

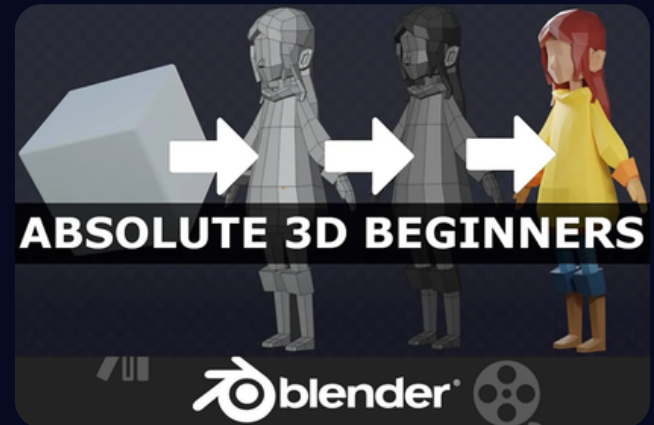
BLENDER

3D Game Asset Creation

Beginner Level

An introduction to Blender, the professional open-source 3D creation tool used for modelling, rendering, animation and game asset creation.

DESIGN. BUILD. CODE. PUBLISH.



8 – 12 AGE GROUP	Beginner LEVEL	3 Months DURATION	24 SESSIONS	60 min PER SESSION	Blender SOFTWARE
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3-MONTH LEARNING PATHWAY

- 1 Foundations of 3D Modelling**
Learn Blender's interface and build a strong foundation in object and mesh modelling.
- 2 Low Poly Modelling & Game Asset Creation**
Learn optimisation techniques and create clean, game-ready low-poly assets.
- 3 Rendering & Presentation Basics**
Present models professionally using lighting, cameras and rendering tools.

WHAT STUDENTS WILL ACHIEVE

- ✓ Navigate Blender confidently
- ✓ Create detailed high-poly 3D models
- ✓ Build optimised low-poly game assets
- ✓ Understand clean topology and edge flow
- ✓ Apply materials and basic lighting

SKILLS STUDENTS GAIN

3D Modelling Fundamentals

UV Mapping & Texturing

Attention to Detail

Critical Thinking

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

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