

Olajide Adeleke
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Creative Coding
Final Self Assessment

Creative Coding was quite a time demanding course compared to others I have taken so far. I had to make sure this class was at the top of my priority list in order to make the progress I knew I was/am capable of. I made sure to spend time on syntax & structure before diving into the first few assignments because I had not coded a whole lot during summer. What helped was reading and looking at different videos for assistance during difficult. I did not stress too much about programming concepts until we got introduced to vectors; it often did not take me a long time to most code work. The final quality of my work depended a lot on the feats I was able to check off on my list successfully.

Processing and P5.js were both easy to understand because of how similar they were in structure. I preferred P5.js because I could easily access the code I had produced on the application from the web with OpenProcessing or the text editor I used (Atom) by opening it as an html file.

Because of my final project, I was able to better understand the way classes worked. This is beneficial because object oriented programming is crucial in coding for efficiency and other reasons. Procedural Programming can be more time consuming. I had a bit of a break through with classes.

During my final project work, the biggest issue I had came up towards the end. The issue was with my sound files that were recordings from the MTA's subways. For some reason the tracks would not play when the sketch was running. I did some research and found out that Processing could not work with files that ran with small bits (8 bits). What I had to do was convert the .mp3 format files to .wav files, and I increased the bits to 16 for each sound file. That made sound start working in my file, but I had another small issue. That was that I placed the tracks in the draw function, and that wasn't ideal because the sounds would repeatedly play, which meant no one could decipher what was being said. All I had to do to resolve the issue was place the sound files in the setup function.

I think I will continue to do code, but I will not do a heavy amount of it. I believe most of my code work will be centered around website interfaces, but for future purposes, I may come back to Processing and P5.js for even more exciting work.