Digital Technologies Website Report

This is a report which labels my understanding and demonstration of the current Digital

Technologies task. The task is to code a Website utilizing HTML, CSS and JavaScript suited to be used as a portfolio. I have chosen to design a personal portfolio to portray my skills and talents in different aspects of Games Design.

My initial research consisted of searching several examples of online games design portfolios and compiled them into a mood board. I understood that most of these mood boards have a simplified but eye appealing page which directs the viewers eye in the direction they wish. I created my own design in PowerPoint to also attempt to replicate this look whilst maintaining a professional design of the page.

I began creating the Index.html page and created a div, to place a header within, on the top right corner of the page. This header would remain consistent within all the webpages in my portfolio website. I created my initial git commit and push to my repository, I created three separate paragraphs going through my index page. The first consisted my name in a large font in the centre of the page; the second stated that this was my games design portfolio; and the third paragraph was a navigation to specific subpages for my portfolio. Creating these three paragraphs caused a strange problem which initially stumped me. There was an invisible border around the paragraph that would get larger the bigger the font became. This forced and push all my paragraphs to be a certain distance from each other and I was unable to close that distance. I contacted one of my lecturers to try to understand why that was happening. Peter Allen showed me that there was a margin to each paragraph that pushed any other paragraphs away from it, I was shown that I could use a negative margin size to shorten the distance. This was a very interesting discovery to me and has fixed the problem.

My next step was to create and link a stylesheet to store my CSS to my html sites. I used the stylesheet to move any styles in the html sites and convert them to classes or ID’s to use less space and optimise anything that would be repeated. I also added comments to all sections of my code to understand the purpose of each section and easily come back to alter it. This is when I completed my next major git commit.

I started creating my next html page, which was the Zbrush page. I copied over the header from my index page as it would remain consistent on all pages. I have decided to alter my header slightly by making the div behind the text more transparent which made the header look much more appealing. My next achievement was that I created a multitude of divs with a margin and ordered them horizontally on the Zbrush page underneath the title. Using Peter Allen’s model viewer videos as a reference, I had managed to import a model viewer into each of these divs and even get a GLTF model inside the viewer; the models would auto rotate slowly but could be controlled by the movement of the mouse as well. I had found a problem with the model viewer which to this day, I have been unable to find a solution for. The models would only be viewable if the website were on or hosted by a server, opening the website from the files would not reveal the models in the html unless they were local hosted through python.

At this point I have started working on improving the appeal of the websites, I decided to add in a background to my webpages. This was before I was shown how to do it, so I went to google and searched up how to add background images in HTML. I did come across a small complication which was that the background would cover only the resolution of the image itself, I managed to discover a quick fix which was to repeat the background and set the cover to 100% in CSS. My next step was to start utilizing some JavaScript in my Header by creating a function which would open a popup beneath the header; I added a picture of myself and a small introduction of myself. I also repeated the process for the contact section of my header, I added logos from different sites with the intent to hyperlink them to appropriate social media pages.

Once my homepage had enough content within it, I started working further on my Zbrush website. I had worked on creating a small popup which contains a title and a small paragraph with the intent of educating the viewer what is currently worked on and how my work is created. Using simple JavaScript functions; a popup would emerge on the site as the viewer would open the webpage on. I altered the popup’s z-index to a large number to make sure it takes priority over the rest of the site content. I created a div on the bottom right of the popup with the word “close” over it so that the viewer can close the popup once they read through the popup. Once the functionality of the popup has been completed, I had added a unique background to it. I finished by altering the opacity of the div to be slightly transparent so that the viewer could see some of the work behind the popup.