

3D Game Asset Creation

- ✓ 8–12 Age Range
- ✓ 3 Months Duration
- ✓ 24 Sessions
- ✓ 60 Mins per session



Course Introduction

This course introduces students to Blender, a professional, open-source 3D creation tool used for modeling, rendering, animation, and game asset creation.

Learning pathway

Month 1 - Foundations of 3D Modeling

Understand Blender's interface and build a strong foundation in object-based and mesh modeling.

Month 2 - Low Poly Modeling & Game Asset Creation

Learn optimization techniques and create clean, game-ready low poly assets.

Month 3 - Rendering & Presentation Basics

Present models professionally using lighting, camera, and rendering tools.

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:

- Navigate Blender confidently
- Create high-poly detailed 3D models
- Build optimized low-poly game assets
- Understand clean topology and edge flow
- Apply materials and basic lighting

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

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|----------------------|--------------------------|
| ✓ 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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