



ART JOURNAL

By Wehan Smit

Main Evidence #3

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introducing ABOUT ME

Full Name: Wehan André Smit

Current Occupation: Student

Location: Cape Town, South Africa

Interests: Music, Sketching, Reading, Video

Games, Cooking, Linguistics,
Woodworking

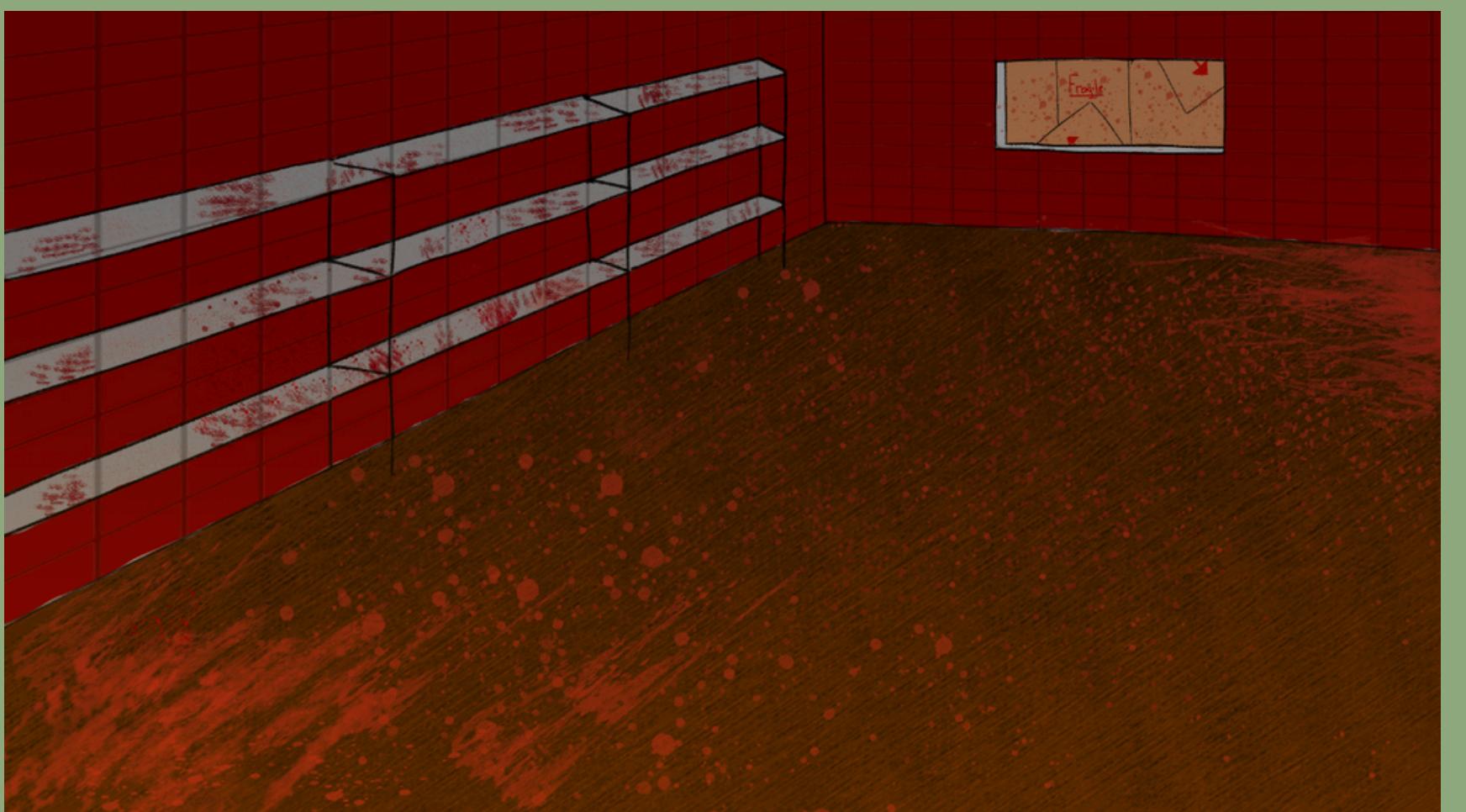
Favourite Music Genres: Classical, City Pop,
Breakcore, Bossa Nova

NO IMAGE AVAILABLE

Wehan Smit

Game Design and Production Student

BACKGROUND THUMBNAILS



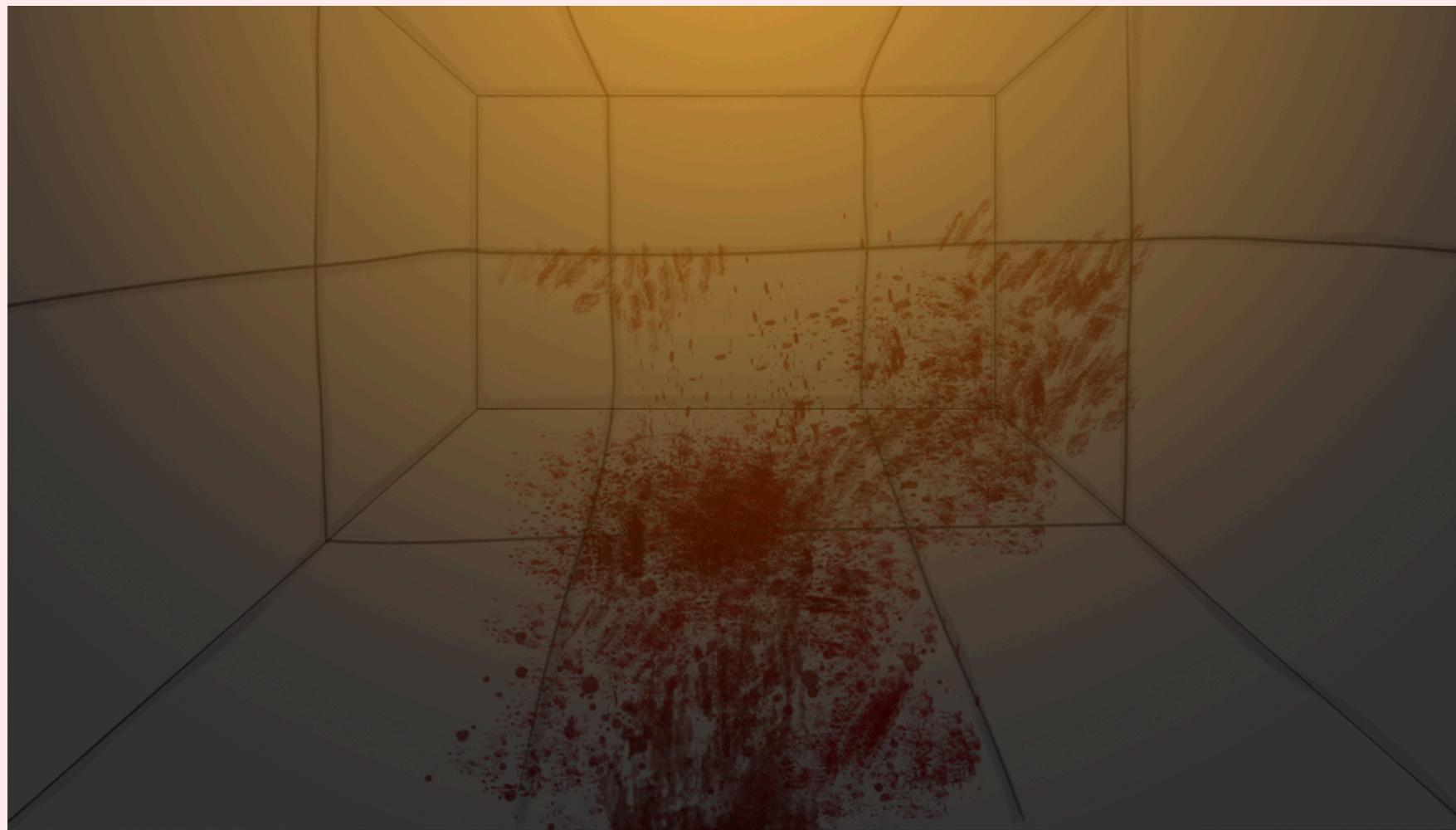
Above: A background thumbnail I designed for “Psyche” a horror/thriller video game i was conceptualising.

Right: A background thumbnail I designed for “River of Time”, a story-focused platformer I had been conceptualising.



Loading SCREENS

Two loading screens I had developed for a horror/thriller game I had been conceptualising, called "Psyche".



CHARACTER TURNAROUND

Character designed for first-person perspective, hence the lack of face (a detailed face would be unnecessary).

FRONT



3/4



SIDE



SPRITE SHEET



SPRITE
SHEET
CONT.

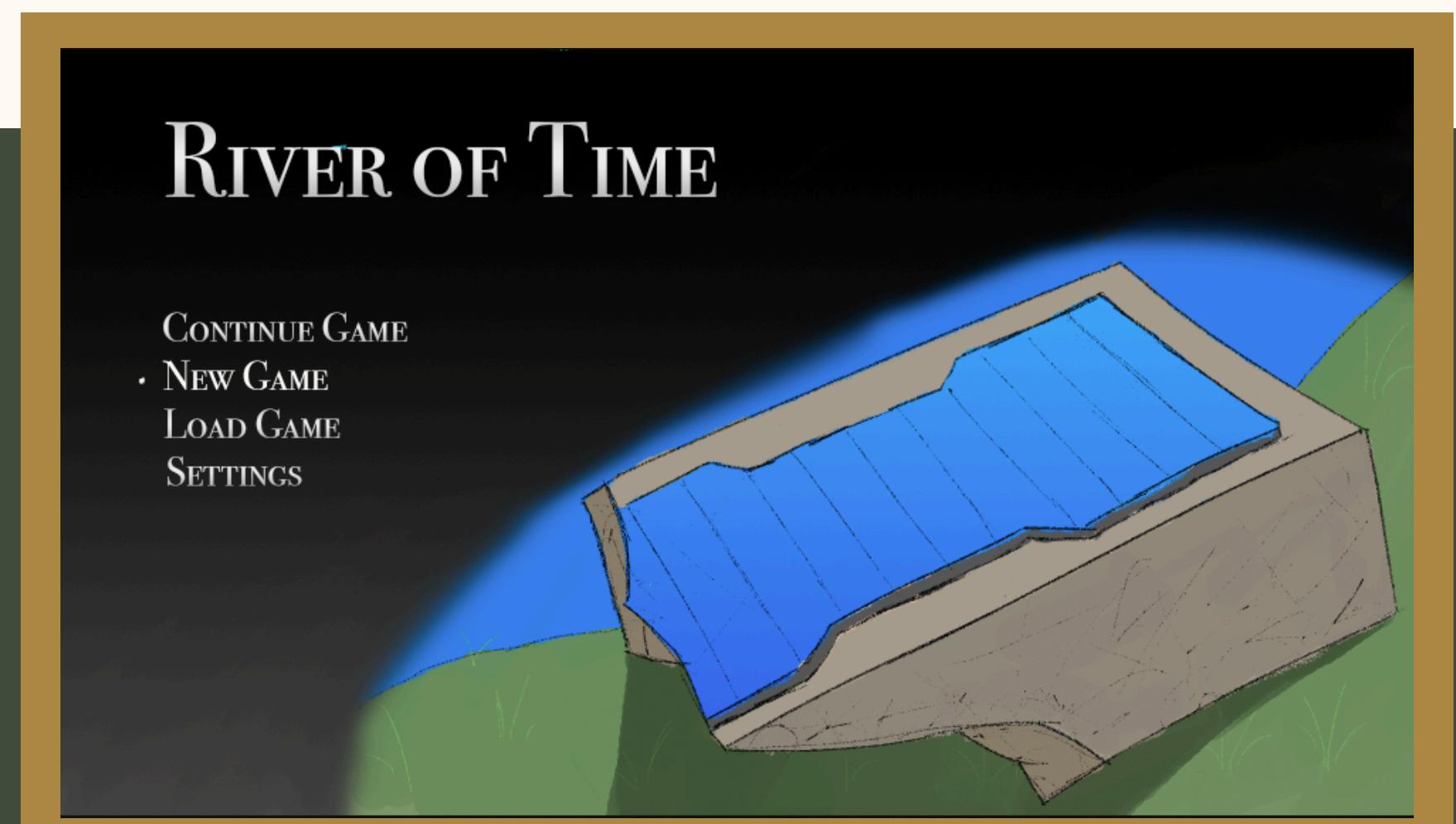




Above: Card and Icon designs I made for a fantasy “Magic: The Gathering” style board game I had developed, called “Kill The Mage”.

Right: Title screen I had created for a digital game I was in the process of conceptualising, called “River of Time”.

MISC.



A B C D E F G H I J K L M N O P A R S T
U V W X Y Z
a b c d e f g h i j k l m n o p q r s t u v w x
y z
! ? , ; : _ - () { } [] ^ ` ~ / \ | 8 " < >
1 2 3 4 5 6 7 8 9 0 + - x ÷ * % = \$ # @ ~

Above: Font i had created, called “K-8”, meant to resemble a child’s handwriting.

Right: Font I had developed, called “C-Scratch”, meant to resemble letters crudely carved into wood.

MISC.

X D C U D E F G H T J K L M N
O T Q R S T U V W X Y Z
a b c d e f g h i j k l m n o p q r s
t u v w x y z ! ? , . - ; : () { }
1 2 3 4 5 6 7 8 9 0 ^ ` ~ [] + - x -
\$ @ & = * % /

ANIMATION

My first and only animation I've done, a simple flame animation, only utilising a warp function upon a static 2D image. Apart from within my studies, I'm unsure of whether I would ever want to pursue a career in animation.

[WATCH NOW](#)

FUTURE PLANS

As I look ahead, I acknowledge the significance of refining my character design abilities and addressing the challenges I face in line work. Additionally, it's essential to cultivate my unique style as a designer. Going forward, I aspire to incorporate these skills into designing backdrops and landscapes within the Horror/Psychological Thriller genre, much like my recent work.