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So my first choice is still to join in any of the top gaming industries. When I do this, this will surely become one of the highest moments in my life because not only will it be a hobby but it will become a career too.

In my last class, I relearned about the different design principles. Firstly, balance is important because it keeps the design professionally neat and interesting to see as a whole. Balance in design not only attracts people but it keeps the viewer's eyes on the work because of how easily the information is required through cleanliness. Second, is hierarchy, a principle everyone should naturally know as a designer. In hierarchy, the designer kind of controls how the viewer absorbs information. For example, the designer wants the viewer to see the title of the work because he/she knows that will grab their attention so, he/she makes the title larger or colored brighter so it will attract the viewer as the first thing they'll see. In doing so, the designer reveals the most important information first. Lastly, it's continuity and this gives your work as a whole a sense of relationship. The viewer knows that it's all your work and when done read it gives a sense of professionalism. It also keeps away from the look of randomness and looking like a mistake.

I learned that an author is having the complete creative freedom to do what you think will be best while you are not tied down by any specific system. I like this idea a lot because nowadays I think works are or could be better when the work is not diminished by others for any reason. For example when I read comics or manga, it could be great but I've seen times where it's adapted to live animation and just sinks. When manga I know it's done by the specific person who started and only he can hire people for help, giving him the total freedom of creativity.

I believe that being more personal as a work also creates more curiosity. If not on a personal level it feels somewhat already done, too much in the norm. Instead, being personal, gives it the depth it needs, gives it the uniqueness it deserves and puts it on a level above the rest. Naturally the work is more remembered because no matter the quality it will be remembered as being a different movie and still can start a new trend.

I also learned that the HP was the first to start touchscreen. After I heard about it I remember having a really bad touchscreen phone by them and being annoyed by the touch capabilities. I remember it being buggy and just wanted something where it had buttons.