



Connor Zelinsky

Computer Animation & Game Development
Lecturer

Fall 2022 Schedule

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Office: OCNL 242

| | Monday | Tuesday | Wednesday | Thursday | Friday |
|----------|---------------------|---------|---------------------|----------|--------|
| 8:00 AM | CAGD 320-01 | | CAGD 320-01 | | |
| 8:30 AM | Digital Texturing | | Digital Texturing | | |
| 9:00 AM | CAGD 320-02 | | CAGD 320-02 | | |
| 9:30 AM | Digital Texturing | | Digital Texturing | | |
| 10:00 AM | CAGD 350-01 | | CAGD 350-01 | | |
| 10:30 AM | 3-D Scanning | | 3-D Scanning | | |
| 11:00 AM | CAGD 350-02 | | CAGD 350-02 | | |
| 11:30 AM | 3-D Scanning | | 3-D Scanning | | |
| 12:00 PM | CAGD 230-03 | | CAGD 230-03 | | |
| 12:30 PM | Digital Modeling | | Digital Modeling | | |
| 1:00 PM | Office Hours | | Office Hours | | |
| 1:30 PM | | | | | |
| 2:00 PM | | | | | |
| 2:30 PM | | | | | |
| 3:00 PM | | | | | |
| 3:30 PM | | | | | |
| 4:00 PM | CAGD 112-02 | | CAGD 112-02 | | |
| 4:30 PM | Digital Photography | | Digital Photography | | |
| 5:00 PM | | | | | |
| 5:30 PM | | | | | |
| 6:00 PM | | | | | |
| 6:30 PM | | | | | |

Online See BBL for link;

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|---------------------|-------------|---------------------|
| Asynchronous Online | CAGD 112-01 | Digital Photography |
| | CAGD 250-01 | Intro Tech CGI |
| | CAGD 250-02 | Intro Tech CGI |
| | CAGD 489-04 | Internship |
| | CAGD 499-04 | Special Problems |