

Post-Reflection

For the post reflection regarding our CART 253 course and the material that I have learned, it was a positive experience. This course gave me back the interest and passion that I once had for the computational field but then gave up due to academic challenges. To give a little background, I did computer science during my time in CEGEP, but I never really enjoyed it because of the material that I found challenging, the mathematics, and the logical components. I found it pretty uninteresting overall. Whenever I had projects and assignments, I would focus on the front-end coding, since it was my favorite part, but the rest I wouldn't enjoy much. I nearly gave up on the field, but then I discovered the computation arts program at Concordia, which is very aligned with what I like and am interested in, which is why I decided to pursue this area of study. This was my first semester in this program, and as a whole, I really enjoyed it. The CART 253 course is the only course where I expressed a deeper passion for it, as I would spend a lot of time coding with p5.js, and I would even go out of my way to learn new things on my own. This course helped me reinforce my programming skills and showed me new areas of the field that I can envision myself in. I have realized due to this course that I really enjoy creating anything that is animating and visually satisfying, as well as animations that are completely abstract and random.

Regarding the knowledge for this course, I have definitely evolved a lot in comparison to the first time I was introduced to p5.js. Thanks to my academic background, I am already familiar with HTML and Javascript, although p5 is something that I have never touched on. Having to learn p5 and how it writes was not as challenging as I thought since most of the specifics regarding how to code with this language are similar to other programming languages. Basic syntax and aspects, such as semicolons, curly brackets, variable declaration, functions, and writing comments, are all things that I know how to do. Even other concepts, such as the sine and cosine functions, for loop, while loop, and all the different equality symbols and operators, are all things that I am familiar with. It just took some time to get the hang of the language, since there are some differences and new concepts, but I was able to grasp them pretty quickly. At this time, I would say my knowledge has been broadened, as I am able to create a simple p5 project, whether it is to draw something, to create an animation, or even to create a game.

My relationship with the programming language and my creative process is pretty cool, as I always have fun and am able to make new ideas of things that I want to create. Almost every week I created a new p5 project that is simple and animated, where I explore new things while also practicing material from the class, all outside our school time. I would explore the notions that are seen on the p5.js reference website that we haven't touched on in class, as well as on Youtube, and social media. I really want to explore this language more, and I would love to create all sorts of cool animations and interactive webpages. I even incorporated p5.js for my CART 211 final project since I'm comfortable with it and wanted to include animating

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backgrounds for my webpages in my CART 211 project. I am at ease with a lot of stuff within p5 but I do want to explore more the relationship with incorporating HTML in it, since we haven't seen it in class, as well as learn new functions and features of p5.js that we haven't learned in class. Topics like Bezier curves, noise, and 3D stuff used with WebGL are things that I want to explore more and practice on. I also would like to explore randomness a lot more and also to expand more my skills on creating new games. My favorite features that I learned in this course have to be the random() function as well as ellipses because I remember I used those two once to create something that resembles blinking stars on a black background, mimicking the universe and the stars, and it was my favorite thing ever to look at. I feel like anything that is visually satisfying is something that I enjoy a lot.

Furthermore, being a creative coder is really amazing. I hope I flourish and become a pro at it. I love every aspect of it, as it's super fun and you get to create such amazing projects. I will definitely continue using it after this course to create fun little animations and artworks. I would also like to create games too, as it's super interesting, but I am more interested in creating animations, digital art, and abstract animations. I also realized with time that I can do so much more with this role. I can use it to express issues going around in the world, create educational games, bring awareness to important topics, etc. I can bring meaning and purpose to my work and not just do it for fun, which is something I will work on in the future as I keep learning and exploring.

Overall, this course was my favorite this semester, and I learned a lot of new topics and material. It helped me reinforce my programming skills and be comfortable again with coding and the computation field. I am confident that I will keep using this language in the future for my own personal projects and even to incorporate it in future academic projects during my time at Concordia. I learned a lot in this journey, not only in regard to the knowledge but also within myself on how I like to create art and what the things that I like are. I was able to expand my imagination and creativity, as well as explore and follow all my curiosities. This definitely was a positive experience for me, as it helped me get a clearer view on where I want to be headed moving forward with my studies and later on.