

Unreal Engine Foundation

Complete Product Knowledge

(Level 1 , 3 Months)

AGES 10 - 15, 16+

Unreal Engine

This course introduces students to Unreal Engine 5 as a powerful real-time 3D engine used in games, film, virtual production, architecture, and simulation.

DESIGN.
BUILD.
CODE.
PUBLISH.

8 - 12

AGE GROUP

24

SESSIONS

60

MINS / SESSION

3

MONTHS
DURATION

6

LEARNING
PATHWAYS

APP

Unreal Engine

✓

CAPSTONE
PROJECT

PROGRAM OVERVIEW

Through the program students will be able to:

- Create small playable game inside Unreal Engine
- Learn various game genres and game themes...
- Build a cinematic render in Unreal Engine
- Learn Unreal's UI tools, to make an amazing game Menus, Options, etc...

SKILLS STUDENTS GAIN

- ✓ Environment Designing
- ✓ Game Design
- ✓ Realistic cutscenes
- ✓ Game System Designing
- ✓ Building Game Mechanics
- ✓ Portfolio Development

6 MONTHS LEARNING PATHWAYS

- 1 Editor, Projects and Core Tools
- 2 World Building, Lighting Basics
- 3 Audio, UI, Optimization & Packaging
- 4 Blueprint Fundamentals for game logics
- 5 Gameplay and Level Design Basics
- 6 Introduction to Materials and Cinematics

PROGRAMME DETAILS

Level: **Beginner**

Duration: **3 Months**

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

Location: **Sport Society, Mirdiff**

Software: **Unreal Engine + learning materials**

Includes: **Capstone Project + Parent Showcase**

ENROLL NOW



Unreal Authorized Training Center
2026



Unreal Authorized Instructor
2026

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BUILD GAMES

DESIGN WORLDS

CREATE EXPERIENCES

BUILD TODAY.
INNOVATE TOMORROW.