



ASCEND EDTECH

3D Game Asset Creation

Intermediate Level



AGES: 13 – 16

Blender

DESIGN.
BUILD.
CODE.
PUBLISH.

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

13 – 16

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:

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

SKILLS STUDENTS GAIN

- ✓ Hard-Surface Modeling
- ✓ Advanced UV & PBR Texturing
- ✓ Visual Communication
- ✓ Critical Thinking
- ✓ Problem Solving
- ✓ Project Planning

3 MONTHS LEARNING PATHWAYS

- 1 Foundations of 3D Modeling**
Strengthen modeling skills through complex shapes, modifiers, and non-destructive workflows.
- 2 Low Poly Modeling & Game Asset Creation**
Create production-ready game assets with advanced modeling techniques, UV optimization.
- 3 Rendering & Presentation Basics**
Improve visual quality using advanced materials, lighting techniques, and presentation.

PROGRAMME DETAILS

Level: **Intermediate**

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

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BUILD GAMES

DESIGN WORLDS

CREATE EXPERIENCES

BUILD TODAY.
INNOVATE TOMORROW.