



ASCEND EDTECH

3D Game Asset Creation Expert

Advanced Level

AGES 16+

Blender



3D Modeling in Blender



DESIGN.
BUILD.
CODE.
PUBLISH.

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

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:

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

SKILLS STUDENTS GAIN

- ✓ Advanced Assets Creation
- ✓ Procedural Modeling
- ✓ Advanced Materials & Optimization
- ✓ Critical Thinking
- ✓ Problem Solving
- ✓ Portfolio Development

3 MONTHS LEARNING PATHWAYS

- 1 Advanced Hard Surface Modeling**
Learn advanced topics and refine modeling precision, topology control, and production-level detailing.
- 2 Modular Game Asset Workflow**
Learn how to build modular, reusable assets for environments, games and CGI.
- 3 Texturing Fundamentals and Portfolio**
Introduce texture workflow basics and professional presentation.

PROGRAMME DETAILS

Level: **Advanced**

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.