Personal Portfolio

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Part 1

For my website, I created a personal portfolio meant to showcase my talents, work, and myself as a whole. At the forefront is my name, with changing attributes underneath that describe me, and an interactive forest scene. Scrolling reveals a brief "about me" section and a "my work" section which contains three projects I've worked on this semester. Clicking these will take the user to a new page with more information. A footer at the bottom of my page gives users a way to contact me. I didn't only want to showcase my work, however, I also wanted to convey myself through my website. My use of vibrant green hues and plant iconography reflect my interest in nature and my desire to work for sustainable companies.

My goal was to make my website fun and engaging by creating an interactive forest scene. The forest slowly spins, obscuring faraway trees in mist. Users can click and drag to navigate around the scene. A variety of descriptive words flash above the forest, which are characteristics that represent me. The target audience is broad–from friends and colleagues to job recruiters and coworkers. I would show this to anyone who wanted to learn more about me and my work.

Part 2:

Test fullscreen on a desktop browser and with a Iphone SE (375 x 667) display Main Page:

- Click on the "about" text in the navigation bar to be sent to the "about me" page
- Click on the "work" text in the navigation bar to be sent further down the page to the "my work" section
- Click and drag on the 3D forest scene to manipulate it
- Click and hold on the forest scene to pause it
- Hover over the box in the "About Me" section to make it expand
- Click on the box in the "About Me" section to be sent to the "More about me" page
- Hover over any box in the "My Work" section to make it expand
- Click on the box titled "Sustainability Game" to be sent to the project page that describes my sustainability game
- Click on the box titled "Pittsburgh Children's Museum" to be sent to the project page that describes my museum mockup
- Click on the box titled "Steel City Grooves" to be sent to the project page that describes my concert website mockup
- Click on the mail icon under "Let's Connect" to send me an email
- Click on the Linkedin icon under "Let's Connect" to be sent to my Linkedin profile
- Click on the Dribble icon under "Let's Connect" to be sent to my Dribbble profile

About Page

• Click on the left arrow to be taken back to the main page

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Any Project Page

• Click on the left arrow to be taken back to the main page

Part 3

Name of tool
Three.is

Why you chose to use it?

I thought having a 3D interactive scene would be unique and make my portfolio engaging. I am also very interested in 3D art and knew that three.js is great for implementing 3D scenes on a website.

How you used it?

I used a GLTF loader to load many 3D objects (tree models) into my scene. I then arranged these tree models into a forest and added thematic elements like lighting and fog. Next, I added orbit controls, which lets users manipulate the scene. Finally, I animated and rendered the scene, allowing it to appear on my website.

What does it add to your website?

It makes my website fun and interactive. Users can simply watch my forest spin, or engage with it using their mouse. The 3D scene shows my knowledge of javascript while also representing my interest in nature.

Part 4

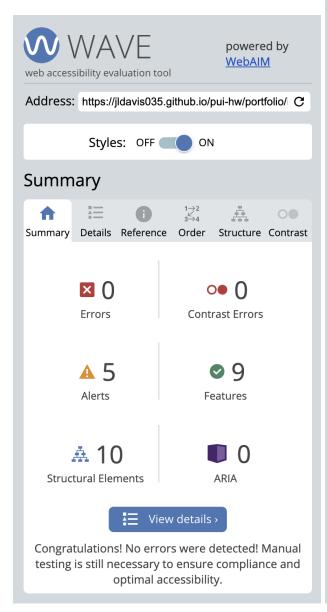
While my iterations were not extremely different from one another, I did implement key design changes based on user feedback. My original design concept had many layers of forests, but I felt it would be too busy or overwhelming to the user when implemented with 3D models. I decided to create a smaller 3D forest instead. I also made numerous changes based on user feedback on my prototypes. My content boxes now expand to signify clicking. My footer takes up less space and matches typical website footer conventions. Descriptive adjectives were added to the top of the page so users learn more about me. Finally, based on recent lab presentation feedback, I made the background colors more saturated to contrast with the white text and improve readability.

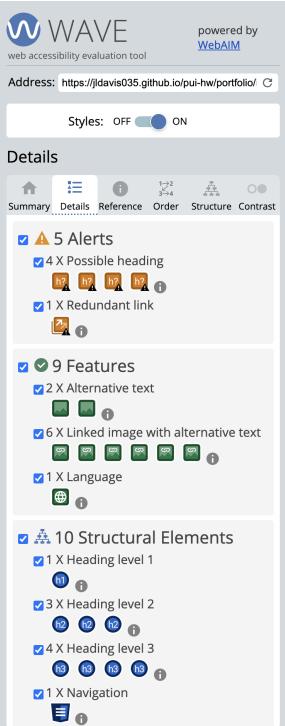
Part 5

My main challenge was getting .gltf files to display on my website. This file type was completely new to me, so I had to learn about the different requirements needed to load a .gltf file. In addition, scene lighting, FOV, camera perspective, and many other variables need to be properly set or else the object won't load or appear on your screen.

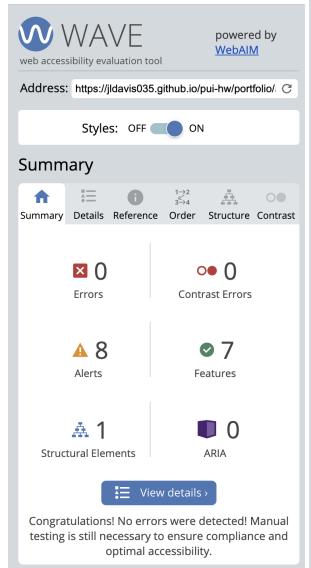
Appendix:

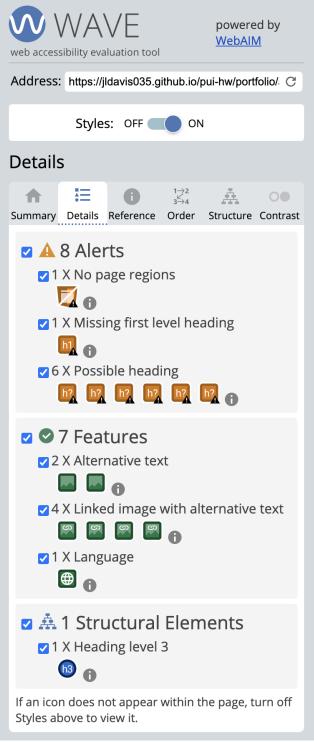
Main Page:



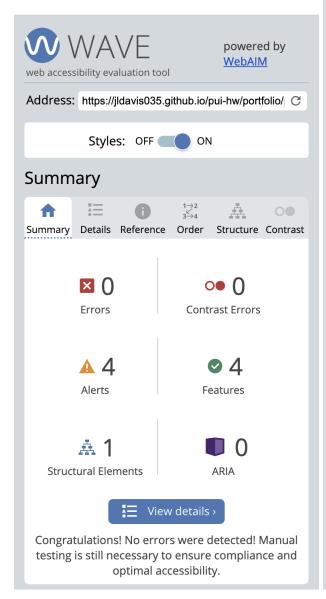


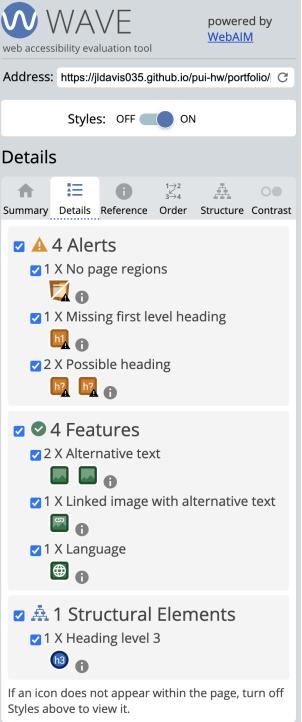
About Page:



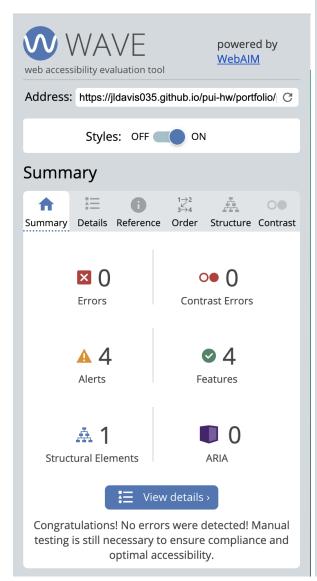


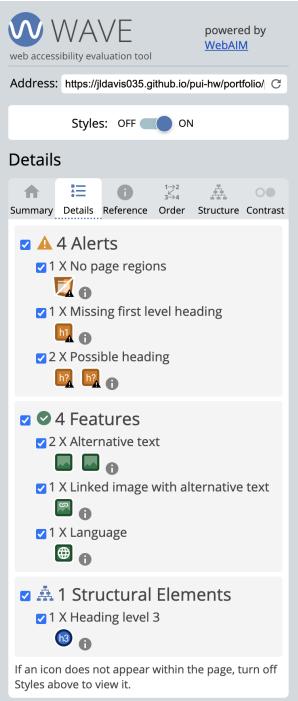
Sustainability Project Page:





Museum Project Page:





Steel City Grooves Project Page:

