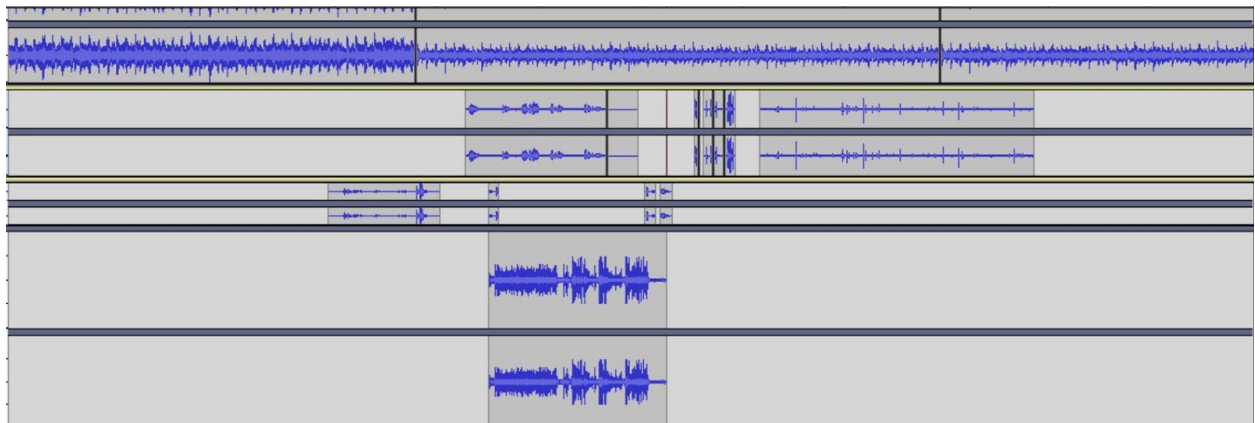


When I added this class to my roster I didn't expect it to challenge my work ethic. Being an engineering student had allowed me to have a ridiculous schedule and do work at ungodly hours of the night at the expense of going to classes during the day. My own personal interest in digital media equipped me with the technical know-how to approach most of the new tools that were introduced in the class. I thought that my prior knowledge would guide me and that my lifestyle wouldn't interfere with the class as a whole because the projects sounded interesting and I knew I could do them with interest even at three in the morning. This is where I was wrong. Although I knew how to use the software presented in class, it was my work ethic that I had to reshape in order to be successful. Working through the projects we were assigned, it became apparent that this is not a class you can succeed in if you are not willing to interact with other people and commit to completing work in sizable chunks. The first project consisted of cascading sound files in order to create a cohesive narrative. This added the challenge of planning for a narrative in addition to sampling sounds out in nature so that they would add depth and realism to the world. My soundscape was about a young girl, Roxy, going through a werewolf transformation. The scene begins with her friend Ava walking to a local party that is being thrown on Friday the 13th during the full moon. At the party, Ava confronts Roxy about irresponsibly attending the party when she knows she has a little "issue" tonight. Roxy, annoyed that her friend is behaving more like a mom than a friend storms off and locks herself in the bathroom to give herself a pep talk. Unfortunately, her worst fears come true as her body begins to morph and her panicked breaths become a monstrous growl. The perspective shifts to Ava who talks to a fellow party goer about her concerns. Just as she starts to think that maybe she was too hard on Ava, the window shatters and a howling wolf bounds into the buzzing summer night. Below is a sample of a draft of the werewolf project.



File: <https://tinyurl.com/vzkktlb>
Repo: <https://tinyurl.com/vohmjra>

I think this figure accurately describe the journey that my soundscape took. Even halfway through, my project was littered with tons of audio, and I still needed to add more minor sounds to make the world seem realistic. Things I didn't even think about until I started editing such as doors opening, faucets running, footsteps, etc. In addition to time management skills I also had

a lot of fun abstracting the narrative from its traditional form. This forced me to think about other ways I could imbue context clues into what I was doing. Thinking about composing in a 3D manner took some time, and taught me the importance of planning ahead.

The second project was the visual argument. This project was probably the most in my element since I have been using photoshop for years. That is why I decided to challenge myself and create an animated result.



File: <https://tinyurl.com/t9yb8ws>

Repo: <https://tinyurl.com/w9ab4jy>

My argument was trying to represent the effect that today's media has on an individual. I decided to juxtapose the single girl with a large and looming array of television screens. She is holding a selfie stick and seemingly performing for no one else but herself when several large versions of herself are illuminated on the screen. I chose this phrase because the mere act of existing sometimes feels like a performance for a larger society, unless you check in with yourself frequently, you can succumb to living for society rather than yourself. This project was smooth sailing to me and I really enjoyed the creative process of trying to represent an argument visually.

The third project was where I fumbled. Riding the high of easily executing a visual narrative, I decided to create a small game as my website project. I had worked with HTML and CSS before and I thought my programming background could help me easily achieve this task. In retrospect this might have been doable if I had tried to develop a steady work ethic from the get go. Instead in my hubris I convinced myself that I only needed a little bit of planning for a project that would include variables and conditional branches. Using twine helped mitigate the time spent on html and css immensely and helped me really focus on the fun story elements. The most important thing I learned from this project is that developing a relatively large scale project that will contain bugs and errors is that you can't marathon it. The creative process is much more enjoyable if you give yourself the time to come back and revisit the work you put into a project.



File: <https://tinyurl.com/qr2arh9>
Repo: <https://tinyurl.com/v6l8mvv>

The lessons I learned individually were then applied to the final group project. I found that working in a group setting made it harder to slack off because it's easy just disappointing yourself when you have to turn something in late, but when you disappoint two other people the guilt eats at you. Through doing a group project I learned that the cure to my chronic procrastination might lie in getting support from other people and having help in holding myself accountable. I really enjoyed working with Fatema and Rachel to develop our scary story escape the room game!



There is no other way to navigate these woods—with its trees thin and dense like a thousand ribcages overturning into the sky, there exists no choice but to stretch out the threads of your languid consciousness. Awake. You have a hiker's soul, a hiker's body. With the first footprint you impressed upon the trail, the familiar press of your bag against your shoulder blades, you belong.

File: <https://tinyurl.com/t3cb2uv>

Repo: <https://tinyurl.com/t9ry8mm>

All in all, my journey through these projects was incredibly valuable as a means of slowing down and penning the exact purpose of why I create. It was a welcome pause from the hectic demands of just doing projects for the sake of doing projects because I think that kind of mindset actively diminishes creativity. Going forward I'll remember the lessons I learned this semester.