

Group timetable - 113DANVI\_3\_F09G1, BSc/BSc (Hons) 3D Animation and Visualisation (Wk TriAWk12)

	09:00	10:00	10:00	11:00	11:00	12:00	12:00	13:00	13:00	14:00	14:00	15:00	15:00	16:00	16:00	17:00	17:00	18:00	18:00	19:00	19:00	20:00	20:00	21:00	21:00	22:00	
Monday			Lec_Campus, Wk TriAWk12 Module: <b>Advanced Character Animation</b> Groups: 113DANVI_3_F09G1; 11CMPGAA_3_F09G1 M3W225660_A_GLAS-A_R; M3W225660_A_GLAS-A_R_Group_01; <b>Room: A436</b> ; Teams: 3D_L3_Games; 3D_L3_VFX																								
Tue																											
Wednesday	DirStudy_Campus, Wk TriAWk12 Module: <b>Motion Graphics</b> Groups: 113DANVI_3_F09G1; M3W226454; M3W226454_A_GLAS-A_R_Group_01; <b>Room: C119_Digital Design</b> ; Team: 3D_L3_VFX		Prac_Campus, Wk TriAWk12 Module: <b>Motion Graphics</b> Groups: 113DANVI_3_F09G1; M3W226454; M3W226454_A_GLAS-A_R_Group_01; <b>Room: C119_Digital Design</b> ; Team: 3D_L3_VFX											DirStudy_Campus, Wk TriAWk12 Groups: 113DANVI_1_F09G1; 113DANVI_2_F09G1; 113DANVI_3_F09G1; 113DANVI_4_F09G1; 11CMPGAA_3_F09G1; 11CMPGAA_4_F09G1; <b>Rooms: C110_3D Design; C116_Digital Design; C117_Digital Design</b>													
Thu			Prac_Campus, 09:00-12:30, Wk TriAWk12 Module: <b>Advanced Character Animation</b> Groups: 113DANVI_3_F09G1; M3W225660_A_GLAS-A_R_Group_01 <b>Room: C116_Digital Design</b> ; Teams: 3D_L3_Games; 3D_L3_VFX																								
Friday			Prac_Campus, Wk TriAWk12 Module: <b>Lighting and Rendering</b> Groups: 113DANVI_3_F09G1; M3W225653_A_GLAS-A_R_Group_01 <b>Room: C116_Digital Design</b> ; Teams: 3D_L3_Games; 3D_L3_VFX																								