

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: AI-XR App/Game Dev in Unity - AI

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



Course Introduction

This course introduces students to Unity, the industry-standard platform for creating interactive 3D, AR, VR, and AI-driven experiences.

Learning pathway

Month 4 - Foundations of Unity & Creative Interaction

Understand Unity's interface, project workflow, and the concept of creating interactive scenes using built-in tools and AI features.

Month 5 - Immersive Worlds – AR, VR, and XR Concepts

Learn how Unity powers immersive technologies (AR, VR, and XR) through hands-on creative projects.

Month 6 - Creative Intelligence – AI in Unity

Explore how AI enhances creativity in Unity—using generative tools, intelligent environments, and smart interactions.

Requirements

Unity AI, Unity Account, Windows PC with mid-range GPU (meeting Unity recommended specs)

Learning Outcomes

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

- Navigate and create within Unity without coding
- Use Unity Muse and AI tools to generate content
- Understand AR, VR, and XR concepts, workflows
- Design interactive or immersive visual experiences
- Develop creativity, storytelling, and digital design thinking

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

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

- ✓ Assessment Modules
- ✓ Capstone Project

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