

Group timetable - 11CMPGAA_3_F09G1, BSc/BSc (Hons) Computer Games (Art and Animation) (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: <u>Advanced Character Animation</u> Groups: 113DANVI_3_F09G1; 11CMPGAA_3_F09G1; M3W225660_A_GLAS-A_R; M3W225660_A_GLAS-A_R_Group_01; Room: A436 ; Teams: 3D_L3_Games; 3D_L3_VFX																									
Tue																												
Wed											DirStudy_Campus, Wk TriAWk12 Groups: 113DANVI_1_F09G1; 113DANVI_2_F09G1; 113DANVI_3_F09G1; 113DANVI_4_F09G1; 11CMPGAA_3_F09G1; 11CMPGAA_4_F09G1; Rooms: C110_3D Design; C116_Digital Design; C117_Digital Design																	
Thu			Prac_Campus, 09:00-12:30, Wk TriAWk12 Module: <u>Advanced Character Animation</u> Groups: 11CMPGAA_3_F09G1; M3W225660_A_GLAS-A_R; Room: C117_Digital Design																									
Fri			Prac_Campus, Wk TriAWk12 Module: <u>Lighting and Rendering</u> Groups: 11CMPGAA_3_F09G1; M3W225653_A_GLAS-A_R; Room: C117_Digital Design																									