

Professional Reflection

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Eric Souza

Southern New Hampshire University

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Overall, what was your capstone experience like?

The capstone online learning experience was not something that I had been used to from previous learning environments. I tend to have a shorter attention span than most and when I had started online learning, I quickly noticed the pros of this kind of learning space. The flexibility allowed me to plan out my week and finish everything on a scheduled day, and when my attention was lacking, the flexible schedule allowed me another chance at completing the task. This was also true for unexpected events such as doctor's visits or personal emergencies. That must be the best feature of capstone learning. The progression of tasks from day to day also set a good foundation for task building, time management, and project management, etc.

The drawback to working remotely from the rest of the class and instructor is the amount of time it takes to ask questions and get real-time answers. Many professors had personal numbers or emails for regular contact, but this was only partially helpful if you live in a different time zone. The platform in which the classes were held was easily navigable and the student resources were some of the best I've seen. The improvement in learning has tripled since I left high school back in 1999. The ability to use computers to fortify research and connect with articles around the globe is not something I had back then. Now, on the other hand is something fascinating and revolutionary.

The accelerated learning regiment was another quirk that I remember having to really get used to. Many of the dozen programs I've learned have taken nearly the whole term to gather enough knowledge to complete tasks. Though many of my projects required more time to finesse the details, I realize much of my time spent was learning and failing. However, I learned from my mistakes and now I am proficient because of those errors.

The courses were mostly relevant to my final program. I switched majors two years into my schooling, because the math was so hard. I pushed my limits with brain tasking in coding and I am glad I learned the skills I did there, but I wouldn't have excelled immediately.

Reflect on the significance of the capstone in relation to your own experience at SNHU. What connections do you see between your capstone and your academic program?

The capstone experience was essential for time management. The workload was distributed into manageable steps which provided a scaffold for a final project. I think the skills from this learning alone are invaluable. The program worked for me, and I became adjusted to a schedule of tasks each week soon after I started here at SNHU. The capstone method of learning is a great tool for professional development. In my field of 3d modeling and animation, time management and task assignment are crucial at completing such large tasks. 3d projects are filled with hundreds of steps to complete them, and the ability to divide the work into milestones helps complete important steps and manage the project well.

My 3d modeling program was a large amount of learning different software. The procedural way of creating learning steps was helpful to me for grasping the platforms and the quirks they each have. Some applications do not handle certain workloads well such as rendering digital files, and without having sufficient time, would always be late. Capstone developed a schedule of events to handle large workloads.

What feedback did you choose to incorporate into your print-ready portfolio and portfolio website? Discuss the importance of collaboration with regard to the improvement of your works.

I think all feedback is important at self-development and professional learning. The best advice is to take into consideration other people's thoughts, because if everyone agrees on something, then it would likely be the most successful. I used my feedback as insight to improve what ideas I have been withholding from my creative mindset. The saying goes "two minds is better than one" seems to be helpful when designing aesthetic assets. Accepting feedback is tough, because it means changing a design and starting over, but it also possibly means a better idea with higher chance for success. Brainstorming beforehand helps me rationalize any new ideas that I may have already thought of. When I create something, I over-analyze it because I do not like having to restart to change a look.

Capstone was important to my daily life because it allowed me to have a fulltime job, see my family, and not have to travel two hours to Manchester campus for every course. The best part about capstone learning is the rollover of learning versus project development. There were weeks when I put in ten hours, and there have been weeks when I put sixty hours into classwork on top of my daily life.

How will you apply what you have learned to your future academic and/or professional life?

My professional life will greatly improve with the ability to schedule tasks and complete things in a systematical way. Taking previous work and refining it is also an invaluable skill that is absolutely important. To me, an artwork is never really done because there is always something to refine it, always. Whether it is a basic design or a complex animation, there is always another thing to add. Knowing when to accept the art as presentable depends on the artist. I am in an ongoing learning process throughout my career and life, there is always something changing and always something to fix if it gets broken.

I am learning how to develop my art in areas I need to practice. I have been an artist my whole life and I know most that finding time to do art aside from normal life is the most difficult thing. Sometimes art can be time consuming, especially hyper-realistic art. The more time that goes into a project, ultimately the project is going to start looking better and better. I plan to try to utilize all the programs I've learned and the new ideas that keep me inspired are the reasons this information is invaluable.

How will you maintain ethical principles and incorporate social responsibility in order to advance the graphic design industry and/or create artifacts (products or designs) that leave positive lasting effects on people and societies?

I plan to maintain an ethical way of life as I always have. Representing the creative mind is a gift and misusing it should be frowned upon. However, using creativity for political movements and freedom of speech is important because it gives a human voice in multiple dimensions. It is a message that can be transmuted through language

barriers. The great thing about visual art is the ability to cross languages and even age and intelligence levels. When designing, I maintain a composed artwork that will be pleasant and unoffensive. I think it will ruin someone's reputation if they are caught slandering though art. It is looked at harshly from many sides. Associating with the wrong groups or movements will also influence that negativity into the artwork which is negatively going to impact one's career. Being a multi-cultural person is not a negative thing. In fact, having the ability to speak multiple languages is sought after by many companies around the world. By slandering other people, it is not going to effectively boost one's career, so there's no need.

What are your goals for your professional life?

Many of my professional goals are not easily attainable and if I actually want to see my dreams come true then I must put in the hard work and perform at a professional level. I would like to get any industry experience working for a major company like Nike or Rockstar Games. My chances for working at a big-name aren't going to be good unless I develop an outstanding portfolio. My next course of action would be refining my portfolio further, as well as adding some new works to showcase my skillset. I will also build upon my website and continue to code my own things. I am learning a lot about coding in the process.

One of my goals is designing and creating an automobile in a 3d program and printing the vehicle into molds which would be made into parts that will fit an already existing make and model. This is my starting point, then I would like to get into a full build, which is 100% custom made one of a kind hypercar. This is a venture that requires a lot of start-up funds including the donor car, printing material, composite material and time and labor. It is something that will take months in my spare time but will be a spectacle. Having nearly 25 years' experience in autobody and repair, I have a skillset capable of attempting this task. Sadly no one is going to fund this project and like with any art project requires materials and a medium. I am adamant about attempting this in the future, and certainly hope it is just a small contribution to the list of things I will do with my knowledge of the design process.

I am currently working in the collision repair industry with over twenty years of knowledge in automobile building. There is a large market in aftermarket parts with certain features. With my skillset and some added tools to my 3d design department, I would be in good position to develop a wide array of parts for the automobile industry. Where there is demand is custom things. Anything custom is a coveted thing in the auto world. However, that is not what I am trying to do. My dream has been to design a vehicle, and I have MS Paint files from 30 years ago of vehicle designs that I would love to bring into a 3d world and see them come to life. 3d printing technology has improved over the past 5 years, and I think it is good for prototyping. There are a number of projects that interest me in 3d modeling software.