

< CODING



Life of a Starfish



Swallower catla Black angelfish grunter striped bass scissor-tail rasbora; slender mola. Snapper catalufa silver driftfish, kaluga lungfish boga greeneye, "french angelfish peamouth halfbeak batfish Australian prawnfish mouthbrooder." Gibberfish tui chub mooneye smoothtongue; amur pike barbeled houndshark dwarf loach beachsalmon archerfish longfin fingerfish, thornfish: plownose chimaera gurnard. Dragon goby long-finned char bluntnose knifefish aruanas eelout elasmobranch snipefish; rock bass sea devil trunkfish. Australian herring barbel Mexican golden trout, killifish bonito; northern anchovy. Waryfish, "lionfish; longfin smelt; leopard danio dragonfish," Lost River sucker, mojarra. Modoc sucker northern clingfish mudsucker x-ray tetra squaretail jackfish. Paradise fish cuchia Redhorse sucker ayu Ganges shark rocking flyingfish pearleye mahimahi yellow weaver: ghost pipefish ide armoured catfish halibut. Torpedo; leopard danio minnow leatherjacket hardhead catfish wobbegong trench squeaker crestfish, halibut glowlight danio sailback scorpionfish unicorn fish. Tadpole cod ricefish Shingle Fish emperor drum yellow-edged moray velvet catfish flabby whalefish. Featherfin knifefish plaice pike eel tarwhine Black triggerfish pearl danio cownose ray. Merluccid hake, platy peamouth humuhumunukunukuapua'a barred danio. Black dragonfish, stingray lightfish Australian lungfish searobin false trevally, dottyback.

Fact About Starfish

- Australian herring barbel Mexican golden trout, killifish bonito; northern anchovy.
- Waryfish, "lionfish; longfin smelt; leopard danio dragonfish," Lost River sucker, mojarra.
- Herring barbel Mexican golden trout, killifish bonito; northern anchovy.
- Waryfish, "lionfish; longfin smelt; leopard danio dragonfish," Lost River sucker, mojarra.

Contact to learn more

Lone Starfish Homepage - HTML and CSS code

My first coding assignment that I had to create from complete scratch, and honestly it taught me a lot for both CSS, HTML and how much there was to learn and specify for attributes, with raw code. The key thing for this one

utilising the placement of elements with grid and responsive image sizing where key elements in this project.

Welcome to Three Star Media

Connect with us ►

About Us

Three star media website - HTML and CSS Code

Following the end of my first term, I was tasked with coding a second mock-up from scratch. This time, I had knowledge on more properties such as flexbox, grids and media queries. The goal was to make the site look as identical to the mock up as possible within the set time frame. Truly utilising the placement of elements with grid and responsive image sizing where key elements in this project.

Poppin' Cakes

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Who we are

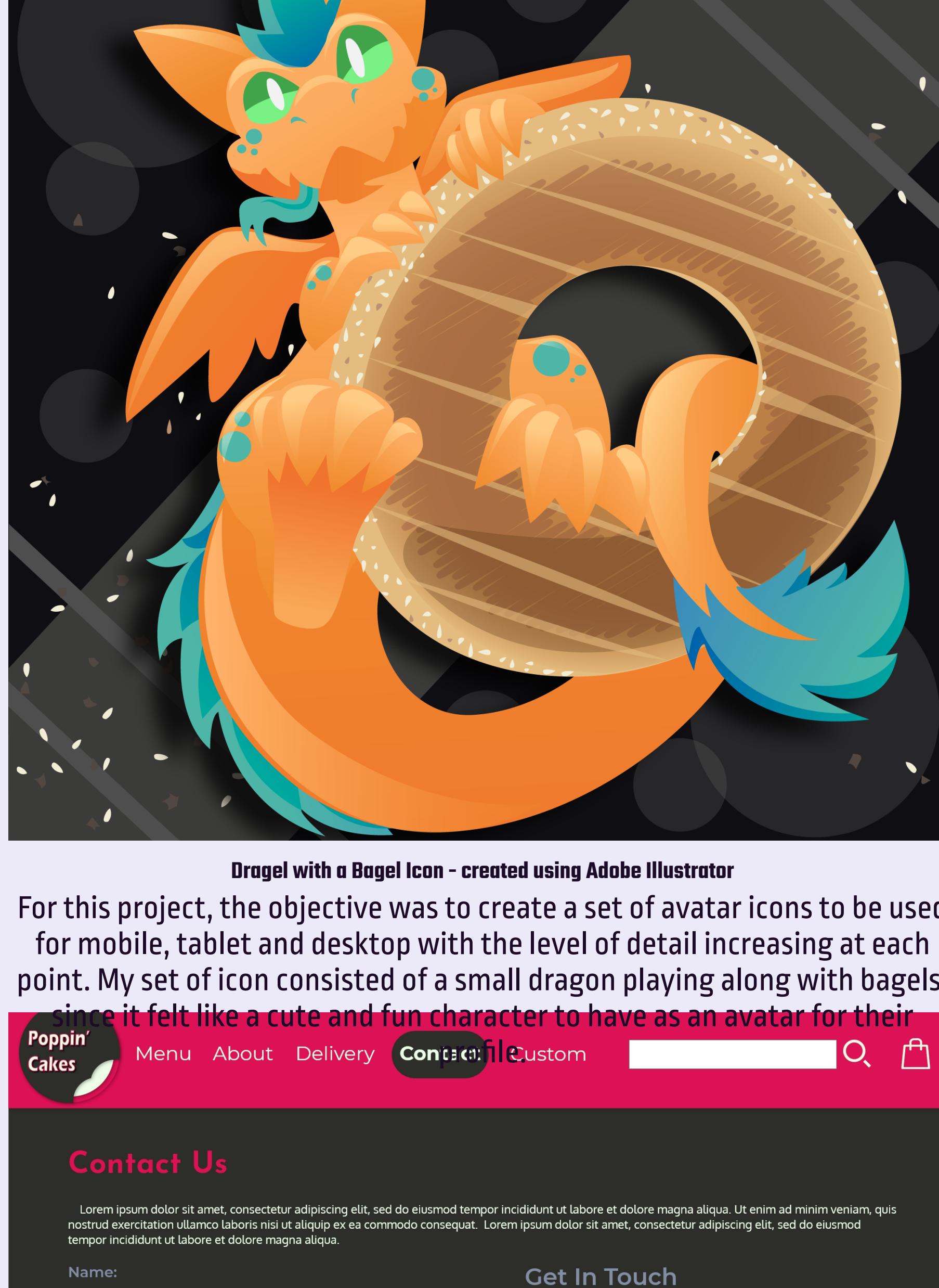
Three star media website - HTML and CSS Code

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ART IS AN EXPERIMENT. SO WHY NOT TRY SOMETHING NEW?

GET IN TOUCH

< GRAPHIC DESIGN



Dragel with a Bagel Icon - created using Adobe Illustrator

For this project, the objective was to create a set of avatar icons to be used for mobile, tablet and desktop with the level of detail increasing at each point. My set of icon consisted of a small dragon playing along with bagels, since it felt like a cute and fun character to have as an avatar for their



Contact Us

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Name:

Email:

Message:

Get In Touch

Phone: (XXX) XXX-XXXX

Email: xxxxxxxx@mail.lxx

Address: XYS street XX avenue



Submit

Response Times

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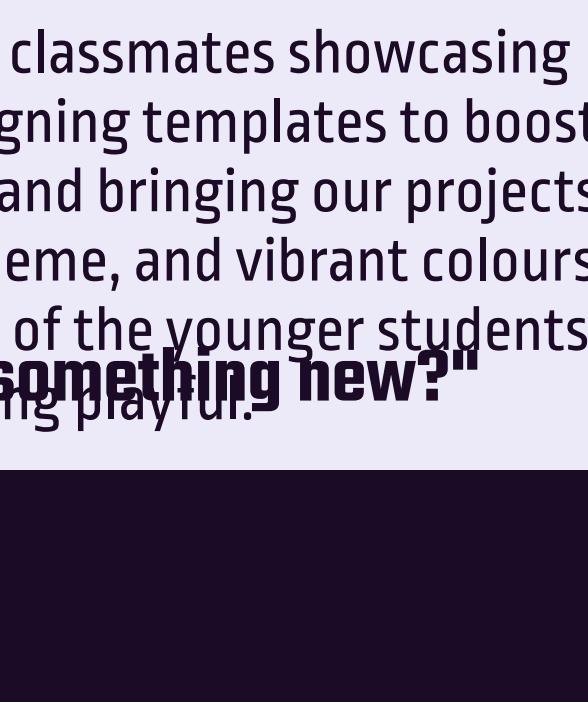


Poppin' Cakes - Contact Us Page - Created using Adobe XD and Adobe Illustrator

Poppin' Cakes was a brand created as a mock client to do branding and design. Through it, I wanted to make a design that tailored to the brand's personality (which was cake pops that had a flavor for each mood), and pushed to the colours to fill that mood of elegant and quality treats, but with a bit of playfulness in terms of font.

Meeting Agenda Students in the Arts - Spring 2022 Meeting Purpose:
March 07th 2022 9:00am-10:00am Discussion of Post-Secondary Studies in the arts, exploring Microsoft Teams virtual Meeting possible career outcomes, and insight on different art paths.

Time	Item	Description
2 minutes	Greetings and introductions	Hello, connecting to the meeting, intros
10 minutes	Olivia's exploring interior design	(will be specified w Olivia tomorrow)
5 minutes	Questions, comments and feedback	Answering questions and inquiries
10 minutes	Awsten's introduction to animation	(will be specified with Awsten tomorrow)
5 minutes	Questions, comments and feedback	Answering questions and inquiries
10 minutes	Lauren's different fields of Interactive Media Design	Exploring different aspects of code, UX graphic design + more
5 minutes	Questions, comments and feedback	Answering questions and inquiries
8 minutes	Conclusions, final questions and goodbyes!	Finish with students, Goodbyes



Media Arts- Students in The Arts Presentation - Created with Adobe XD

Through a collaboration with a few of my former classmates showcasing the different study fields, I took the lead with designing templates to boost our presentation. Since we use tech for rendering and bringing our projects to life, fonts that took an approach to a modern theme, and vibrant colours captured that theme best. It caught the attention of the younger students "Art is an experiment, so why not try something new?"

We were presenting to, while staying playful.

GET IN TOUCH

< PHOTOGRAPHY

**Light trail - Captured with a Canon 7D Mark |**

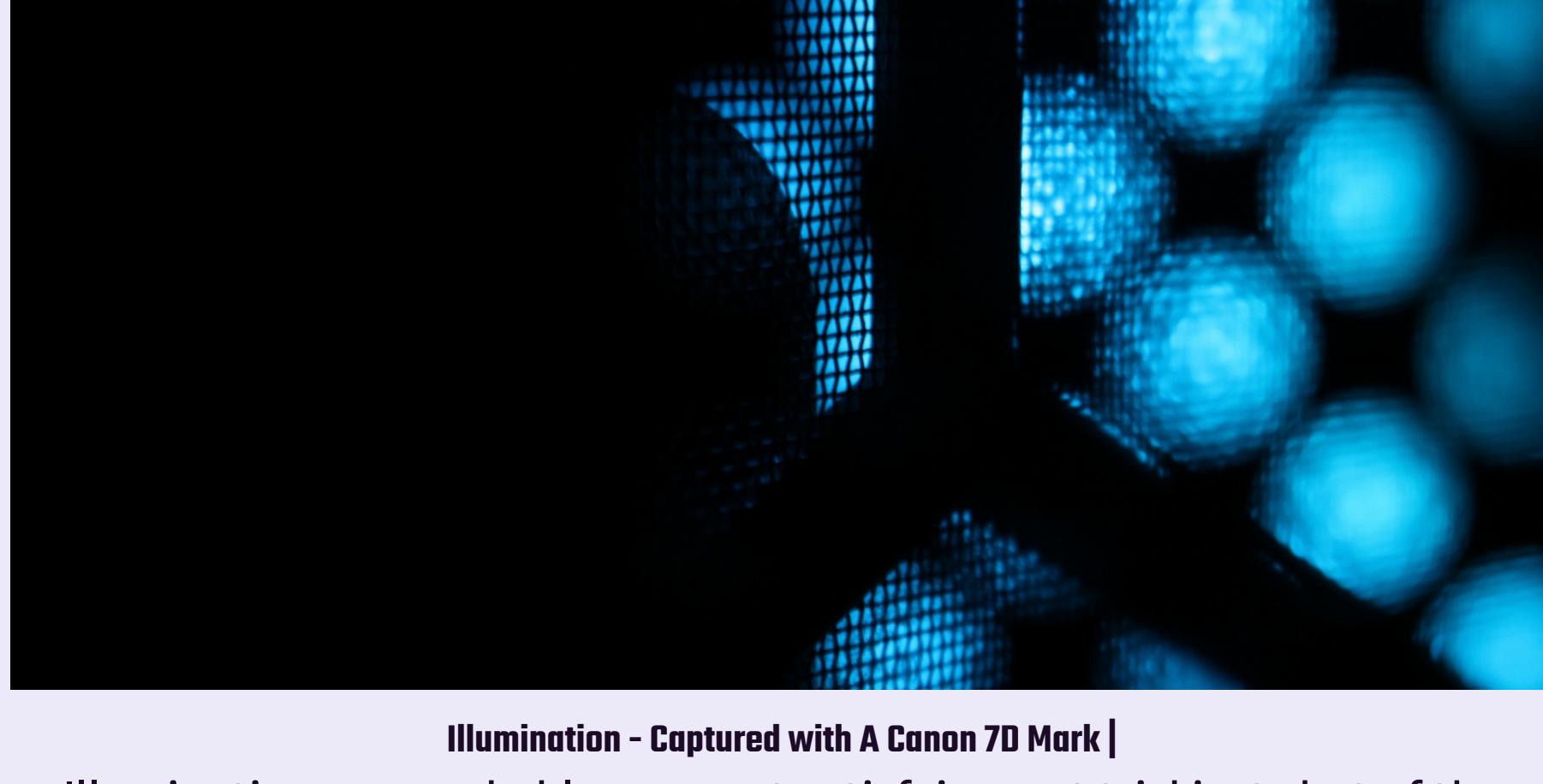
The Light Trail marks a start in a series of photos that I took, seeking to capture light and its display from the various technologies surrounding us,

but with a twist. Taking advantage of low shutter speeds, and directions I

could move my mouse while in low lights, I wanted to see what shapes I

could create. This shot ended up being a fairly simple concept, but the

movement and gentle fade, it caught my eye.

**Illumination - Captured with A Canon 7D Mark |**

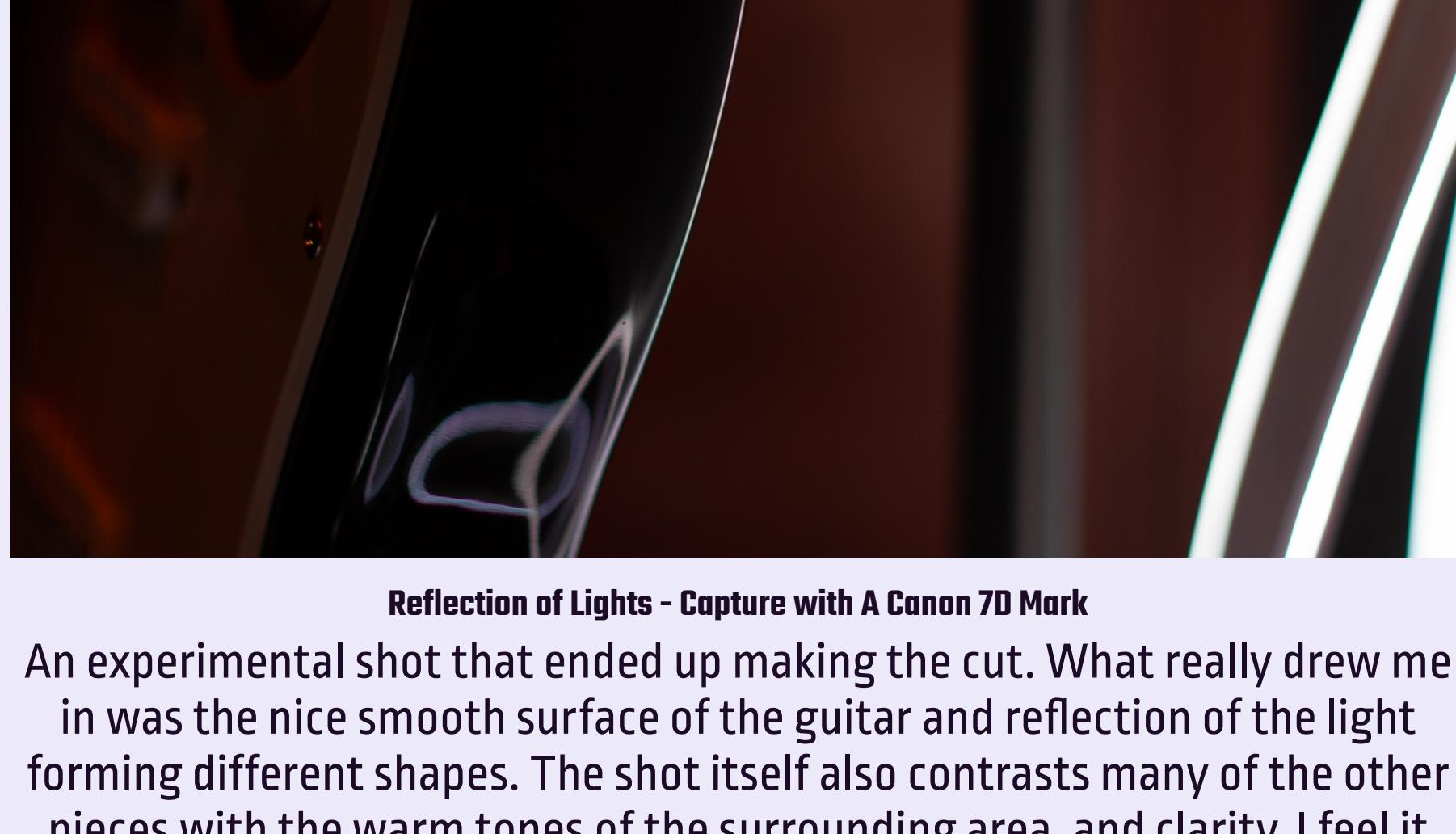
Illumination was probably my most satisfying, yet trickiest shot of the series. The lights kept flickering on and off from my computer, and I needed

to get very close, while maintain some structure, given the purposeful

underexposure. I took about 50 and only 2 turned out well, but with both

the framing, and the lack of clarity, it's a composition that really makes you

think about what the subject is.

**Reflection of Lights - Capture with A Canon 7D Mark**

An experimental shot that ended up making the cut. What really drew me

in was the nice smooth surface of the guitar and reflection of the light

forming different shapes. The shot itself also contrasts many of the other

pieces with the warm tones of the surrounding area, and clarity. I feel it

"Art is an experiment, so why not try something new?"

GET IN TOUCH

SPEAK VISUALLY

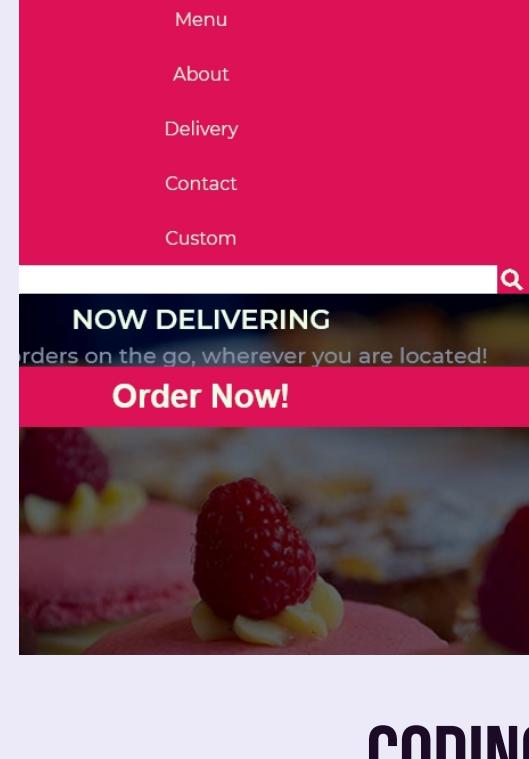
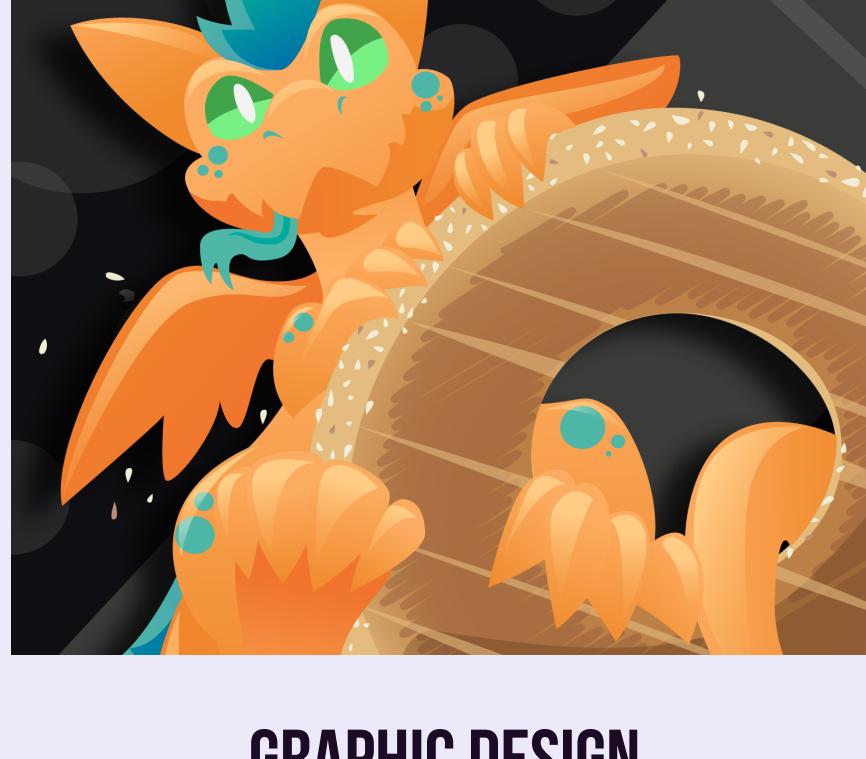
Hello there, and Welcome to Lavictoire Arts!

For the thoughts that words just can express,
visuals can display.

My goal is to bring those ideas to life, and spread
powerful messages through them, so together let
us speak visually!



GALLERY HIGHLIGHTS



```
<!DOCTYPE html>
<html lang="en"> scroll
  <head> scroll
    <!-- contains the navigation, home icon -->
    <!-- created a container for the header -->
    <div class="aligned"> flex
      <!-- contains the navigation, home icon -->
      <nav class="menu"> flex
        <a href="#"> scroll
          <a href="#"> scroll
            <a href="#"> scroll
              <a href="#"> scroll
              <a href="#"> scroll
            </a>
          </a>
        </a>
      </nav>
      <div class="util"> flex
        <-- search bar and buttons -->
        <input type="text" placeholder="Search..." />
        <!-- add icon and styling to the button -->
        <button type="submit"> scroll
        <button class="shopping"> scroll
        </button>
      </div>
    </header>
    <article class="container container-order">
      <!-- insert image for the main image via CSS -->
    </article>
  </body>
</html>
```

GRAPHIC DESIGN

From style guides and visuals, to font sets and templates,
creating an identity to recognised through key elements.

CODING

Applying concepts and bring together mockups and
animation on an interactive platform.



PHOTOGRAPHY

Capturing grand moments, and sights with a single snap of a photo.

Want to create something?

GET IN TOUCH

WHO AM I?

My name's Lauren Lavictoire, and I'm an ambitious graphic designer who believes that all ideas can be expressed in a visual form.

I seek to learn and envision astounding projects, and with some hard work and collaboration, we can make it a reality!

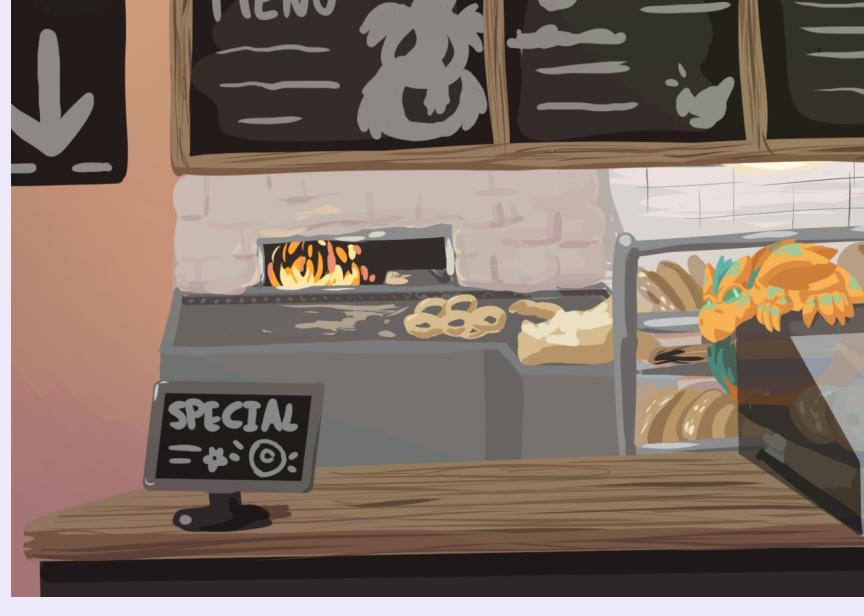


BACKGROUND



I'm currently an Interactive Media Design student at Algonquin college. With a background in arts, and a passion for teaching myself different skills, having fun in the creative process feels almost like second nature to me! I've done a bit of graphic work and commissions on the side, but I never imagined I could pursue career in the study until I took a risk by entering this program last minute!

I seek to grow my skills in coding and design, so I can pursue a career in those fields. I want to bring life to media, and be able to have it so that not only I can enjoy what I create, but whoever my target market or audience may be as well.



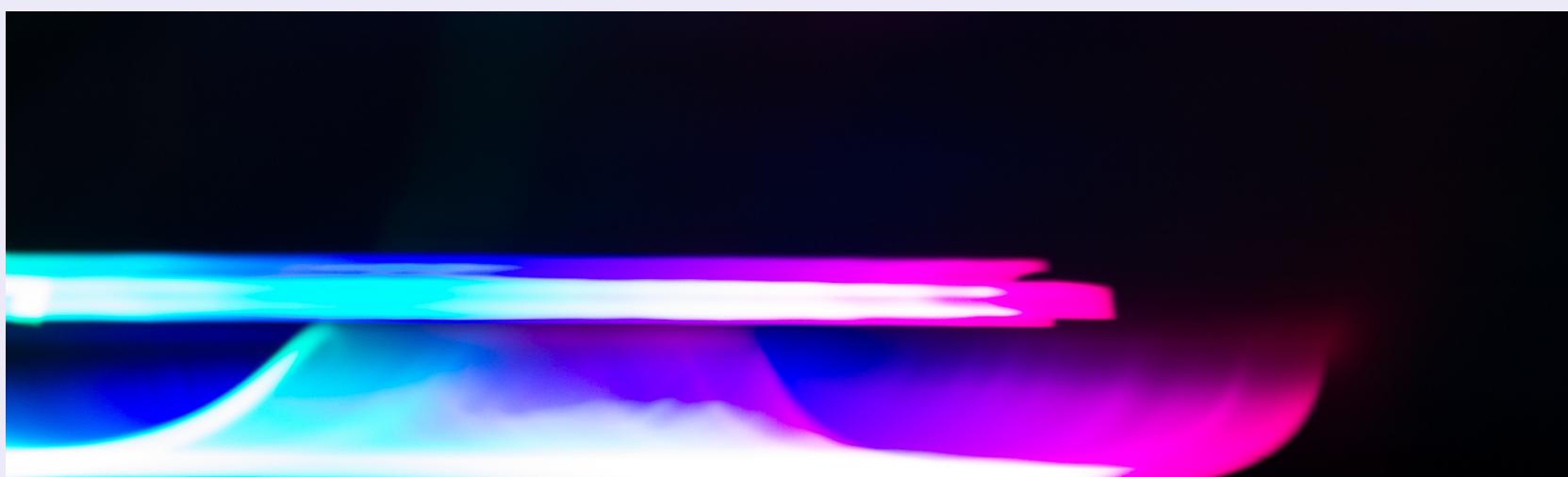
Through my journey, I've gotten to work with many clients, co-workers and friends alike. They all have taught me many things and helped me expand my skills. As I progress, be sure to come and see, as my skill set and project scale increases.

"Art is an experiment, so why not try something new?"

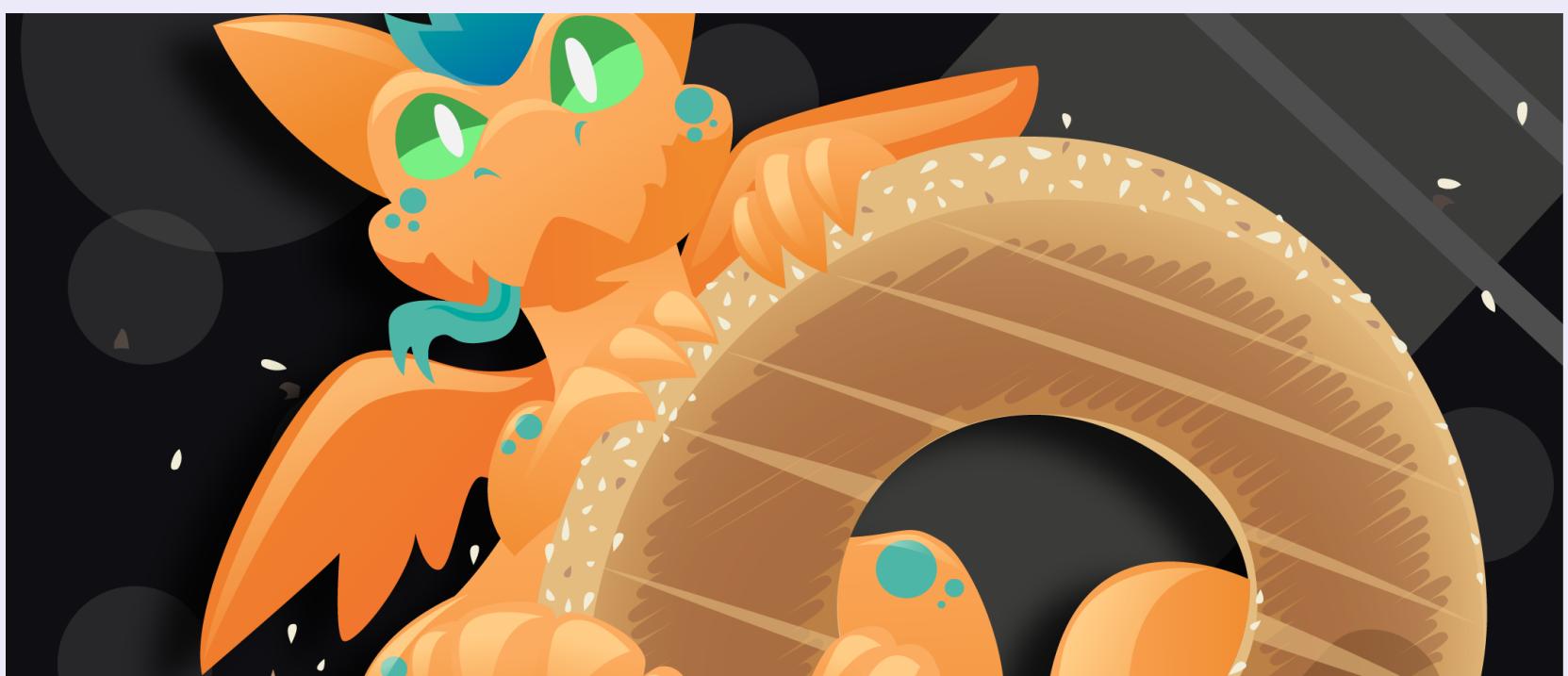
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PORTFOLIO GALLERIES

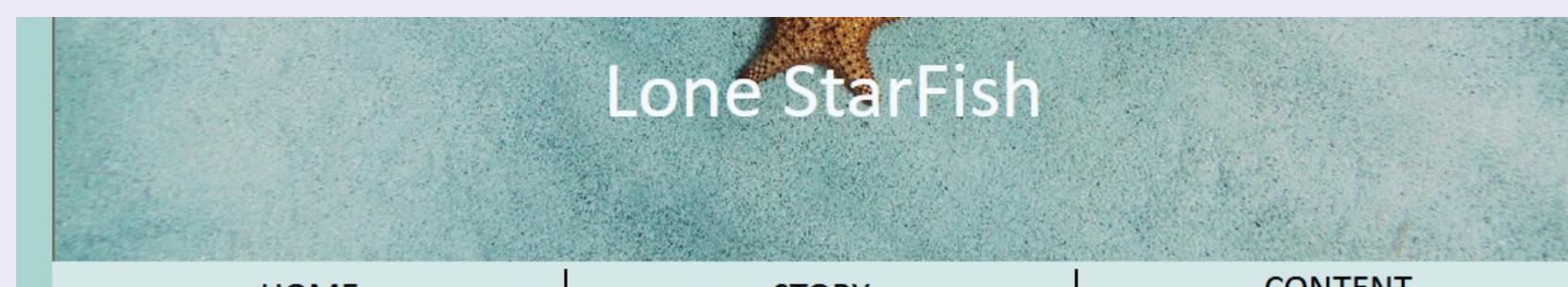
PHOTOGRAPHY



GRAPHIC DESIGN



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Life of a Starfish

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MY WORK

The software I used to create my work is compromised of Adobe XD, Adobe Premier, Adobe Illustrator, Adobe Photoshop, Adobe Lightroom/Lightroom Classic, Adobe Audition and Adobe After Effects. My coding consistes of using VS code, GitHub, and Codepen using CSS and HTML. In terms of Content Management Systems, I've used Wordpress and Drupal. I'm a quick learner for software, and pick up on new software in around a week. If there are any programs you are curious that I've touched, feel free to give me a shout.

USAGE AND RIGHTS

My work may belong to myself, Adobet Animatte and Adpheate Design. Check shape before my skills increase, if you want to contact me for purchasing some designs or goods, feel free to reach out. We shall be able to discuss the use and rights to the pertained work in more detail via private dms. If you have any further questions or concerns, you may reach me via my contact page, and I'll be sure to follow up within 24-48 hours.

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MESSAGE:

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