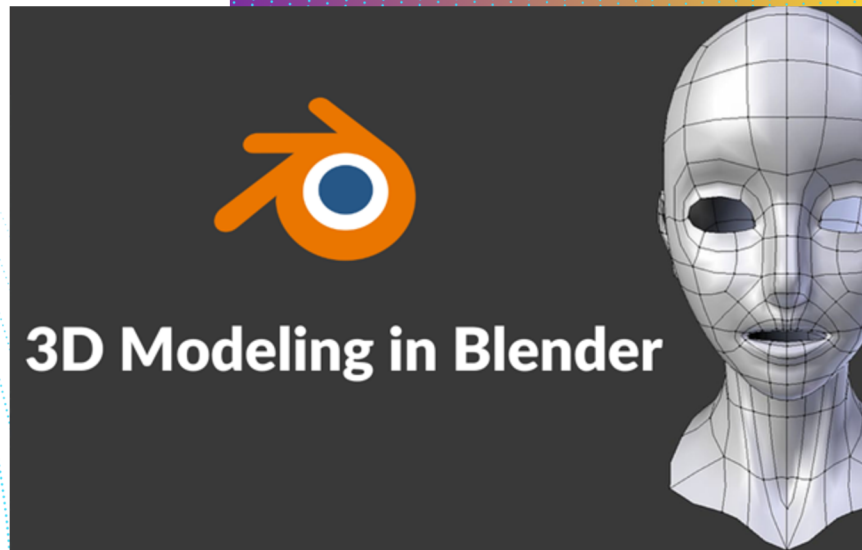


3D Game Asset Creation

- ✓ 16+, Adults Age Range
- ✓ 3 Months Duration
- ✓ 24 Sessions
- ✓ 60 Mins per session



3D Modeling in Blender

Course Introduction

This advanced course builds on foundational Blender knowledge and focuses on professional 3D modeling workflows used in game development, CGI, and product visualization.

Learning pathway

Month 1 - Advanced Hard Surface Modeling

Learn advanced topics and refine modeling precision, topology control, and production-level detailing.

Month 2 - Modular Environment & Game Asset Workflow

Learn how to build modular, reusable assets for environments, games and CGI.

Month 3 - Texturing Fundamentals & Portfolio Presentation

Introduce texture workflow basics and professional presentation.

Requirements

Blender, a gaming laptop or pc with Minimum 8 GB RAM, Intel i5 / AMD Ryzen 5 or higher.

Learning Outcomes

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

- Create production-level hard surface models
- Maintain a clean quad-based topology
- Use non-destructive workflows effectively
- Create modular environment assets
- Perform proper UV unwrapping and layout
- Understand PBR material workflow

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
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