My fourth sketch involved me stepping outside what I already have experience with and trying something new that I would love to incorporate into my work processes. I attempted visual programming with python within blender because I would love to create generative work within the foreseeable future. I have had some experience with 3d dimensional coding with some javascript api, but I have seemed to have found something that fits within my workflow perfectly. The original sketch included cubes that made up the shape of a circle. This circle then animated across the screen. I was not able to really edit the code in this short amount of time but i did learn some important things in the process. I was able to figure out how to use the command console within blender, I was able to also learn how to use the text editor in blender and how one would go about visual programming within blender. Given more time, I would start to learn the syntax of the python language and manipulate the primitive shapes involved in the sketch, by either uploading my own 3d models, or working with other primitive shapes within the program.