

BLENDER + UEFN

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3D Game Assets to Fortnite Game Design

A six-month pathway from 3D art to playable worlds. Students first create optimised, game-ready 3D assets in Blender, then bring them to life in Unreal Editor for Fortnite (UEFN) to design interactive Fortnite islands.

DESIGN. BUILD. CODE. PUBLISH.



13 – 16

AGE GROUP

Intermediate

LEVEL

6 Months

DURATION

48

SESSIONS

60 min

PER SESSION

Blender + UEFN

SOFTWARE

6-MONTH LEARNING PATHWAY

Part 1 - Blender: 3D Game Assets

MONTHS 1 – 3

- Foundations of 3D Modelling**
Complex shapes, modifiers and non-destructive workflows.
- Low Poly Modelling & Game Asset Creation**
Production-ready assets with optimised UVs.
- Rendering & Presentation Basics**
Materials, lighting and professional presentation.

Part 2 - UEFN: Fortnite Game Design

MONTHS 4 – 6

- Exploring UEFN & Building Creative Worlds**
Interface, asset workflow and creative devices.
- Designing Gameplay & Experiences**
Playable spaces built without scripting.
- Creative Storytelling & Environment Design**
Visual storytelling and professional-style worlds.

Fast track available: Part 2 can be completed on its own in 3 months. UEFN sessions run with parental controls.

WHAT STUDENTS WILL ACHIEVE

- Model hard-surface and organic assets with non-destructive workflows
- Create game-ready assets with optimised topology, UVs and PBR materials
- Build detailed environments and gameplay in UEFN without coding
- Apply lighting, VFX and cinematics for storytelling
- Understand map readability, player flow and user experience

SKILLS STUDENTS GAIN

Hard-Surface Modelling

UV & PBR Texturing

Game Design

Digital Creativity

Problem Solving

Portfolio Development

Includes: Capstone Project + Parent Showcase

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

START NOW

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+971 50 754 2891 / +971 4 229 6887

EMAIL & WEB

academy@ascendesport.com
ascendedu.online

