

Daniel Munoz Calderon

Cart253

### Post-reflection

I started off this semester with a basic understanding of javascript, html and css. I had taken a year off from school and during that year I studied on my own using W3 schools and OpenEDG where I managed to get the entry level javascript certificate. It was all very simple and surface level. I hadn't used it to create anything nor had I implemented it on my work. The one thing that I did learn from that is how all the features the javascript vies are used for and what they do but it was only with this semester that I managed to get a more in-depth understanding on javascript as a whole. For HTML and css I had don't small projects with them, mostly just following a youtube guide on how to create the thing that I wanted. I had created a portfolio website and a webpage that I was asked to do. I learned very basic stuff from those tutorials but they both had a javascript element to them and it helped me have an introduction to what javascript can do in a more professional matter. With this class I can confidently say that I can now use my own creativity to create the things that I envision with very little to no outside help. I am no longer fully reliant on guides or videos to show me what I have to do and I can now think of a solution on my own and create it.

With this new knowledge I have gotten I can definitely say that I have opened a wide variety of new opportunities for my art and coding practice. I have always loved games and now I have the chance to create basic games and play them and have other people play them. This not only is a brand new art medium I now have access to it but it is also a brand new audience that I can connect to with this new art practice. I am definitely thinking of going into the digital work force in the future and learning to code is a great tool for that. I am thinking of creating 3D animations and models and with coding I can start automating the creation of certain parts making my work a lot easier and faster letting me create more in less time. I must say that I have still much to learn, in this class we mostly worked with the 2D aspect of coding in javascript yet I have seen that the 3D aspect is not that different and I think the bases of it all are useful regardless the dimension. I have learned that I need to work more on the usage of arrays as I seem to have problems grasping most of the concepts of using them. Now with the new age of AI I can use copilot to help me understand problems and explain me different concepts that may be too particular or too time consuming to see in class. Over all I think that I have gained a very important knowledge in this course and I plan on implementing said knowledge on my future endeavors as I see the potential it has on creating and automating art in various ways.

A goal I want to achieve now is to create my own game inspired on the animations and characters I am making. At first I was only looking at the possibility of creating the animations but with this new class I can tell that it is not impossible to achieve such a goal. I am aware that going from creating frogsfrogsfrogs to creating a fully fleshed out game is a massive leap yet I believe that in time I can get to that point either myself or with a team. I am really excited to start creating more games or experiences with coding I think it could end up being very profitable and very fulfilling. Something that has really changed is how I see "creative code" I had tried coding when I was a little kid, in small games where you had to code a little robot to collect things and move around but it was never fully in-depth and I never really got to experience the creation aspect of coding. I had seen creative coding only from the side of the consumer as the one playing or experiencing the code but now I can see it from the side of the creator and programmer and it has changed how I now see digital media. Now that I am more aware of

what it takes to create digital media, every time I play a videogame or watch a show on Netflix I see aspects and start thinking how things are made. I see a moving gallery or a shopping cart or moving my character with WASD and start thinking if it could be done using keycodes and other techniques. This class has definitely made me see things in a completely different way than I was used to. For now, as I know creating a fully fleshed out game is leagues away I am most excited to start coding in blender and other 3D animation media. Even try out the 3D code library that java script has. I want to tstart playing around with the different tools at my disposal that I now have and see what I can make with them with my new found knowledge. I have always loved games, movies and all digital media and it all comes from code and now being able to start creating and understanding how anything created on the computer works is fascinating.

Finally all that I have left to say is how this class has managed to help me create a new connection with creative computing and has given me a new understanding of how many of the things and programs I use day to day work. It is something quite interesting and I cannot wait to explore it further in the future classes that expand on this topic