End Of Semester Reflection

Ryan Fuglvog

My experience in this class has always been good. But I wonder, what could make it better. I think in many cases what you get out of something often has to do with what you put in. as I have progressed back into design I have made a large number of progressions through discovery of new tools or a different perspective on a project. One example being the Flex feature, one that allows for a solid body to bend and flex. Using two planar points and a degree in bend. Perhaps even more interesting was the discovery of the surfaces tool, or tab rather. Something that allowed for a completely different form of modeling using projected curves and shapes to create surfaces rather than full bodies. what I learn in class is important, but I would argue outside of class i can discover even more!

Of course, my takeaways are not limited to technical software. Perhaps one of the best lessons I have taken away this semester is setting goals and truly putting in effort to make those goals happen. This year I have a goal to build an engine, but as I have began in its creation, I realize that I can take one step further by adding in additional parts. I think the idea of goal setting and working on large scale projects is something important to the professional world. This class has many great takeaways but that one is most important to me