



4 Courses

Pixel Art for Video Games

Low Poly Art For Video Games

Current Gen 3D Game Prop Production

Concept Art for Video Games



Jun 11, 2023

Grober Ericson Gonzales De La Cruz

has successfully completed the online, non-credit Specialization

Art for Games

In this beginner focused specialization we will show you the essentials of 2d and 3d game art production as well as concept art for games and current gen game art workflow. While each of the four courses will build your knowledge of the practice of game art, each module is a self contained unit designed to teach a specific area. By the end of the Specialization you will have a thorough knowledge of the creation of high quality game art assets. Through these courses you will be using Maya, Unity, Photoshop, Sketchup, ZBrush, Marmoset Toolbag, and Substance Painter.

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The online specialization named in this certificate may draw on material from courses taught on-campus, but the included courses are not equivalent to on-campus courses. Participation in this online specialization does not constitute enrollment at this university. This certificate does not confer a University grade, course credit or degree, and it does not verify the identity of the learner.

Verify this certificate at:

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