LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full							
17:00	Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); Room: EC_M308	, Room. EO_W104		Computer Animation (Full Time)); Room: EC_M311	aff: RISINO,Luca	, ROSIII. EO_WISOZA	Time)); Room: EC_ M310; Staff: VINE, Billie							
17:00														
18:00 18:00														
19:00 19:00														
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### Group timetable - LCC\_NA (wk starting 05/12/2022)

		nday 2/2022	Tuesday 06/12/2022	Wed 07/12/2022		Thursday 08/12/2022				Friday 09/12/2022			Saturday 10/12/2022	Sunday 11/12/2022
08:00														
09:00														
11:00 11:00 12:00 12:00	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 Animation: Animation Animation: Animation Animation: Animation Ants (Full Time); Roo m: 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 Yr3) (BA (Hons) Animation: Animation Aris (FUII Time)); LCC_BA (Hons) Animation: Animation Ants (FU IT Imee)); Roo m: EC_M304; Staff: DOHERTY, Darren; SAUL_Daniel	Game Arts Supervised Studio or Workshop Time, 10:00- 13:00 Groups: L.C.C. BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Came Arts (Full Time)): L.C.C. BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FUll Time)) ; Room: EC_M104		AArts Gps A&B Story/ Supervised Studio or Groups: LCC_BA (Ho Yr 3) (BA (Hons) Anin (Hons) Animation: An Animation Arts (Full T YACHE,Fernando	Workshop Time, 10:0 ns) Animation (with Conation: Animation Arts	eative Computing) (F1 (Full Time)); LCC_BA (BA (Hons) Animation							
13:00							,							
14:00	Animation: Animation LCC_BA (Hons) Anim Animation (FT Yr 3) ( 3D Computer Animat BA (Hons) Animation	Workshop Time, 14: ons) Animation (with (FT Yr 3) (BA (Hons) uter Animation (Full ns) Animation (FU Ir 3) (BA (Hons) A Afts (Full Time)); nation: 3D Computer (BA (Hons) Animation (Full Time)); LCC: Animation Arts (FT mation: Animation) Arts (FT matio	Game Arts Supenvised 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)): (BA (Hons) Animation: Game Arts (Full Time)): Room: EC_M104		GArts GpA Supenvised 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 Ya) (BA (Hons) Animation: Game Arts (Full Time)). ; Room: EC_M302; St aff: RISINO,Luca	GATIS GDB Supervised Studio or Workshop Time, 14:00- 17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Y7 3) (BA (Hons) Animation: Game Arts (Full Time)). LCC_BA (Hons) Animation: Game Arts (Full Time)). JCC BA (Game) ATIS (FTY T'9) (BA (Hons) Animation: Game Arts (Full Time)) ; Room: EC_MS02A	Presentations Supervised Studio or Workshop Time, 14:00- 18:00 Groups: LCC, BA (Hons) Animation (with Creative computing) (FY f's) (BA (Hons) Animation: JB Computer Animation (Full Times): LCC, BA (Hons) Animation: (Full Times): LCC, BA (Hons) Animation (with Creative Computing) (FT 7'3) (BA (Hons) Animation: JSUBLE (Hots) ANIMATION (	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 primited	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		
17:00							Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); Rooms: EC_ M310; EC_M311; Staff: ROE,Sam; VINE,Billie							
19:00 19:00 19:00 20:00 20:00			Game Nights (extra-curricular optional activity)  Zother Workshop, 1:800-21:  00  Event too large - resources not printed											
21:00														(truncated to fit page)

This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Group timetable - LCC\_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
09:00	Public Holiday Boxing Day 08:00-22:00 **Public Holiday**	Public Holiday Christmas Day 08:00-22:00 **Public Holiday**					
09:00							
10:00							
11:00							
12:00							
13:00							
14:00							
15:00 15:00							
16:00 16:00							
17:00							
17:00							
18:00							
19:00 19:00							
20:00							
21:00							
22:00					o CELCAT Timetabling		

This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Group timetable - LCC\_NA (wk starting 02/01/2023)

	Monday 02/01/2023	Tuesday 03/01/2023	Wednesday 04/01/2023	Thursday 05/01/2023	Friday 06/01/2023	Saturday 07/01/2023	Sunday 08/01/2023
08:00	Public Holiday - New Year's Day 08:00-22:00						
09:00							
10:00							
10:00							
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21:00							
22:00							

### Group timetable - LCC\_NA (wk starting 09/01/2023)

		nday /2023	Tuesday 10/01/2023	Wed 11/01/2023		Thur 12/01	sday /2023				Friday 13/01/2023			Saturday 14/01/2023	Sunday 15/01/2023
08:00															
09:00															
11:00	Animation Arts (Full	IAA GDB Project Tutorials Other Unit Tutorials, 10: 00-13:00 Groups: LCC, BA (Hone) Animation (with Creative Camputing) (ETY 2) (BA (Hons) Animation: Animation Animation: Animation Ans (ETV 13 (BA (Hons) Animation Animation Arts (Full Time); Room: EC M304- Staff: DOHERTY/Darren; SAUL/Darriel	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); Came Arts (F												
13:00 14:00 14:00	AA & 3DCA Studio	Access	Game Arts		3DCA	GArts GpA	GArts GpB	VFX	ONLINE FMP Support Online Supervised Studio or	FMP Support Supervised Studio or	FMP Support Supervised Studio or	FMP Support	FMP Support Supervised Studio or		
15:00 15:00	Supervised Studio of 14:00-18:00 Groups: LCC_BA (Horest Computing (Hons) Animation: 3 Animation (with Cre (FT Yr 3) (BA (Hons) Animation Arts (Full (Hons) Animation: 3 Animation (FT Yr 3)	Hons) Animation (with g) (FT Yr 3) (BA BD Computer le)); LCC_BA (Hons) leative Computing) s) Animation: I Time)); LCC_BA BD Computer	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		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)	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 Room: EC_M302; Room: EC_M3	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	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 (FI (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual	Workshop Time, 14:00-17: Weathing Time, 14:00-17: Event too large - resources not printed	Wedshop Time, 14:00-17: Wedshop Time, 14:00-17: Event too large - resources not printed	Wedshop Time, 14:00-17: Wedshop Time, 14:00-17: Event too large - resources not printed	Supervised Studio or Supervised Studio or Workshop Time, 14:00-17: Ozent too large - resources not printed	Wewfahop Time, 14:00-17: Wewfahop Time, 14:00-17: Event too large - resources not printed		
16:00 17:00	Animation: 3D Com Time)); LCC_BA (H Animation Arts (FT Animation: Animatio Room: EC_M308; S	Yr 3) (BA (Hons) on Arts (Full Time)):	Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M104		Animation: 3D Computer Animation (Full Time)); Room: EC_ M308; Staff: ROE,Sam	Room: EC_M302; Staff : FAUNTLEROY BRAND, Joshua	Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M302A	Visual Effects (Full Time)); Room: EC_ M310; Staff: VINE,Billie							
18:00															
18:00															
19:00															
20:00															
21:00															
22:00						Page 16, publishe		24 - University of the							(truncated to fit page)

# Group timetable - LCC\_NA (wk starting 16/01/2023)

	Mor 16/01	nday /2023	Tuesday 17/01/2023	Wed 18/01/2023		Thur 19/01	sday /2023				Friday 20/01/2023			Saturday 21/01/2023	Sunday 22/01/2023
08:00															
09:00															
10:00 10:00 11:00 11:00	Room Available for Z Other: Independer 00 0 Groups: LCC_BA (F Creative Computing ((Hons) Animation: A firme); LCC_BA (HAnimation Arts (FT Animation: Animation Room: EC M302A	nt Study, 10:00-13:  Hons) Animation (with) (FT Yr 3) (BA valuation Arts (Fullons) Animation:	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));		Groups: LCC_BA (H Animation: Animatio	or Workshop Time, 10 Hons) Animation (with on Arts (Full Time)); L s) Animation: Animation	Creative Computing .CC_BA (Hons) Anim	ation: Animation Art	3) 3 -						
12:00 12:00 13:00	20_110021		LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M104												
13:00															
14:00 15:00 15:00 16:00	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 (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation (Animation (FT Yr 3) (BA (Hons) Animation (FT Yr 3) (BA (Hons)	AA Working with Sound - Tutor online Supervised Sudio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation Aris (Full Time)). BA (Hons) Animation Aris (Full Time) (BA (Hons) Animation Aris (Full Time)). Supervised Superv	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		SDCA Supervised Studio or Workshop Time, 14:00- 17:00 Groups: LOC, BA (Hons) Animation (with Creative Computing) (Fiv Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)). LOC, BA (Hons) Animation: 3C Computer Animation (Fiv Yr 3) (BA (Hons) Animation: 3A Animation: 3A Animation: 3A Animation: 3A Animation: 3A Most Staff (Fine)). Recorn EC. MOSO; Staff: ROE, Sam	GArts GpA Supenvised Studio or Workshop Time, 14:00- 17:00 Groups: LOC, BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)), LOC, BA (Hons) Animation: Game Ang Animation: Game Ang Animation: (Game Ang Animation: Game Ang Arts (Full Time)), Game Ang Arts (Full Time), Game Can Game Ang Arts (Full Time) Game Can May Castif 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 Game Arts (FT Yr 3) Game Arts (FUll Time); LTC_BA (Hons) Animation: Game Arts (FT Yr 3) Animation: Game Arts (FUll Time); An	VEX Supervised Studio or Workshop Time, 14:00- 17:00 Groups: LOC, BA (Hons) Animation (with Creative Compuling) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)); LOC, BA (Hons) Animation: Visual Effects (Full Time)); Visual Effects (Full Time); Visual Effects (Full Time)); Wisual Effects (Full	ONLINE FMP Support Online Supervised Studio or Workshop Time, 41,00-17: 00 Event too large - resources not printed	FMP Support Supervised Studio or Workshop Time, 14:00-17: 00 Event too large - resources not priviled	EMP Support Supervised Studio or Workshop Time, 14:00-17: 00 Event too large - resources not priviled	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 priviled		
17:00 17:00	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		M104"				M302A								
18:00 19:00			Game Nights (extra- curricular optional activity) Z Other: Workshop, 18:00- 21:00 Event too large - resources not printed												
19:00 20:00 20:00															
21:00															
22:00							d 20/08/2023 16:51:2								(truncated to fit r

### Group timetable - LCC\_NA (wk starting 23/01/2023)

		nday /2023	Tuesday 24/01/2023	Wed 25/01/2023		Thur 26/01	sday /2023				Friday 27/01/2023			Saturday 28/01/2023	Sunday 29/01/2023
08:00															
09:00															
10:00 10:00 11:00 11:00 12:00	Animation Arts Hold Room Supervised Studio or Voxensia Studio Studio Voxensia Studio Studio Voxensia Studio Vox	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 Animation: Animation Animation Arts (FT Yr.3 (BA (Hons) Animation: Animation Arts (Full Time)); Koom. EC_ M304	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 Game Arts (FUll		Groups: LCC_BA (F Animation: Animation	or Workshop Time, 10 dons) Animation (with on Arts (Full Time)); I s) Animation: Animati	Creative Computing _CC_BA (Hons) Anim	nation: Animation Art	5)						
13:00			Time)); Room: EC_ M104												
14:00	AA & 3DCA Studio Supervised Studio	Access	Game Arts Supervised Studio or		3DCA Supervised Studio or	GArts GpA Supervised Studio or	GArts GpB Supervised Studio or	VFX Supervised Studio or	ONLINE FMP Support Online Supervised Studio or	FMP Support Supervised Studio or	FMP Support Supervised Studio or	FMP Support Supervised Studio or	FMP Support Supervised Studio or		
15:00 15:00	14:00-18:00 Groups: LCC_BA (Horeative Computing (Hons) Animation: 3 Animation (Full Tim Animation (With Cre (FT Yr 3) (BA (Hons) Animation Arts (Full (Hons) Animation: 3	Hons) Animation (wit g) (FT Yr 3) (BA 3D Computer le)); LCC_BA (Hons) eative Computing) s) Animation: II Time)); LCC_BA 3D Computer	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)		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: 3D	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:	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)	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	Workshop Time, 14:00-17: 00 Event too large - resources not printed	Workshop Time, 14:00-17: 00 Event too large - resources not printed	Workshop Time, 14:00-17: 00 Event too large - resources not printed	Workshop Time, 14:00-17: 00 Event too large - resources not printed	Workshop Time, 14:00-17: 00 Event too large - resources not printed		
16:00 17:00	Time)); LCC_BA (H Animation Arts (FT	nputer Animation (Fullons) Animation: Yr 3) (BA (Hons) on Arts (Full Time)):	Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M104		(FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); Room: EC M308; Staff: ROE,Sam	Game Arts (Full Time)); Room: EC_M302; Staff : FAUNTLEROY BRAND,Joshua	Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M302A	(Hons) Animation: Visual Effects (Full Time)); Room: EC_ M310; Staff: VINE,Billie							
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### Group timetable - LCC\_NA (wk starting 30/01/2023)

	Mor 30/01		Tuesday 31/01/2023	Wednesday 01/02/2023	Thur 02/02	sday /2023			Friday 03/02/2023			Saturday 04/02/2023	Sunday 05/02/2023
08:00													
09:00													
10:00 10:00 11:00 11:00 12:00 12:00 13:00 14:00 15:00 15:00 16:00	Arts (FT Yr 3) (BA (Hons) Animation: Animation Animation Arts (Full Time)); Room: EC_M302A  AA & 3DCA Studio Acc Supervised Studio or VI 18:00  Groups: LCC_BA (Hons) Animation: 12 Computing) (F Animation: 3D Computing) (FT Yr 3); (Animation Arts (Full Time Animation: 3D Computing) (FT Yr 3); (Animation: 3D Computing) (FT Yr 3); (Animation: 3D Computing) (FT Yr 3); (Animation: 3D Computing) (FUII Time); LCC_BA (Hons) Animation: 12 Computing) (FUII Time); LCC_BA (Hons) Animation: 12 Computing); LCC_BA (Hons); LCC	Norkshop Time, 14:00- s) Animation (with FT Yr 3) (BA (Hons) er Animation (Full Time nation (with Creative BA (Hons) Animation: me)); LCC_BA (Hons) er Animation (FT Yr 3) 3D Computer Animatio (Hons) Animation; 3) (BA (Hons) Animation;	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 (FUIL Time)); Room: EC_M104  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 (FT Yr 3) (BA (Hons)		FMP E2 Formative Presentation Lecture, 10:00-13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Ars (Full Time); LCC_BA (Hons) Animation Ars (Full Time); LCC_BA (Hons) Animation: TAN,Su-Lynn  GARTS GDB 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: ECC_M3020: ECC_M3020: Groups: Game Arts (Full Time); Room: ECC_M3020: ECC_ECC_ECC. ECCC_ECC. ECCC_ECC. ECCC_ECCC. ECCC_ECCC.	Formal FMP Presentations Supervised Studio or Workshop Time, 10: 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: Visual Effects (Full Time); LCC_BA (Hons) Animation: Of the Computing) (FT Yr 3) (BA (Hons) Animation: Of the Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (FTY 73) (BA (Hons) Animation: Visual Effects (Full Time); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time); ROMINIA (FOR MINIA) MINIA (FO	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, 4:00-17:00 Event no large - resources not printed	FMP Support Supervised Studio or Workshop Time, 4100-17:00 Event no large - resources not printed	FMP Support Supervised Studio or Workshop Time, 4100-17:00 Event pollarge - resources not printed	FMP Support Supervised Studio or Workshop Time, 1400-1700 Event too large - resources not printed		
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18:00 18:00													
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20:00 21:00 21:00													
22:00							:24 - University of the A						(truncated to fit page)

### 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		Fri 10/02	day 2/2023		Saturday 11/02/2023	Sunday 12/02/2023
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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 10:00 10:00	ONLINE All Pathways - Professional Futures Laurich Online Supervised Studio or Workshop Time, 10:00-13: 00 Levent too large - resources	10:00-13:00 Groups: LCC_BA (I Creative Computing	or Workshop Time, Hons) Animation (witl g) (FT Yr 3) (BA	ONLINE All Pathways - PF - Enterprise & Employability 1 Online Supervised Studio or Workshop Time, 10:00-13: Event too large - resources not printed		Supervised Studio of Groups: LCC_BA (Hons) (FT Yr 3) (BA (Hons) And	lons) Animation (with a) Animation: Animation A	9:00-11:00 Creative Computing on Arts (Full Time));							
11:00 12:00 12:00	not printed	(Hons) Animation: A Time)); LCC_BA (H Animation Arts (FT	Animation Arts (Full lons) Animation: Yr 3) (BA (Hons) on Arts (Full Time));												
13:00 13:00 14:00						Supervised Studio or Work Groups: LCC_BA (Hons) / (Hons) Animation: Animat	nal Futures - TVS Project P kshop Time, 13:00-14:00 Animation (with Creative Co on Arts (Full Timel); LCC_ BA (Hons) Animation: Anim later A (LTA); Staff: MARSI	mputing) (FT Yr 3) (BA 3A (Hons) Animation: ation Arts (Full Time));Roo HALL,Kelly; TAN,Su-Lynn							
15:00 16:00 16:00	3DCA Supervised Studio or Workshop Time, 14:00-18:00 Groups: LOC_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 (Full Time); LCC_BA (Hons) Animation (Full Time); LCC_BA (Hons)	ONLINE VFX.8 3D - Professional Futures Launch Online Supervised Studio or Workshop Time, 14.00-17: 20 Event foo large - resources are 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: Animation Arts (Full Time)); LCC_BA (Hons) Animation:	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_Bame Arts (Full Time)); LCC_Bame (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (FT With) Game Arts (FW) G		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 (FI Manimation) (FT Yr 3) (BA (Hons) Animation) (FT Yr 3) (BA (Hons) Animation)	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 (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Time(): Room: FC	Animation Arts: Professional Futures - TVS Project Groups Supervised Studio or Workshop Time, 14:00- 17:00 Groups: LCC, BA (Hons) Animation (with Chors) Animation (with Chors) Animation (with Chors) Animation (Animation Arts (Full Time); LCC, BA (Hons) Animation: Animation Arts (Full Time); ROOMS: EC TIME (The TIME);	FMP Support Stop Motion Supervised Study on -17 Workshop Time, 14:00-17: 00 Event too large - resources not printed	ONLINE FMP Support 307 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 V/FX/SD Supervised Studio or Workshop Time, 14:00-18: 00 Event too large - resources not printed	Project Support Digital/VFX/ 30 Pi Supervised Studio 1 Workship Time; 14:00-18: 00 Event too large - resources not priviled		
17:00 17:00 18:00	Animation: 3D Computer Animation (Full Time)); Room: EC_ M308: Staff: ROE.		Animation: Animation Arts (Full Time)); Room : EC_T1402; Staff: TAN,Su-Lynn	Game Nights (extra-		Animation: 3D Computer Animation (Full Time)); Room: EC M311; Staff: ROE, Sam	Time)); Room: EC_ M302; Staff: LESLIE,Michael								
19:00 19:00				Comerchaet option security)  2 Other Workshop, 18:002  2 1:00  Event too large - resources not printed											
20:00 20:00 21:00 21:00				-											
22:00								24 - University of the							(truncated to fit page)

### Group timetable - LCC\_NA (wk starting 20/02/2023)

		Monday 20/02/2023	3	Tue: 21/02	sday //2023	Wed 22/02/2023		Thursday 23/02/2023				Friday 24/02/2023	}		Saturday 25/02/2023	
08:00																
09:00																
10:00 10:00 11:00 11:00	ONLINE All Pathways - Professional Futures Online Supervised Studio or Workshop Time, 10:00- 13:00 Event too large - resources not printed	5 Online Supervised Workshop Time, 1 Groups: LCC_BA (with Creative Con (BA (Hons) Anima (Full Time)); LCC_ Animation: Animat	0:00-13:00 (Hons) Animation nputing) (FT Yr 3) tion: Animation Arts BA (Hons) ion Arts (FT Yr 3) tion: Animation Arts			OnLINE All Pathways - PF - Enterprise & Employability 1 Online Supervised Studio or Workshop Time, 10:00- 12:00 Event too large - resources not printed	Supervised Studio Groups: LCC_BA Computing) (FT Y Arts (Full Time)); I Arts (FT Yr 3) (BA	on Arts Toon Boom or Workshop Time, (Hons) Animation (w r 3) (BA (Hons) Anim C.C. BA (Hons) Anim (Hons) Animation: . C_M302; EC_M302/	10:00-13:00  vith Creative nation: Animation mation: Animation Animation Arts (Full							
12:00 13:00 13:00		Jessica	IWANLOWE,													
14:00	3DCA	VEX	ONLINE All Pathways -	Group A Acting for	Game Arts	FMP Compositing	3DCA FMP	Game Arts	BA Animation Arts	FMP Support Stop Motion	ONLINE FMP Support 3D/	Project Support 2D	Project Support - Digital/	Project Support Digital/		
15:00 15:00	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	Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons)	Professional Futures - Andy Wyart Industry Talk Online Supervised Studio or Workshop Time, 14:00- 16:00 Event too large - resources not printed	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	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	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	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	Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons)	Professional Futures: TV Series Kelly's talk - Series, Formats Supervised Studio or Workshop Time, 14:00- 17:00 Groups: LOC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)): LCC	Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	2D Online Supervised Studio or Workshop Time, 14:00- 18:00 Event too large - resources not printed	Animation Supervised Studio or Workshop Time, 14:00- 18:00 Event too large - resources not printed	VFX/SD Supervised Studio or Workshop Time, 14:00- 18:00 Event too large resources not printed	VEX.3D Supervised Studio or Workshop Time, 14:00- 18:00 Event too large - resources not printed		
16:00 16:00 17:00	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,	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:		(Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Ants (Full Timel); Roo m: EC_T1001; Staff: PHILIPPS, Christophe	(FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104; Staff: FAUNTLEROY BRAND,Joshua	(Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Timel); Roo m: EC_W231:Apple Macs; Staff: HIRT, Ben	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.	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: LESUIE,Michael	BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); Room s: EC, T304-01; EC T304-02; Staff: MARSHALL, Kelly							
18:00	Sam	VINE,Billie					Sam									
19:00																
20:00																
21:00																
22:00								23 16:51:24 - Univer								runcated to fit page

### Group timetable - LCC\_NA (wk starting 27/02/2023)

		Monday 27/02/2023		Tuesday 28/02/2023	Wed 01/03/2023	Thur 02/03	sday /2023			Fri 03/03	day 3/2023			Saturday 04/03/2023	Sunday 05/03/2023
08:00															
09:00															
10:00	Character Developn	Arts - Professional F			ONLINE All Pathways - PF - Enterprise & Employability 1 Online Supervised Studio or Workshop Time, 10:00-12:	Animation Skills 5 Supervised Studio o	or Workshop Time,								
11:00 11:00	Groups: LCC_BA (HONS) LCC_BA (HONS) Animation: 4	or Workshop Time, 10 Hons) Animation (with s) Animation: Animati imation: Animation A Animation Arts (Full T	n Creative Computing on Arts (Full Time)); rts (FT Yr 3) (BA		00 Event too large - resources not printed	10:00-13:00 Groups: LCC_BA (Horeative Computing (Hons) Animation: A Time)); LCC_BA (Horeative)	inimation Arts (Full								
12:00	Ànimation: Animatio	on Arts (FT Yr 3) DPS	Room: EC_M302A			Animation Arts (FT Animation: Animation: Animation: Rooms: EC_M302;	Yr 3) (BA (Hons) on Arts (Full Time));								
12:00															
13:00															
14:00			Group B Animation Arts Personal/Project Tutorials	Game Arts Supervised Studio or Workshop Time, 14:00-	FMP Compositing Workshop Supervised Studio or	3DCA FMP Supervised Studio or Workshop Time,	Game Arts Supervised Studio or Workshop Time,	FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00-17:	ONLINE FMP Support 3D/ 2D Online Supervised Studio or Workshop Time, 14:00-18:	Project Support 2D Animation Supervised Studio or Workshop Time, 14:00-18:	Project Support - Digital/ VFX/3D Supervised Studio or Workshop Time, 14:00-18:	Project Support Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:	Guest Lecture: Dom Davenport & Paul Franklin- Created Academy Lecture: 14:00-17:00		
15:00 15:00	14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative	14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative	00-17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing)	17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts	Workshop Time, 14:00- 17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons)	14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative	14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative	Event too large - resources not printed	00 Event too large - resources not printed	00 Event too large - resources not printed	00 Event too large - resources not printed	00 Event too large - resources not printed	Event too large - resources not printed		
16:00	Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full	Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time)) LCC_BA (Hons)	Animation: Animation Arts (Full Time)); LCC_ BA (Hons) Animation: Animation Arts (FT Yr 3 (BA (Hons) Animation:	(Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_M104;Staff	Animation: Animation Arts (Full Time)); LCC_ BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation:	Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full	Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons)								
	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)) Room: EC M304;	Animation Arts (Full Time)); Room: EC_ M310A:Pod	: FAUNTLEROY BRAND,Joshua	Animation Arts (Full Time)); Room: EC_ W231:Apple Macs; Sta ff: HIRT,Ben	(BA (Hons)	Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Rooms: EC								
17:00	Animation: 3D Computer Animation (Full Time)); Room: EC_ M308; Staff: ROE,	Room: EC_M304; Staff: VINE,Billie				Animation: 3D Computer Animation (Full Time)); Room: EC_ M311; Staff: ROE,	M302; EC_M302A; Staff: LESLIE, Michael								
18:00 18:00	Sam			Game Nights (extra- curricular optional activity) Z Other: Workshop, 18:00- 21:00		Sam									
19:00 19:00				Event too large - resources not printed											
20:00				-											
21:00															
21:00															

### Group timetable - LCC\_NA (wk starting 06/03/2023)

	Monday 06/03/2023	Tuesday 07/03/2023	Wed 08/03/2023	Thui 09/03	sday //2023			Friday 10/03/2023			Saturday 11/03/2023	Sunday 12/03/2023
08:00												
09:00												
10:00	Group A Working with Sound 6 Online Supervised Studio or Workshop Time, 10:00-13:00 Groups: LCC_BA (Hons) Animation (wi Creative Computing) (FT Yr 3) (BA (Ho Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation (FT Yr 3) (BA (Hons) Animation: Anima Arts (Full Time); Room: EC_M302A; Ste	(Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (FT IT 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_ DN BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons)										
12:00 12:00	MARLOWE, Jessica		ONLINE Josh Parks industry talk - Join via teams invite Online Lecture, 12:00-13:00 Event too large - resources not printed									
13:00												
14:00 15:00 15:00 16:00 16:00 17:00	Supervised Studio of Supervised Studio of Supervised Studio of O-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation: 4D Computer Animation:	4. Workshop Time, 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; St aff: FAUNTLEROY BRAND_Joshua		3DCA FMP Supervised Studio o 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 (FT IT me); Roco Computer Animation (FUll Time); Roco EC_M311: Staff: ROE,Sam	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 (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_	FMP Support Stop Motion Supervised Studio or Windshop Time, 14:00-17:00 Event for Jurge - resources not printed	ONLINE FMP Support 30/20 Online Supervised Studio or Workshop Time, 1400-1600 Event too Jurge - resources not printed	Project Support 20 Animation Supervised Studio or Workshop Time, 14:00-18:00 Event too large - resources not printed	Project Surport - Digital/VFV/ 30 30 30 30 30 30 30 40 40 40 40 40 40 40 40 40 40 40 40 40	Project Support Digital/VFX/ 3D 3D 3D 3D 40/464bp Time, 1450-1800 Event too large - resources not printed age - resources		
18:00												
20:00												
20:00 21:00 21:00						sity of the Arts London						

### Group timetable - LCC\_NA (wk starting 13/03/2023)

		nday 8/2023	Tue: 14/03	sday 3/2023	Wed 15/03/2023		Thursday 16/03/2023				Friday 17/03/2023			Saturday 18/03/2023	Sunday 19/03/2023
08:00															
09:00															
10:00	Group A Animation Project Tutorials Other Unit Tutorials					Animation Skills 5 Supervised Studio or Workshop Time, 10:00-									
11:00	Groups: LCC_BA (H Creative Computing (Hons) Animation: A Time)); LCC BA (H	Hons) Animation (with g) (FT Yr 3) (BA Animation Arts (Full lons) Animation:				13:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons)									
12:00	Animation Arts (FT Animation: Animatic Rooms: EC_T1001; T1007; Staff: DOHE HILTON,Stuart; TAI	on Arts (Full Time)); ; EC_T1005; EC_ :RTY,Darren;				Animation: Animation Arts (Full Time)); LCC_ BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full									
12:00		,				Time)); Rooms: EC_ M302A; EC_M304; Sta ff: MAY,Steven	Z Other: Meeting, 1: Groups: LCC_BA (F Creative Computing	lons) Animation (with							
13:00							); LCC_BA (Hons) A (FT Yr 3) (BA (Hons	unimation: Game Arts Animation: Game Arts Animation: Game Om: EC_M309; Staff							
14:00 14:00	All Pathways - TBD initial review Supervised Studio or Workshop Time, 14:00-17: 00 Event too large - resources not printed	Group B Animation Arts Personal/Project Tutorials Other Unit Tutorials, 14 00-17:00	Wach - Animade	Game Arts Supervised Studio or Workshop Time, 14:00- 17:00 Groups: LCC_BA		3DCA FMP Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA	Game Arts Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA	ONLINE: Animation Arts: Professional Futures - TVS Interim 1 Online Supervised Studio or Workshop Time, 14:00-17:00	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	ны риневи	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_ BA (Hons) Animation:		(Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3)		(Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: 3D	(Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (Full Time)); LCC_		inc pimed	not pinied	not printed	not printed		
16:00		Animation Arts (FT Yr 3 (BA (Hons) Animation: Animation Arts (Full Time)); Room: EC_ M301:Play Room; Staff : DOHERTY, Darren; HILTON, Stuart; TAN,		(BA (Hons) Animation: Game Arts (Full Time)) Room: EC_M104;Staff : FAUNTLEROY BRAND,Joshua		Computer Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3)	Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full	BA (Hons) Animation: Animation Arts (FT Yr 3 (BA (Hons) Animation: Animation Arts (Full Time)); Staff: MARSHALL,Kelly; TAN, Su-Lynn							
17:00 17:00		Su-Lynn				(BA (Hons) Animation: 3D Computer Animation (Full Time)); Room: EC_ M311; Staff: ROE,	Time)); Room: EC_ M104D; Staff: LESLIE,Michael								
18:00 18:00			Game Nights (extra-curricula Z Other: Workshop, 18:00-21 Event too large - resources n	r optional activity) :00 ot printed		Sam									
19:00															
20:00															
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22:00							d 20/08/2023 16:51:2								(truncated to fit page

This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Group timetable - LCC\_NA (wk starting 03/04/2023)

09:00 09:00 10:00 10:00 11:00 11:00 11:00 12:00 12:00 13:00 13:00 14:00	Wednesday 05/04/2023	07/04/2023	08/04/2023	Sunday 09/04/2023
10:00 10:00 11:00 11:00 12:00 12:00 13:00		Public Holiday (Good Friday) 08:00-22:00 **Public Holiday (Good Friday)** Good Friday		
10:00 10:00 11:00 11:00 12:00 12:00 13:00		I-riday		
11:00 11:00 12:00 12:00 13:00				
11:00 11:00 12:00 12:00 13:00				
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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
09:00	Factor Manufact												
10:00	Easter Monday												
10:00				ONLINE Guest Lecture VFX Journalist: Ian Failes: The evolution of compositing Online Lecture, 10:00-11:00 Event too large - resources not pointed.	Animation Skills 6 Supervised Studio or W 13:00 Groups: LCC_BA (Honselection Computing) (F								
11:00					Creative Computing) (F Animation: Animation A BA (Hons) Animation: A (BA (Hons) Animation: Time)); Rooms: EC_M3	rts (Full Time)); LCC_ Animation Arts (FT Yr 3)							
12:00	41 1												
13:00	41												
14:00		Game Arts Supervised Studio or		3DCA FMP Supervised Studio or	Game Arts Supervised Studio or	Animation Arts: Professional Futures - TVS	FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00-17:00	ONLINE FMP Support 3D/2D Online Supervised Studio or Workshop Time, 14:00-18:00	Project Support 2D Animation Supervised Studio or Workshop Time, 14:00-18:00	Project Support - Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00	Project Support Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00		
15:00		Workshop Time, 14:00- 17:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation:		Workshop Time, 14: 00-18:00 Groups: LCC_BA (Hons) Animation (with Creative		Supervised Studio or Workshop Time, 14:00-17: 00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA	Event too large - resources not printed	Event too large - resources not printed	Event too large - resources not printed	Event too large - resources not printed	Event too large - resources not printed		
16:00		Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_		Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: 3D	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	(Hons) Animation: Animation Arts (Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3)							
17:00		M104; Staff: FAUNTLEROY BRAND, Joshua		(FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)): Room:	/= " = "	Room: EC_TG02:Lecture Theatre C (LTC); Staff: MARSHALL,Kelly; TAN,Su- Lynn							
17:00				EC_M311; Staff: ROE, Sam				_					
18:00		Game Nights (extra-curricular optional activity) 2 Other: Workshop, 18:00-21:00 Event too large - resources not printed											
19:00													
20:00													
21:00													
22:00							:24 - University of the Ar						(truncated to fit page)

### 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				Fri 21/04	day /2023			Saturday 22/04/2023	
08:00																
09:00																
10:00 10:00 11:00	Groups: LCC_BA ( Computing) (FT You Arts (Full Time)); I	or Workshop Time (Hons) Animation (v r 3) (BA (Hons) Ani LCC_BA (Hons) Ani (Hons) Animation:	vith Creative mation: Animation			ONSITE Guest Lecture - VFX Journalist: Ian Failes: The evolution of animation Lecture, 10:00-11:00 Event too large - resources not printed	Interim 4 Presenta Animatic	native Assessment (Hons) Animation	Supervised Studio	or Workshop Time,	th Creative Computi	ng) (FT Yr 3) (BA (H	Hons) Animation: Vi	sual Effects (Full		
12:00	Time)); Room: EO	_M3U2A					(BA (Hons) Anima (Full Time)); LCC_ Animation: Animat	tion: Animation Arts BA (Hons) ion Arts (FT Yr 3) tion: Animation Arts : EC_WG10: (LTA);Staff:								
13:00						FMP E2 Interim 4 Crits or Other Formative Assessment, 13:00-15:00 Groups: LCC_BA (Hons) Animation (with Creative										
14:00 14:00 15:00	VFX Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation	3DCA Supervised Studio or Workshop Time, 14:00- 17:00 Event too large - resources not printed	Group A Animation Arts - Working with Sound Supervised Studio or Workshop Time, 14: 00-17:00 Groups: LCC_BA (Hons) Animation (with Creative	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:		Animation (with Creative Computing) (FT Y 3) (8A (Hons) Animation: Animation Animation: Animation	3DCA FMP Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr	Game Arts Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC_BA (Hons) Animation	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/2D 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	Visual Effects: FMP Supervised Studio or Workshop Time, 14:00-17:00 Group: LCC_BA		
16:00 16:00	(with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time ); LCC_BA (Hons) Animation: Visual Effects (FT Yr 3) (BA (Hons)		(Win 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 M302A; Staff:	(BA (Horls) Airmaion: 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			3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons)	(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.						(Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Visual Effects (Full Time ); Room: EC_ M310; Staff: VINE,Billie	)	
17:00 17:00 18:00	Animation: Visual Effects (Full Time ); Room: EC M304; Staff: VINE,Billie		MARLOWE, Jessica				Animation: 3D Computer Animation (Full Time)); Room: EC_ M311; Staff: ROE, Sam	(Hols) Administration Game Arts (Full Time)); Room: EC_M302; Staff: LESLIE,Michael						VIVE,DINC		
18:00 19:00																
19:00																
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22:00										on - CELCAT Time	ah Pan					truncated to fit page

### Group timetable - LCC\_NA (wk starting 24/04/2023)

		nday 1/2023	Tue: 25/04	sday /2023	Wed 26/04/2023		Thursday 27/04/2023				Friday 28/04/2023			Saturday 29/04/2023	Sunday 30/04/2023
08:00															
09:00															
10:00 10:00 11:00 11:00 12:00 13:00	Fit to Submit Tutorials 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) (RA (Hons) Animation:	Fit to Submit Tutorials Supervised Studio or	Animation: Visual Effect BA (Hons) Animation: 3 Animation (FT (BA (Ho Computer Animation (F LCC_BA (Hons) Animat Animation (FT (BA (Ho Computer Animation (F) BA (Hons) Animation: 3 Animation (FT Yr 3) (B. 3D Computer Animation (F)	rials, 10:00-13:00 s) Animation (with TT Yr 3) (BA (Hons) ats (Full Time)); LCC_10 Computer ns) Animation: 3D Computer ns) Animation: 3D Computer ns) Animation: 3D Computer ns) Animation: 3D Computer No. (All Computer ns) Animation: 3D Computer (Full Time)) DPS; LCC_10 Computer (Full Time); LCC_10 Compute		Groups: LCC_BA (H (FT Yr 3) (BA (Hons) LCC_BA (Hons) An	or Workshop Time, 10 Hons) Animation (with S) Animation: Animati imation: Animation Ar Animation Arts (Full T	n Creative Computing on Arts (Full Time)); rts (FT Yr 3) (BA							
13:00 14:00 14:00 15:00 16:00	All Pathways - TBD initial review Supervised Studio or Workshop Time, 14:00-17: 00 Event too large - resources not printed	SDCA Supervised Studio or Workshop Time, 14:00-17: Event too large - resources not printed	Game Arts Supervised Studio or Workshop Time, 14:00- 17:00 Groups: LCC_BA (Hons) Animation (with CFU vr 9) (BA, Marion Animation: Game Arts (Full Time)); LCC_BA Animation: Game Arts (Full Time); CG, BA (Hons) Animation: Game Arts (FU II Time)); Som: EC_Minimation: Game Arts (FUII Time); Som: EC_MINIMATION (Salff	CNLINE Sound tutorial Sign United States 14:00-18:00 (Strupts LOC, BA (Hons) Animation (with Creative Computing) FT 19:30 (BA (Hons) Animation: Visual Effects (Full Timel); LOC. BA (Hons) Animation: Computing of the States (Full Timel) LOC. BA (Hons) Animation: One of the States (Full Timel) The States (Full Timel) 19:30 (Full Color Animation (Full Timel) 19:30 (Full Color Animation: 30 (Hons) Animation: 30 (BA (Hons)		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	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 Arts: Professional Futures - TVS Interim 2 Supenvised Studio or Workshop Time, 14:00- 17:00 Groups: LOE Hones Animation (Animation Arts (Fill Animation Animatio	FMP Support Stop Motion Supervised Studio or Woodnahop Time, 1439-17: Event no large - resources not printed	CNUINE FMP Support 3D/ Online Supervised Studio or Workshop Time, 14:00-18: 00 Event too large - resources not printed	Project Support 2D Ammasion Studio or Workshop Time, 14:00-18: 00 Event too large - resources not printed	Project Support - Digital/ SPC/Cased Studio or Workshop Time, 14:00-18: 00 Event too large - resources not printed	Project Support Digital/VFX/ Supen/ised Studio or Workshop Time, 14:00-18: 00 Event too large - resources not printed		
16:00 17:00 17:00 18:00			: FAUNTLEROY BRAND,Joshua	IBA (Hong) Animation: 3D Computer Animation: Full Timelly) DPS; LCC, BA (Hong) Animation: GFU Timelly) DPS; LCC, BA (Hong) Animation: GFU Ty 3) (BA (Hong) Animation: GFU Timelly): LCC, BA (Hong) Animation: GFU Timelly: LCC, BA (Hong) Animation: GFU Timelly: LCC, BA (Hong) Animation: Usual Effects (Full Timelly): Staff: MARILOWE_season		Time)): LCČ BA (Hons) Animation: 3D Computer Animation (FT Yr 3 (BA (Hons)) Animation: 3D Computer Animation (Full Time)): Room: EC M311; Staff: ROE, Sam	Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M302; Staff: LESLIE,Michael	Arts (Full Timel); Staff. MARSHALL Kelly; TAN, Su-Lynn Can move to 71101							
19:00 19:00 20:00			Event too large - resources n												
21:00 21:00 22:00							sd 20/08/2023 16:51:								(truncated to fit page)

### Group timetable - LCC\_NA (wk starting 01/05/2023)

	Monday 01/05/2023	Tuesday 02/05/2023	Wednesday 03/05/2023	Thur 04/05	sday /2023			Friday 05/05/2023			Saturday 06/05/2023	Sunday 07/05/2023
08:00	08:00-22:00  **Public Holiday (May Day)** May Day											
09:00												
10:00	-			ONLINE Guest Lecture - VFX Journal virtual production Online Lecture, 10:00-11:00 Event too large - resources not printed								
11:00	-  I											
12:00	41											
13:00	41											
14:00	JI	Game Arts Supervised Studio or		3DCA FMP Supervised Studio or	Game Arts Supervised Studio or	FMP Support Stop Motion Supervised Studio or Workshop Time, 14:00-17:00	ONLINE FMP Support 3D/2D Online Supervised Studio or Workshoo Time, 14:00-18:00	Project Support 2D Animation Supervised Studio or Workshop Time, 14:00-18:00	Project Support - Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00	Project Support Digital/VFX/3D Supervised Studio or Workshop Time, 14:00-18:00		
15:00 15:00		Workshop Time, 14:00- 17:00  Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3)		Workshop Time, 14:00- 18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3)	Workshop Time, 14:00- 18:00 Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3)	Event too large - resources not printed	Event too large - resources not printed	Event too large - resources not printed	Event too large - resources not printed	Event too large - resources not printed		
16:00	-II I	(BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts		(BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC_BA (Hons) Animation: 3D Computer Animation (FT Yr 3) (BA (Hons)	(BA (Hons) Animation: Game Arts (Full Time)); LCC_BA (Hons) Animation: Game Arts (FT Yr 3) (BA (Hons) Animation: Game Arts							
17:00		(Full Time)); Room: EC_ M104; Staff: FAUNTLEROY BRAND, Joshua		Animation: 3D Computer Animation (Full Time)); Room: EC_M311;Staff: ROE,Sam	(Full Time)); Room: EC_ M302; Staff: LESLIE, Michael							
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18:00												
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21:00 21:00	JI											
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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	Thur 11/05	rsday 5/2023			Friday 12/05/2023			Saturday 13/05/2023	Sunday 14/05/2023
closed 08:00-22:00 Bank Holiday for the coronation of King											
Charles III											
			evolution of CG Online Lecture, 10:00-11:00								
	O Ada		ODOA FAID	O Adv	FMP Support Stop Motion	ONLINE FMP Support 3D/2D	Project Support 2D Animation	Project Support - Digital/VFY/3D	Project Support Digital/VEX/RD		
	Supervised Studio or Workshop Time, 14:00- 17:00 Groups: LCC_BA (Hons)		Supervised Studio or Workshop Time, 14:00- 18:00 Groups: LCC_BA (Hons)	Supervised Studio or Workshop Time, 14:00- 18:00 Groups: LCC_BA (Hons)	Supervised Studio or Workshop Time, 14:00-17:00 Event too large - resources not printed	Online Supervised Studio or Workshop Time, 14:00-18:00 Event too large - resources not printed	Supervised Studio or Workshop Time, 14:00-18:00 Event too large - resources not printed	Supervised Studio or Workshop Time, 14:00-18:00 Event too large - resources not printed	Supervised Studio or Workshop Time, 14:00-18:00 Event too large - resources not printed		
	Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC BA (Hons)		Computing) (FT Yr 3) (BA (Hons) Animation: 3D Computer Animation (Full Time)); LCC BA	Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); LCC BA (Hons)							
	(FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Room: EC_ M104: Staff:		Computer Animation (FT Yr 3) (BA (Hons) Animation: 3D Computer	(FT Yr 3) (BA (Hons) Animation: Game Arts (Full Time)); Rooms: EC M302; EC_M302A; Staff							
	Joshua		ROE,Sam	. EEGE, , mondo							
	Game Nights (extra-curricular optional activity) Z Other: Workshop, 18:00-21:00										
	Event too large - resources not printed										
	08/05/2023  Public Holiday - UAL closed   08:00-22:00  Bank Holiday for the coronation of King   Charles III	Public Holiday - UAL closed 08:00-22:00 Bank Holiday for the coronation of King Charles III  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 (FUI Time); LCC_BA (Hons) Animation: Game Arts (FUI Time); Room: EC_M104; Staff: FAUNTLEROY BRAND, Joshua  Game Nights (etra-curricular Zenter of Joshua)  Game Nights (etra-curricular Zenter of Joshua)  Game Nights (etra-curricular Zenter of Joshua)	Public Holiday - UAL closed 08:00-22:00 Bank Holiday for the coronation of King Charles III  Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LCC_BA (Hons Animation: Game Arts (FIT Yr 3) (BA (Hons) Animation: Game Arts (FIT	Public Holiday - UAL closed 80:00-22:00 Bank Holiday for the coronation of King Charles III  Game Arts Supervised Studio or Workshop Time, 14:00-17:00 Groups: LOC. BA (Hons Animation: Game Arts (FT Yr.3) (BA (Hons) Animation: Game Arts (FT Yr.3) (BA (Hons) Animation: Game Arts (FUII Time)); LCC, BA (Hons) Animation: Game Arts (FUII Time); Room: EC, M104; Staff: FAUNTLEROY BRAND, Joshua  Dama Nagrae (settle countries)  Dama Register (settle coun	Public Holiday - UAL closed 88:00-22:00 Bank Holiday for the coronation of King Charles III    Supervised Studio or Workshop Time, 14:00-17:00   Groups LCC, B.A. (Hons)	Public Herbitiday - UAL display for the control of	Specific Holiday - UAL Book Declary Control of Ring Charles Bill  Specific Holiday For the Companying Charles Bill  Specific Holiday For the Charles Bill  Specific Holiday For the Charles Bill  Sp	Ballic Holiday - UAL Ballic Ho	Came Arts   Supervised Studio or   Supervis	98/05/2023 10/05/2023 11/05/2023 11/05/2023 12/05/2023	September   1996   1997   19

### 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							
09:00							
09:00							
10:00	Group A Animation Arts Fit to Submit Group B Animation Arts Fit to Submit			ONLINE Guest Lecture - VFX Journalist: Ian Failes:			
10.00	Stoup & Ammation Arts Fit to Submit Stoup & Ammation Arts Fit to Submit Tutorials  Supervised Studio or Workshop Time 10:00-13:00  10:00-13:00			The evolution of practical effects Online Lecture, 10:00-11:00 Event too large - resources not printed			
11:00 11:00	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Animation Arts (BA (Hons) Animation: Animation Arts						
	(Full Time)); LCC_BA (Hons) Animation: Animation Arts (FT Yr 3) (BA (Hons) Animation: Animation Arts (BA (Hons) Animation: Animation Arts)						
12:00 12:00	· DOHEDTY Darron: HII TON Stuart: II. DOHEDTY Darron: HII TON Stuart:						
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14:00							
14:00	VFX Supervised Studio or Workshop Time, 14:00-18:00 Groups: LCC BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA	Game Arts Supervised Studio or Workshop Time 14:00-17:00					
15:00	(Hons) Animation: Visual Effects (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)); pom: EC_M304; Staff: VINE, Billie	Groups: LCC_BA (Hons) Animation (with Creative Computing) (FT Yr 3) (BA (Hons) Animation: Game Arts					
15:00	2	(Full Time)); LCC_BA (Hons)					
16:00 16:00		(Hons) Animation: Game Arts (Full Time)); Room: EC_M104; Staff: FAUNTLEROY BRAND, Joshua					
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This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change CELCAT (September 1997)

### 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) Z Other: Workshop, 18:00-21:00 Event too large - resources not printed					
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This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change Group timetable - LCC\_NA (wk starting 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
09:00	Public Holiday (Spring Bank Holiday) 08:00-22:00 **Public Holiday (Spring Bank Holiday)** Spring Holiday						
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This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change the control of the control of

### Group timetable - LCC\_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
08:00							
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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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22:00			D 05	2023 16:51:24 - University of the Arts London	OFLOAT TOUGHT		(truncated to fit page)

This Timetable is a 'snapshot' generated at the time shown in the footer. Check the web Celcat Calendar online for any change CELCAT (Section 1987)

### 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
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22:00							
			Page 36, published 20/08/2	2023 16:51:24 - University of the Arts London	CEL CAT Timetabling		(truncated to fit page)