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Computational Art Reflection

From a process point of view, one thing that went really well during this project was my time management. I started looking at the project several days before it was due to anticipate the amount of work required and did a bit of it each day. I also worked during NINJA hours so I could get help the moment I got stuck. I even had extra time before the due date to move onto the extension part of the project (though I chose not to due to other commitments). While I do wish I could have done more, I was introduced to challenging, new concepts over the course of this project and am very proud of the work that I did.

The process of creating my own computational art has definitely changed my opinion on computational creativity. Before working on this project, I completely dismissed computational art as an art form. I thought it lacked creativity and meaning. I now realize that computational art is full of both. While creating my art, I got the chance to play around with parameters such as function depth, function type, and randomness. Although this set of options was limited, it gave me the opportunity to try out different things and determine what I liked and what I didn't. The fact that I ultimately got to choose which pieces were kept is another point where creativity and meaning crept in. On top of that, I believe that computational art is very representative of where we, as people, are today. As we move into an increasingly technology-dependent future, it makes sense that our art does as well.