

Module timetable - Real-time Environmental Art for Game Engines (Wk 10, wk starting 03/10/2022)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM
Wed 05/10/2022						Practical, Wk 10 Module: COM558 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Computing)					

Module timetable - Real-time Environmental Art for Game Engines (Wk 11, wk starting 10/10/2022)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM
Wed 12/10/2022						Practical, Wk 11 Module: COM558 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: <a href="#">L204 (Computing)</a>					

## Module timetable - Real-time Environmental Art for Game Engines (Wk 12, wk starting 17/10/2022)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM
Wed 19/10/2022						Practical, Wk 12 Module: COM558 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Computing)					

## Module timetable - Real-time Environmental Art for Game Engines (Wk 13, wk starting 24/10/2022)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM
Wed 26/10/2022						Practical, Wk 13 Module: COM558 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Computing)					

Module timetable - Real-time Environmental Art for Game Engines (Wk 15, wk starting 07/11/2022)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM
Wed 09/11/2022						Practical, Wk 15 Module: COM558 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Computing)					

Module timetable - Real-time Environmental Art for Game Engines (Wk 16, wk starting 14/11/2022)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM
Wed 16/11/2022						Practical, Wk 16 Module: COM558 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: <a href="#">L204 (Computing)</a>					

Module timetable - Real-time Environmental Art for Game Engines (Wk 17, wk starting 21/11/2022)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM
Wed 23/11/2022						Practical, Wk 17 Module: COM558 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Computing)					

Module timetable - Real-time Environmental Art for Game Engines (Wk 18, wk starting 28/11/2022)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM
Wed 30/11/2022						Practical, Wk 18 Module: COM558 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Computing)					



Module timetable - Real-time Environmental Art for Game Engines (Wk 19, wk starting 05/12/2022)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM
Wed 07/12/2022						Practical, Wk 19 Module: COM558 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Computing)					

Module timetable - Real-time Environmental Art for Game Engines (Wk 20, wk starting 12/12/2022)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM
Wed 14/12/2022						Practical, Wk 20 Module: COM558 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: <a href="#">L204 (Computing)</a>					

Module timetable - Real-time Environmental Art for Game Engines (Wk 24, wk starting 09/01/2023)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM
Wed 11/01/2023						Practical, Wk 24 Module: COM558 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: <a href="#">L204 (Computing)</a>					

Module timetable - Real-time Environmental Art for Game Engines (Wk 25, wk starting 16/01/2023)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM
Wed 18/01/2023						Practical, Wk 25 Module: COM558 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: <a href="#">L204 (Computing)</a>					

Module timetable - Real-time Environmental Art for Game Engines (Wk 26, wk starting 23/01/2023)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM
Wed 25/01/2023						Practical, Wk 26 Module: COM558 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Computing)					