ANIMATION — Fall Schedule 2020

Morning

Room	MON	TUES	WED	THURS	FRI
K507	Character Animaton — Jennings, 8am - 1pm	Animation 1 — Rowe, 8am - 1pm		Character Animation — Rowe, 8am - 1pm	
T308					
T310	Animation 3 — Barboza, 8am - 1pm		Animation 3 — Burke, 8am - 1pm		
T320					
T330 (/ N273 Tues)		VFX Alchemy — Savje, 8am - 1pm (T330 / N273)	Intro to 3D Digital — Connell, 8am - 1pm	Design for Anim 1 — Burke, 8am - 1pm	Intro to Digital 2D — Jennings, 8am - 1pm
T713 / T721	Animation 1 — Morris, 8am - 1pm	3DCG Character Anim — Connell, 8am - 1pm	Intro to Digital 2D — Rowe, 8am - 1pm	Game Design — Wiser, 9am - 1pm	Anim for Game Design — O'Neal, 8am - 1pm
(other)			Life Drawing — Quigley, 8am - 1pm (K409)		Figurative Clay — Quigley, 8am - 1pm (N281)

Afternoon

Room	MON	TUES	WED	THURS	FRI
K507	Degree Project 1 — Fried, 2pm - 6pm		Intro to Digital 2D — Keene, 3pm - 8pm	Animation 1 — Dennis, 1:30pm - 6:30pm	Animation 1 — Dennis, 1:30pm - 6:30pm
T308		Design for Anim 2 — Burke, 1:30pm - 6:30pm	Animation Portfolio — Ordonia, 3pm - 7pm	Design for Anim 1 — Ordonia, 1:30pm - 6:30pm	
T310	Degree Project 1 — Zammarchi, 2pm - 6pm	Character Animation — Strauss, 1:30pm - 6:30pm	Animation Portfolio — Papciak, 3pm - 7pm	Animation 3 — Gentile, 1:30pm - 6:30pm	Puppet Animation — Papciak, 1:30pm - 6:30pm
T320		Puppet Animation — Morris, 1:30pm - 6:30pm			
T330	Degree Project 1 — Morris, 2pm - 6pm		Animation Portfolio — Fried, 3pm - 7pm	Intro to Digital 2D — O'Neal, 1:30pm - 6:30pm	Sound Design — Hoffend, 1:30pm - 6:30pm
T713 / T721	Degree Project 1 — Papciak, 2pm - 6pm	Animation 1 — Fried, 2pm - 6pm	Animation Portfolio — Strauss, 3pm - 8pm	Game Design — Wiser, 1:30pm - 5:30pm	Intro to Digital 2D — Keene, 1:30pm - 6:30pm

CE

Room	MON	TUES	WED	THURS	FRI
T310	Intro to Animation — Jennings, 6:30pm - 10pm	Character Design — Johnson, 6:30pm - 10pm			
K507				Animating Art — Jenkins, 7pm - 10pm	