

CART-253-2232-B  
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## Reflection exercise

For over a decade, I have been engaged in the field of Information Technology. While I've spent the last five years focused on multimedia tasks such as graphic design and video production, coding, which I had avoided for the longest time, has finally caught up with me.

While learning MaxMSP for IMCA-221, even though I wasn't actively writing code, I discovered a genuine enjoyment for programming. The thrill of creating and building things motivated me to enroll in Creative Computation I. Initially, p5.js didn't seem very challenging—creating and manipulating shapes. However, with each new method or functionality learned, JavaScript evolved into a personal tool for creation rather than just a programming language. Moreover, using p5.js often led to "eureka moments", which is when you figure something out alone and is perhaps one of the most satisfying feelings to have.

In every project, my aim is not only to produce something enjoyable but also to explore or redefine concepts. This approach extended to each project and exercise in this class. If an exercise was titled "Love Actually", why not incorporate Shakespeare? If it was "Dodge 'Em", sure enough, there would be a Dodge RAM truck. While I may have already been checking the creative marks, each exercise provided an opportunity to learn and practice.

The initial exercise, creating a city skyline, offered a glimpse into what this class would be like, and I took pride in my accomplishment. The moon's alternating phases presented a significant challenge, but I solved it by creating an ellipse with the same color as the sky, matching the moon's size, changing the ellipseMode to CORNERS, and mapping its' width to the mouse position. That was probably my first "eureka moment".

Project 1 marked a milestone, and if I had a dollar for every eureka, I wouldn't need to work another day in my life. Perhaps I jumped the gun by opting for polar coordinates, and having to revisit trigonometry lessons I thought were to be forgotten after high school. However, once I figured things out, and little by little was adding elements that made the user experience more enjoyable, the project took shape, not to mention that my stress levels went down.

Despite recognizing the need for improvement in aspects of my coding, such as commenting and commitment, CART-253 provided the perspective I needed on programming. It helped me understand that programming is not only a valuable skill but also applicable to my area of interest, multimedia. Overcoming this challenge made me very proud, and I know it doesn't end here. I look forward writing the exact same things about CART-263 next semester.