

# Unreal Engine (Level 1 - 6 Months)

## Complete Product Knowledge



### Course Introduction

This course introduces students to Unreal Engine 5 as a powerful real-time 3D engine used in games, film, virtual production, architecture, and simulation.

### Learning pathway

- ✓ 10-12, 13-16 and 16+ ✓ 48 Sessions
- ✓ 6 Months Duration ✓ 60 Mins per session

#### MOUDLE 1 ( 3 Months):

Build a strong foundation in Unreal Engine and learn the essential tools used to create interactive game environments.

**Month 1** - Editor, Projects and Core Tools

**Month 2** - World Building, Lighting Basics

**Month 3** - Audio, UI, Optimization & Packaging

#### MOUDLE 2 ( 3 Months):

Expand your skills by creating interactive gameplay using Blueprints while designing engaging games.

**Month 1** - Blueprint Fundamentals for gameplay logics

**Month 2** - Gameplay and Level Design Basics

**Month 3** - Introduction to Materials and Cinematics

### Requirements

Unreal Engine 5, Epic Games Account, Windows PC with mid-range GPU (meeting UE5 recommended specs)

### Learning Outcomes

By the end of the program students will be able to:

- Create projects and navigate inside unreal engine.
- Learn asset types, materials, blueprints, cameras.
- Build simple polished scene.
- Learn Unreal's UI tools, marketplace, version control integration, and packaging pipeline

These outcomes are highlighted in the Learning Outcomes section of the curriculum

- ✓ Digital Creativity
- ✓ Computational Thinking
- ✓ Game Design
- ✓ Problem Solving
- ✓ Collaboration
- ✓ Coding Fundamentals

- ✓ Assessment Modules
- ✓ Capstone Project

### Why Parents Choose Ascend



- Project-based learning
- Creative technology education
- Future skills development
- Hybrid learning options
- Access to Ascend LMS platform

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# Unreal Engine (Level 2 - 6 Months)

## GAME DESIGN and DEVELOPMENT



### Course Introduction

This course introduces students to professional game development workflows used in modern studios. Students develop advanced gameplay systems and production-ready projects while creating a polished portfolio that showcases industry-standard development skills.

### Learning pathway

- ✓ 10-12, 13-16 and 16+ ✓ 48 Sessions
- ✓ 6 Months Duration ✓ 60 Mins per session

#### MOUDLE 1 ( 3 Months):

Master advanced Unreal Engine systems used in modern game studios, including AI, performance optimization.

**Month 1** - Advanced Environments creation

**Month 2** - AI and Gameplay Systems

**Month 3** - Animation, performance Optimization

#### MOUDLE 2 ( 3 Months):

Apply industry-standard production techniques to build a complete, polished game.

**Month 1** - Studio Production Pipeline

**Month 2** - Multiplayer and Advanced AI

**Month 3** - Capstone Game Project

### Requirements

Unreal Engine 5, Epic Games Account, Windows PC with mid-range GPU (meeting UE5 recommended specs)

### Learning Outcomes

By the end of the program students will be able to:

- Design and build advanced gameplay systems
- Create intelligent AI and advanced techniques.
- Develop high-quality animations, cinematics, and visual effects.
- Optimize projects for performance across multiple platforms.

These outcomes are highlighted in the Learning Outcomes section of the curriculum

- ✓ Digital Creativity
- ✓ Computational Thinking
- ✓ Game Design
- ✓ Problem Solving
- ✓ Collaboration
- ✓ Coding Fundamentals

- ✓ Assessment Modules
- ✓ Capstone Project

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