CREATIVE COMPUTER CLASSES (CCC)

Professional Curriculum

SMART COURSES + ADVANCED COURSES

Project-based curriculum framework

Smart Course: 6–8 weeks, one-time payment, focused foundation and one completed project.

Advanced Course: 3–6 months, monthly payment, deeper skills, multiple projects and a capstone portfolio piece.

Formatting revision: All curriculum tables use wrapped text, controlled cell padding, readable type sizes and automatic row heights. No text is intentionally allowed to overflow table cells.

1. Programme Overview

Course	Smart	Advanced
Game Development	8 Weeks	6 Months
Game Designing	8 Weeks	4 Months
C# Programming	8 Weeks	4 Months
3D Artist — Blender	8 Weeks	6 Months
3D Animation	8 Weeks	4 Months
3D Character Designing & Modeling	8 Weeks	6 Months
Web Development — HTML, CSS & JavaScript	8 Weeks	4 Months
Computer Fundamentals & Office Skills	6 Weeks	3 Months
PDP — Personality Development Programme	6 Weeks	3 Months

Delivery Standard

- Demonstration → guided practice → independent practice → assignment → review.
- Every Smart student completes one presentable final project.
- Every Advanced student completes multiple projects and one capstone.
- Project source files, renders/builds and documentation should be retained for portfolio use.
- Assessment should emphasize practical work and project quality.

2. Game Development

SMART COURSE

Duration	8 Weeks	**Format**	Practical foundation + 1 complete mini-game
Prerequisite	Basic computer operation; no prior Unity experience required.	**Final / Portfolio Project**	One complete small 2D or 3D Unity game with menu, gameplay loop, UI, audio and final build.

Weekly Curriculum

Week	Module	Topics / Practical Coverage
1	**Game Development & Unity Foundations**	Game development pipeline; 2D vs 3D; Unity Hub/editor; projects; scenes; GameObjects; Components; Inspector; project organization.
2	**Unity Scene & Gameplay Basics**	Transforms; prefabs; materials; lighting basics; colliders; rigidbodies; environment setup; play-mode workflow.
3	**C# for Unity**	Variables; data types; operators; conditions; loops; methods; classes; MonoBehaviour; fields; Debug.Log.
4	**Player Controller & Input**	Input System; movement; camera; jump; gravity; ground detection; interaction basics; simple state handling.
5	**Gameplay Systems**	Health; damage; collectibles; score; checkpoints; simple enemy/target logic; basic game flow.
6	**UI, Audio & Animation**	Canvas; text; buttons; HUD; menus; audio clips; Animator basics; transitions; simple feedback/VFX.
7	**Level Assembly & Polish**	Level layout; lighting pass; particles; camera polish; balancing; bug fixing; optimization fundamentals.
8	**Final Project & Build**	Complete mini-game; testing; build settings; Windows build; presentation; project documentation.

ADVANCED COURSE

Duration	6 Months	**Format**	Production-oriented training + multiple portfolio projects
Prerequisite	Smart Game Development or equivalent Unity/C# fundamentals.	**Final / Portfolio Project**	Three portfolio projects across the program, including one polished capstone game.

Advanced Curriculum

Period	Module	Topics / Practical Coverage
1	**Programming & Project Architecture**	C# OOP; interfaces; inheritance; collections; events/delegates; namespaces; reusable systems; folder architecture; Git basics.
2	**Character, Camera & Core Gameplay**	Advanced player controller; camera systems; animation integration; interaction; traversal; combat foundations; state machines.
3	**AI, Combat & Gameplay Systems**	Enemy architecture; detection; navigation; attack states; damage; health/stamina; targeting; encounters; save/checkpoint concepts.
4	**UI, Audio, VFX & World Building**	Professional HUD; menus; feedback; particles; audio concepts; lighting; environment dressing; level design and pacing.
5	**Optimization, Debugging & Production**	Profiling; memory/performance basics; LOD; batching concepts; object pooling; build testing; bug tracking; version control.
6	**Portfolio Project & Release**	Scope planning; production sprint; integration; polish; QA; final build; portfolio presentation; documentation; reel capture.

Assessment: practical assignments + project reviews + final presentation.

3. Game Designing

SMART COURSE

Duration	8 Weeks	**Format**	Design fundamentals + one complete game design package
Prerequisite	Basic computer operation.	**Final / Portfolio Project**	A complete Game Design Document with gameplay loop, mechanics, progression, level plan, UI flow and playable prototype/greybox.

Weekly Curriculum

Week	Module	Topics / Practical Coverage
1	**Game Design Foundations**	Genres; player goals; game loops; mechanics; dynamics; feedback; player motivation; core design vocabulary.
2	**Core Mechanics & Systems**	Rules; actions; resources; progression; rewards; risk/reward; balancing fundamentals; system relationships.
3	**Level Design**	Level goals; flow; pacing; encounter placement; navigation; difficulty curves; greyboxing; environmental storytelling.
4	**Player Experience & UX**	Onboarding; tutorials; feedback; HUD principles; accessibility basics; challenge vs frustration; playtest observation.
5	**Narrative & World Design**	Premise; characters; setting; story structure; environmental storytelling; dialogue basics; narrative constraints.
6	**Economy, Progression & Balance**	Currencies; rewards; progression loops; difficulty; balancing spreadsheets; retention concepts; ethical design basics.
7	**Game Design Documentation**	Professional GDD structure; feature specifications; flowcharts; wireframes; level documentation; task breakdown.
8	**Design Project & Playtest**	Prototype; playtest; feedback; iteration; final GDD; presentation.

ADVANCED COURSE

Duration	4 Months	**Format**	Systems design + multiple prototypes + professional documentation
Prerequisite	Smart Game Designing or equivalent.	**Final / Portfolio Project**	Two prototype design packages plus one polished vertical-slice design case study.

Advanced Curriculum

Period	Module	Topics / Practical Coverage
1	**Advanced Systems & Mechanics**	Complex gameplay systems; emergent mechanics; progression; combat/economy systems; system diagrams; feature prioritization.
2	**Advanced Level & Experience Design**	Level pacing; encounter design; environmental storytelling; difficulty curves; tutorials; player journey; playtesting methodology.
3	**Economy, Narrative & Production Design**	Economy balancing; reward structures; narrative systems; branching concepts; monetization principles; production constraints; design reviews.
4	**Portfolio Design Projects**	Two prototype concepts; one vertical-slice design; playtesting; iteration; professional GDD; presentation and portfolio case study.

Assessment: practical assignments + project reviews + final presentation.

4. C# Programming

SMART COURSE

Duration	8 Weeks	**Format**	Programming fundamentals + one practical application
Prerequisite	Basic computer operation.	**Final / Portfolio Project**	A small interactive Unity application demonstrating OOP, input, UI, data and gameplay logic.

Weekly Curriculum

Week	Module	Topics / Practical Coverage
1	**Programming Foundations**	Algorithms; variables; data types; operators; input/output; naming; comments; debugging mindset.
2	**Conditions & Loops**	if/else; switch; comparison/logical operators; for/while/foreach; nested logic; practical exercises.
3	**Methods & Arrays**	Methods; parameters; return values; scope; arrays; lists; strings; problem-solving patterns.
4	**Object-Oriented Programming**	Classes; objects; constructors; fields; properties; encapsulation; basic inheritance.
5	**OOP & Collections**	Inheritance; polymorphism; interfaces introduction; List/Dictionary; enums; structs; reusable code.
6	**C# in Unity**	MonoBehaviour; lifecycle; components; Input System basics; transforms; physics interaction; UI scripting.
7	**Debugging & Program Structure**	Breakpoints; logs; null references; error handling; code organization; utility methods; basic Git workflow.
8	**Final Application**	Plan, code, test and present a small interactive application/game; refactor key sections; package source and build.

ADVANCED COURSE

Duration	4 Months	**Format**	Professional C# foundations for Unity/game programming
Prerequisite	Smart C# Programming or equivalent.	**Final / Portfolio Project**	Three programming projects/systems, including a reusable gameplay-system capstone.

Advanced Curriculum

Period	Module	Topics / Practical Coverage
1	**Advanced OOP & Language Features**	Deep OOP; interfaces; abstract classes; generics; delegates; events; lambda expressions; exceptions; namespaces.
2	**Collections, Data & Architecture**	Advanced collections; serialization concepts; data models; ScriptableObject architecture concepts; dependency management; reusable systems.
3	**Unity Programming Patterns**	State machines; event-driven systems; managers; object pooling; interaction systems; save/load architecture; performance-aware coding.
4	**Capstone Programming Projects**	Multiple systems; code reviews; refactoring; debugging; profiling; documentation; Git workflow; final technical portfolio project.

Assessment: practical assignments + project reviews + final presentation.

5. 3D Artist — Blender

SMART COURSE

Duration	8 Weeks	**Format**	Blender foundation + one finished 3D asset
Prerequisite	Basic computer operation; no 3D experience required.	**Final / Portfolio Project**	One production-ready 3D asset with clean model, UVs, materials, lighting and portfolio renders.

Weekly Curriculum

Week	Module	Topics / Practical Coverage
1	**Blender Foundations**	Interface; navigation; object modes; transforms; collections; scene setup; shortcuts; file management.
2	**Modeling Fundamentals**	Primitive modeling; edit mode; extrude/inset/bevel; modifiers; topology basics; hard-surface workflow.
3	**Intermediate Modeling**	Reference-based modeling; proportions; supporting edges; symmetry; clean topology; asset optimization.
4	**UV & Materials**	UV concepts; seams; unwrap; texture coordinates; material nodes; PBR concepts; basic texture creation.
5	**Texturing & Surface Detail**	Procedural textures; image textures; roughness/metallic/normal concepts; material variation; asset detailing.
6	**Lighting & Rendering**	Lighting types; three-point concepts; HDRI; camera composition; Eevee/Cycles basics; render settings.
7	**Asset Polish & Presentation**	Bevel polish; normals; cleanup; optimization; turntable; presentation scene; portfolio image preparation.
8	**Final Asset Project**	Reference selection; production; texturing; lighting; render; breakdown sheet; final presentation.

ADVANCED COURSE

Duration	6 Months	**Format**	Production 3D art + multiple portfolio assets
Prerequisite	Smart 3D Artist or equivalent Blender fundamentals.	**Final / Portfolio Project**	At least 5 finished portfolio assets across hard-surface, props and environment work, plus curated presentation.

Advanced Curriculum

Period	Module	Topics / Practical Coverage
1	**Advanced Hard-Surface Modeling**	Production topology; complex forms; modifiers; bevel strategy; weighted normals; modular assets; optimization.
2	**Organic Modeling & Sculpting**	Sculpting workflow; anatomy fundamentals; surface detail; retopology; clean deformation-ready topology.
3	**UV, Texturing & Materials**	Advanced UVs; texel density; PBR workflow; Substance Painter integration; material authoring; texture optimization.
4	**Lighting, Rendering & Look Development**	Composition; cinematic lighting; Eevee/Cycles look development; post-processing; render optimization.
5	**Environment & Asset Production**	Modular environment pieces; props; set dressing; LOD concepts; asset consistency.
6	**Portfolio Production**	Multiple asset briefs; production schedule; revisions; presentation renders; breakdowns; ArtStation/portfolio case study.

Assessment: practical assignments + project reviews + final presentation.

6. 3D Animation

SMART COURSE

Duration	8 Weeks	**Format**	Animation fundamentals + one finished animated sequence
Prerequisite	Basic Blender operation recommended.	**Final / Portfolio Project**	A 15–30 second polished animation sequence using a rigged character or suitable subject.

Weekly Curriculum

Week	Module	Topics / Practical Coverage
1	**Animation Principles**	Timing; spacing; squash/stretch; anticipation; follow-through; arcs; staging; keyframe workflow.
2	**Blender Animation Tools**	Timeline; Dope Sheet; Graph Editor; interpolation; keyframes; animation curves; workflow discipline.
3	**Object & Camera Animation**	Transforms; camera movement; product-style animation; looping; constraints basics.
4	**Rigging Fundamentals**	Armatures; bones; parenting; IK/FK concepts; simple controls; weight painting basics.
5	**Character Animation Basics**	Poses; blocking; walk cycle; run cycle; weight; balance; contact/passing poses.
6	**Polish & Graph Editing**	Curve cleanup; overlap; secondary motion; facial/basic body posing; animation readability.
7	**Lighting, Camera & Rendering**	Shot composition; lighting; camera cuts; render settings; basic compositing.
8	**Final Animation**	Plan, animate, polish and render a short sequence; presentation and breakdown.

ADVANCED COURSE

Duration	4 Months	**Format**	Character animation + production workflow
Prerequisite	Smart 3D Animation or equivalent.	**Final / Portfolio Project**	Three animation exercises plus one polished short animation suitable for a portfolio reel.

Advanced Curriculum

Period	Module	Topics / Practical Coverage
1	**Rigging & Character Setup**	Production rig concepts; controls; IK/FK; deformation; weight painting; corrective workflows; rig testing.
2	**Body Mechanics & Acting**	Walk/run variations; weight shifts; jumps; lifts; interaction; acting poses; reference analysis.
3	**Advanced Animation & Shots**	Facial basics; lip-sync concepts; secondary motion; camera language; shot continuity; graph-editor polish.
4	**Short Animation Production**	Storyboarding; blocking; animation pass; polish; lighting; rendering; editing; sound sync; final presentation.

Assessment: practical assignments + project reviews + final presentation.

7. 3D Character Designing & Modeling

SMART COURSE

Duration	8 Weeks	**Format**	Character workflow foundation + one finished character
Prerequisite	Basic Blender operation helpful but not mandatory.	**Final / Portfolio Project**	One complete stylized or semi-realistic 3D character with model, UV, materials, basic rig and presentation renders.

Weekly Curriculum

Week	Module	Topics / Practical Coverage
1	**Character Design Foundations**	References; silhouette; proportions; shape language; character brief; concept board.
2	**Base Mesh & Proportions**	Human proportion basics; base mesh; symmetry; primary forms; clean construction.
3	**Sculpting Fundamentals**	Sculpt tools; anatomy overview; facial forms; hands/feet basics; surface refinement.
4	**Retopology & Topology**	Why topology matters; retopology workflow; edge flow; deformation areas; clean mesh preparation.
5	**UV & Texturing**	UV seams; unwrap; material IDs; skin/clothing material concepts; basic texture painting.
6	**Hair, Clothing & Accessories**	Simple hair workflow; clothing construction; accessories; secondary details.
7	**Basic Rigging & Presentation**	Armature basics; weight painting introduction; pose; lighting; camera; render setup.
8	**Final Character Project**	Complete character; polish; render; turntable; breakdown sheet and portfolio presentation.

ADVANCED COURSE

Duration	6 Months	**Format**	Character artist workflow + multiple character studies
Prerequisite	Smart 3D Character Designing or equivalent.	**Final / Portfolio Project**	Two complete portfolio characters plus supporting anatomy/sculpting studies and production breakdowns.

Advanced Curriculum

Period	Module	Topics / Practical Coverage
1	**Advanced Character Design & Anatomy**	Anatomy study; proportions; silhouettes; facial structure; character briefs; reference analysis.
2	**Sculpting & High-Poly Production**	Advanced sculpting; anatomy; facial details; skin pores; clothing folds; high-poly detailing.
3	**Retopology, UV & Deformation**	Production topology; facial loops; deformation; UV layout; texel density; optimization.
4	**Texturing & Look Development**	Substance Painter workflow; skin; eyes; hair; clothing; wear; masks; material authoring.
5	**Hair, Clothing & Rigging**	Hair systems; clothing workflows; accessories; rigging; weight painting; posing; deformation testing.
6	**Portfolio Character Production**	Two character briefs; production; feedback; polish; renders; breakdowns; turntable; portfolio case study.

Assessment: practical assignments + project reviews + final presentation.

8. Web Development — HTML, CSS & JavaScript

SMART COURSE

Duration	8 Weeks	**Format**	Front-end foundation + one responsive website
Prerequisite	Basic computer operation.	**Final / Portfolio Project**	A responsive multi-section personal/business website using HTML, CSS and basic JavaScript.

Weekly Curriculum

Week	Module	Topics / Practical Coverage
1	**Web Foundations & HTML**	How websites work; editors; browser tools; HTML structure; headings; paragraphs; links; images; lists.
2	**Forms & Semantic HTML**	Forms; inputs; tables; semantic tags; accessibility basics; page structure; validation concepts.
3	**CSS Foundations**	Selectors; box model; typography; colors; spacing; borders; backgrounds; reusable classes.
4	**Layouts & Responsive Design**	Flexbox; Grid introduction; responsive units; media queries; mobile-first thinking.
5	**JavaScript Fundamentals**	Variables; data types; conditions; loops; functions; arrays; objects; basic DOM concepts.
6	**Interactive Web Pages**	DOM selection; events; forms; validation; simple dynamic components; browser console/debugging.
7	**Website Project Development**	Site structure; reusable styles; responsive polish; basic SEO concepts; performance basics; testing.
8	**Deployment & Final Project**	Final website; cross-device testing; deployment basics; Git/GitHub introduction; presentation.

ADVANCED COURSE

Duration	4 Months	**Format**	Front-end production workflow + multiple websites
Prerequisite	Smart Web Development or equivalent.	**Final / Portfolio Project**	Two deployed portfolio websites plus one API-driven interactive project.

Advanced Curriculum

Period	Module	Topics / Practical Coverage
1	**Advanced HTML/CSS & UI**	Advanced Flexbox/Grid; responsive systems; reusable components; accessibility; design-to-code; CSS organization.
2	**JavaScript & APIs**	Modern JavaScript; DOM; modules; async concepts; fetch/API usage; forms; data handling.
3	**Professional Workflow**	Git/GitHub; debugging; DevTools; deployment; hosting; performance; SEO basics; security awareness.
4	**Portfolio Projects**	Two production-style websites; API integration; responsive QA; deployment; documentation; portfolio case studies.

Assessment: practical assignments + project reviews + final presentation.

9. Computer Fundamentals & Office Skills

SMART COURSE

Duration	6 Weeks	**Format**	Practical computer literacy + office productivity project
Prerequisite	None.	**Final / Portfolio Project**	A practical office-work portfolio containing a formatted document, Excel report, presentation and professional email/PDF package.

Weekly Curriculum

Week	Module	Topics / Practical Coverage
1	**Computer Fundamentals**	Hardware/software; operating systems; keyboard/mouse; files/folders; storage; basic troubleshooting.
2	**Windows & Internet Skills**	Desktop; settings; file management; downloads; browser use; search; email; safe browsing; basic cyber hygiene.
3	**MS Word**	Documents; formatting; tables; images; page setup; headers/footers; CV/resume; printing/PDF.
4	**MS Excel**	Workbook basics; formatting; formulas; sorting/filtering; charts; simple functions; practical data sheets.
5	**PowerPoint & Digital Productivity**	Slides; layouts; visuals; presentation design; presenting; cloud storage; basic Google tools.
6	**Practical Final Project**	Professional document, Excel report, presentation, email workflow and print/PDF package; review and assessment.

ADVANCED COURSE

Duration	3 Months	**Format**	Office productivity + professional digital workflow
Prerequisite	Smart Computer Fundamentals or equivalent.	**Final / Portfolio Project**	Professional office-work portfolio based on realistic administrative/business tasks, including a report and Excel dashboard.

Advanced Curriculum

Period	Module	Topics / Practical Coverage
1	**Advanced Word & Excel**	Advanced formatting; templates; mail merge; Excel formulas; lookups; conditional formatting; charts; data organization.
2	**Advanced Excel, PowerPoint & Digital Tools**	Pivot concepts; dashboards; advanced presentations; Google Workspace; cloud collaboration; PDF workflows; productivity.
3	**Professional Office Workflow**	Realistic office tasks; data/report preparation; documentation standards; AI-assisted productivity; digital safety; capstone assessment.

Assessment: practical assignments + project reviews + final presentation.

10. PDP — Personality Development Programme

SMART COURSE

Duration	6 Weeks	**Format**	Practical communication + interview foundation
Prerequisite	None.	**Final / Portfolio Project**	Personal introduction + presentation + professional resume + mock interview performance.

Weekly Curriculum

Week	Module	Topics / Practical Coverage
1	**Self-Awareness & Confidence**	Strengths; goals; self-introduction; confidence habits; professional appearance; growth mindset.
2	**Communication Skills**	Listening; speaking clearly; body language; professional communication; common communication barriers.
3	**English Communication Practice**	Practical vocabulary; sentence building; introductions; workplace phrases; conversation drills.
4	**Presentation & Public Speaking**	Presentation structure; voice; posture; visual support; short talks; feedback and improvement.
5	**Resume & Interview Skills**	Resume structure; portfolio basics; interview questions; answering techniques; mock interviews.
6	**Professional Readiness**	Workplace etiquette; email etiquette; time management; teamwork; final presentation; mock interview and action plan.

ADVANCED COURSE

Duration	3 Months	**Format**	Communication, career readiness and professional confidence
Prerequisite	Smart PDP or equivalent.	**Final / Portfolio Project**	Career-readiness portfolio with polished resume/profile, presentation, mock interview and professional communication exercises.

Advanced Curriculum

Period	Module	Topics / Practical Coverage
1	**Advanced Communication**	Structured speaking; active listening; workplace conversations; conflict communication; professional English practice.
2	**Presentation, Interview & Career Skills**	Advanced presentations; mock interviews; group discussions; negotiation basics; resume/portfolio refinement; networking.
3	**Professional & Freelance Readiness**	Client communication; email writing; proposal basics; personal branding; profile presentation; workplace scenarios; final assessment.

Assessment: practical assignments + project reviews + final presentation.

11. Academic Delivery & Completion Standards

Smart Course Completion

- Complete the planned modules and practical exercises.
- Submit and demonstrate the final project.
- Maintain a project folder containing source files and final output.
- Certificate issued according to the centre's defined completion criteria.

Advanced Course Completion

- Complete monthly practical work and project reviews.
- Complete multiple portfolio projects.
- Complete and present the final capstone.
- Submit final project files, documentation and portfolio-ready presentation.

Commercial Structure

Pricing is intentionally not included in this curriculum document. Fees should be finalized after the class frequency, batch size, instructor time, software requirements and local market positioning are decided.