

BLENDER

3D Game Asset Creation

Advanced Level

This advanced course builds on foundational Blender knowledge and focuses on the professional 3D modelling workflows used in game development, CGI and product visualisation.

DESIGN. BUILD. CODE. PUBLISH.



3D Modeling in Blender

16+	Advanced	3 Months	24	60 min	Blender
AGE GROUP	LEVEL	DURATION	SESSIONS	PER SESSION	SOFTWARE

3-MONTH LEARNING PATHWAY

- Advanced Hard-Surface Modelling**
Refine modelling precision, topology control and production-level detailing.
- Modular Game Asset Workflow**
Build modular, reusable assets for environments, games and CGI.
- Texturing Fundamentals & Portfolio**
Learn texturing workflow essentials and present work professionally.

WHAT STUDENTS WILL ACHIEVE

- ✓ Create production-level hard-surface models
- ✓ Maintain clean, quad-based topology
- ✓ Use non-destructive workflows effectively
- ✓ Create modular environment assets
- ✓ Perform proper UV unwrapping and layout
- ✓ Understand the PBR material workflow

SKILLS STUDENTS GAIN

Advanced Asset Creation

Procedural Modelling

Advanced Materials & Optimisation

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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