

## Module timetable - 3D Modelling & Animation for Game Engines (30/09/2019 - 14/09/2020)

	08:00	09:00	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
Mon	Lecture, 08:45-12:45, 30/09/2019 ... 13/01/2020 COM550 (3D Modelling & Animation for Game Engines)CIB 108a PC Room; CIB108b PC Room																									