

DBB100 Reflection Challenge 1

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I found out this assignment was called 'challenge' for a reason. Understanding the different commands was by far not the hardest that I had to do. By doing the assignments given in the lessons, I learned to use the commands bit by bit. Using them in theory. Because when we had to make a piece of art, when I actually had to think of which command to use, it became harder. The biggest difference between this course and a basic course like calculus is the creativity. When you practice calculus you just read and make exercises until you master the topic. When you can't think of an idea for creative programming, you have nothing. I'm quite a rational person. I really like the design part of the study but I'm often thinking in a restricted area. So this assignment wasn't that bad for my creativity. I didn't have any clue of what I wanted to make. So I just started to make a few simple loops. I thought the quality wasn't good enough so I panicked a little bit. I was listening to some music when I was busy making piece of art, and that's where my inspiration came from. During the making of my piece of art more and more things popped up in my head about what I could add. I became more and more enthusiast, and I think it was amusing to work on.

And I think I'm still a little restricted in the use of the commands, especially the commands we haven't learned yet. For example, I was thinking about how I was going to make the curving lines at the top and bottom of my picture. I thought in many ways, but all of them seemed to be quite hard for the simple idea. At a certain point, I remembered the 'bezier();' command. From then, the drawing of the lines became a lot simpler. So the next 4 weeks I want to focus on learning more commands, to make a drawing quicker and easier.

At some point I stood for a decision and I tried to think of a solution that had something to do with my intentions in general. For example I made the background color green because a cardiograph, which shows a heartbeat-graph, is green too.

The next challenge I think I'm going to think of some inspiration a little earlier. I don't think I started too late with the making of my picture, because the making itself was not the hardest part. But I think it can be useful when I have an idea quite early so I can alter it now and then.

Although it was quite a challenge I really like the subject, with programming you can make almost everything visual. I think this is, compared to calculus, not only a lot more entertaining also a lot more interesting, and useful for the study too. Because we need to program our own prototypes.

I experienced the assistance around the lessons very helpful. Every Thursday there's a Q&A and the one of the student assistants helped me quite a lot. I was struggling with the gradient in my picture and one of the students explained it very quick and clear. I think I'm going to ask the students for more questions in the second half of the course.

At last, the lessons in general are clear to follow. The PowerPoints are insightful and it's also comfortable that the PowerPoints are available on the Wiki.