



ASCEND EDTECH

3D Game Asset Creation Foundation

Beginner Level

AGES 8 - 12

Blender

This course introduces students to Blender, a professional, open-source 3D creation tool used for modeling, rendering, animation, and game asset creation.



DESIGN.
BUILD.
CODE.
PUBLISH.

8 - 12

AGE GROUP

24

SESSIONS

60

MINS / SESSION

3

MONTHS
DURATION

3

LEARNING
PATHWAYS

APP

BLENDER

✓

CAPSTONE
PROJECT

PROGRAM OVERVIEW

Through the program students will be able to:

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

SKILLS STUDENTS GAIN

- ✓ 3D Modeling Fundamentals
- ✓ UV Mapping & Texturing
- ✓ Attention to Detail
- ✓ Critical Thinking
- ✓ Problem Solving
- ✓ Portfolio Development

3 MONTHS LEARNING PATHWAYS

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

PROGRAMME DETAILS

Level: **Beginner**

Duration: **3 Months**

Schedule: **24 Sessions · 60 min each**

Location: **Sport Society, Mirdiff**

Software: **Blender + learning materials**

Includes: **Capstone Project + Parent Showcase**

START NOW

ENROLL NOW

+971 56 723 5072 / +971 50 578 3662
Academy@ascendesport.com
<https://ascendedu.online/>

BUILD GAMES

DESIGN WORLDS

CREATE EXPERIENCES

BUILD TODAY.
INNOVATE TOMORROW.