

Total Duration: 6 Months

Part 1: 3D Game Asset Creation

- ✓ 13–16 Age Range
- ✓ 3 Months Duration
- ✓ 24 Sessions
- ✓ 60 Mins per session



Course Introduction

This intermediate course builds on core modeling skills and dives deeper into advanced techniques to create detailed, optimized 3D assets for professional projects and real-time engines.

Learning pathway

Month 1 - Foundations of 3D Modeling

Strengthen modeling skills through complex shapes, modifiers, and non-destructive workflows while maintaining clean topology and efficient scene organization.

Month 2 - Low Poly Modeling & Game Asset Creation

Create production-ready game assets with advanced modeling techniques, UV optimization, and efficient use of materials and textures.

Month 3 - Rendering & Presentation Basics

Improve visual quality using advanced materials, lighting techniques, and presentation methods to showcase assets professionally.

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:

- Model complex hard-surface and organic assets
- Use advanced modifiers and non-destructive workflows
- Create game-ready assets with optimized topology and UVs
- Create detailed PBR materials and use texture maps
- Set up advanced lighting and renders

- ✓ Digital Creativity
- ✓ Game Design
- ✓ Collaboration
- ✓ Computational Thinking
- ✓ Problem Solving
- ✓ 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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Part 2: UEFN - Fortnite Game Design (with Parental Controls)

- ✓ 13-16 Age Range
- ✓ 3 Months Duration
- ✓ 24 Sessions
- ✓ 60 Mins per session



Course Introduction

This program teaches students how to build interactive 3D worlds, and create game logics using Unreal Editor for Fortnite (UEFN).

Learning pathway

Month 4 - Exploring UEFN & Building Creative Worlds

Understand the UEFN interface, asset workflow, and build immersive spaces using visual tools and creative devices.

Month 5 - Designing Gameplay & Interactive Experiences

Use creative devices and level design principles to make engaging, playable spaces without any scripting.

Month 6 - Creative Storytelling & Environment Showcases

Blend visual storytelling, world-building, and advanced creative tools to produce professional-style experiences.

Requirements

Unreal Editor for fortnite, Epic Games Account, Windows PC with mid-range GPU (meeting UEFN recommended specs)

Learning Outcomes

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

- Build detailed environments in UEFN
- Use creative devices to design gameplay without coding
- Apply lighting, VFX, and cinematic for storytelling
- Understand map readability, flow, and user experience

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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