

Web Montage (Due 10/03)

Sketch

Create a "web montage" sketch using your knowledge of CSS positioning, animations & transitions. Pick whatever topic you want. You could:

- Create a composition that explores the visual aesthetics of the web.
- Crowd-source images by asking friends/strangers for GIFs/images/videos about a particular topic and weaving them together into a digital tapestry.
- Excavate a lost part of the web and create a historical montage. [Wayback Machine](#) has many, many, many snapshots of pages throughout time.

HTML/CSS Reminders

- Don't forget about sound elements.
- Video can be embedded via `iframe` and `video` elements. `Object-fit` can be useful here.
- The CSS `position` property will allow you to place any element wherever you want. Possible values: `absolute`, `relative`, `fixed`, `static`.
- `Inline-block` can be used to create a grid, but don't forget about the whitespace between elements.
- The CSS `transform` property can be used for glorious 3D manipulations to any element. See class slides for extra tutorials.
- Animations and transitions are powerful ways to create simple interactive and motion. See class slides for extra tutorials.
- You can create fluid sized elements using percentages or `vw` / `vh`.
- `z-index` can be used to control the stacking order of elements. `opacity` can be helpful with layered compositions.

References

Commerical

1. [Million Dollar Homepage](#)

Aesthetics

1. [Rafaël Rozendaal's Websites](#)
2. [Petra Cortright](#)
3. [Alexandra Gorczynski's web works](#)
4. [Michael Manning's Net Art](#)
5. [Macintosh Labs by Emilio Gomariz](#)

Remixing

1. Dadaism and Photomontage (e.g. [Hannah Hoch](#))
2. [Hybrids by 0100101110101101](#)
3. [Shredder by Mark Napier](#)
4. [Riot by Mark Napier](#)

Crowds

1. [Communimage by calc](#)

2. [Cameron's World](#)
3. [Hyper GIF 3D Gallery](#) by Akihiko Taniguchi ([GIFs](#)) and [GIF 3D Gallery](#)
4. [GifPumper](#)

Technical Constraints

The site should be composed of (at minimum) two pages:

1. A page (or pages) with your sketch.
2. An "about" page that has: your name, sketch title, a couple sentences explaining your process.
3. A nav somewhere on your page that allows the viewer to get from your sketch to your "about" page and vice versa.

Turning in the Assignment

Upload your project to GitHub Pages and DM me a link in Slack.

If your project is too large for GitHub, you can zip the folder and DM it to me in Slack.