

Darik Smith

Growing up as a child, becoming an artist was not a consideration. In fact, in grade 5 I told my art teacher I would choose any career over art. Little did I know that later I would change my mind completely and go on an artistic journey that will last a lifetime.

However, something I did have an interest in as a child was video games. I knew I wanted to create video games after I played the first Sonic the Hedgehog game at a friend's house when I was young. Nearing the end of elementary school I was getting into computer science with the intention of being a video game programmer when I grew up. Then one day in the summer of 2006 I was browsing the internet until I came across a free 3D application called Blender. It took a while to understand the program, but when I did I was instantly hooked on CGI.

Eventually I realized I would not progress far without the ability to draw, so I began to draw occasionally starting in 2007. This made me discover concept art and the digital art communities on the internet. Since then I have been drawing more and exploring different styles of art until drawing became a daily activity and my central focus. Now I love the art of video games more than the games themselves and it is my goal to create art as beautiful as the artists who inspire me.

Most of the artists who inspire me are concept artists or artists working in the entertainment industry. Among the most inspirational artists are Feng Zhu, Dave Rapoza, Kekai Kotaki, Marko Djurdjevic and many more.

I still have a long way to go until I reach my goals. Currently I am focusing on developing good traditional art skills before getting into the technology again. In the past I drew only characters, but now I am getting into advanced perspective drawing and environments. The media I use the most are graphite pencils, col-erase coloured pencils, digital and recently Super Sculpey clay. I have the most experience with sketching, but eventually I would like to improve my painting skills too.