YELLOW TREE
ACADEMY

2027 / COMPLETE TRAINING PATHWAY

BUILD THE GAME WORLD. BRING IT TO LIFE.

THREE LEVELS. ONE PROGRESSIVE GAME PROJECT. FROM YOUR FIRST GREYBOX TO A COMPLETE WINDOWS GAME.

LEVEL 1 / FOUNDATION

LEVEL 2 / INTERMEDIATE

LEVEL 3 / COMPLETE GAME

BLENDER + SUBSTANCE 3D PAINTER + UNREAL ENGINE



YELLOW TREE ACADEMY

GAME DEVELOPMENT PATHWAY

ONE PROJECT. THREE SKILL LEVELS.

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YELLOW TREE ACADEMY / PROJECT-BASED LEARNING

12 MONTHS

THE LAST BEACON

A SMALL THIRD-PERSON EXPLORATION GAME

A stranded explorer arrives at a silent research outpost. Find power cells, restore the generator, avoid a security drone and reactivate the communications beacon.



ZONE A / ARRIVAL YARD



ZONE B / MAINTENANCE



ZONE C / BEACON TOWER

BUILD THE SAME GAME IN THREE STAGES

01	**FOUNDATION** Environment + modular kit	3 MONTHS
02	**INTERMEDIATE** Game-ready props + interactions	3 MONTHS
03	**ADVANCED** Complete game + Windows build	6 MONTHS

> **PERSONAL PROJECT OPTION**
> Students can follow the common example or build a small, approved game of their own using the same learning milestones.

YELLOW TREE ACADEMY

LEVEL 1 / FOUNDATION

COURSE OVERVIEW

BLENDER + UNREAL BASICS

01

YELLOW TREE ACADEMY / PROJECT-BASED LEARNING

3 MONTHS

LEVEL 1 / FOUNDATION

UNREAL ENGINE & BLENDER FOR GAME ENVIRONMENTS

MAIN OBJECTIVE

Create a playable third-person level using an original Blender modular kit, correct scale and collisions, and foundational real-time lighting.



SUBJECTS COVERED

01 UNREAL & GREYBOXING

- Third Person template
- Editor, Actors and transforms
- Player scale and collision
- Level layout and navigation

PROJECT-BASED

02 BLENDER & MODULAR MODELING

- Mesh editing and modifiers
- Low-poly architectural assets
- Grid, snapping and pivots
- Reusable modular building kit

PROJECT-BASED

03 IMPORT & LIGHTING

- UV and material basics
- FBX / static mesh workflow
- Replace greybox with modules
- Basic lighting and walkthrough

PROJECT-BASED

COURSE PROJECT

ARRIVAL YARD + MAINTENANCE BUILDING

> **LEVEL OUTCOME**
>
> A playable third-person environment with an original modular asset kit.

YELLOW TREE ACADEMY

LEVEL 1 / FOUNDATION

12-WEEK CURRICULUM

BLENDER + UNREAL BASICS

01

YELLOW TREE ACADEMY / PROJECT-BASED LEARNING

3 MONTHS

3 MONTHS | 72 GUIDED HOURS | PROJECT-FIRST TRAINING

W01	**GAME PROJECT FOUNDATIONS**	Game concept and project setup
W02	**UNREAL ENGINE BASICS**	Editor, Actors, transforms and collision
W03	**LEVEL DESIGN & GREYBOXING**	Arrival Yard and building blockout
W04	**BLENDER INTRODUCTION**	Mesh editing, transforms and units
W05	**MODELING ESSENTIALS**	Extrude, bevel, normals and topology
W06	**MODULAR ASSET PLANNING**	Dimensions, grid, names and pivots
W07	**MODULAR KIT - PART A**	Floors, walls, pillars and ceilings
W08	**MODULAR KIT - PART B**	Doors, windows, stairs and trims
W09	**ASSET PREPARATION**	UV introduction and export checks
W10	**BLENDER TO UNREAL**	FBX, static meshes and collision
W11	**ENVIRONMENT & LIGHTING**	Modular assembly and basic Lumen
W12	**PROJECT PRESENTATION**	Testing, screenshots and walkthrough

FINAL DELIVERABLES

Concept + level plan | 10+ modular assets | Playable greybox | Basic lighting

PORTFOLIO RESULT

Modular kit breakdown, greybox comparison, environment screenshots and walkthrough.

YELLOW TREE ACADEMY

LEVEL 2 / INTERMEDIATE

COURSE OVERVIEW

BLENDER + SUBSTANCE + UNREAL

02

YELLOW TREE ACADEMY / PROJECT-BASED LEARNING

3 MONTHS

LEVEL 2 / INTERMEDIATE

GAME ASSET PRODUCTION & INTERACTIVE ENVIRONMENTS

MAIN OBJECTIVE

Transform a static environment into an interactive space with original textured props, polished materials and a working player interaction sequence.



SUBJECTS COVERED

01 GAME-READY PROPS

- Intermediate hard-surface modeling
- Low / high-poly preparation
- Topology, UVs and texel density
- Hero prop and reusable assets

PROJECT-BASED

02 PBR TEXTURING

- Substance 3D Painter workflow
- Bake mesh maps and masks
- Metal, paint, rubber and dirt
- Unreal material instances

PROJECT-BASED

03 INTERACTIVE LEVEL

- Environment dressing & lighting
- Blueprint events and variables
- Power cell pickup & switch
- Condition-based door and UI

PROJECT-BASED

COURSE PROJECT

POWER CELL + GENERATOR + LOCKED DOOR

> **LEVEL OUTCOME**
> A visually developed environment with original game-ready assets and functioning interactions.

YELLOW TREE ACADEMY

LEVEL 2 / INTERMEDIATE

12-WEEK CURRICULUM

BLENDER + SUBSTANCE + UNREAL

02

YELLOW TREE ACADEMY / PROJECT-BASED LEARNING

3 MONTHS

3 MONTHS | 72 GUIDED HOURS | PROJECT-FIRST TRAINING

W01	**PRODUCTION ART PLANNING**	Reference pack and asset priorities
W02	**INTERMEDIATE BLENDER**	Modifiers, bevels and hard surfaces
W03	**PROPS - PART A**	Crates, lockers and utility objects
W04	**PROPS - PART B**	Hero generator/control console
W05	**UV MAPPING**	Seams, texel density and packing
W06	**SUBSTANCE FOUNDATIONS**	Bake normals, AO and curvature
W07	**PBR TEXTURING**	Metal, paint, plastic and rubber
W08	**ADVANCED TEXTURING**	Smart masks, wear and storytelling
W09	**SUBSTANCE TO UNREAL**	Export maps, build material instances
W10	**ENVIRONMENT PRODUCTION**	Props, lighting, collisions and polish
W11	**BLUEPRINT FUNDAMENTALS**	Interaction, variables and events
W12	**INTERACTIVE PROTOTYPE**	Power cell, switch, locked door

FINAL DELIVERABLES

8-12 finished props | UV + bake breakdown | PBR texture set | Unreal material setup

> **PORTFOLIO RESULT**
>
> Hero prop, UV/bake process, texture breakdown and interactive prototype video.

COURSE OVERVIEW

COMPLETE UNREAL ENGINE GAME

03

YELLOW TREE ACADEMY / PROJECT-BASED LEARNING

6 MONTHS

LEVEL 3 / ADVANCED

COMPLETE GAME DEVELOPMENT WITH UNREAL ENGINE

MAIN OBJECTIVE

Develop, test and package a compact single-player game with a complete player journey, reusable Blueprint systems and portfolio-ready documentation.



SUBJECTS COVERED

01 GAMEPLAY SYSTEMS

- Player mechanics & camera
- Reusable Blueprint interaction
- Inventory and mission objectives
- Puzzles and progression

PROJECT-BASED

02 AI & PLAYER EXPERIENCE

- AI Controller and patrols
- Detection, chase and failure
- Checkpoints and SaveGame
- HUD, menus and UI

PROJECT-BASED

03 RELEASE PIPELINE

- Audio and Niagara FX
- Lighting, polish and Sequencer
- Profiling, debugging and QA
- Windows package and portfolio

PROJECT-BASED

COURSE PROJECT

THE LAST BEACON - COMPLETE GAME

LEVEL OUTCOME

A complete playable single-player Windows game that can be tested without Unreal Editor.

YELLOW TREE ACADEMY

LEVEL 3 / ADVANCED

CURRICULUM / WEEKS 01-12

03

COMPLETE UNREAL ENGINE GAME

YELLOW TREE ACADEMY / PROJECT-BASED LEARNING

6 MONTHS

6 MONTHS | 144 GUIDED HOURS | PROJECT-FIRST TRAINING

W01	**GAME PLANNING**	Scope, backlog, game structure and version control
W02	**PLAYER MECHANICS**	Movement, camera and gameplay states
W03	**INTERACTION ARCHITECTURE**	Actor components and Blueprint Interfaces
W04	**REUSABLE INTERACTIONS**	Doors, machines, traces and debugging
W05	**INVENTORY SYSTEM**	Items, data and player state
W06	**MISSION OBJECTIVES**	Progress tracking and objective UI
W07	**ENVIRONMENTAL PUZZLES**	Power systems, switches and conditions
W08	**PROGRESSION DESIGN**	Linked puzzles and access control
W09	**AI FOUNDATIONS**	AI Controller, navigation and patrols
W10	**AI BEHAVIOR**	Perception, chase and return-to-patrol
W11	**FAILURE STATES**	Player capture, health or detection logic
W12	**CHECKPOINTS**	Respawn and level state restoration

MIDPOINT CHECKPOINT

Playable prototype | Mission flow | Puzzle systems | AI patrol and checkpoints

> **PORTFOLIO RESULT**
>
> Reusable player, interaction, inventory, mission, puzzle and AI foundations.

YELLOW TREE ACADEMY

LEVEL 3 / ADVANCED

CURRICULUM / WEEKS 13-24

03

COMPLETE UNREAL ENGINE GAME

YELLOW TREE ACADEMY / PROJECT-BASED LEARNING

6 MONTHS

6 MONTHS | 144 GUIDED HOURS | PROJECT-FIRST TRAINING

W13	**UI FUNDAMENTALS**	HUD, prompts and widget architecture
W14	**MENU FLOW**	Main menu, pause and game-over screens
W15	**SAVEGAME SYSTEM**	Save/restore inventory and progression
W16	**UI & SAVE TESTING**	Persistent-state testing across restarts
W17	**GAME AUDIO**	Ambience, footsteps and interactive sounds
W18	**NIAGARA VFX**	Sparks, smoke, electricity and feedback
W19	**ENVIRONMENT POLISH**	Lighting, visuals and storytelling
W20	**FEATURE COMPLETION**	Beacon activation and end sequence
W21	**OPTIMIZATION**	Profiling, culling, textures and meshes
W22	**QA & PACKAGING**	Bug fixes and standalone Windows build
W23	**PORTFOLIO PRODUCTION**	Trailer, screenshots and breakdown
W24	**FINAL DELIVERY**	Playtests, release candidate and presentation

FINAL DELIVERABLES

15-25 min playable game | Blueprint gameplay systems | AI + UI + SaveGame | Windows packaged build

> **PORTFOLIO RESULT**
>
> A packaged Windows game, tested independently, with trailer and technical breakdown.

ONE COMMON CURRICULUM - MULTIPLE GAME THEMES

Each learner begins Level 1 with an approved mini-game concept. The Last Beacon is the instructor demonstration. Personal projects follow the same milestones, but have their own look and story.



FANTASY ADVENTURE

Explore ruins; unlock a temple gate.



MYSTERY EXPLORATION

Restore a deserted village outpost.



SCI-FI PUZZLE

Repair a station control system.



THIRD-PERSON QUEST

Find items, unlock areas and escape.

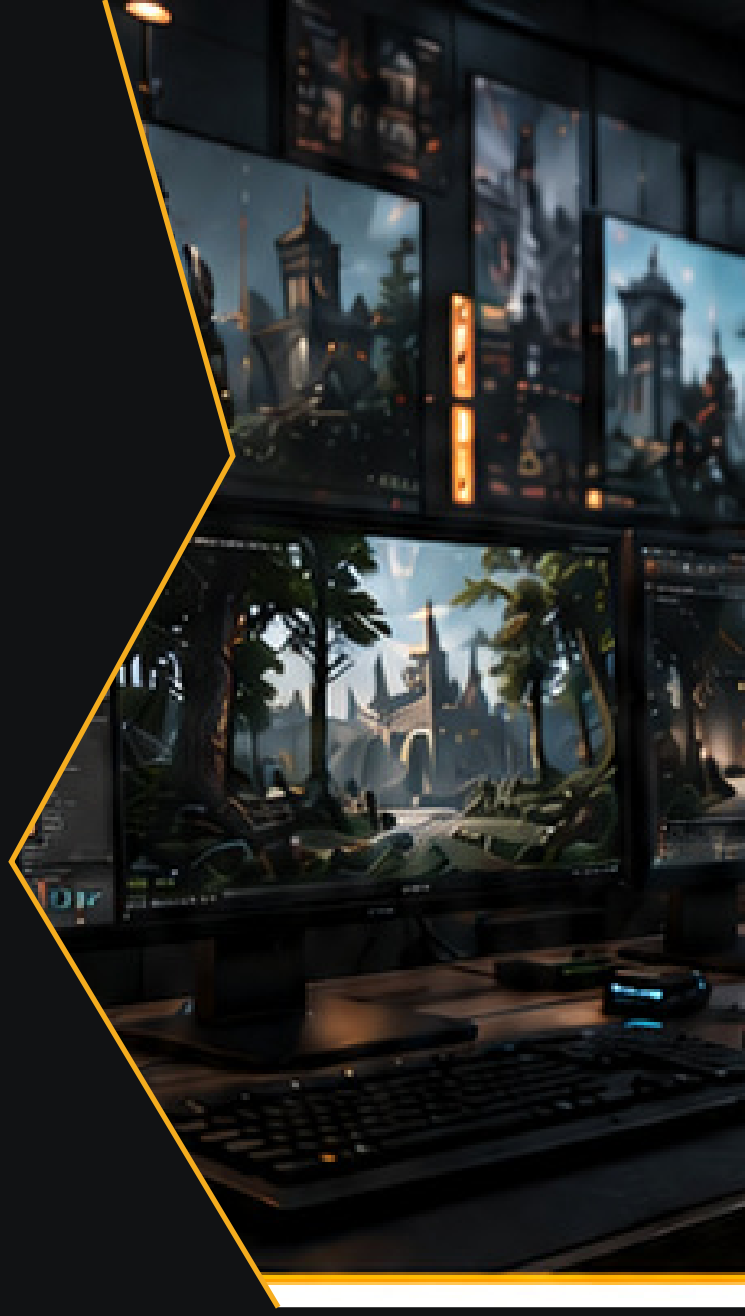
THE PROJECT RULE

Keep the scope small. A finished, playable 15-25 minute game or an approved equivalent is more valuable than an unfinished open-world idea.

THE YTA APPROACH

Learn together in class, build independently, then receive regular instructor feedback on your own project.

YELLOW TREE ACADEMY



START BUILDING REAL GAMES.

REAL SOFTWARE. REAL PROJECTS. REAL FEEDBACK.

COURSE ADMISSIONS & INFORMATION

STUDY FORMAT

3 classes/week | 2 hours/session

Monday / Wednesday / Friday - batch timings confirmed at admission

HOW TO JOIN

Start with Level 1, or request a placement assessment for Level 2 / 3.

CONTACT YELLOW TREE ACADEMY

091508 99265 | yellowtreeacademy.in

Race Course, Coimbatore, Tamil Nadu

ASK FOR CURRENT FEES, BATCH DATES & ENROLMENT TERMS.

Certificates issued by Yellow Tree Academy upon successful assessment.