

# Artifact 1

## HTML

My first page is going to be about my journey of learning more about html, css, and website learning.

I used [mdn web docs](#) to learn more about it. Another great website to use is [w3schools](#).

What I've learned:

**Html** has elements and the **anatomy** of an html are:

`<p class= "greeting">Hello <b>World!</b></p>`

**Tags** - used for creating elements. They look like this: `<>` for example, `<p>` is used for Paragraphs. In a `<p>` tag, content is written inside: `<p>Hello World!</p>` At the end of a tag, there MUST be a `</>` which means the end of the element.

**Attributes** - extra information. An example is the class attribute: `<p class="Flower"><Flowers smell so nice!></p>` This means this specific paragraph is about flowers. Attributes always have an = and then "" because it's the name of the class.

**Nesting Elements** - sometimes we can put elements into elements. For example, bolding a specific word in the paragraph: `<p>I <strong>love</strong> apples and oranges!</p>` This will look like: I **love** apples and oranges. For `<strong>` it can also look like `<b>`

**Void Elements** - some elements have no context. For example, `<img>` This means Image: `` src means "source" or where the image is being pulled/found from. Just make sure there is an image file inside the file your index and css is, just for your computer to more easily find it.

These are all the basics to html. But god there's so much more information that even now, I get overwhelmed and confused.

`<h1>` is Header 1, can be `<h2>` and so on and they get smaller in size

`<ul>` are Unordered Lists. Doesn't matter the order

`<ol>` are Order Lists. Order does matter like instructions

`<li>` is List Item.

Example:

`<ol>`

```
<li>Boil water</li>
<li>Place noodles in water</li>
<li>Cook till al dente</li>
</ol>
```

<a> is a link anchor: <a href="<https://www.youtube.com/watch?v=dQw4w9WgXcQ>"> (Name)  
</a>

## CSS

CSS (Cascading Style Sheets) is how to take html and make it more ✧*MAGICAL*✧

- Notes: It's kinda hard to explain css but this section are parts that I need to remember/know.

Selecting **multiple** elements - example:

```
p,
li,
h1 {
    color: red;
}
```

ID selector - use #, for example: #my-id. This selects <p id="my-id"> OR <a id="my-id">

Class selector - use . (THIS IS A PERIOD), for example: .my-class. This selects <p class="my-class"> OR <a class="my-class">

- Notes: For the life of me, I didn't understand these two above thank god I know now

Attribute selector - use img[src]. This selects  but not <img>

- Notes: I think this is because it doesn't have "src"???

Pseudo-class selector - use a:hover. This selects <a> and works only when the mouse pointer is HOVERING over the thing it's being told to hover.

Fonts - use font-family:(font name);. Make sure to look up html safe fonts because either the program won't take it or it won't like it :/

Font size - use font-size:(side in px);. Html is the parent element.

Multiple selector can also work:

```
h1 {
```

```

        font-size: 60px;
        Text-align: center;
    }
p,
li {
    font-size: 16px;
    line-height: 2;
    letter-spacing: 1px;
}

```

- Note: you don't HAVE to add a space after the : but sometimes you can.

Padding - the space around the content

- I usually like using 10px
- When using 0px 10px 10px 10px = means Top, right, bottom, and then left side

Border - a solid line outside the padding

- Can be dashed by using: border: 5px solid black dashed;

Background - background-color OR background can change the screen's background color

Color - changes the color of the TEXT

Text shadow - use text-shadow can give a drop shadow on the text inside an element

Margin - another space OUTSIDE padding, around the element's border

- Notes: when you have two values like margin and padding, the **first value** affects the **top and bottom**, and the *second* affects the *right and left sides*.

Center Image - to center an image:

```

img {
    display: block;
    margin: 0 auto;
    max-width: 100%;
}

```

- Notes: for margin to work, must use display: block; to give is a block-level behavior.
- max-width: 100% is to make sure the image is larger than the width set on the body's 600px

The website also explains how to use **JavaScript!**

## Artifact 2

Artifact two is more about my research on enjoyment and happiness. I was going to write about another coding tutorial, but I've been feeling like I'm stuck in a rut. Lately I've been falling out of love with art, whether it's sketching, coming up with ideas for classes, and not being able to rest without having a sudden anxiety attack, constantly worried about school work. I read an article by Selasa called "Falling Out of Love with Your Passion" about why I've been feeling this way to get an idea of how to get out or even have a *chance* of moving forward.

She starts by explaining that hobbies are meant to be something enjoyable and to some, a way of relaxing or a distraction. For me, my hobby became my life. Drawing had been in my life and sometimes, I go through artist block, a form of writer's block/when a person's creativity feels like it's on hold and they can't think of anything to create often caused by stress, burnout or lack of inspiration, but it's never felt this bad to the point where I broke down. Tiny Buddha said, "Something that once filled me with excitement and passion had become a burden." I feel that way sometimes. I never thought that I would be in college studying art and eventually make my hobby into a career, and the fact that so much is going on in the world and in my brain causes me to feel that maybe it should have stayed as a hobby. But then Selasa says, "Though, a lack of motivation isn't always a signal for a lost dream." That's then I **felt** something. She continues by saying maybe you won't feel the excitement for the thing you once loved for a few days, weeks or even months, and during this time, you'll feel frustrated with yourself and maybe even guilt for feeling out of love for your passion, but it's okay to feel that way. The important thing is to understand the cause. Some feel like it's due to the fear of failing, having difficulties with their passion, or it's linked to something sad. **Anhedonia**; the loss of interest in activities. These activities include hobbies, passions, food, work, friends, etc. And there are two types of anhedonia; first is social, where you don't want to socialize and spend time with others, and the second is physical, where you don't enjoy physical sensations like hugs. She explains that anhedonia is a symptom of major depressive disorder, but you have to have depression, it can show up in anyone.

Selasa then goes onto saying scientific stuff about how anhedonia may be caused by the way the brain produces and responds to dopamine, the happy/feel good chemical. Treatments are still being worked on, but there are simpler ways of reconnecting with your passion. I'll be real, her writing is a bit inconsistent because she'll be talking about why you're probably feeling this way, then science, then back to the 'why' factors, and then suggesting you try a new hobby without any transitions. What I can take away from this is, don't feel bad about losing interest, don't beat yourself up about it, try a new hobby, and self care.

## Artifact 3

My last artifact was on an article I read about artist block by Emily Wassell called “What is art block and how to fix it” says in the writer’s experience, “Everyone has their theories about this. I’m sure that all of the causes of art block are extremely personal and may be connected to issues like mental health.” This line intrigued me because everyone’s reasons are different, but at the same time I wondered if some things may be similar.

Wassell is a watercolor artist and her tips are mainly to help beginner watercolor artists, but she said they are also to help anyone with artist block. She said her issue with artist block was due to her fear of failing and noted that sometimes, it may be psychological. Her way of getting out of it was to start creating something simple and to limit what she's drawing like circles or squares, this helps her get used to the feeling and flow for about 10 minutes. She pointed out that even though it wasn’t much, she still wanted to do something with her hobby. Another way was to create with others because with others, it can potentially help get new ideas and inspiration, “Sometimes, other people’s creativity can spark your own.” I definitely think this tip helps, I don’t often call on my friends to sit with me in person or on call to draw with me, but when we get together we create so many silly doodles. Her other tip was, “Make a big old mess!” The point IS to make a mess, not a piece of art, I would suggest creating something out of shapes or splatters and take your anger or sadness out. Her next tip was to experiment with a new technique, even if you do bad or you don’t like it, you’re still being creative and testing out a skill and seeing if you’ll keep using it. The last tip was discipline; sometimes all it takes is for you to sit down at your desk and force yourself to create something. For five minutes, it’ll feel terrible and you’ll have a hard time but eventually, you’ll start creating something. “Setting achievable goals can help provide motivation and structure.” Though I agree that sometimes it just takes for you to strap yourself in your chair, this would definitely not work for me. I’m picky about my environment and the noises I hear around me; if I have my laptop near me, I *will* just spend time trying to find a video or music to listen to, but then get lost in scrolling. Or I’ll

Her final words was that the best way to get out of an artist block is to be kind to yourself and yet be firm. Try to create something everyday, less than 10 minutes.

I’ve been through my fair share of artist blocks. I’m not a watercolor artist, I mostly do traditional (pencil/pen and paper) and sometimes I’ll draw on my ipad. Usually, I’ll take a break from drawing by playing video games, watching YouTube or anime, or just relax. Personally, getting out of artist block is super difficult because one moment I’ll have the energy to create something, but once I start sketching, I’ll start to lose that energy and hate what I’ve drawn, even if it's just the base. The only way I’ve seen myself get out of blocks is coming up with a new oc (original character), to which then I’ll mainly focus on that character and eventually start drawing my other ocs. But sometimes when I’m burnt out, my head feels foggy, and that reflects in my work. I’ll start to decrease in creativity, or my work won’t look as nice/detailed.

My takeaway is even though I'm feeling disconnected with my hobby and the thing I love, that doesn't mean I have to neglect it. I can make small doodles or just sit down for 10 minutes and create anything that will fill up the page.

Sources:

## **Your first website - Learn web development: MDN**

MozDevNet

[https://developer.mozilla.org/en-US/docs/Learn\\_web\\_development/Getting\\_started/Your\\_first\\_website](https://developer.mozilla.org/en-US/docs/Learn_web_development/Getting_started/Your_first_website)

## **Falling Out of Love with Your Passion**

Media

<https://www.cxomedia.id/general-knowledge/20220405114303-55-174426/falling-out-of-love-with-your-passion>

## **What is Art Block & How to solve it (for good!)**

Wassell

<https://www.emilywassell.co.uk/watercolour-for-beginners/watercolour-basics/what-is-art-block-how-to-fix-it/#:~:text=Art%20block%20is%20like%20a,like%20they%20have%20no%20inspiration.>