

Work Report

GROUP MEMBERS

Evelina Ellis, Xinyuan Chen(Alicia)

THE PROCESS

The project was done within almost 8 weeks, we split up the task into weekly milestones from the first week, and we also managed to adjust to the circumstances of the global pandemic, so that we could try our best to make sure our overall productivity would not be affected by it.

To keep track of the work, we used Toggl to record the working time per week and used the Pomodoro technique to break down work into intervals, traditionally 25 minutes in length. As for group communication, Google Drive was used to share documents and Discord was used for online meetings.

In general, our group collaborated and communicated well in terms of following the agenda and making individual progress. During the meeting, we discussed the progress we made, and the next steps we were going to take. Here we have collected a short timeline about our workflow and meetings to give an idea of how we developed the project.

THE IDEA

After deciding on data visualization as our main focus of the project, and inspired by the example given to us of artists' lyrics represented visually, we thought of the possibility of organizing graphic design history in a similar fashion. Looking into data visualization techniques we found that D3.js was our best option. Initially, we had planned on creating a timeline of moments in history, however, this did not work with the appearance we were going for. Instead, we clustered data together and made it possible to separate design movements belonging to the Modernist era from the rest. To include more information about each movement, we added sections that appear as the viewer scrolls down.

THE MEETINGS AND WEEKLY LOGS

✧ Week one- meeting on April 6

Making preparations for final project

Alicia: reviewing lectures and watching tutorials to learn about libraries, 7h intoal

Evelina: learned about frameworks and libraries - 2h

✧ Week two-meeting on April 19

Brainstorming about the potential topics of the project and decided to do data visualization. Then we split up the task.

Alicia: reviewing lectures and watching tutorials of d3 bubble effect,

8h in total

Evelina: started researching and writing texts, more writing and learning about JavaScript frameworks and libraries - 8h

✧ Week three-meeting on April 26

After deciding the topic we were going to focus on, we did a mock-up to show the general look of our web page. We also talked about the framework and libraries that are available for us.

Alicia: creating mock-up with illustrator in 2h, 8h learning the basis about framework and libraries, 10h in total

Evelina: researched D3.js as well as Node.js and started documents - 9h

✧ Week four- meeting on May 1

After watching some tutorials, we chose Node.js to create our own server, and D3.js was applied as a library. The content of the webpage was planned to do simultaneously.

Alicia: learning how to set up local server and creating server, doing bubbles effect, 13h in total

Evelina: set up layout of web page, added popup functions - 15h

✧ Week five- meeting on May 6

The bubble visualization was moving to the second stage, and basic appearance was done. Considering the art and aesthetic, we generated four ideas to do the page animation, finally we decided to do page animation with progressive bar after discussion.

Alicia: working on the interaction part of bubbles effect, drawing sketches of ideas, 15h in total

Evelina: solved functionality of popups, started with page transitions using fullpage.js, as well as tweenmax and timelinemax - 16h

✧ Week six-meeting on May 16

The draft of the webpage was almost done, as well as the bubbles interactions and page transitions, and the tooltips were planned to fix either on the bubbles or the navigation.

Alicia: learning how to use d3 tooltips, fixing the tooltips, 10h in total

Evelina: experimented with page transition display, solved navigation bar issues, combined our code versions - 10h

✧ Week seven-meeting on May 21

Considering the copyright issue, we replaced the original images with

pictures that were found on Wikiart in order to make sure the resource of images are from the public domain. Some small adjustments were done including the background color used for mainpage and tooltips, as well as speed of animation. The appearance of transition pages was also changed.

Alicia: working on report and Looking for images from public domain, 9h in total

Evelina: changed appearance of the transition pages, finished researching and writing about each movement - 13h

✧ Week eight - May 26

Structuring the comments of code, doing rehearsal. Submission and Presentation are planned on 28 May at 14:00

Alicia: doing final check on local server and fixing the image, writing work report, 9h in total

Evelina: sorted out images and added caption text, worked on the report, commented and looked through code - 8h

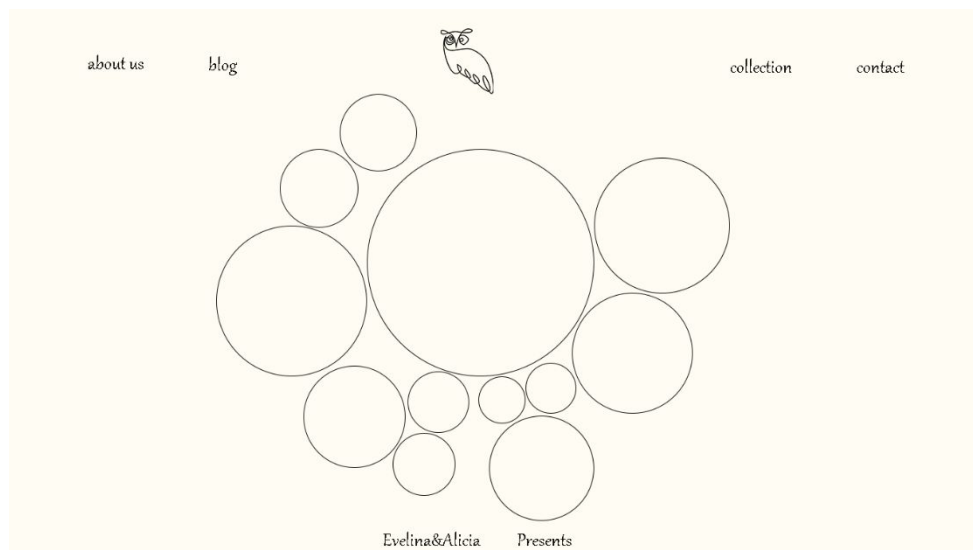
APPENDIX:

LOCAL SERVER:

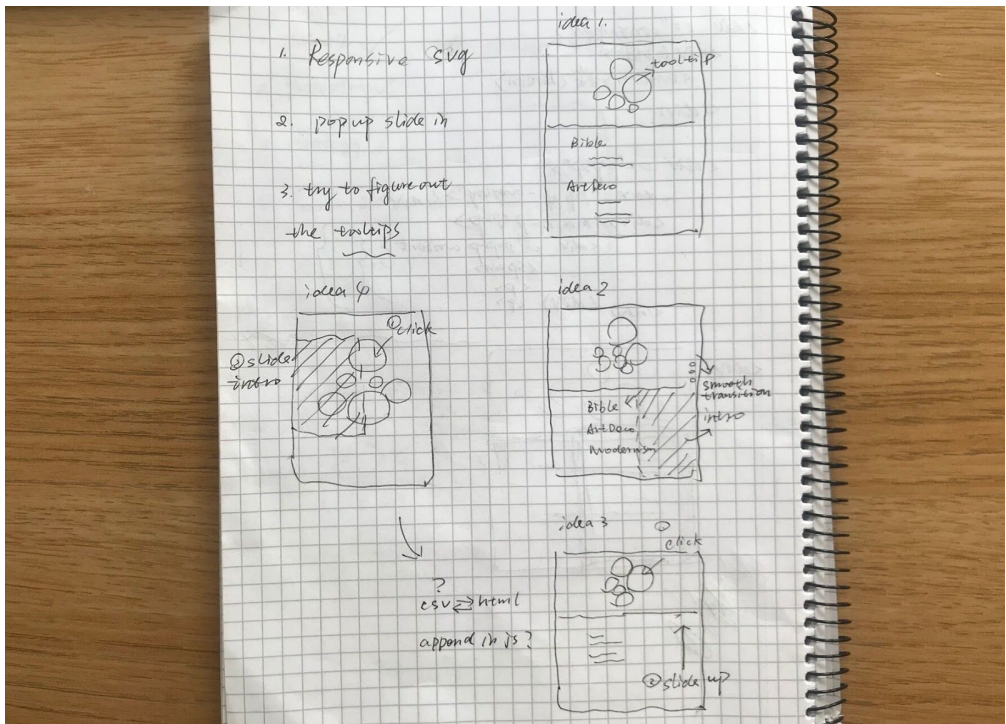
<http://10.0.1.2:8080>

<http://127.0.0.1:8080>

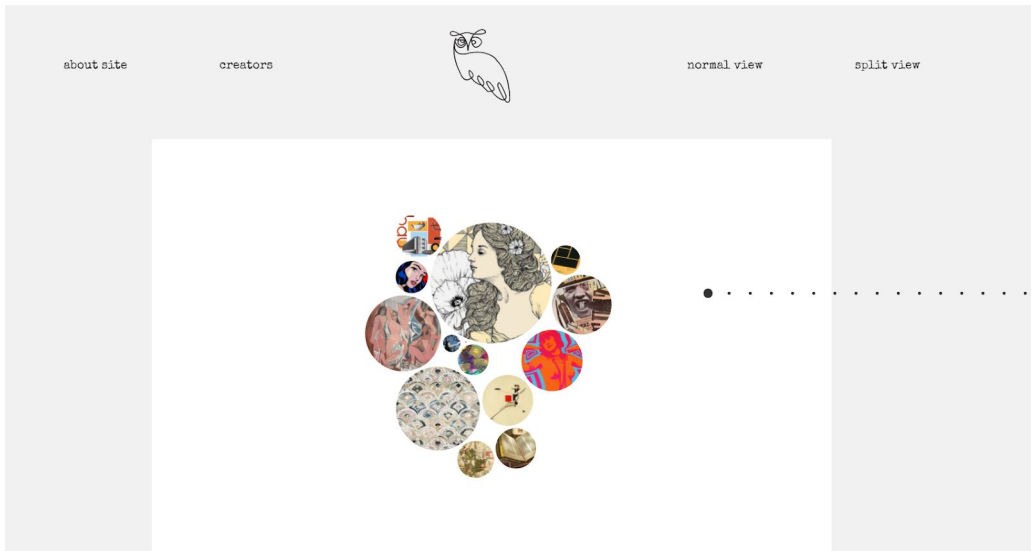
MOCK UP:



SKETCHES:



FIRST DRAFT:



Cubism 1907 - 1914

Pablo Picasso and Georges Braque are two of the artists most known for establishing the Cubist art style. Coined after a comment on one of Braques works as composed of cubes, Cubism features scenes and figures abstracted into shapes. This rejection of traditional perspective for a more fragmented depiction of reality influenced other areas of art and can be identified in design today.



SECOND DRAFT:

[about site](#)

[creators](#)



[normal view](#)

[split view](#)



graphic design history visualized


Cubism 1907 - 1914

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FINAL VERSION:





Les Femmes d'Alger, Pablo Picasso, 1907

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