GAME
DEVELOPMENT
BROCHURE

www.orangevfx.com/training

MARCH 2026

WELCOME
SPEECH

Dear Future Creator,

I'm Richard, and I'm honoured to welcome you to Orange Seed Academy. Our vision has always been to empower African creators to tell world-class stories through digital innovation. Today, that journey takes a massive leap forward with Seed 4.0.

We've upgraded our entire ecosystem to ensure you don't just learn tools, but lead the industry. Through our mission of providing industry-aligned training, you now have access to a streamlined student portal, 1-on-1 expert mentorship, and cutting-edge AI-assisted workflows. Whether you are pursuing a specialised short course or a professional diploma, we are here to bridge the gap between your passion and a high-earning career in the creative economy.

You are no longer just a student; you are part of a community dedicated to mastery and growth. We provide the guidance and the technology—you provide the dedication.

Let's start building your future today.

Richard Oboh

Richard Oboh
CEO and Managing Director
Orange Seed Academy

2026

ABOUT ORANGE SEED

OUR MISSION

To empower 10,000 African digital Creators yearly with world-class training, mentorship, and career opportunities, fostering innovation and excellence in digital content creation.

OUR VISION

To become Africa's premier creative technology academy bridging talent with opportunity
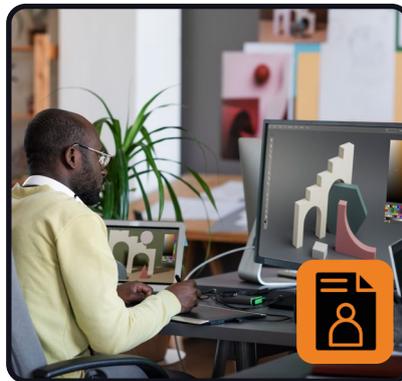
CERTIFICATION TIERS

Tier 1: Foundation
Certification Of Participation

Validates attendance and foundational knowledge from basic classroom training. Ideal for beginners.

- 2+ Weeks Duration
- Basic Training Required
- Proof Of Participation
- Limited Placement
- Free

Tier 2: Intermediate
Certification Of Completion

Confirms skills and project-readiness after completing mentorship and portfolio development.

- 2+ Months Duration
- Mentorship & Showreel Required
- Moderate Placement Potential
- Featured on Student Portal
- N10,000.00 ($10)

Tier 3: Professional
Diploma

The highest level of certification, signifying full professional readiness acrossa complete job module.

- 4 - 6 Months Duration
- Full Job-Role Module Required
- 80%+ Placement Rate
- Direct Trainee Role Eligibility
- N20,000.00 ($20)

HOW IT WORKS

01 SELECT YOUR PATH

Stop guessing what to learn. Pick one of our 6 specialized schools: Animation, Games, Design, Film & VFX, Modeling, or Arch-Vis. Start with a free consultation to align your goals with the right creative tech career.

IMMERSIVE TRAINING 02

Experience world-class learning on our new integrated student portal. Access structured lessons, track your progress, and take quizzes—all in one place. Enjoy a mix of live sessions and recorded modules designed for deep mastery.

03 ELITE MENTORSHIP

Gain access to our exclusive Discord community. Get expert feedback, network with peers, and stay updated on the latest industry job openings. Coming soon: A Nitro-upgraded experience for high-speed collaboration and premium resources.

REAL-WORLD ASSESSMENT 04

We don't just teach; we refine. Submit projects through the portal for expert review. Pass your final examination to prove you are industry-ready. Opt-in for our subsidized Pro Mentorship plans for even deeper one-on-one guidance.

05 GRADUATE AND INTERN

Leave with more than a certificate. Walk away with a professional portfolio that gets you hired. Top students land a 3-month internship at Orange VFX Studios to gain real-world studio experience.

DISCOVER YOUR
CREATIVE PATHWAY

Our academy is built around six specialised schools designed to take you from absolute beginner to industry professional. Whether you decide to master character animation, build immersive games, or craft stunning architectural visuals, you are entering an ecosystem perfectly structured to support your ultimate career goals.

1 Animation

2 Modelling

6
Specialized
Schools

3 Games

4 Design

5 Film/VFX

6 Arch Viz

COURSE
OUTLINE

Game Development

Develop your first playable game in our intensive 8-weeks course

Use Unreal Engine 5 and AI to master world-building, Blueprint scripting, and real-time animation. After the 8-week course, enjoy a month of 1-on-1 mentorship to polish your "Vertical Slice" using 10 curated briefs and graduate with a fully playable, packaged game.

What you'll Learn

- ▶ Construct immersive worlds using Lumen lighting and Nanite geometry
- ▶ Program interactive game logic and mechanics using Blueprint scripting
- ▶ Set up player inputs and smooth real-time animation state machines
- ▶ Design dynamic PBR materials and Niagara particle effects
- ▶ Use AI tools to map out game logic, debug errors, and brainstorm lore

Duration: 8 Weeks

Software: Unreal Engine 5

Time: 9am- 12pm, 12pm- 3pm

Mentorship: 2 months free

Level: Beginner

This course includes:

- 1 Month of private 1-on-1 expert mentorship
- 24/7 Seed LMS Student Portal access
- Interactive quizzes, assignments, and practice files
- Official Certificate of Completion

Week 1: The Engine & The World

Topic A: The Real-Time Pipeline
- How Game Engines differ from 3D DCCs (Maya/Blender).
- **Interface Tour:** Viewport, Content Browser, Outliner, and Details Panel.
- **Project Management:** Folder structures and naming conventions.

Topic B: World Building with Lumen & Nanite
- **Importing 3D Assets:** SStatic Meshes and Textures.
- **Nanite:** Handling high-poly geometry without performance loss.
- **Lumen:** Understanding Global Illumination and real-time lighting.

Topic C: Landscape & Foliage
- Creating terrain with the Landscape Tool.
- Painting materials (Grass, Rock, Sand).
- Using Foliage brushes to populate the world.

Week 2: Blueprints – Logic without Coding

Topic A: Blueprint Fundamentals
- Actors vs. Components.
- Events, Functions, and Variables.
- **The Event Graph:** BeginPlay, Tick, and Custom Events.

Topic B: Interaction Logic
- **Triggers and Collision:** Overlap vs. Hit.
- **"Press E to Open":** Creating a functional door or chest.
- **Branching Logic:** If/Then statements in Blueprints.

Topic C: Blueprint Communication
- **Casting:** How one object talks to another.
- **Timelines:** Animating object movement (doors, elevators) via code.

Week 3: The Player – Input & Movement

Topic A: Game Modes & Pawn Classes
- Setting up the GameMode Base.
- **The Character Blueprint:** Capsule components and Mesh.

Topic B: Input Enhanced System
- Mapping keys (WASD/Space) to actions.
- **Movement Components:** Walk speed, Jump height, and Gravity.

Topic C: Cameras in Games
- Camera Booms (Spring Arms) and Third-Person vs. First-Person views.
- Using Camera Shakes for impact.

Week 4: Animation in Real-Time

Topic A: Skeletal Meshes & Import

- **Exporting from Maya/Blender:** FBX settings for UE5.
- **Skeleton Retargeting:** Using different skeletons on your character.

Topic B: Animation Blueprints

- **State Machines:** Idle -> Walk -> Run -> Jump transitions.
- **Blend Spaces:** Creating smooth movement transitions based on speed.

Topic C: Animation Montages

- Triggering one-off animations (Attacks, Reloads, Gestures) via Blueprints.

Week 5: Materials & VFX

Topic A: The Material Editor

- PBR (Physically Based Rendering) workflow.
- **Material Instances:** Saving memory and time.
- **Dynamic Material Parameters:** Making objects glow or change colour through gameplay.

Topic B: Niagara VFX

- Creating fire, smoke, and magical sparks.
- Emitter types and Particle lifecycles.

Topic C: Post-Process Volumes

- Colour grading, Bloom, and Depth of Field in real-time.

Week 6: Sound & User Interface (UI)

Topic A: Unreal Audio (MetaSounds)
- Adding 3D Spatial Audio.
- Triggering sound effects via Blueprint events.

Topic B: Widget Blueprints (UMG)
- Designing an In-Game HUD (Health bars, Stamina).
- Creating a Main Menu and Pause screen.

Topic C: UI Logic
- Binding variables (Health) to the UI.
- Button interactions and screen navigation.

Week 7: AI Workflow & Innovative Methods

Topic A: AI as a Development Partner (Gemini)
- **The Logic Architect:** Pasting a logic requirement into Gemini to get a step-by-step Blueprint breakdown.
  - *Prompt Example: "I need a Blueprint logic for a double-jump system that resets when touching the floor. Explain the nodes I need."*
- **The Narrative Designer:** Using Gemini to generate item descriptions, lore, and quest dialogue.

Topic B: Innovative Prototyping
- Using Gemini to generate "Pseudo-code" that helps plan complex Blueprint systems before building them.
- **Debugging:** Pasting error logs into Gemini to find common UE5 fixes.

Topic C: Basic Enemy AI
- **NavMesh Bounds:** Defining where enemies can walk.
- **Simple AI Behaviour:** "Patrol" and "Chase" logic.

Week 8: The Vertical Slice & Packaging

Topic A: Optimization & Polishing

- Checking Frame Rates and Draw Calls.
- Light Baking (for static scenes) vs. Lumen.

Topic B: Packaging the Game

- Project Settings for Windows/Desktop.
- Building the project into a .exe file.

The Project Sprint (Fixed Schedule: Days 3–5)

- **Dedicated Studio Time:** Finalising the two required projects.
- **[Live Event] Bug-Squashing Session:** A Discord livestream to fix project-breaking errors.

Mentorship & Portfolio Polish

Following the two weeks of core instruction, students enter a dedicated 1-month free mentorship program delivered online via Discord. This phase shifts the focus from learning new tools to applying them at an industry standard.

- **Project Polish & Portfolio Building:** Finish or redo your 2 required projects. High-quality submissions ensure better scores and a stronger portfolio.

- **Weekly 1-on-1 Sessions:** Each student is assigned a dedicated mentor for a personalised 30 to 60-minute guidance session every week.

- **Screen Sharing & Open File Reviews:** Present open project files via live screen sharing for direct mentor critiques and feedback.

- **Live Debugging:** Join a dedicated livestream where instructors actively troubleshoot settings and resolve your project errors in real-time.

- **Final Premiere:** Submit your fully rendered images or video for the Virtual Viewing Party to watch and critique final reels with the class.

- **Certification & Next Steps:** Complete the course evaluation and submit all final polished projects to finalise grading and unlock your Certificate of Completion.

HOW TO GET STARTED

1. Visit our website: orangevfx.com/training
2. Book your free consultation
3. Register with your active email
4. Receive welcome package and orientation details
5. Begin your creative journey

Get In Touch

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