I started programming about two years ago in my freshman Intro to Comp Sci course. For my final project, I made a basic two dimensional physics simulator. It didn't do much other than create some random circles and bounce them around. I tried to make it as realistic as possible, but at the time, my experience with programming couldn't keep up with my knowledge of basic physics equations. I ended up stopping when I was faced with a bug in the collision detection system. Nevertheless, the system was really fun to play with. I tried to make it fairly customizable so that it wasn't too boring, and it was amusing to change the gravity and add more shapes. If I added a ton of really tiny circles, it ended up looking like a huge splash of water, which was pretty cool. Anyway, I never really went back to that project after the class ended, but I'd like to work on it again in the future.

About a year later, I decided to try to learn 3d modeling and animation. I found an introduction to Maya book and starting playing with that. I followed the tutorials, and those went pretty well, but then I realized that I was terrible at the whole artsy aspect of it. I couldn't create a decent looking model and my animations looked terrible. I gave up on Maya after a while, mostly because I just didn't have the time or patience to create anything that looked good.

Despite my failed projects, I'm still really interested in computer graphics; I just need to find something that I'm actually good at. I'd love to recreate the physics simulator or something similar and I think the topics covered in this class would give me a perfect opportunity. As for the 3d animation stuff, I think I'd like to be more involved with the underlying technology of the rendering engines rather than the content creation side. I definitely want to continue with projects like these with the things we learn in this course.