ANIMATION — Spring Schedule 2021

Morning

Room	MON	TUES	WED	THURS	FRI
K507		Drawing for Animators — Fried, 8am - 1pm		Character Animation — Rowe, 8am - 1pm	
T308					
T310		Stop Motion Collab — Savje, 8am - 1pm			
T320					
T330	Digital 2D — Keene, 8am - 1pm	Animation 2 — Jennings, 8am - 1pm			
T713	Digital 2D — Rowe, 8am - 1pm		Intro to Digital 3D — Rowe, 8am - 1pm		Anim for Game Design — O'Neal, 8am - 1pm
T721					
			Anatomy Crash Course — Quigley, 8am - 1pm (K409)		Anatomy Crash Course — Quigley, 8am - 1pm (N281)

Afternoon

Room	MON	TUES	WED	THURS	FRI
K507	Animation 4 — Ordonia, 2pm - 6pm	Animation 2 — Parcival, 1:30pm - 6:30pm	Design for Animators 1 — Ordonia, 3pm - 8pm	Drawing for Anim — Gentile, 1:30pm - 6:30pm	Animation 2 — Parcival, 1:30pm - 6:30pm
T308	Degree Project 2 — Zammarchi, 2pm - 6pm		Animation 4 — Gentlie, 3pm - 8pm	Design for Animators 2 — Burke, 1:30pm - 6:30pm	
T310	Degree Project 2 — Morris, 2pm - 6pm	Puppet Animation — Morris, 1:30pm - 6:30pm	Animation 4 — Strauss, 3pm - 7pm	Puppet Animation — Barboza, 1:30pm - 6:30pm	
T320	Drawing for Animators — Dennis, 2pm - 6pm				
T330	Degree Project 2 — Fried, 2pm - 6pm	Design for Animators 1 — Burke, 1:30pm - 6:30pm	Animation 4 — Burke, 3pm - 7pm	Animation 2 — Fried, 1:30pm - 6:30pm	Sound Design — Hoffend, 1:30pm - 6:30pm
T713	Degree Project 2 — Parcival, 2pm - 6pm	Advanced Character — Strauss, 1:30pm - 6:30pm	Animation 4 — Morris, 3pm - 8pm	Game Design — Wiser, 1:30pm - 6:30pm	Motion Graphics — Hayes, 1:30pm - 6:30pm
T721					
Other	3DCG Character Anim — Fried, 2pm - 6pm			3DCG Character Anim — Connell, 1:30pm - 6:30pm	