1. How do I approach designing software?
   * What new design skills has your work on the project helped you to craft?

I think thinking in a 3D space has been fun and insightful, I had to spend a fair amount of time doing sketches of the 3D objects and create blueprints to make the shapes.

* + What design process did you follow for your project work?

I generally drew the shapes and tried creating a blueprint for how I would have the vertices in the 3rd dimension. With the gem, I found it easiest to create the top and put some dimensions on it so that I could create it from the top to the bottom.

* + How could tactics from your design approach be applied in future work?

I think creating visual outlines for projects could help me focus and notice flaws before creating the actual project.

1. How do I approach developing programs?
   * What new development strategies did you use while working on your 3D scene?

Mostly creating blueprints for how I would develop the scene, this allowed me to create objects piece by piece, I also developed a sese of direction when creating the objects to help make it easier to work with as I created it.

* + How did iteration factor into your development?

Iteration helped a lot since I could create a shape at a time and then go back when working on the next assignment and use the same vertices to add it for the final project.

* + How has your approach to developing code evolved throughout the milestones, which led you to the project’s completion?

I think my approach was to create more time for the class, it was had to create visualizations of the objects I was making that also had easy to view coordinates.

1. How can computer science help me in reaching my goals?
   * How do computational graphics and visualizations give you new knowledge and skills that can be applied in your future educational pathway?

I think having a broad knowledge allows me to see what experiences I want to explore further in case I would like to pursue a career or hobby in the area. I do appreciate that there are game engines out there in case I ever decide to come back to graphical design.

* + How do computational graphics and visualizations give you new knowledge and skills that can be applied in your future professional pathway?

I think having experience using OpenGL will make coming back to learning computational graphics much simpler than having to learn it from scratch in case it is needed in the future. I have some experience with JavaScript and html and would be interested in learning some webGL in the future and could help me create a more unique portfolio page for attracting employment.