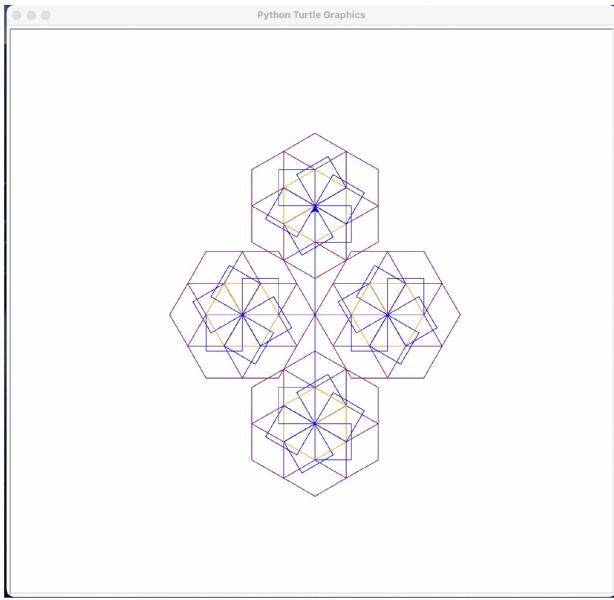


David Centeno
5001 Intensive Foundations
Spring 2021
April 23rd 2021

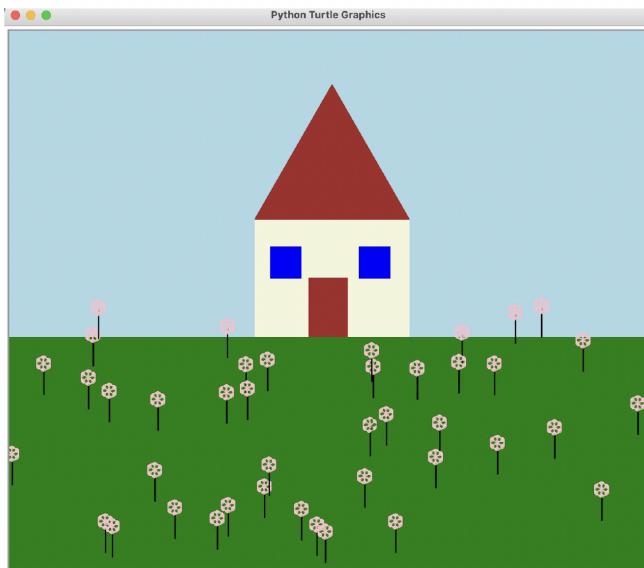
Report11 (Final Project)

Project #1 (4 Star Cross)



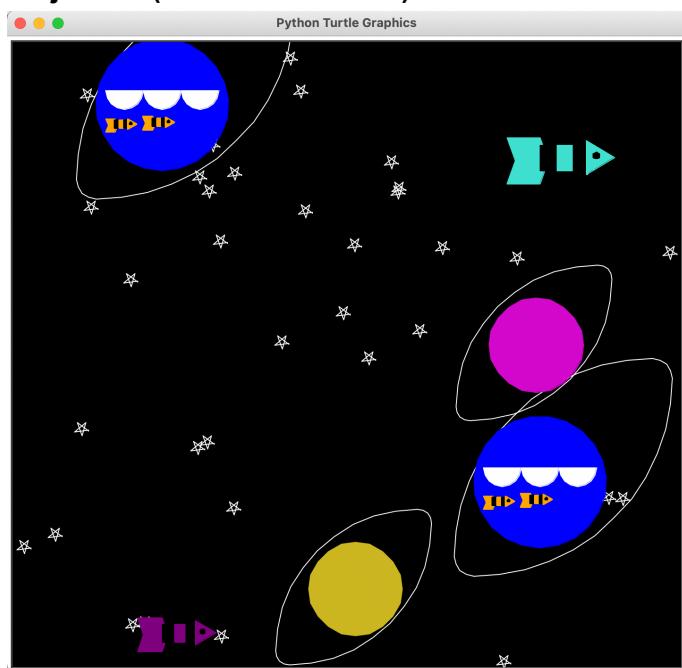
Drawing was from project #1 and was my first attempt using turtle graphics and playing around with shapes.

Project #2(The house of dandelions)



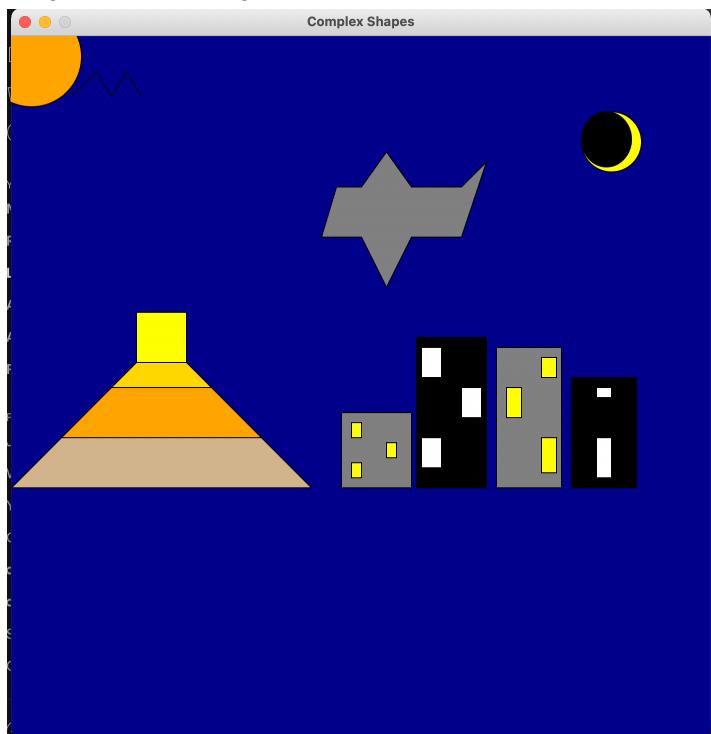
Drawing was from project #2. In this project the focus was to keep code simple, clean and easy to repeat.

Project #3 (Fish....in SPACE!)



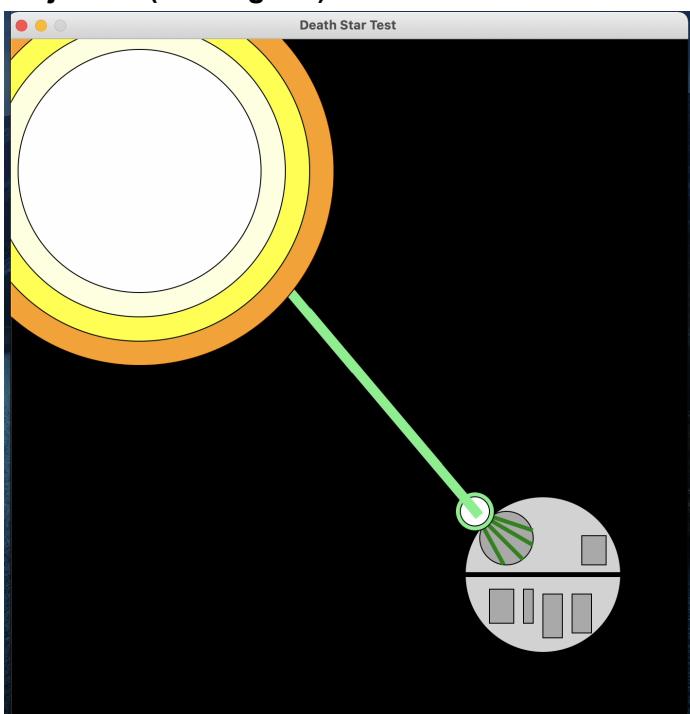
This drawing came from project #3. Fish in space was inspired by surrealism art movement. The goal of the this code was to make code that is simple and scalable.

Project #4 (Simply Complex)



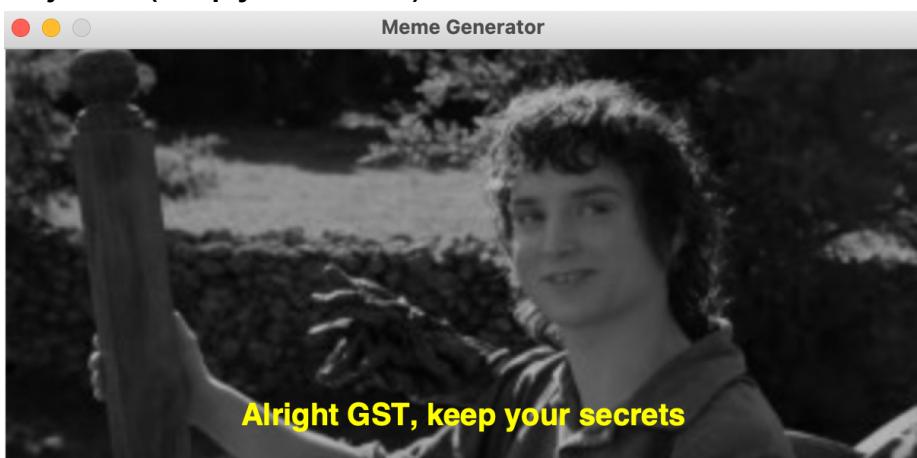
This drawing came from project #4 where we started using Zelle Graphics. The scene was inspired by social realism. I was trying to capture the simplicity of earlier history to now, where we are always moving as a society and always on.

Project #5 (Alder..gone)



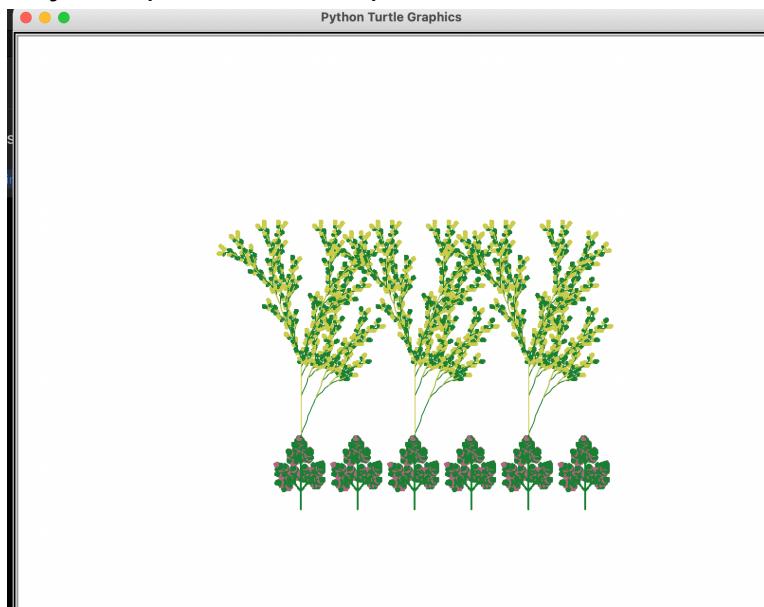
Drawing came from project #5 where we were animating with Zelle graphics. My scene was inspired by star wars and the empires desire for galactic conquest.

Project #6 (Keep your secrets)



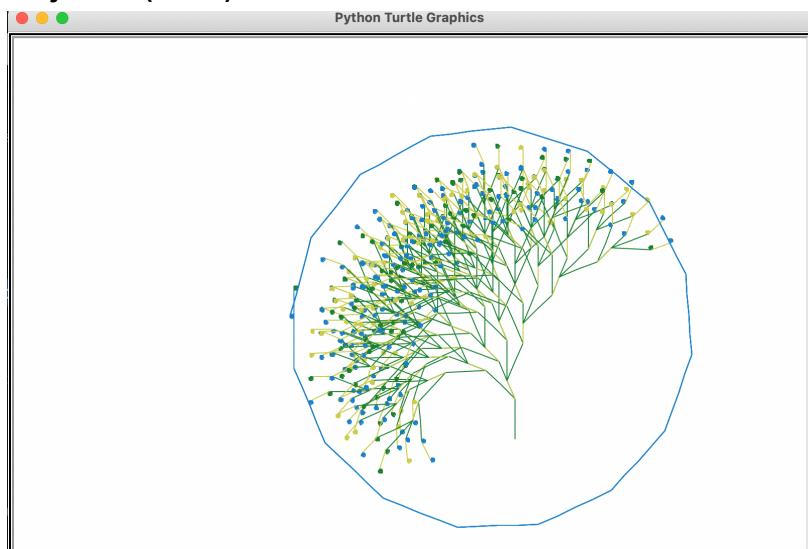
This picture came from project #6 where we were using zelle graphics to alter pixels in images. This meme was inspired by the global symbol table and missing one element of it

Project #7(Bushel of Trees)



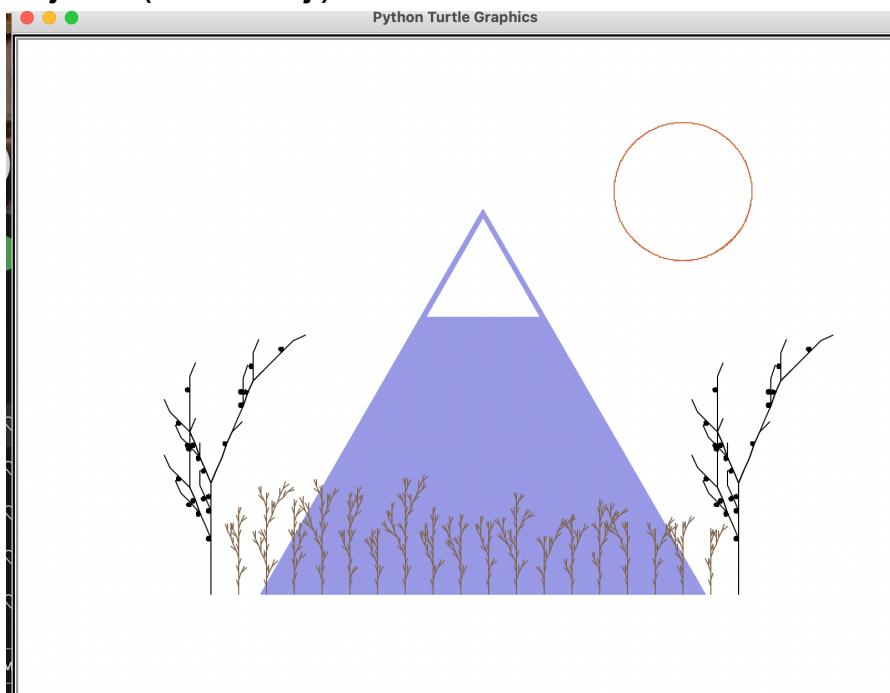
Project #7 was an introduction to L-Systems. Scene was very simple and tried to create a bush with a few trees

Project#8 (Enso)



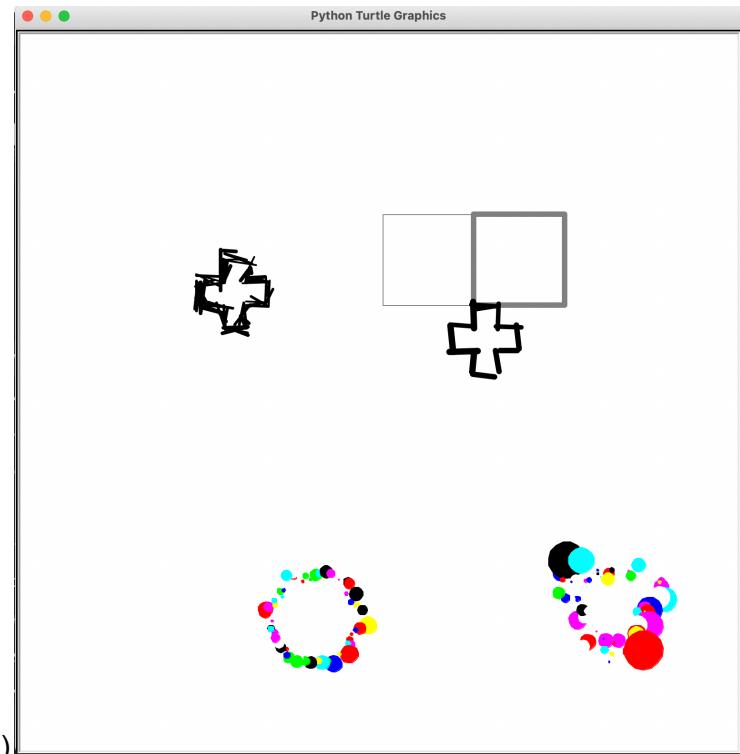
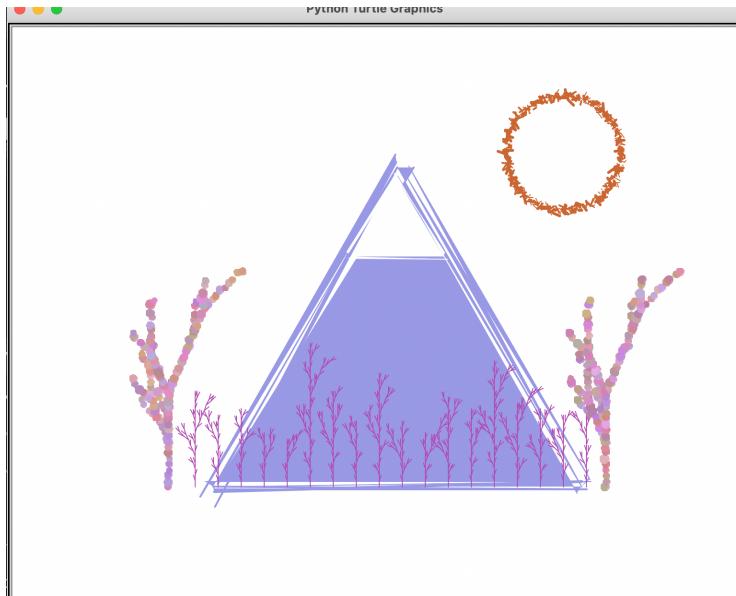
Project #8 was learning more about L-systems and creating our turtle interpreter. This scene was inspired by the enso tree. I stylized it to look more like a tech looking tree

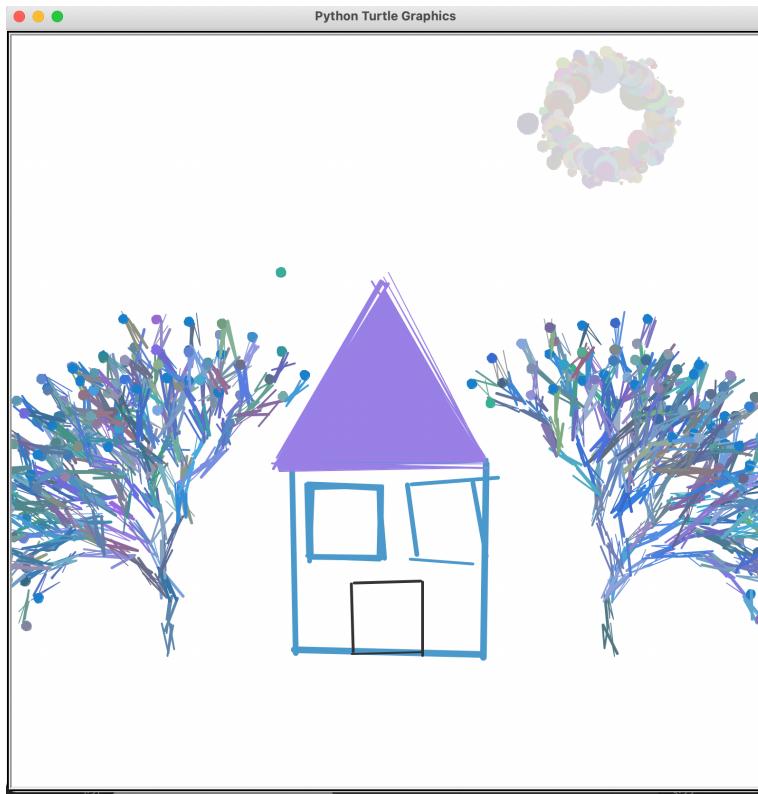
Project #9(Minimal Fuji)



Project#9 was a further development on our turtle interpreter and making use of classes and inheritance. My scene was inspired by a bit of minimalism and Mt. Fuji and the cherry blossoms that grow in Japan.

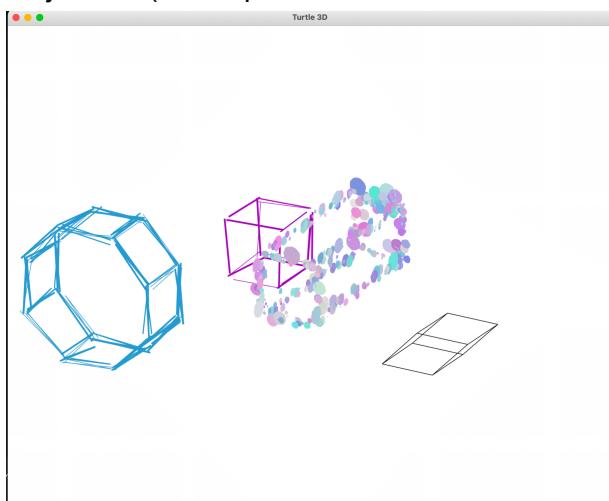
Project #10(Impressionist Wonderland)



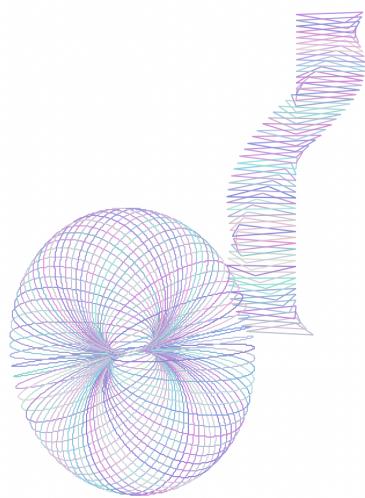
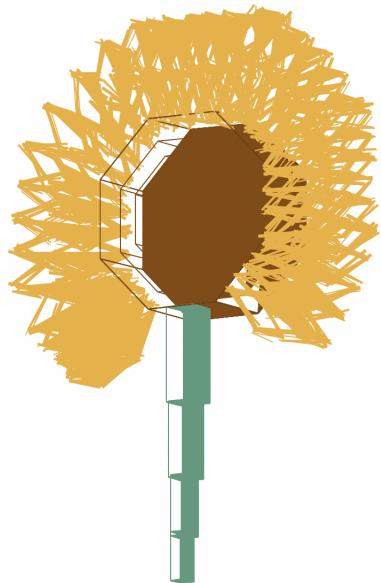
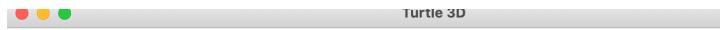


These images came from project #10 where we created new drawing styles for our turtle interpreter. I was inspired by the impressionist style paintings and made the majority of my drawings this way.

Project #11(3D Impressionism vs 3D Structures)







The last set of images is from my final project #11 where I implemented 3D shapes into the turtle interpreter. The goal was to keep code as simple as possible and create complexity with it. One of the ways this was done was through recursion.

Reflection

At the beginning of this course I was excited and under the impression I was going to learn about python and using it with computer science ideas. I am glad I was incorrect and learned more about computer science concepts and pillars with python as the vehicle to implement those ideas. Documenting this through turtle and zelle drawings and reports was a great way to measure progress and see how the writing of my code has grown. It was hard to see at the beginning of the course how making simple triangles would lead us to making moving objects and 3D shapes was possible in this span of time. Going through each project lead to the next logical step in getting to that next level of complexity. Overall I'm glad with my work this semester and learning how to program effectively. I definitely believe that some of my projects needed more time on my end just due to understanding and timeframes but also pushed me to get things completed. I enjoyed every bit of this course and everything it has taught me.