

Table of content

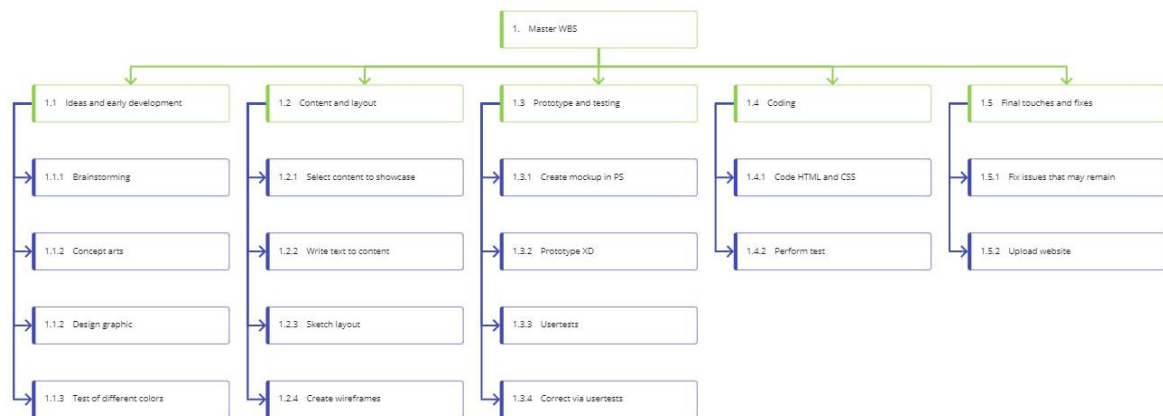
Full process and thoughts behind my portfolio	2
Gameplan	2
.....	2
Ideas and early development.....	3
Brainstorm	3
Colours	3
Frontpage (background and portrait)	4
Frontgraphic.....	5
Editing my portrait	5
Prototype and testing	6
Wireframes	6
Fonts.....	6
Icons	6
Mockups.....	7
Reading patterns.....	7
XD Prototype and usertest.....	8
Coding	8
Conclusion.....	9

Full process and thoughts behind my portfolio

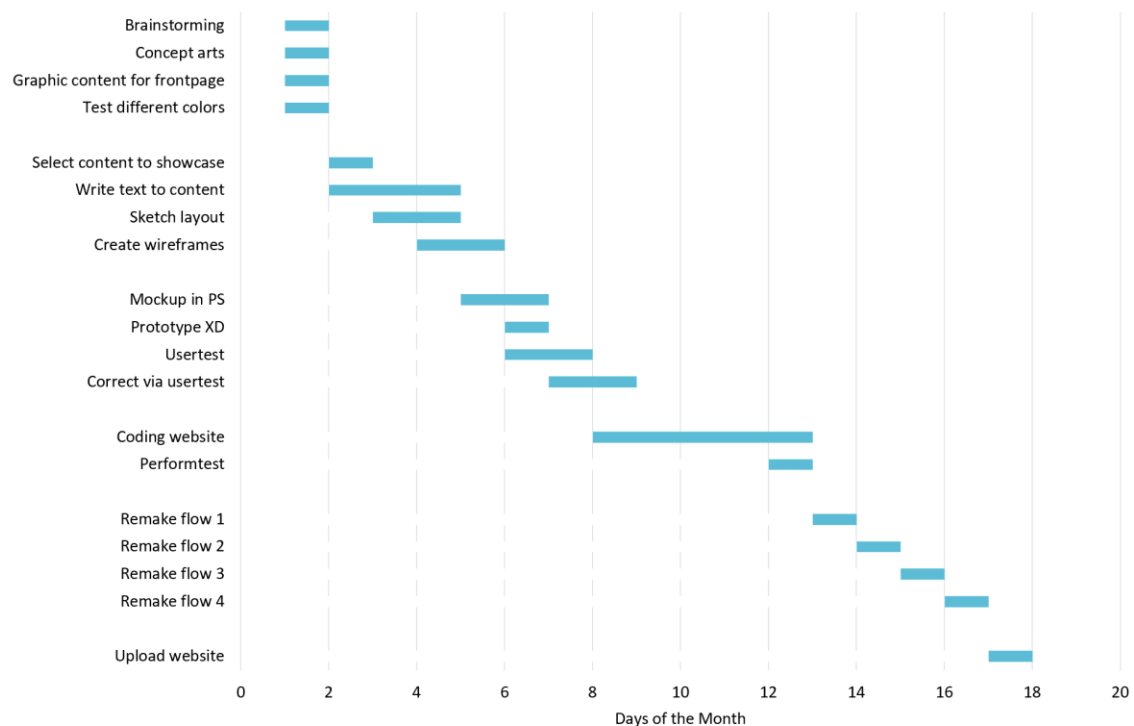
Gameplan

Before I even started to work on creating a portfolio. I had to lay down a gameplan. Therefore, I created WBS to better understand what work I had to get done. This was followed up by a Gantt-chart to structure my time and schedule when to do each individual task.

WBS:



Gantt-chart:

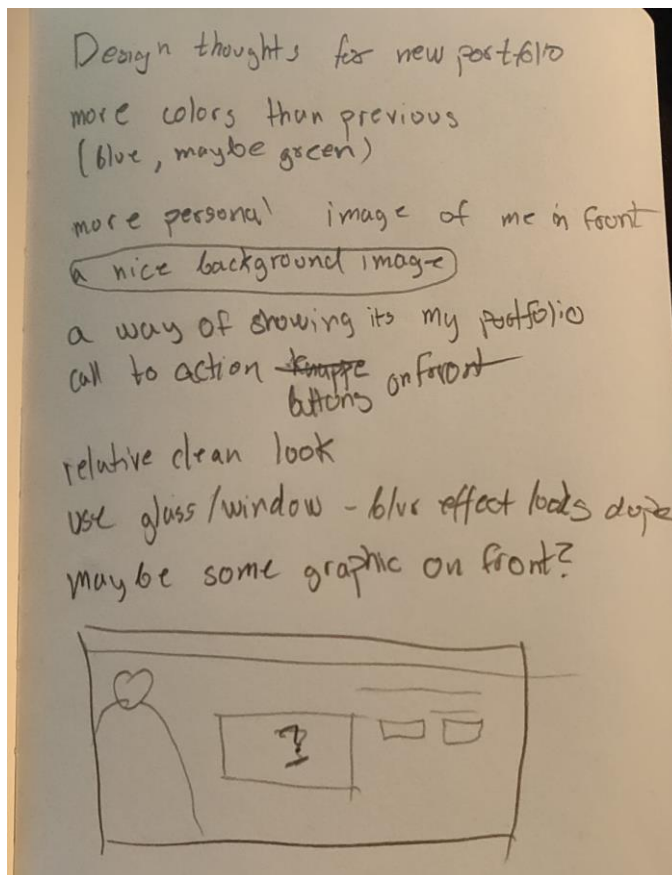


Ideas and early development

I started the creation of this portfolio by thoughts. Some the first thoughts that I had for this project was to create a stunning portfolio no matter what. The whole idea of a portfolio is in itself a showcase of what one is capable of, in my opinion. Therefore, in this project I wanted to test my limits and furthermore push them to the absolute edge. I knew from the very beginning that some of the thoughts that I had in mind were out of my reach, such as using JavaScript, but more on that later.

Brainstorm

First of all, I started the projects with a simple yet powerful brainstorm.



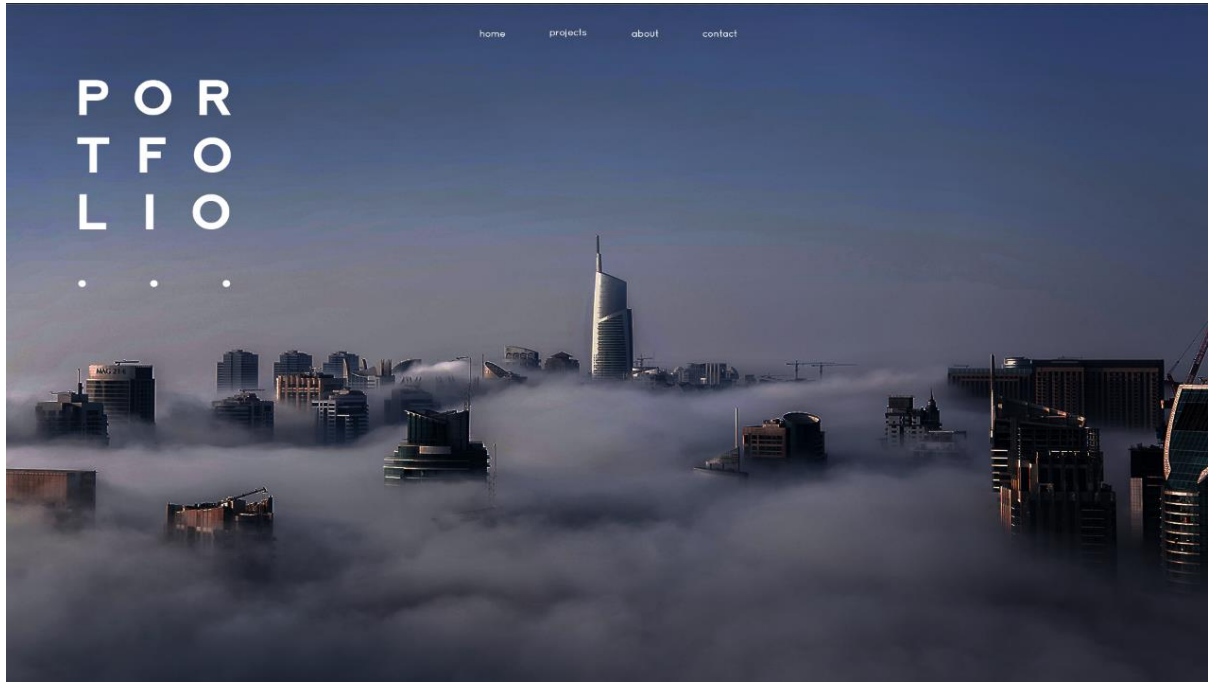
Colours

Some of the initial thoughts were to create a portfolio which contained more colors than my first one. I wanted it to be more alive. To do so I toyed around with different color schemes, until I came across a green color that I liked. The color green was perfect for my portfolio for representing and provoking feelings such as: being soothing, relaxing, youthful and growth. These keywords fit what I had in mind for my portfolio to represent perfectly. My portfolio is a showcase to show my growth. Youthful because this our first exam, and I am only half a year into the education. Soothing and relaxing to help keeping a calm look throughout the website.

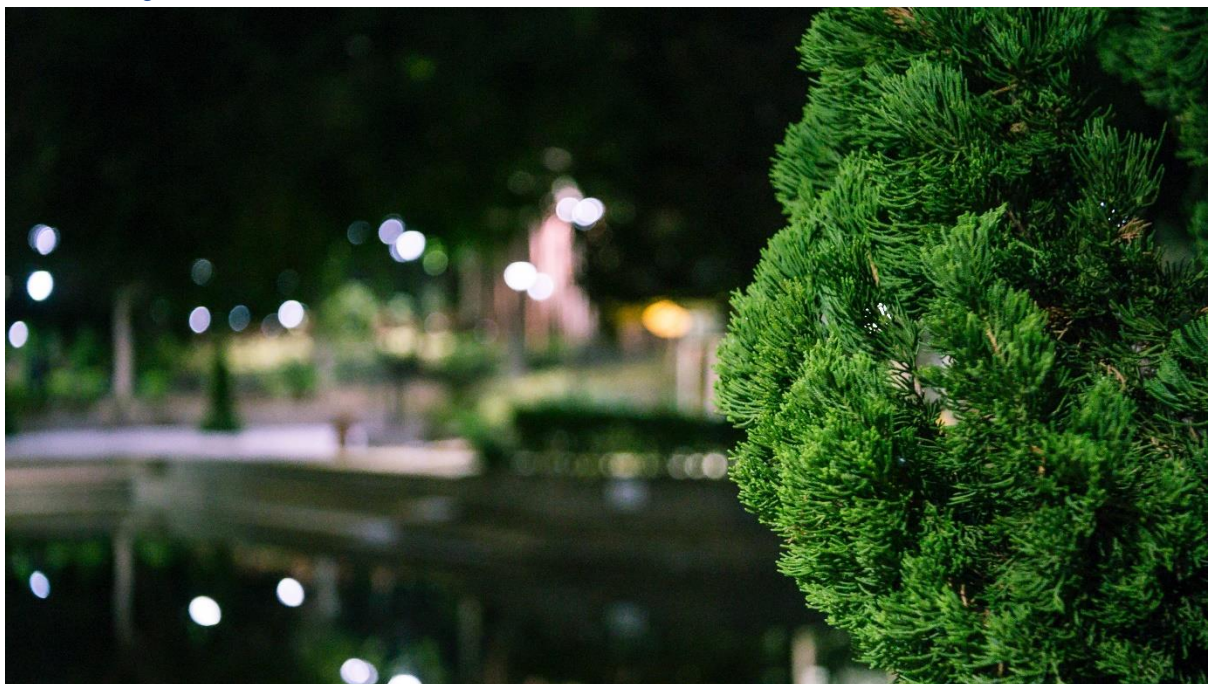
Frontpage (background and portrait)

Next thing. I wanted to make my portfolio personal, so the visitor is in no doubt whos portfolio they are visiting. This could be solved by using a big portrait of myself on the frontpage. Problem here being the original image of myself is a dimension that doesn't fit websites. Therefore, I needed to mask myself out to fit myself in on a image without making myself look out of place. Which lead me to choosing the background image. I looked through a lot of stockphotos, the final two contenders were the used image, and a image of a city skyline with a lot of cloud. That photo were not green, but I also had some thoughts on going blue, since blue is my favorite color, and shows loyalty and wisdom.

First design:



Second design:



Frontgraphic

It was at this point I played around with different ways to spell portfolio, as I wanted the frontpage to say “portfolio”. In the first rendition using the skyline image, I came to the conclusion that it was annoying for the eye to read. This was later simplified in the edition with the green background. Those images are also some of the first concept arts I tried for the portfolio.

Editing my portrait

Green was chosen and I had to mask myself into the image without looking out of place. This goal was achieved by using levels and light/contrast. With levels I could push the highlights to be a bit more visible. With light/contrast knocked the light down to reduce the amount of highlights on me, but the places with highlights was intensified, and by using contrast I could have “pop” as the background image. To furthermore make it look I was in the background, I drew some simple shadows on the bush behind me, taking precautions as to where the light comes from.

My portrait

Here you can see stock portrait to the left, middle after levels, and right with light and contrast on top of levels.

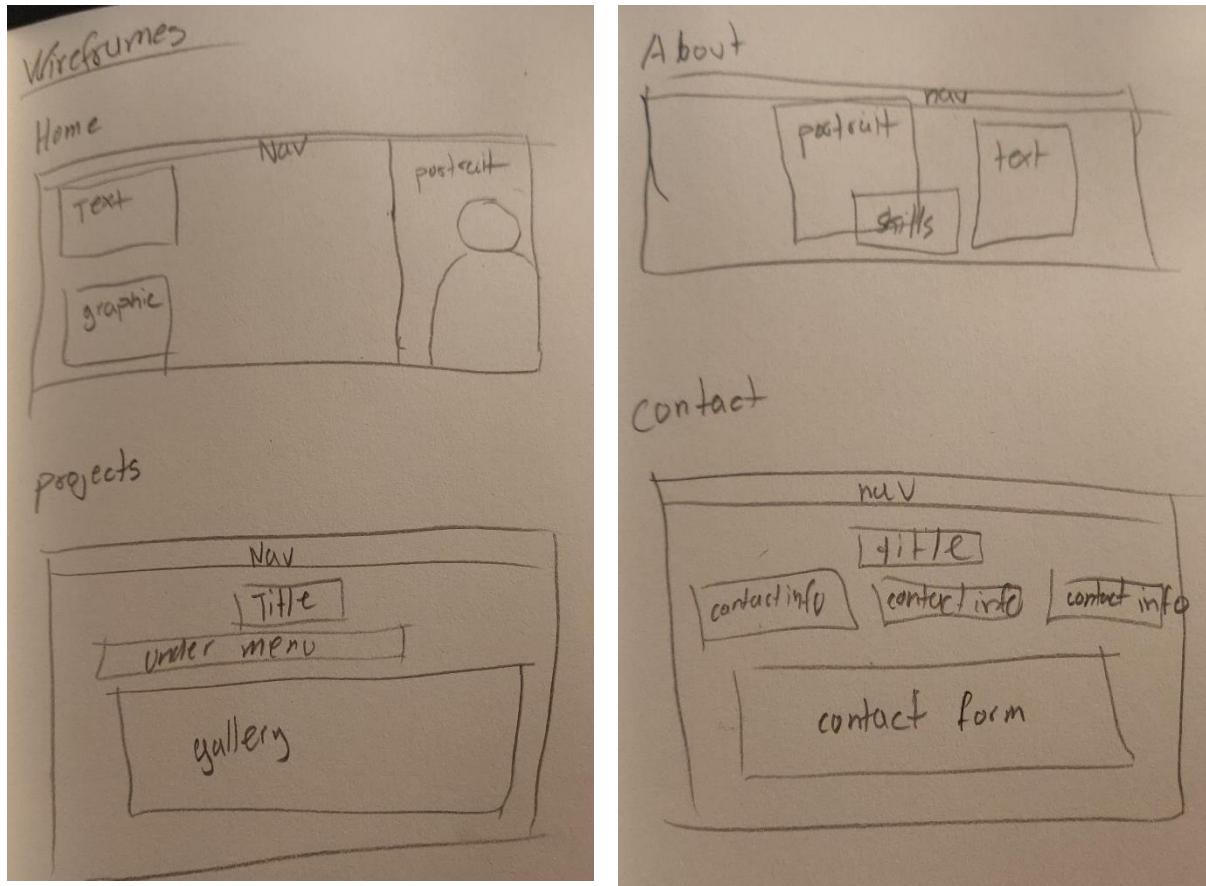


Prototype and testing

Wireframes

I then sketched a basic layout of what I approximately wanted site to look like, before drawing the actual wireframes.

Wireframes:



Fonts

As to the fonts, I learned during assignments from the other flows that keeping the different fonts to a minimum is helpful in succeeding in creating clean looks. One can often find himself repeating in doing so, but repeating in this case is not bad, it creates a flow that connect the pages. The fonts used is Nevis and Quicksand, both sans-serifs. I did not choose a serif due to what it often represents. Serifs is often used to show classic and luxury (examples: Rolex, Gucci etc. which were not the vibe I was going for.

Icons

The use of icons is very minimal and only visible on the contact page to quickly show the user where the email address, phone number and address is. The limited use of icons is because I was lacking to find purpose to use any more than that, and therefore less was more.

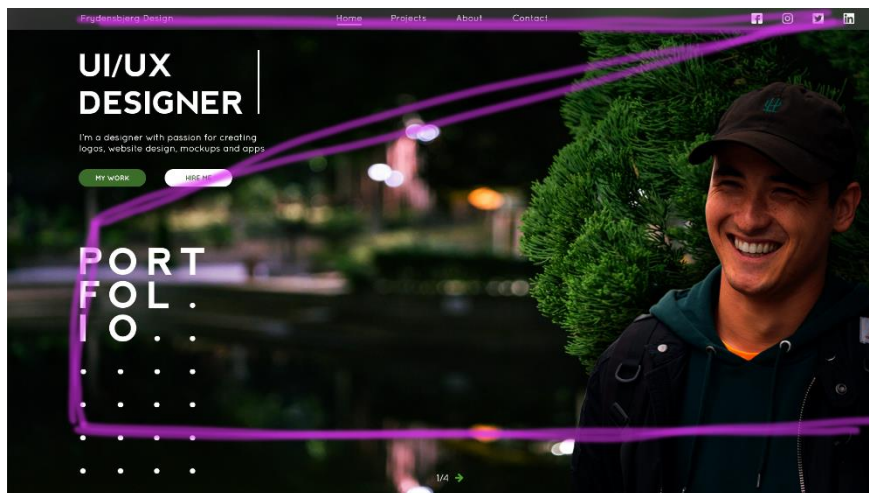
Mockups

With all that information established I could create a mockup in photoshop. The first mockup was slightly re-designed. It originally had the social media icons under the front-text. The reason I changed that, was because I wished to have 1 or 2 call-to-action buttons, to grab the users attention (first step in the AIDA-model). The two buttons had then been added one leading to my projects and the other to the contact. This was not by mistake. In doing so, I could lead the user to my projects getting their interest and hopefully their desire too, when they would watch my projects. For the button leading to contact it to get them to action. All of the pages from the mockup can be seen in the prototype link under section “XD Prototype and usertest”.

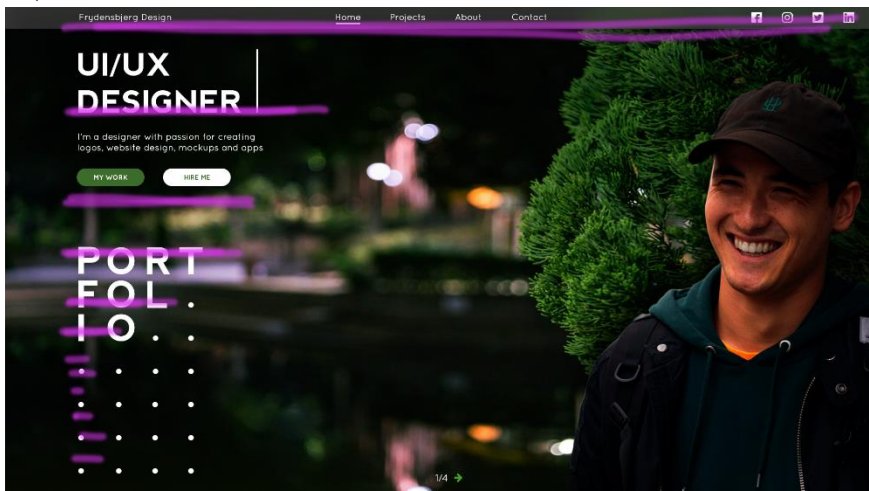
Reading patterns

The mockups was carefully designed with things as hierarchy and balance in mind. Here I also kept user reading habits in mind, as we learned the way people lay their eyes on a page comes in forms of Z's and F's. While knowing that I wanted to present the information within those grid.

Z-pattern



F-pattern

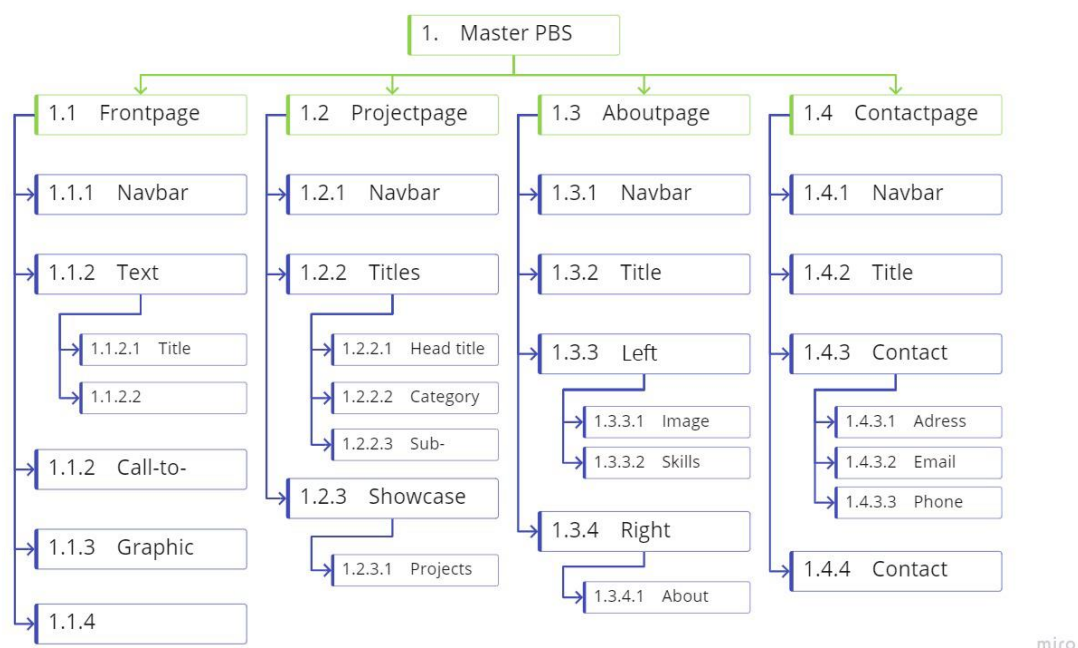


XD Prototype and usertest

When I was finally happy with the mockup I could create the first ever XD prototype. I mapped most of the buttons out, to make it as functional I could. This took me to the next step, making the user tests. It is important to have a user tests to see what works and what does not. This is also very refreshing for the creator itself (in my opinion) as I often find myself being blind flaws after starring at the same design for hours. Some of the most common flaws my test users found was the navigation on the project page, while being under an actual project could be confusing, and that they found the arrows in the bottom redundant. This was fixed by adding breadcrumbs to the project page and removing the arrows. In addition, I also created a PBS to better structure what each site has to offer

Prototype link: <https://xd.adobe.com/view/83d18455-64bc-4ae6-7854-fb133f7a675c-f5e0/>

PBS:



Coding

Coding part. I was lost. I was sincerely lost. When I started coding, I could really feel that it was a long time since I last coded anything. I needed to get back to the basics, so I looked all of our minor coding assignments through to get back in touch, and read pages and pages on sites such as w3school. When I felt ready, I began coding the website. Here I can honestly say that I have never learned so much in such a short amount of time. With every obstacle being in my way to create problems, I learned so much. It was here I was faced with hardest obstacle in the entire project. I knew beforehand that I had created a window which was meant to sort and filter things in my gallery, but I did not know that it required JavaScript. I was very close to then redesign that whole page just the avoid that, but I could not simply find clever way to design my way out of it. I faced the problem I started trying to learn jQuery in order to create the window. By reading tutorials I found that I needed to create a function which could add and remove classes. With that I could ell the script to hide certain containers by adding class "hide" (which I styled in CSS to hide stuff). This was achieved by using if/else, so for an example *if* my "all" category was clicked it would remove class

“hide” from everything, *else* it would add class “hide” to elements not under the category. When the desired effect was finally achieved, I added a timeout function so the elements had time to disappear before the next one popped in.

jQuery code:

```
1
2 $(document).ready(function(){
3     $('.category_item').click(function(){
4         var category = $(this).attr('id');
5
6         if(category == 'all'){
7             $('.card').addClass('hide');
8             setTimeout(function(){
9                 $('.card').removeClass('hide');
10            }, 300);
11        } else {
12            $('.card').addClass('hide');
13            setTimeout(function(){
14                $('.' + category).removeClass('hide');
15            }, 300);
16        }
17    });
18 });
19
```

With all of it being set, I ran my code through a validator, performed the last tests to check everything was working as it should, and finally upload it to my domain.

Conclusion

Read “What I Learned -Flow 5”