Module timetable - Real-time Environmental Art for Game Engines (Wk 9, wk starting 30/09/2024)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon 30/09/2024							Practical, Wk 9 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						

Module timetable - Real-time Environmental Art for Game Engines (Wk 10, wk starting 07/10/2024)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon 07/10/2024							Practical, Wk 10 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						

Module timetable - Real-time Environmental Art for Game Engines (Wk 11, wk starting 14/10/2024)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon 14/10/2024							Practical, Wk 11 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						

Module timetable - Real-time Environmental Art for Game Engines (Wk 12, wk starting 21/10/2024)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon 21/10/2024							Practical, Wk 12 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						

Module timetable - Real-time Environmental Art for Game Engines (Wk 14, wk starting 04/11/2024)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon 04/11/2024							Practical, Wk 14 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						

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Module timetable - Real-time Environmental Art for Game Engines (Wk 15, wk starting 11/11/2024)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon 11/11/2024							Practical, Wk 15 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						

Module timetable - Real-time Environmental Art for Game Engines (Wk 16, wk starting 18/11/2024)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon 18/11/2024							Practical, Wk 16 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						

Module timetable - Real-time Environmental Art for Game Engines (Wk 17, wk starting 25/11/2024)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon 25/11/2024							Practical, Wk 17 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						

Module timetable - Real-time Environmental Art for Game Engines (Wk 18, wk starting 02/12/2024)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon 02/12/2024							Practical, Wk 18 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						

Module timetable - Real-time Environmental Art for Game Engines (Wk 19, wk starting 09/12/2024)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon 09/12/2024							Practical, Wk 19 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						

Module timetable - Real-time Environmental Art for Game Engines (Wk 21, wk starting 23/12/2024)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
We	25/12/2024	University closed Unavailable, Wk 21												
Thu	26/12/2024	University closed Unavailable, Wk 21												
Fri	27/12/2024	University closed Unavailable, Wk 21												
Sat	28/12/2024	University closed Unavailable, Wk 21												
Sun	29/12/2024	University closed Unavailable, Wk 21												

Module timetable - Real-time Environmental Art for Game Engines (Wk 22, wk starting 30/12/2024)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mo	30/12/2024	University closed Unavailable, Wk 22												
Tue	31/12/2024	University closed Unavailable, Wk 22												
We	01/01/2025	University closed Unavailable, Wk 22												

Module timetable - Real-time Environmental Art for Game Engines (Wk 23, wk starting 06/01/2025)

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	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon 06/01/2025							Practical, Wk 23 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						

Module timetable - Real-time Environmental Art for Game Engines (Wk 24, wk starting 13/01/2025)

	08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mon 13/01/2025							Practical, Wk 24 Module: GME508 (Real-time Environmental Art for Game Engines) Staff: Mcdonald-Dick, Matthew Room: L204 (Games)						

Module timetable - Real-time Environmental Art for Game Engines (Wk 37, wk starting 14/04/2025)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Fri	18/04/2025	Bank Holiday Unavailable, Wk 37												

Module timetable - Real-time Environmental Art for Game Engines (Wk 38, wk starting 21/04/2025)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mo	21/04/2025	Bank Holiday Unavailable, Wk 38												
Tue	22/04/2025	University closed Unavailable, Wk 38												

Module timetable - Real-time Environmental Art for Game Engines (Wk 40, wk starting 05/05/2025)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mo	05/05/2025	Bank Holiday Unavailable, Wk 40												

Module timetable - Real-time Environmental Art for Game Engines (Wk 43, wk starting 26/05/2025)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mo	26/05/2025	Bank Holiday Unavailable, Wk 43												

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Module timetable - Real-time Environmental Art for Game Engines (Wk 4, wk starting 25/08/2025)

		08:00AM	09:00AM	10:00AM	11:00AM	12:00PM	01:00PM	02:00PM	03:00PM	04:00PM	05:00PM	06:00PM	07:00PM	08:00PM
Mo	25/08/2025	Bank Holiday Unavailable, Wk 4												