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Interactive Graphics: Critical Code

27 January 2018

Blog Post #2: “Hello World” Conclusion

My introduction to “Hello World” has been rather challenging. Because I have very little experience with technology in general, I feel as though it has been taking me excessively long to complete what seem to be very simple tasks (like simply downloading the applications!). I realized that I am definitely going to need to seek extra help outside of class and allocate a lot of time to tutorials. Fortunately, by taking these steps, I have found myself improving and am quite pleased with my first piece.

After learning how to code basic shapes, I enjoyed playing around with different colors and patterns. I created a sort of “background print” that has a pattern, which alters the size and color of ellipses. This was quite time consuming since I had to calculate the placement and dimensions for each ellipse. However, some of my classmates later mentioned that there is a way to create such repetitions with a “loop,” which I am excited to learn about in the future. The different shades of green in this piece reminded me of my own eyes. They rarely stay the same color and often flip from light green to dark green. I ultimately decided to convey this by making my own eyeball the focal point of my piece.

I once heard a song lyric that said, “You can dance in a hurricane, but only if you’re standing in the eye.” I thought about this song while working on my piece and how the eye is a central point of tranquility amid chaos. Although the piece is characterized by a variety of size and color, it is also uniform in that every component derives from an ellipse and the green scale. Ultimately, I really loved being able to create something with meaning through code and look forward to learning more.