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COMPUTATIONAL ART REFLECTION

For my final computational art workpiece,as for what went well, my code ended up running fine without any problems. It took me a long time to implement it, because of a simple unit test mistake, where I omitted a print statement. I think it was appropriately scoped for me, as this is still new waters. As for my unit testing plan, I used an Online IDS to test my build and evaluate random functions, and it seemed to work out well. I will use this to build my foundation on how computational works and apply it to future projects.

I also wish I started on time, as I almost panicked and thought I would not finish it. I also wish I went for more NINJA hours, as people told me they seemed to help them. I also wish I did more practice in recursion, as although I understand it, it would've been easier if I'd been more experienced.

I think computational creativity is very cool ,and should be more encouraged, as it presents coding opportunities and challenges, and provides sleek designs as well. It provides a new way to do art. Although it can never replace the traditional art, I think it should be credited to the person who made the code, even though they didn't do the manual work, but did the coding instead.

Traditional art takes months and years of careful training, whereas computational, although requires deep understanding of computational processes, just takes a few hours to implement; nevertheless, I still believe traditional art will always be superior to computational art, as it still retains that much loved and relatable human touch.