



Connor Zelinsky

Computer Animation & Game Development
Lecturer

Fall 2023 Schedule

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Office: OCNL 242

	Monday	Tuesday	Wednesday	Thursday	Friday
8:00 AM	CAGD 230-01	CAGD 320-01	CAGD 230-01	CAGD 320-01	
8:30 AM	Digital Modeling	Digital Texturing	Digital Modeling	Digital Texturing	
9:00 AM		CAGD 320-02		CAGD 320-02	
9:30 AM		Digital Texturing		Digital Texturing	
10:00 AM	CAGD 230-03	CAGD 230-05	CAGD 230-03	CAGD 230-05	
10:30 AM	Digital Modeling	Digital Modeling	Digital Modeling	Digital Modeling	
11:00 AM	CAGD 230-04	CAGD 230-06	CAGD 230-04	CAGD 230-06	
11:30 AM	Digital Modeling	Digital Modeling	Digital Modeling	Digital Modeling	
12:00 PM	Office Hours				
12:30 PM					
1:00 PM					
1:30 PM					
2:00 PM					
2:30 PM					
3:00 PM					
3:30 PM					
4:00 PM					
4:30 PM					
5:00 PM					
5:30 PM					
6:00 PM					
6:30 PM					

Online Links in Canvas;

Asynchronous Online CAGD 112-01 Digital Photography
CAGD 345W-01 Adv Anim Pre-Prod