

# inspiration document

<https://i426389.hera.fontysict.net/>

hein dijstelbloem

# previous design

Neocities is one of my main sources of inspiration for my portfolio site. It's a site where people can host their custom made personal websites, akin to Geocities from the late 90s.

Most sites on Neocities are not meant to be very professional looking. They are hobbyist projects, a place for people to showcase their works and own style.

One of the things I like about Neocities is the freedom it gives to the user. You can use any kind of design, any kind of layout, any kind of color scheme. For the free version there are barely any restrictions, as long as it isn't a strain on their bandwidth.

## taking inspiration from flash



Another source of inspiration for my portfolio site is the Flash era of the internet. Flash was huge in the 2000's, for better or for worse. It was used to create animations, games, and interactive websites.

Flash websites were known for their interactivity and animations. They were often very colorful and had a lot of movement. They were also known for their experimental designs and layouts.

One of the things I like about Flash websites is the sense of playfulness and creativity they had. They were not afraid to break the rules and try new things. They were a place for experimentation and innovation. I do miss Flash, but at the same time I don't miss proprietary plugins and formats like it.

One of the great Flash sites was, and still is Homestar Runner.

# follow up

2024

Feedback I've received has a lot to do with where I get my inspiration from. It needed to be fleshed out

One design movement I really enjoy seeing is the late 90's 'futuristic techno' style, which was very common in racing games at the time.



Ridge Racer: Type 4 for example. Those bold wide fonts, muted yellow colour. It gives it a sense of danger.



With REZ there's an emphasis on 'cyberspace'. One of the things most of these games have in common is the way the soundtrack works with the visuals. It's often DNB, jungle or electronic ambient music.



Wipeout: Older games in the series are very dark in terms of ambiance. In Pure there's a more 'heavenly' light ambiance. This is something I'm debating on myself for my portfolio design.



Behance: The whole 'cyberdesign' revival is very evident when you open up Behance.



Dreamcast: funky street art inspired games.

There are a lot of designs I've collected here that are mirrored in modern design.

In the late 2010's early 2020's fat wide fonts and clashing styles became a hot trend again.

I've been experimenting with deciding which direction to take my portfolio in. Those late 90s designs were often dark, in both a colour and theme sense. While the style in the early 2000's evolved into becoming more ethereal, more heavenly, with lots of light. Like in that Wipeout Pure posted on the top right.

I definitely like this more than the Flash style, because it has become timeless. There's a reason the Flash style hasn't had a resurgence yet, not in an unironic sense at least.

# follow up pt.2

Some portfolio sites that I like.

The one below is made in 3D and has that typical Wipeout style, kind of like a wavy racetrack.



The way Twelve Men incorporates their design really speaks to me. They have solid and dark colours that contrast with the black and white.

# ideas and iterations

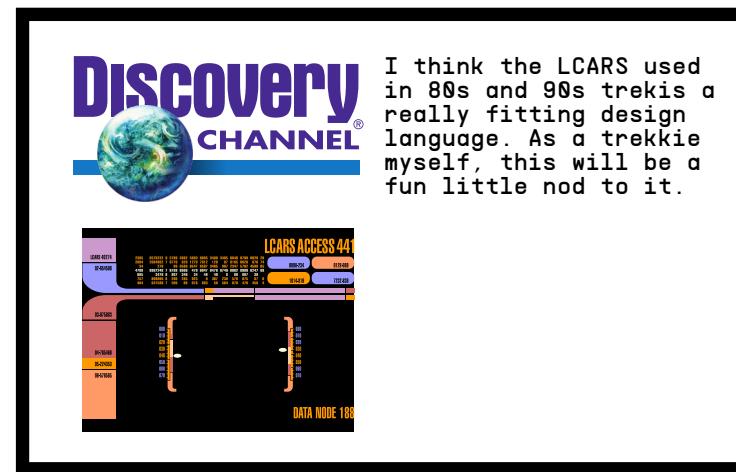
Taking inspiration from the old Discovery Channel logo combined with National Geographic, while also having a font similar to the LCARS system from Star Trek. This is one idea I've been experimenting with.



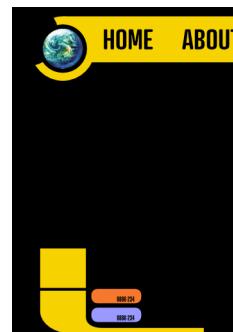
The earth



Division or no division?



LCARS Influence could be cool if used sparingly



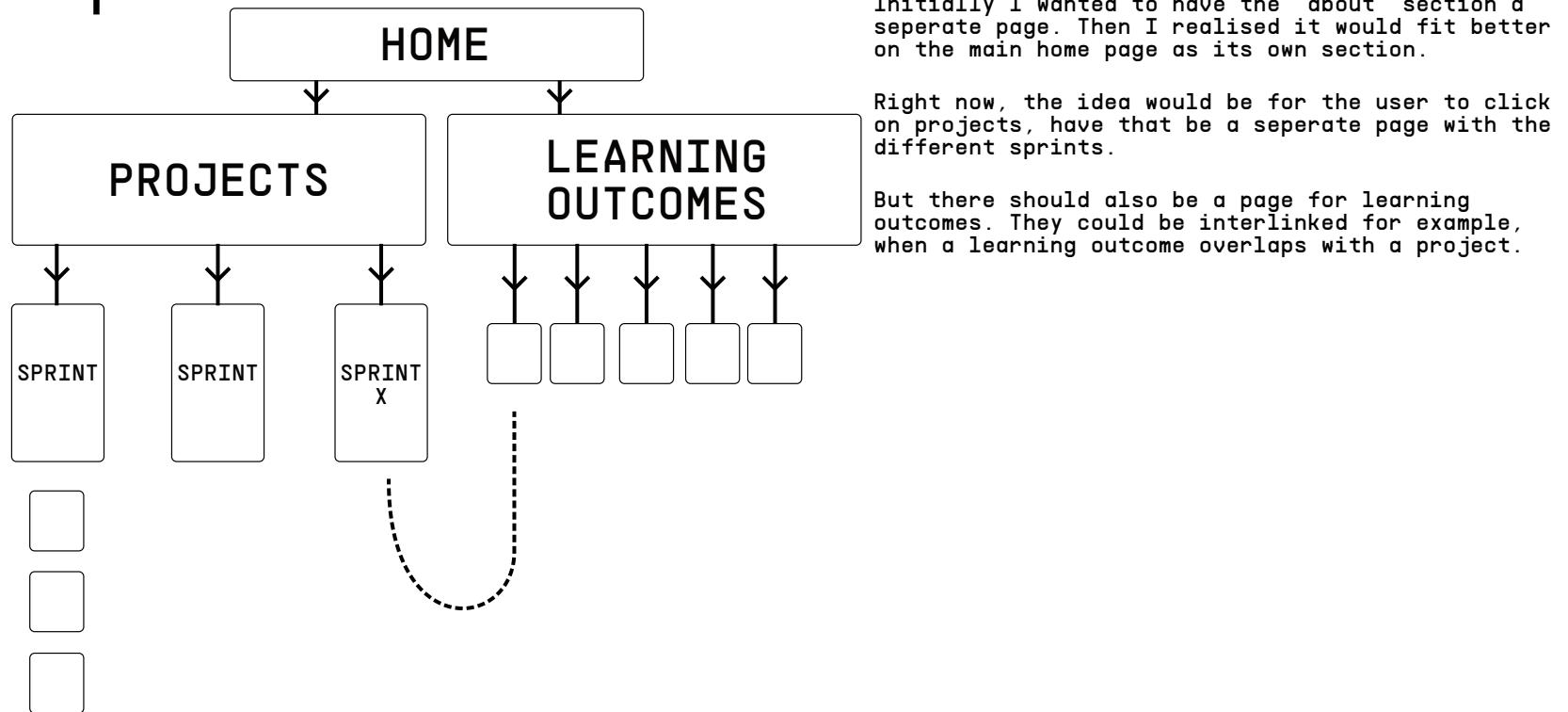
This could already be too much but that's still up for debate.



Using GSAP, this will all be animated, moving in and moving around like the 'real' LCARS.



# Sitemap

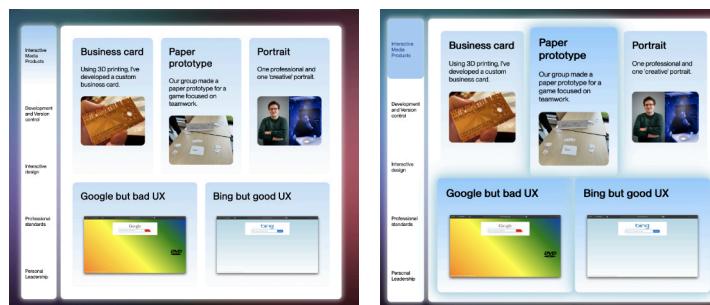


Initially I wanted to have the 'about' section a separate page. Then I realised it would fit better on the main home page as its own section.

Right now, the idea would be for the user to click on projects, have that be a separate page with the different sprints.

But there should also be a page for learning outcomes. They could be interlinked for example, when a learning outcome overlaps with a project.

While making this sitemap I've given certain aspects of my pages some more thought. The way I want to display my learning outcomes is a difficult decision.



In my previous design I used a single page for my portfolio projects. Letting users click on learning outcomes to highlight the corresponding project. An elegant solution in theory, but when more projects are added, it becomes really cluttered fast.

The globe could be made using three.js as a cool challenge. Making it rotate, be 3D and to let the user manipulate it

EARTH ELEMENT

## NAVBAR

The bar on the right should adapt to the viewport size and always be on the right. the navbar also scales accordingly.

This is my initial idea. However, the way the site currently could work might change. There should be a clear way to display my projects and learning outcomes.

One possibility I am considering is using a content loading system to load in pages.

Not by using iframes but maybe by using another system.

NEWS

SIDE BAR

'TICKER'

DECORATIVE  
SIDEBAR

The news and ticker functions are dynamically updated using data from the website. When there's something new added, it should automatically add it to the list. The ticker differs from the news section in that content continuously scrolls and isn't necessarily news.



## FOOTER

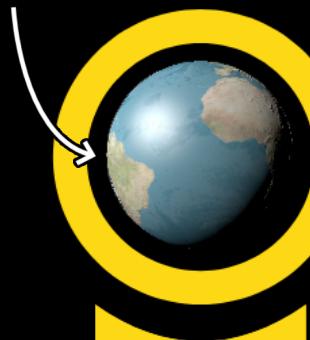
Potential buttons for quick access. Differs from the navbar in that they're dynamically updated to reflect content in the portfolio.

Initial concept based on my findings  
and wireframe:

The image shows a wireframe of a website design. At the top is a yellow horizontal bar containing three large, bold, black buttons labeled "HOME", "ABOUT", and "PORTFOLIO". To the left of this bar is a vertical yellow sidebar. At the top of the sidebar is a circular icon containing a stylized Earth. Below this are two sections: "NEWS" and "TICKER". The "NEWS" section contains a date "22-04-24" and a snippet "The world is a myste..". It also lists another date "20-04-24" and a snippet "Yo mama so fat she". Below the "NEWS" section is a small graphic of a television screen displaying a green gradient with white dots. The "TICKER" section has a heading "TICKER" and a partial snippet "HAT'S NEW IN THE BUSI". At the bottom of the sidebar, there are three circular buttons with the words "NEWS", "GAMES", and "MOVIES" in them.

Using Three.js the earth rotates, has specular and bump maps and is able to be manipulated by the mouse.

Subtle glow signifies which page is the current page.



HOME PORTFOLIO OUTCOMES

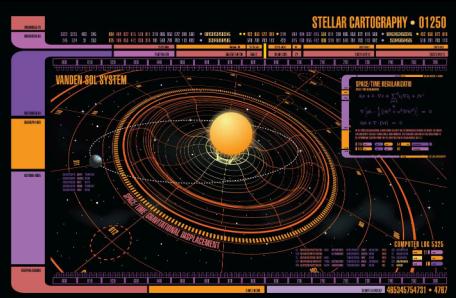
## ABOUT ME

Hey, I'm Hein Dijstelbloem and welcome to my website!

I am a web developer with a passion for creating user-friendly and visually appealing websites and web applications. I have experience working with HTML, CSS, JavaScript, and other web technologies. I am always looking for new opportunities to learn and grow as a developer. Feel free to explore my portfolio and get in touch if you have any questions or would like to work together.

*Lorum ipsum dolor sit amet consectetur adipisicing elit*

*Lorum ipsum dolor sit amet consectetur adipisicing elit. Odit voluptate, laudantium culpa atque repellat optio possimus*



I like the globe, it has a similar feeling to when you get to see planets or stars on the system in the shows.

Text which is centered between the outer sides.

This is just one idea for the portfolio page. The coloured buttons underneath the projects act as labels for categories.

They are similar to the LCARS system.

# HOME PORTFOLIO OUTCOMES

## PROJECTS:

SUBSHOOTICA: GAMEBOY STYLE GAME MADE IN PURE HTML, CSS AND JS.

**CODING** **PROJECTS:**

SOUNDWAVE STUDIO BRANDGUIDE

**DESIGN**

OUTCOMES

Hein Dijstelbloem

LCARS like buttons

If the screen size changes, the parts on the left and right side should stay on the left and right

The middle part should stretch out to fill the gaps. Links should remain aligned to the left.



[HOME](#)   [PORTFOLIO](#)   [OUTCOMES](#)

## ABOUT ME

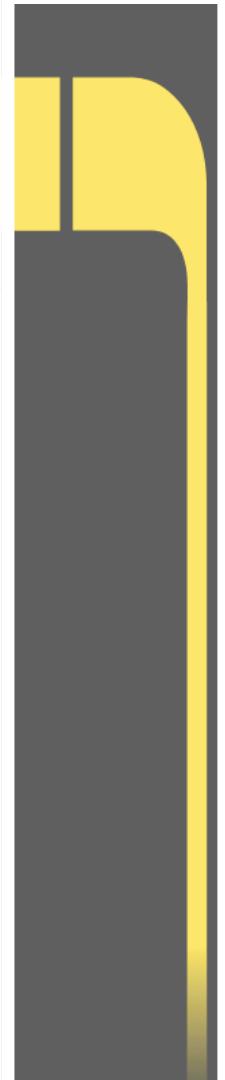
Hey, I'm Hein Dijstelbloem and welcome to my website!

I am a web developer with a passion for creating user-friendly and visually appealing websites and web applications. I have experience working with HTML, CSS, JavaScript, and other web technologies. I am always looking for new opportunities to learn and grow as a developer. Feel free to explore my portfolio and get in touch if you have any questions or would like to work together.

**Lore ipsum dolor sit amet consectetur adipisicing elit**

**Lore ipsum dolor sit amet consectetur adipisicing elit. Odit voluptate, laudantium culpa atque repellat optio possimus**

The middle part should stretch out to fill the gaps. Links should remain aligned to the left.



# ATRAMENT WEB

NOT EXACTLY LIKE LCARS,  
BUT A NICE MODERN REPLACEMENT.

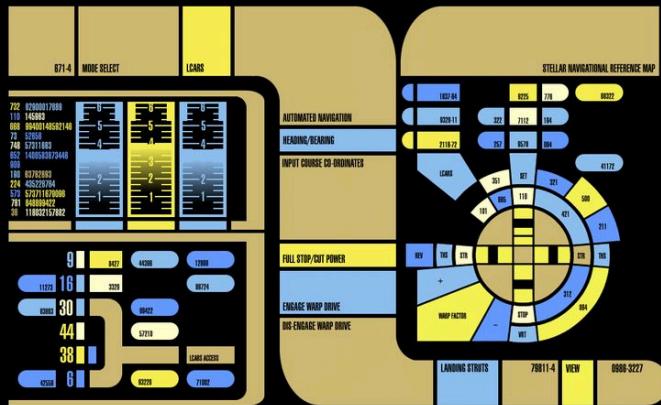
LABELS

LABELS

LABELS

LABELS

LCARS design has colours that range from a small colour palette like below, to a larger more colourful palette like on the right.



My design is a middle ground. There's a focus on bright yellow as the main look, but the accents have colours based on the more colourful LCARS-systems.

# GLOW

TheLCARS.com  
02-262000

101 7109 1966 36 880 11.03 1954 03 6.08 241 309 7.08 1935 12.20 53 1961 2.16  
102 8102 1987 844 0051 1988 704 10.31 1984 1954 784 1940 9.9 1972 815 4.12 2023  
103 7114 1993 0222 4.4 1989 2450 91 56 21 716 801 417 602 5618 238 1443  
104 6104 1995 3.22 1931 0.0 0000 1701 1984 218 908 10 85 1888 27 2879 213  
105 08 2001 713 879 1977 1V 426 105 10 1642 1979 402 795 361 0852 984  
106 31 2017 429 65 871 24 541 658 M 113 12.6 27 05 85 12.25 7884  
107 5 2022 784 3304 42 733 1224 5001 23 1015 84 36 029 24 318 12.24  
108 23 174 91 947 28 527 04 0469 2200 88 1985 540 3121 308 9571 404

LCARS / HOME • 58101.16

HOME NEWS  
MENU COMMS

03-111968

04-041969

05-17010

## LCARS WEBSITE HTML TEMPLATE

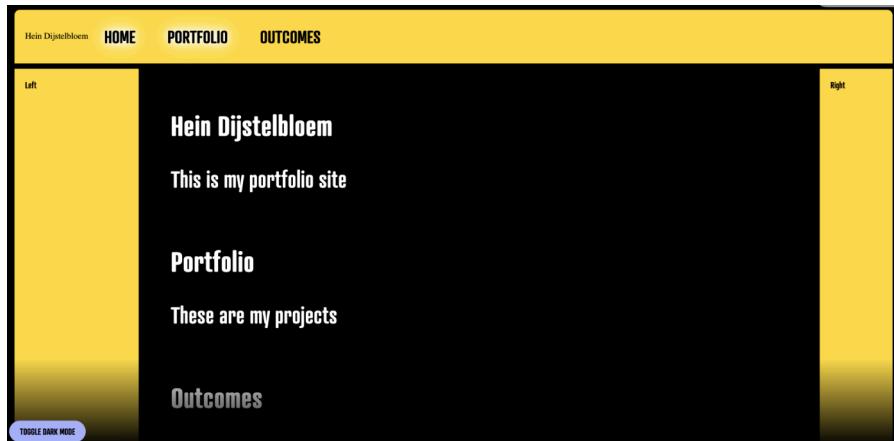
The LCARS Inspired Website Template is strictly HTML and CSS without graphics. This makes it lightweight and fast. The design is responsive, which means that it will adapt its layout to fit the varying screen sizes of most devices. Anyone familiar with HTML and CSS can use this template. All you need is your favorite text editor and web hosting.

### WHAT IS 'LCARS'?

LCARS (pronounced elkarz) is an acronym for Library Computer Access/Retrieval System. LCARS was the fictional computer operating system on many Star Trek series beginning with The

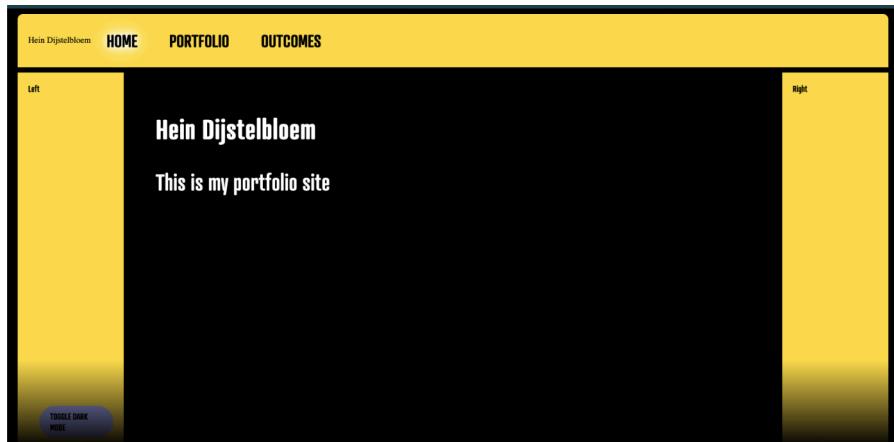
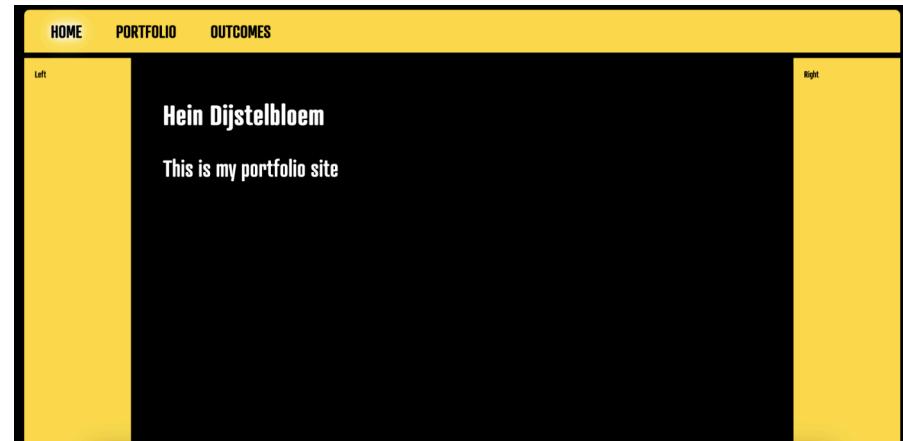


I've also been experimenting with making the website responsive. This means a complete rethinking of the layout and design. The way it works currently isn't responsive at all and only works correctly on certain screen sizes.



There's also a focus on usability first.

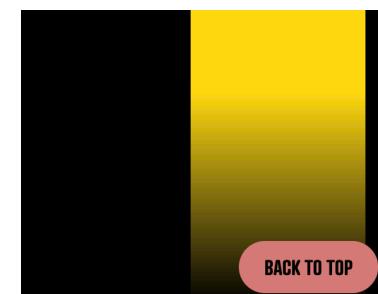
But it can still use the same design.



Maybe making language selectable is a good idea and a nice challenge.



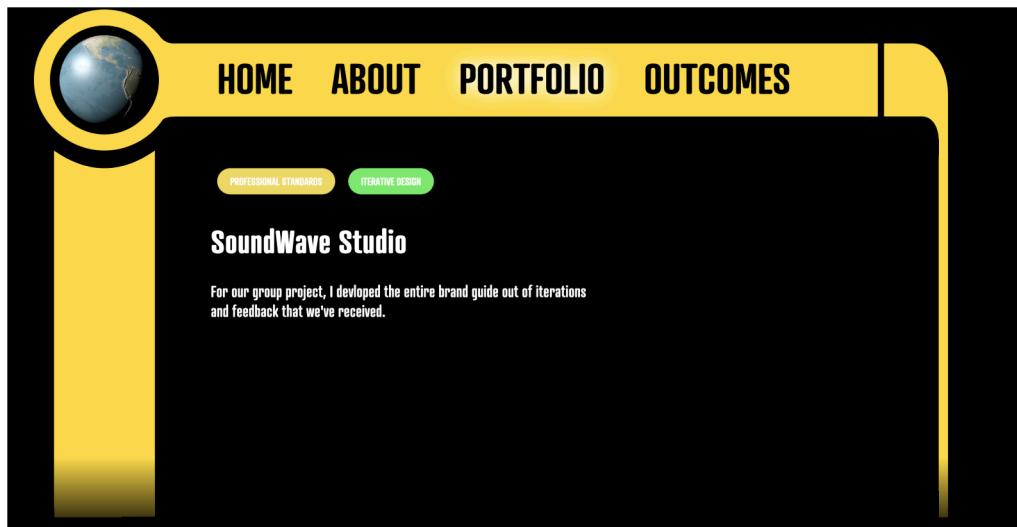
Making it responsive.



Small usability features like this

# projects visualised

To visualise projects and learning outcomes easily, I've been working on a system of tags and loaders.



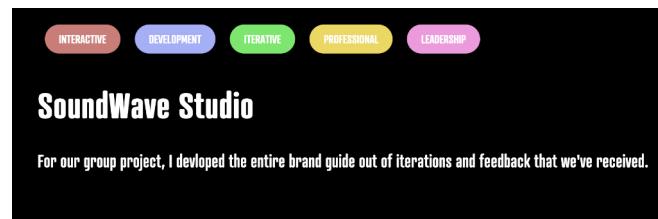
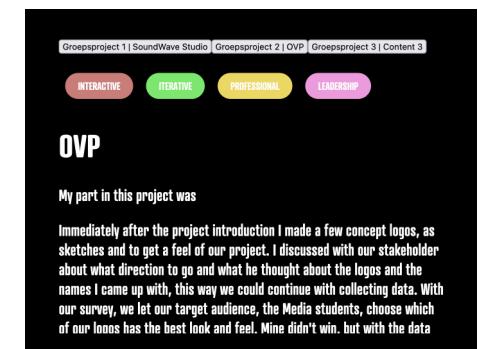
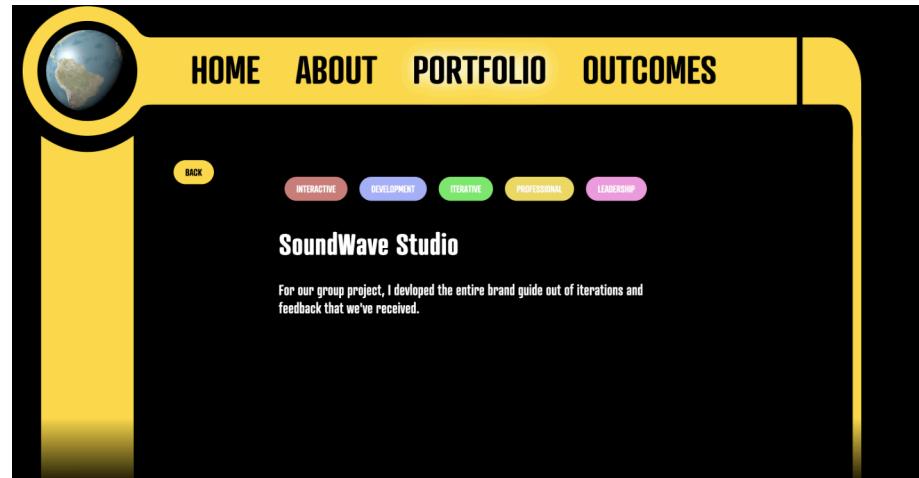
At first, I had the idea to use JSON files to load in a common structure that could be interpreted by Javascript to be turned into a webpage. For example, using an image count tag, the script could know how many images

to load in. This way I could make a folder structure that could be filled up with content, be automatically loaded into the page and even be displayed correctly. All without touching the code directly!

```
{  
  "name": "",  
  "imageCount": 3,  
  "content": {  
    "title": "Test",  
    "text": "Testing"  
  },  
  "footer": "Footer"  
}
```

While a cool idea, for the purposes of this portfolio it overcomplicates my workflow. A rudimentary CSS tag system seem to be a better fit for my site.

```
/* interactive media products */  
.outcomesbutton.inte {  
  background-color: #D77C79;  
}  
  
/* development and version control */  
.outcomesbutton.vers {  
  background-color: #AAADFF;  
}  
  
/* iterative design */  
.outcomesbutton.iter {  
  background-color: #50eff5a;  
}  
  
/* professional standard */  
.outcomesbutton.prof {  
  background-color: #f0d84b;  
}  
  
/* personal leadership */  
.outcomesbutton.lead {  
  background-color: #fa99e1;  
}
```



# projects put in place

INTERACTIVE DEVELOPMENT PROFESSIONAL STANDARDS ITERATIVE DESIGN LEADERSHIP

**Soundwave Studio**  
Group project 1

*Feedback:* On the very first day of the project, I've made some sketches to get a general feeling for the project and showed it to our client, Josh. With the feedback received I continued to refine the name and design. As a group we asked feedback on our created logos later in the project and I took the.

*Time management:* During the project I worked on my tasks with enough time to spare to receive feedback. It's important for me to finish aspects of the project before the deadline so that I can have a 'buffer zone' and make changes if a problem arises. This was the case with the final brand guide for Soundwave Studio as well.

*Presentation skills:* I presented the final brand guide to the client and received feedback on the project. I was able to explain the choices made in the design and the reasoning behind it. I also showed the client the logo in different contexts to show the versatility of the design.

**Fontys OVP**  
Group project 2

*Feedback:* On the very first day of the project, I've made some sketches to get a general feeling for the project and showed it to our client, Josh. With the feedback received I continued to refine the name and design. As a group we asked feedback on our created logos later in the project and I took the.

*Time management:* During the project I worked on my tasks with enough time to spare to receive feedback. It's important for me to finish aspects of the project before the deadline so that I can have a 'buffer zone' and make changes if a problem arises. This was the case with the final brand guide for Soundwave Studio as well.

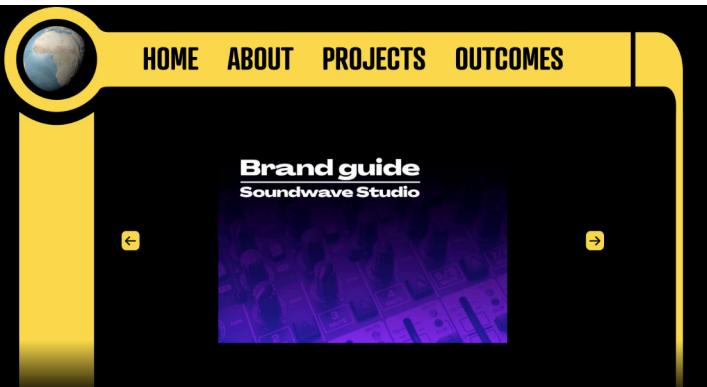
This is the system and look I've decided on.

Pressing on one of the learning outcomes buttons loads in a JSON file for the matching outcome. Using a markdown parser in Javascript allows me to better place the text without needing to get into the website code.

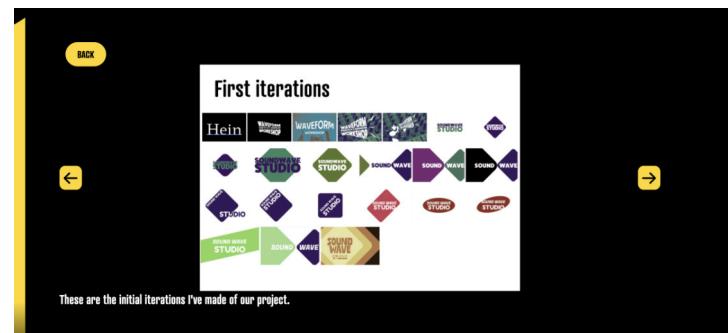
```

    "title": "Professional",
    "bordercolor": "#f0d84b",
    "imagefile": "",
    "description": "",
    "pagecontent": "Project 1",
    "projects": [
      {
        "title": "Soundwave Studio",
        "imagefile": "images/project1.jpg",
        "description": "Project 1",
        "projectcontent": "***Personal, leadership***: Soundwave Studio:  

          \nFeedback: On the very first day of the project, I've made some sketches to get a general feeling for the project and showed it to our client, Josh. With the feedback received I continued to refine the name and design. As a group we asked feedback on our created logos later in the project and I took the. \nTime management: During the project I worked on my tasks with enough time to spare to receive feedback. It's important for me to finish aspects of the project before the deadline so that I can have a [buffer zone] and make changes if a problem arises. This was the case with the final brand guide for Soundwave Studio as well.\nPresentation skills: I presented the final brand guide to the client and received feedback on the project. I was able to explain the choices made in the design and the reasoning behind it. I also showed the client the logo in different contexts to show the versatility of the design."
      },
      {
        "title": "Fontys OVP",
        "imagefile": "images/project2.jpg",
        "description": "Project 2",
        "projectcontent": "This is the content of the project"
      },
      {
        "title": "Project 3",
        "imagefile": "images/project3.jpg",
        "description": "This is a project",
        "projectcontent": "This is the content of the project"
      }
    ]
  
```



For certain links that the user pressed on, there is a custom built photoviewer that goes along an array using the arrows. In the case of a brandguide like this, it minimises bloat by not having to load in PDFs.



With text information as well.







