

BLENDER

3D Game Asset Creation

Intermediate Level

This intermediate course builds on core modelling skills and dives into advanced techniques to create detailed, optimised 3D assets for professional projects and real-time engines.

DESIGN. BUILD. CODE. PUBLISH.



13 – 16

AGE GROUP

Intermediate

LEVEL

3 Months

DURATION

24

SESSIONS

60 min

PER SESSION

Blender

SOFTWARE

3-MONTH LEARNING PATHWAY

1 Intermediate 3D Modelling

Strengthen modelling skills through complex shapes, modifiers and non-destructive workflows.

2 Low Poly Modelling & Game Asset Creation

Create production-ready game assets with advanced modelling techniques and UV optimisation.

3 Materials, Lighting & Rendering

Improve visual quality with advanced materials, lighting techniques and presentation.

WHAT STUDENTS WILL ACHIEVE

- ✓ Model complex hard-surface and organic assets
- ✓ Use advanced modifiers and non-destructive workflows
- ✓ Create game-ready assets with optimised topology and UVs
- ✓ Create detailed PBR materials using texture maps
- ✓ Set up advanced lighting and renders

SKILLS STUDENTS GAIN

Hard-Surface Modelling

Advanced UV & PBR Texturing

Visual Communication

Critical Thinking

Problem Solving

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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