

UNREAL ENGINE

Unreal Engine Foundation

Basic Product Knowledge

An introduction to Unreal Engine 5, the real-time 3D engine used across games, film, virtual production, architecture and simulation. Students learn the editor from the ground up and finish with a polished scene of their own.

DESIGN. BUILD. CODE. PUBLISH.



8 – 12 AGE GROUP	Beginner LEVEL	3 Months DURATION	24 SESSIONS	60 min PER SESSION	Unreal Engine 5 SOFTWARE
----------------------------	--------------------------	-----------------------------	-----------------------	------------------------------	------------------------------------

3-MONTH LEARNING PATHWAY

- 1 Editor, Projects & Core Tools**
Install Unreal Engine, navigate the editor and manage projects and assets with confidence.
- 2 Gameplay & Level Design Basics**
Explore level design, landscapes, lighting, cameras, collision and the fundamentals of visual scripting with Blueprints.
- 3 Audio, UI, Optimisation & Packaging**
Add audio and UI, learn performance basics and collaboration tools, then package and share a finished project.

WHAT STUDENTS WILL ACHIEVE

- ✓ Create projects and navigate confidently inside Unreal Engine
- ✓ Understand asset types, materials, Blueprints and cameras
- ✓ Build a simple, polished 3D scene
- ✓ Use Unreal's UI tools, the Fab marketplace, version control and the packaging pipeline

SKILLS STUDENTS GAIN

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

Includes: Capstone Project + Parent Showcase

WHY ASCEND EDTECH • Minecraft Education Partner • Unreal Authorized Training Center • NASEF UAE • Best in STEM Award

START NOW
ENROL NOW

CALL / WHATSAPP
+971 50 754 2891 / +971 4 229 6887

EMAIL & WEB
academy@ascendesport.com
ascendedu.online

