The Hello World assignment gave me a decent introduction to organizing 3D objects and putting them on the screen. Developing a working rapport with the WEBGL system is and will continue to be important as I try to create works in a three-dimensional space. I have a lot to learn about how objects work together, because I built a bunch of independent shapes that happen to create an image. I want to explore how I can play around with single shapes and make them do what I want. I also want to explore interaction and see how that plays out in the 3D landscape. Finally, my only significant concern is matching up what is possible with my working knowledge of JS and what I want to do artistically. Things that would seem to be simple to produce are often not so, and I look forward to figuring some of that stuff out.