# Part 1

This website aims at introducing Chinese ancient architecture to English speakers. The ancient Chinese architectures looks very different from the European ancient architectures and most English speakers are not familiar with it. Yet they have unique beauty that worth to be revealed to wider audiences.

The website starts with showing the beauty of Chinese ancient architectures and some general introductions to catch people’s attentions. And then the website introduces the evolution of Chinese architecture, what have changed and what remained the same in the river of time. Finally, the website goes into the most appealing detail of it, the Chinese order. It introduces how the Chinese “TouKong” acts a similar role as the “orders” in Greek and Roman architectures, what constructional role it acts in the force structure, and shows the complex yet each related component of it to better reveal its beauty.

The website is engaging firstly because it used parallax scrolling effect to move elements in different speed when scrolling. So there will be subtle changes at any moment you scroll it. Those effects that even cannot be realized when not paying attention intentionally will make the website scrolling looks smooth, dynamic and comfortable.

The target audiences are English speakers who are interested in ancient Chinese architectures.

# Part 2

* When scrolling on the first page (with blue sky background image).

🡪 The background image will scroll up a little bit faster than the scrolling speed (very subtle effect).

🡪 The title and its background color will fade out.

* When scrolling on the first page and the second page (with a background image of a tower)

🡪 A transition bar will gradually get wider.

🡪 The transition bar will change its background color from dark red (same as the sky color in the first background image) to black.

🡪 The blank at the right of the transition bar will gradually change its color from blue (same as the sky color in the first background image) to grey (same as the brick color in the second background image).

🡪 The text of the transition will fade in and fade back out.

🡪 The second background image will remain fixed when other layers on top of it scroll up.

* When scrolling on the first half of the second page (with a background image of a tower)

🡪 The background page will move left a little bit.

🡪 The title and the description text will fade in quickly.

* When scrolling on the second half of the second

🡪 The title and the description text will fade out.

🡪 The third page will scroll up and will cover the second page’s background image.

* When mouse enters the section of the third page (Architecture Evolution)

🡪 The title text will disappear and then appear with an animation.

* When mouse enters the left card on the page (the left image and the left texts).

🡪 The left image will zoom in.

🡪 The timeline indicator will move to left to the “Song Dynasty” with an easing effect.

* When mouse enters the right card on the page (the right image and the right texts).

🡪 The right image will zoom in.

🡪 The timeline indicator will move to right to the “Qing Dynasty” with an easing effect.

* When mouse enters the section of the fourth page (Architecture Evolution)

🡪 The title text will disappear and then appear with an animation.

# Part 3

1. Skrollr.js
2. Since my information tool have a linear structure without branches of information, I consider the scrolling is the best interaction type for it saves users effort of click around for new information. Also, I want to have parallax scrolling effect to make the scrolling more dynamic and fluent.
3. I downloaded the skrollr.js on its github page. And then I included the skrollr.js file at the bottom of my html document before the </body> tag and call skrollr.init() to initiate it.
4. I made the first two slides of title and descriptions and their background image respond to scrolling to create some parallax scrolling effects, which make information display more fluent and and made the background image looks subtly dynamic.

# Part 4

I changed the content of my information tool from Roman timber truss to ancient Chinese architectures. The main reason is that I cannot find HD big images about Roman trusses for the background (I found the image quality in hw7 was not good enough to fit HD monitors). The information structure does not change much, they are all starting from general descriptions and then going into details. However, I changed the layout and interactions from component part descriptions to evolution comparing because the restrains from the HD images I can find.

# Part 5

I found it’s hard to get Skrollr.js functions support responsive design well. Partly because the anchor position for triggering animation is strongly based on position fixed images and pixel units but my design relies much on position:relative images, background: cover images, also vw and vh units. I searched for these, but the answer is more confusing. Some say it will not work and others say I can use some other (everyone says different) libraries to fix it. I spent long time to fix some most of those conflicts.