Personally, I think if there was a modern day Plato within the technical industries, I can already see him going into the computer graphics field because of his idea of forms and computer graphics go well together. He would have lived through his life from the 1980s and forward to first experience the idea of computer graphics in the form of pixels within a 2 dimensional field like Super Mario. Like any good game or movie, there will be many imitations of it, but with an added edge to it. Afterall, why not have a 2D platformer like Mario, but change the theme and be a warzone with soldiers like Contra, vampire killers like Castlevania. In their own way this all stemmed off the original “form” of 2D Platformers, but was modified and changed to cater people’s own fantasy of the game they wanted and created several different genres. Obviously, during the 1980s people worked with what was given to them with limited computers and consoles at that time and it’s because of this idea that computer graphics has advanced so much overtime. What’s even better than 2D Graphics? Yeah, that's right 3D graphics. We would go from a flat 2D field to a 3D one. We can actually see a character model from front and back then side to side at any angle we wanted that gives us more details than we ever had before using only 2D graphics. Sadly, though would always arise as modern Plato would have had to make a tough decision, graphics or performance. Computers can only process so many polygons for a 3D model before the computer lags itself to death from rendering. He would have to actively limit polygons which would mean less details that goes against the ideal of making the most detailed models that you can often times he would have to compromise between graphics and performance that would frustrate him so much. With time, we made better computers and consoles overall that can handle more polygons better, but you must always be mindful of how many polygons you can have. I think that Plato’s ideas of forms would still have been applicable today because we are still limited by our current technology and can’t simply just do as we please without being mindful of performance, but our constant thinking of reinventing the wheel is what makes us create things performant while pushing it even further. It was only until recently that the world of polygons have made yet another

technical advancement or approach within a game engine called unreal engine and its newest feature called “nanite.” Before, when rendering a 3D world filled with objects and models, it would have rendered everything fully, or load/unload zones to save performance and load them in later. What if we could make that process better by rendering objects and polygons with what we see in real time and not the things we don’t. Not only do we cut costs in computing power, but we can have as many polygons as we want with that saved power.