Assignment 1 – My Portfolio

Homepage link:

https://www.scss.tcd.ie/~jianga/anqiJiang/webpages/portfolio.html
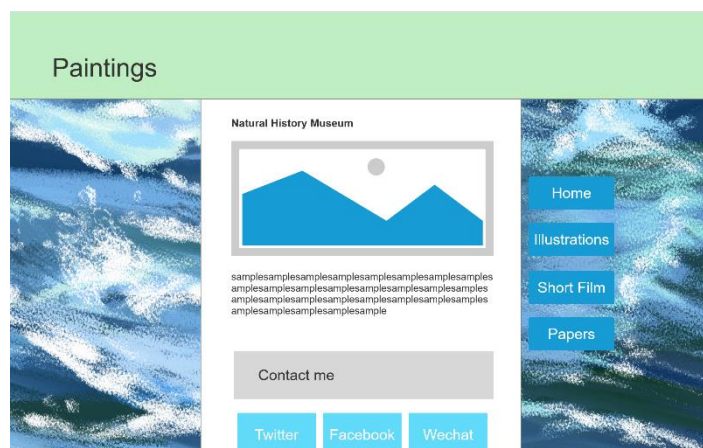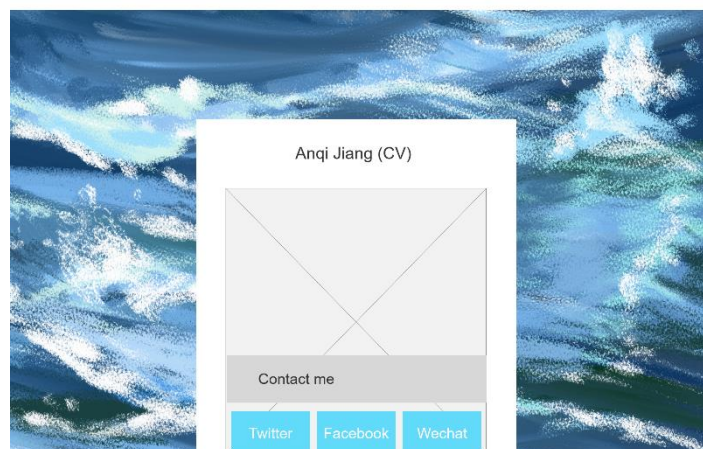
1. Sitemap:

- ☐ Portfolio (homepage)
  - ○ About me (CV)
  - ○ Contact me
- ☐ Paintings
  - ○ Natural History Museum
  - ○ The Wave
  - ○ Fan-art of Kimetsu no Yaiba
  - ○ Contact me
- ☐ Illustrations
  - ○ Kingaku Ji
  - ○ Cat
  - ○ Corporation Logo
  - ○ Contact me
- ☐ Short Film
  - ○ Brief introduction
  - ○ Script excerpt
  - ○ Grandpa's gift
  - ○ Contact me
- ☐ Papers
  - ○ Cyberpunk
  - ○ Post-body
  - ○ Contact me

2. Site outline and future development

My portfolio contains a homepage called portfolio.html and four different pages divided in light of the categories of works, including paintings, illustration designs, short film and papers. I put my CV on homepage, which gives a brief introduction about me and the works on next pages, users could also skip this part to visit other pages directly through the navigation bar under the Heading. On each page, I set a side navigation bar through which all the pages can link to each other. On top of that, each subpage has a fixed footer with three semi-circles, by which users could get access to my twitter account, email to me or get a QR code of my Wechat account by clicking them at any time. This is complementary to the "contact me" footer on every page, which gives ways of contact that can not be implemented on webpage like phone number and mail address. The whole site looks quite static

and primitive now, thus for future development, I would like to use javascript or other kinds of languages to add interactive elements to trigger dynamic effects, for example, display the webpage gradually following the user's scrolling down, or let the elements smoothly float left and right so as to be like a real-time animation. Additionally, I want a multi-layer navigation that links to every specific work directly, some PHP knowledge may come in handy for that. So, correspondingly, more detailed description of process and achievements of each work could be given instead of just putting the final versions altogether on one page.

3. Wireframes

The rough wireframe shows the placement of elements on my site. Since it was made before writing codes, there are some differences compared with the final version. The navigation bar lies below the heading, I changed its background color to simplify the design. When scrolling down, users will see my CV. Things remain unchanged while the three buttons on the bottom were replaced by "About me", for it is the best place to hold the indication without losing comparison with the background color (white). On the subpages, a side navigation and a fixed footer can be seen as displayed. I narrowed the width of heading so as to keep it in line with the homepage. Also, if scroll down to the bottom, users will see another footer containing contact information.

4. Design outline

In terms of design, now that I am developing a portfolio web page which fully shows my personality and could be useful when seeking jobs in the future, the top principle is to make it unconventional. To maximize the visual effects, priorities are given to images and symbols, which are heavily used in the background, the navigation and the footer. Thus, the webpages look like those used for museums and exhibitions.

Since I used The Wave as background image, all the colors used in my design are mostly relative to white, blue and green to keep visual consistency. Next, in order to attach "texture" to the webpage (or precisely, the interface), I kept the content in the middle of the page, and lowered the opacity to 90%, then I set border-radius to 14px. The webpage turns out to be like a transparent paper or plastic writing board taken out from a profile folder. The "texture" also exists in the buttons of navigation and footer, which would change color and opacity when hovering. In a nutshell, I enjoyed the great fun when creating effects by using the knowledge I have, but many parts are expected to be more dynamic and mature in future design. Also, loading could be a little bit lagging because of the huge amount of images, which brings unpleasant experience to users, so the design still needs to be simplified.