

BLENDER + UNITY

Blender + Unity

3D Game Assets to AI-XR App & Game Dev

A six-month pathway from 3D art to immersive apps and games. Students first create optimised, game-ready 3D assets in Blender, then use them in Unity to build interactive 3D, AR, VR and AI-driven experiences.

DESIGN. BUILD. CODE. PUBLISH.



13 – 16

AGE GROUP

Intermediate

LEVEL

6 Months

DURATION

48

SESSIONS

60 min

PER SESSION

Blender + Unity

SOFTWARE

6-MONTH LEARNING PATHWAY

Part 1 - Blender: 3D Game Assets

MONTHS 1 – 3

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

Part 2 - Unity: AI-XR App & Game Dev

MONTHS 4 – 6

- 4 **Foundations of Unity & Creative Interaction**
Interface, project workflow and interactive scenes.
- 5 **Immersive Worlds: AR, VR & XR Concepts**
Hands-on AR, VR and XR creative projects.
- 6 **Creative Intelligence: AI in Unity**
Generative tools and smart interactions.

Fast track available: Part 2 can be completed on its own in 3 months.

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
- ✓ Navigate and create in Unity and use its AI tools to generate content
- ✓ Understand AR, VR and XR concepts and workflows
- ✓ Design interactive and immersive visual experiences

SKILLS STUDENTS GAIN

Hard-Surface Modelling

UV & PBR Texturing

Game Design

Coding Fundamentals

Computational Thinking

Project Planning

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

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