

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

- ✓ Assessment Modules
- ✓ Capstone Project

Why Parents Choose Ascend



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