

Reflection creative programming challenge 1

For my first challenge in the course 'Creative programming' we got the assignment to create an aesthetic image using processing. I already knew a bit what to expect from processing because I learned some things about it in high school. I really like designing stuff and being creative but combining this with programming was completely new to me. Therefore, I was really excited to start with the assignment and to learn more about processing.

The program was built by online lectures and some extra information in the physical lectures. This actually worked really well for me. When things became harder to understand I was able to pause the video and able to watch it again. In some cases I looked up sample code at the internet. Both in the online and physical lectures I learned a lot about programming in processing. For example, about the diverse types of loops, push and pull matrix and tricks to make your design more appealing. The more I learned about these things, the more I wanted to work on my final challenge. I wanted to bring this knowledge into practice and curious to what I was able to create.

I mostly like the creative and graphical aspects of the design process. Majority of the cases I achieved this by doing sketching or painting for example. By learning programming, I found a new way to use my creativity. I discovered that programming can be a powerful tool to create visual images, with each time a new experience. It was really a revelation for me that there are so many more ways to express yourself or to make aesthetic images. Using processing you get new possibilities and options to design things. Already by the first half of the course I noticed that I like to combine my creativity with programming and because of this course I want to develop this combination further.

Every week I did the homework about the new topics we learned that week. It helped me to keep up with the latest information. I did have some trouble with the homework sometimes. What could be difficult for me was getting stuck somewhere (the program did not do what I expected it would do) and not being able to fix the problem on my own. Most of the time I tried several things, but if I kept getting an error message, I often could not get any further. Fortunately, there were always people to help me in the lecture on Thursday, but it sometimes caused a lot of frustration too. I also did some research about debugging via the processing website and this also helped me with solving some errors. Towards the end of the project, things got better and better and I learned how important it can be to take a step back and think about it logically. This allowed me to resolve my error messages faster and faster. I think this is really important in every designer process you find. Sometimes you can better

look at a problem when you take a step back and look at the overall picture and how each single step fits in.

After I finished most of the homework exercises and got the basics of processing I started thinking about my final project. I knew pretty quickly what I wanted to do and did some research. My goal was to create an aesthetic image that keeps surprising you. I wanted to achieve this by creating multiple patterns and a color palette. Every time the code runs the patterns and colors will be located at a different location. I did research about different patterns and aesthetic color palettes and made some choices. In the beginning of the coding, I had some problems with where I should start. I did not divide the exercise in sub topics, but I tried to go too fast. I should have started with some simple steps. When I finally had my first function to fill an area, the process went better and better. The more results I saw, the more excited I was to create more functions.

When I was creating the functions, I noticed it helped me to sketch the patterns before creating the functions. By sketching it became easier to see the important points in the pattern. When I started making the sketches on beforehand, I could think more logical and I could create the functions in less amount of time. I am happy I found this out because I can also use this knowledge while working on other projects.

Overall, I look pretty satisfied back at challenge one of creative programming. I learned a lot in a short amount of time. In addition, I also got the chance to explore myself more as a designer and who I want to become as a designer. Because of the challenge I found out that I like the combination of creativity and programming, and that I want to learn more about this. I am looking forward to the second part of the course and I hope I will learn more about creative programming.