

Group timetable - 113DANVI_3_F09G1, BSc/BSc (Hons) 3D Animation and Visualisation (Wk TriBwk12)

	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	DirStudy_Campus, Wk TriBwk12 Module: 3D Production for Industry Groups: 113DANVI_3_F09G1_B_M3W224392; 36EXGSCE_1_F01G1_B_M3W224392; M3W224392_B_GLAS-B_R; Room: C117_Digital Design ; Team: 3D_L3_VFX						Prac_Campus, Wk TriBwk12 Module: 3D Production for Industry Groups: 113DANVI_3_F09G1_B_M3W224392; 36EXGSCE_1_F01G1_B_M3W224392; M3W224392_B_GLAS-B_R; Rooms: C116_Digital Design; C117_Digital Design ; Team: 3D_L3_VFX																						
Tue																													
Wed										DirStudy_Campus, Wk TriBwk12 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																			
Thursday	Lec_Campus, Wk TriBwk12 Module: Game Content and Level Design Groups: 113DANVI_3_F09G1_B_M3I625714; 11CMPGAA_3_F09G1; 11GAMDEV_2_F09G1_B_M3I625714; 36EXGSCE_1_F01G1_B_M3I625714; 36EXGSCE_1_F09G1_B_M3I625714; M3I625714_B_GLAS-B_R; M3I625714_B_GLAS-B_R_Group_01; Room: W118 ; Teams: 3D_L3_Games; Games_L2_Design																												
Fri																													