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Presented to Pippin Barr

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### **Preflective Essay or: How I Learned to Stop Worrying and Love to Code**

When I began CART 253 last semester, I had almost no experience with coding, beyond some short lessons in html given by Sabine Rosenberg during the Fall of 2022. As a result, I felt that almost all of the material covered was challenging beyond the really basic things that we did during the first couple of weeks. However, I really enjoyed the class because of how it was structured to walk students through the course material gradually. Ultimately, I found the class difficult but very rewarding. I gradually became more and more comfortable using various mechanics of Javascript, from basic shape tools to states, though I struggled with the usage of object classes and how to assign variables to these. Towards the end of last semester, a main struggle for me stemmed from the fact that I was using a 2017 Macbook air that was unfortunately having a really hard time contending with the demands that I was making of it, including but not limited to: 3D modelling with Rhino 7, 3D imaging with Blender, vector art with Illustrator, Photoshop, and most relevant to this class, very inefficient and unconcise code. My final assignment ended up lagging a lot whenever I tried to run my code and that caused me to not notice that I was accidentally launching my audio several times (probably slowing it down even further). Luckily, I ran the code on my partner's computer the night before the final was due and was able to fix the error. I have since upgraded computers and hope that will at least help me work more quickly.

After seeing classmates' final programs, I realized that I often choose to bring my projects in a very literal, mechanical direction, while many of my friends either experimented with the quirks built into Javascript (a good example of this is Manon's final, where she chose to not refresh the background, giving an impressive cloning effect), or made more abstract, dynamic graphic art (like Howie's music imaging program). This is something that I'd really like to work on in my own code, letting the computer guide me in a given direction, rather than setting out with an idea from the get go. I have also discovered an account called "codecraftedphysics" on Instagram, which has examples of fun little audio-based programs that are dynamic and pleasant to watch. While scrolling through this account I have found lots of inspiration for little projects that would push my sound and array skills.

This semester, my main goal is to stay up to date with assignments and really get all of the necessary work done before class in order to get any help I might need with problems in my code. A big part of that is definitely starting work early, not only for this class, but for all of my other ones as well. However, I think that I can get that done, especially if I have that goal in mind from the very beginning of the semester onwards. Coding-wise, I'm eager to work on AI and make even more interactive games. I also intend to make the most of the tools that are offered by the coding language that we are using, as I mentioned previously. Honestly, I don't really have any big goals beyond those but I think that they are enough to keep me busy for a semester.