

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 a significant period, 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 seemed relatively straightforward—creating and manipulating shapes. However, with each new method or functionality learned, JavaScript evolved into a tool for creation rather than just a programming language. Moreover, using p5.js often led to "eureka moments," those instances when figuring something out independently becomes one of the most satisfying feelings.

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 pushing creative boundaries, each exercise provided an opportunity to learn and practice.

The initial exercise, creating a city skyline, offered a glimpse into what this class would entail, 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 the width to the mouse position—an enlightening "eureka moment."

Project 1 marked a milestone, and if I had a dollar for every eureka moment, I wouldn't need to work another day in my life. Perhaps I jumped the gun by opting for polar coordinates, prompting a revisitation of trigonometry lessons I thought were obsolete after high school. However, as I gradually incorporated elements to enhance the user experience, the project took shape, and my stress diminished.

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 is a source of pride, and I know it doesn't end here. I look forward to sharing similar sentiments about CART-263 next semester.